

GALLIC 400 BCE – 50 BCE

(version May 25th, 2011)

CORE

'The Gauls are tall of body, with rippling muscles, and white of skin. Their hair is fair, not only by nature but also because of their custom of accentuating it by artificial means. They wash their hair in lime water then pull it back so that it resembles a horse's mane. Some of them shave their beard, others let it grow. The nobles shave their cheeks but let their moustache grow until it covers their mouth.'

Diodorus Siculus

Strategy Rating: 1

Climate: Fertile

* if Gaesati or chariots are present, strategy rating raises to 3.

A Gallic army must include a warlord or chieftain and at least two warband units. Enemies included the Early Romans, Etruscans, Samnites, Republican Romans, Carthaginians, Ancient Spanish, Ancient Germans, Dacians, Thracians, Illyrians and other Gauls.

ARMY SELECTION

Command:	Must include a general May include up to 3 sub-commanders
Core:	Must include at least 2 warbands May include up to 8 other core troop selections
Support:	May include up to 6 support The number of support plus skirmish selections must not exceed the number of core selections
Skirmish:	May include up to 3 skirmish The number of support plus skirmish selections must not exceed the number of core selections
Allies:	Up to 20% of the points available may be spent on troops from the Allies section

COMMAND

A Gallic army must include a general and may include up to 3 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
WARLORD	7 + 2	9 + 2	+3	ARMY GENERAL, HEROIC LEADER	50
HIGH CHIEFTAIN	6 + 1	8 + 1	+2		FREE

Upgrades: May be mounted on a horse at a cost of 10 pts (this removes the Heroic Leader trait if the player wishes)

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profiles.

Up to 3 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
CHIEFTAIN	6 + 1	8 + 1	+2	HEROIC LEADER	55

Upgrades: Up to one Chieftain may be mounted on a horse at a cost of 10 pts (this removes the Heroic Leader trait if the player wishes)

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profiles. One Chieftain may be designated as Gaesati. The "Allies" rule (page 101 of the CoE rulebook) applies to him.

Players may select up to 10 units from the Core section and must select at least 2 Warband units as compulsory troops.

Warband

Models per unit: 20-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR CLOSED	12	4+	1	3	6	4+	1	5	7	11

Weapons: Hand Weapon, Javelins

Armour: Shield

Special Rules: Limited missiles, Warband, Woodsmen

Upgrades: None

If open order, a warband unit may contain a maximum of 25 models.

Up to 1 unit of Gaesati

Models per unit: 20-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	12	4+	1	3	6	4+	1	5	7	13

Weapons: Hand Weapon, Javelins

Armour: Shield

Special Rules: Allies, Bloodthirsty, Limited missiles, Warband, Woodsmen

Upgrades: None

Gaesati may not be taken if any Soldurii are selected.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

Up to 1 unit of Soldurii

Models per unit: 15-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	6	8	18

Weapons: Hand Weapon, Javelins

Armour: Light Armour, Shield

Special Rules: Limited Missiles, Warband, Woodsmen

Upgrades: None

Soldurii may not be taken if any Gaesati are selected.

Up to 3 units of Light Chariots

Models per unit: 3-8

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	2	4	3+	4+	1	6	8	54

Weapons: Hand Weapon, Long Spear, Javelins

Armour: Light Armour, Shield

Special Rules: Fearsome

Upgrades: None

Noble Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	5+	4+	1	6	7	31

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Warband
 Upgrades: May add light armour, upgrading ARM to 4+ at a cost of 2pts per model.

Up to 1 unit of Rabble

Models per unit: 20-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	5+	1	1	N/A	4+	1	3	3	2

Weapons: Improvised Weapons and Improvised Missiles
 Armour: None
 Special Rules: Rabble
 Upgrades: None

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 3 Skirmish units may be chosen.

Javelinmen

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	6	4+	1	5	5	8

Weapons: Javelins, Hand Weapon
 Armour: Buckler
 Special Rules: None
 Upgrades: None

Slingers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Sling, Improvised Weapons
 Armour: None
 Special Rules: None
 Upgrades: None

Up to 1 unit of Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	8

Weapons: Composite Bow, Improvised Weapons
 Armour: None
 Special Rules: None
 Upgrades: None

ALLIES

Up to 20% of the points available may be spent on allies. Armies may only select one of Ancient German or Spanish allies, and only if no chariots or Gaesati are selected.

Ancient German
 Ancient Spanish

GALLIC ALLIES

Allied armies may take the following Gallic troops as allies. They do not have to take compulsory troops and they do not have to select core troops in order to gain access to support troops. They are otherwise bound by any restrictions in the parent list. Gallic allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander
 Up to 1 unit of chariots
 Up to one unit of javelinmen

Any number of warbands
 Up to one unit of cavalry
 Up to one unit of slingers