

# CELTS

VERSION 1.0

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A few folks have asked for a specific list to cover historical Celts. Although it is a fairly simple matter to construct a Celt Warband from the existing Barbarian list, I've pulled the relevant entries into one place and made some adjustments to terminology and detail to create a specific list for 'Celts'.

What is commonly understood by the terms 'Celts' and 'Celtic' owes as much to the 'Celtic Revival' of late Victorian times as it does to any classical source. Nonetheless and amongst gamers at least, we usually know what we mean when we say 'Celts'. Therefore, I will not dwell upon the historical and ethnological background and leave it to players to read up on such things if they wish.

I've based this list upon what is known of the Iron Age inhabitants of Britain, Ireland and Gaul who fought against the Romans in the centuries BC and early first century AD. Celtic tribes originating closer to central Europe also fought against the Greeks - and presumably those Illyrian and other Balkan tribes in between - before rampaging through Anatolia and settling in Galatia. Celts who had come to dominate the Danube basin and northern Balkans before the third century BC were gradually ousted or assimilated by newer incomers by the third century AD.

Other Celtic tribes lived in Spain (Iberia) and are known as Celtiberians. Whatever their heritage, their fighting methods and cultural affinities were heavily influenced by non-Celtic neighbours - or else insular developments of their own. These Iberian peoples are best excluded from the warriors covered by this list. Their descendants still live in northern Spain, the region known as Galicia taking its name from the same root as 'Gaul'.

With some variations (which I'll come to in a minute) this list can be used to create a Warband of Britons, Gauls, Galatians, Celts, Caledonians or Picts as well as specific tribal confederations such as the Boii or Volcae. Our list follows the usual format for Warlords of Erewhon in that it represents a warband that may not be typical of an army as a whole, but which offers a selection of appropriate warriors and their leaders. For example, you could create

an entirely chariot-borne force of the kind led by Caratacus during the long guerilla campaign against the Romans following defeat in open battle at the Medway.

Celtic warriors fought with a long sword and javelins, carrying a long, often narrow, shield for defence. The richest and most important warriors might have been fortunate enough to own helmets and even mail armour: a Celtic invention according to the Roman writer Varro. Poorer warriors probably made do with a bunch of javelins, one of which would be retained to thrust (probably slightly heavier - in Erewhonian terms such a combination is rated as a 'spear'). I have allowed for three degrees of fighters - the elite warriors (such as the Fianna) who have a choice of special abilities, ordinary warriors who are given the option for the Savage special rule making them dangerous during an initial clash, and tribesmen who are make-weights of the kind that trailed behind Boudica - their main benefit is that they are cheap.

Youngsters, expected to participate as skirmishers or missile troops, are likely to have carried only javelins or else slings or bows - I have included knives as a catch-all category to represent personal armament of various kinds including swords inexpertly wielded.

Although the list aims at a historically credible representation, I have given warlords and heroes a choice of special abilities to maintain parity with 'fantasy' warbands and to compensate for the lack of big monsters and beasts. In the warband I would suggest these are credible abilities considering we are dealing with individuals of such standing. I have also allowed for a 'wizard' in the same way as I did for the Roman list and to allow players the option of fighting against other Erewhon forces. In the case of Celts these are Druids. Obviously, players who want to play in a strictly historical context will prefer to either ignore these elements or amend the rules, removing such obviously fantastical elements as spells and spirits.

I have also included warhounds as a unit. I would not claim that these would form part of historical armies as such. However, hunting packs do feature in many a Celtic

tale, and in the context of a warband they add colour and variety to a force that is not otherwise over-endowed with troop choices.

Perhaps one of the most interesting features of a Celtic warband is the chariot. Chariots - as opposed to mere wagons and carts - were a notable component of warfare in the British Isles and Ireland. They were used extensively by the Britons and especially during the Roman conquest, when Caratacus' chariot-borne forces harassed the Romans from Wales and the western marches. The Caledonian tribes of the north - who may or may not have been identical to the people known as Picts - also used chariots. Chariots remained a feature of Irish warfare even later. Elsewhere, chariots did not feature in Celtic armies of historical times.

I have presented all of the chariots with only two crew - a warrior or character rider and a driver to crew it. I have not included any further options for more crew or for warhorses. This reflects what we know of historical examples, but it does make chariots less effective - and no spiky wheels either - sorry! I have, however, provided a range of optional special rules which do go towards improving their offensive capability. Note that 'Ferocious charge' is normally a 'per model' option whilst 'irresistible charge' is a 'per unit' option, so I have adjusted the points values for Ferocious charge to take this into account (2pts rather than 1). Just pointing this out in case anyone should think this a mistake.

To make a distinction between British/Irish and continental Celts I have come up with a basic selector. British/Irish forces have the option of including chariots but few mounted warriors (only some lightly armed cavalry). Continental types have the options to include mounted warriors but no chariots. The distinction I'm drawing here is really between 'Britons and Gauls', but it holds up in general as described. It's not obvious why chariots continue to serve a role in British and Irish warfare whilst they disappeared elsewhere. It might reflect the size and temperament of native horses - little more than ponies - that were gradually replaced with bigger and more tractable mounts from the turn of the first millennium.

Units only available to British and Irish forces are marked BI, whilst choices only available to Gallic and other continental Celts are marked CC. In some cases I have applied different limits to units on the same basis, as noted in the unit header and described under 'special'. Players who wish to ignore these distinctions are welcome to do so. They are included to lend a historical flavour for players who wish to portray specifically British/Irish or Continental forces.

## CELTIC CHIEFTAIN

*Warlord Warriors Unit*

*Points Value: 96*

**Special:** You must include one of Celtic Chieftain, Mounted Celtic Chieftain or Celtic Chieftain in Chariot unit in your warband and one only.

Unit: Celtic Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Celtic Chieftain with sword, light armour	5	5	5	5(6)	8	8	Tough, Command, Follow, 3x HtH, Wound
2 x Celtic Bodyguard with sword, light armour	5	5	5	5(6)	7	7	

### Options

- Upgrade Chieftain to Wounds 2 @12pts
- Upgrade Chieftain to Tough 2 @10pts
- Give unit Savage rule @5pts + 1pt per additional bodyguard
- Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 5(7)
- Add up to 2 Celtic bodyguards @12pts each

## MOUNTED CELTIC CHIEFTAIN

*Warlord Mounted Unit*

*Points Value: 122*

**Special:** You must include one of Celtic Chieftain, Mounted Celtic Chieftain or Celtic Chieftain in Chariot unit in your warband and one only.

Unit: Mounted Celtic Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Celtic Chieftain with sword, light armour	5	5	5	6(7)	8	8	Tough, Command, Follow, Fast 8, 3x HtH, Wound
2 x Mounted Celtic Bodyguard with sword, light armour	5	5	5	6(7)	7	7	Fast 8

### Options

- Give unit spears @Free per model **OR**  
Give unit javelins @2pts per model
- Upgrade Chieftain to Wounds 2 @14pts
- Upgrade Chieftain to Tough 2 @10pts
- Give unit Savage rule @5pts +1pt per additional bodyguard
- Give unit Ferocious Charge rule @1pt per model
- Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 6(8)
- Add up to 2 Mounted Celtic bodyguards @20pts each

## CELTIC CHIEFTAIN IN CHARIOT BI

*Warlord Chariot Unit*

*Points Value: 142*

**Special:** You must include one of Celtic Chieftain, Mounted Celtic Chieftain or Celtic Chieftain in Chariot unit in your warband and one only.

Unit: Celtic Chieftain riding chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Chieftain and crew in chariot pulled by horses	3	-	-	10	-	-	Large, Tough, Fast 8
1 x Celtic Chieftain with sword, [light armour]	[5]	5	5	[5(6)]	8	8	[Tough], Command, Follow, 3x HtH, [Wound]
1 x Celtic crew with sword	-	5	5	-	-	-	
2 x Horses	-	-	-	-	-	-	

### Options

- Give Chieftain and crew spears @Free per model **OR**  
Give Chieftain and crew javelins @2pts per model
- Upgrade Chieftain to [Wounds 2] @12pts on foot only
- Upgrade Chieftain to [Tough 2] @10pts on foot only
- Give unit Savage rule @4pts
- Give unit Ferocious Charge rule @2pts
- Give unit Irresistible Charge rule @10pts
- Give Chieftain medium armour @10pts increasing Res to 5(7) on foot only

## DRUID

*Warriors Unit*

*Points Value: 57*

**Special:** You can include a maximum of one Druid in your warband.

Unit: Druid	Ag	Acc	Str	Res	Init	Co	Special
1 x Druid with sword or sickle	5	5	5	5	7	8	Tough, Wound, Magic Level 1
0 x Druid Bodyguard with sword or axe	5	5	5	5	7	7	
0 x Elemental Spirits	5	5	5	5	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

### Options

- Upgrade Druid to Magic Level 2 @25pts
- Upgrade Druid to Magic Level 3 @50pts
- Upgrade Druid to Tough 2 @10pts
- Give Druid Divine Intervention rule @10pts
- Give Bodyguard Spears @Free per model
- Give unit Savage rule @1pt per model
- Give unit Zealous rule @5pts per model
- Add up to 4 Druid Bodyguards @10pts each **OR**  
Add up to 4 Elemental Spirits @ 18pts each
- Give Druid Bodyguard light armour @2pts per Bodyguard model increasing Res to 5(6)

## CELTIC HERO

*Warriors Unit*

*Points Value: 81*

**Special:** You can include a maximum of one Celtic Hero, Mounted Celtic Hero or Celtic Hero in Chariot in your warband.

Unit: Celtic Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Celtic Hero with sword, light armour	5	5	6	6(7)	9	9	Tough 2, Hero, 3x HtH, Wound

### Options

- Give Hero medium armour @10pts increasing Res to 6(8)
- Give Hero spear @Free **OR**  
Give Hero javelins @2pts
- Upgrade Hero to Wounds 2 @14pts
- Upgrade Hero to Wounds 3 @28pts
- Upgrade Hero to Tough 3 @10pts
- Give Hero Savage rule @3pts
- Give Hero Ferocious Charge Rule @1pt
- Give Hero Irresistible Charge Rule @10pts

## CELTIC HERO IN CHARIOT (BI)

*Chariot Unit*

*Points Value: 148*

**Special:** You can include a maximum of one Celtic Hero, Mounted Celtic Hero or Celtic Hero in Chariot in your warband.

Unit: Celtic Hero riding chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Hero and crew in chariot pulled by horses	3	-	-	10	-	-	Large, Tough 2, Fast 8
1 x Celtic Hero with sword, [light armour]	[5]	5	6	[6(7)]	9	9	[Tough 2], Hero, 3x HtH, [Wound]
1 x Celtic crew with sword	-	5	5	-	-	-	
2 x Horses	-	-	-	-	-	-	

### Options

- Give Hero and crew spears @Free per model **OR**  
Give Hero and crew javelins @2pts per model
- Give unit Ferocious Charge rule @2pts
- Give unit Irresistible Charge rule @10pts
- Give unit Savage rule @4pts
- Give Hero medium armour @10pts increasing Res to 6(8) on foot only

## MOUNTED CELTIC HERO (CC)

*Mounted Unit*

*Points Value: 91*

**Special:** You can include a maximum of one Celtic Hero, Mounted Celtic Hero or Celtic Hero in Chariot in your warband.

Unit: Mounted Celtic Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Celtic Hero with sword, light armour, riding horse	5	5	6	6(8)	9	9	Tough 2, Hero, 3x HtH, Wound, Fast 8

### Options

- Give Hero medium armour @10pts increasing Res to 6(9)
- Give Hero spear @Free **OR**  
Give Hero javelins @2pts
- Upgrade Hero to Wounds 2 @16pts
- Upgrade Hero to Wounds 3 @32pts
- Upgrade Hero to Tough 3 @10pts
- Give Hero Savage rule @3pts
- Give Hero Ferocious Charge Rule @1pt
- Give Hero Irresistable Charge Rule @10pts

## ELITE WARRIORS

*Warriors Unit*

*Points Value: 92*

**Special:** You can include a maximum of one Elite Warrior unit in your warband.

Unit: Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Elite Warrior Leader with sword, javelin and shield (light armour)	5	5	6	5(6)	7	8	Tough
4 x Elite Warrior with sword, javelin and shield (light armour)	5	5	6	5(6)	7	7	

### Options

- Give unit Savage rule @1pt per model **OR**  
Give unit Ferocious Charge rule @1pts per model **OR**  
Give unit Frenzied Charge rule @2pts per model **OR**  
Give unit Berserk rule @5pts per model
  - Give unit medium armour @2pts per model increasing Res to 5(7)
  - Add up to 5 Warriors @16pts each
- Note: You can only choose **one** of the special rules for the unit.

## WARRIORS

*Warriors Unit*

*Points Value: 82*

Unit: Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Warrior Leader with sword, javelin and shield (light armour)	5	5	5	5(6)	7	8	Tough
4 x Warrior with sword, javelin and shield (light armour)	5	5	5	5(6)	7	7	

### Options

- Give unit Savage rule @1pt per model
- Add up to 5 Warriors @12pts each

## TRIBESMEN

*Warriors Unit*

*Points Value: 60*

Unit: Tribesmen	Ag	Acc	Str	Res	Init	Co	Special
1 x Tribal Leader with spear and shield (light armour)	5	5	5	5(6)	7	7	
4 x Tribesman with spear and shield (light armour)	5	5	5	5(6)	7	7	

### Options

- Give unit swords and javelins instead of spears @2pts per model
- Add up to 5 Tribesmen Warriors @12pts each
- Give Tribal Leader Tough rule @10pts

### SLINGERS (CC limit)

Warriors Unit

Points Value: 60

**Special:** In a Continental Celt force you can include a maximum of one unit of slingers in your warband.

Unit: Slingers	Ag	Acc	Str	Res	Init	Co	Special
1 x Slinger Leader with knife, sling	5	5	5	5	7	7	
4 x Slinger with knife, sling	5	5	5	5	7	7	

#### Options

- Give Slinger Leader Tough rule @10pts
- Add up to 5 Slingers @12pts each
- Give unit Dead Eye Shot rule @10pts

### ARCHERS (BI limit)

Warriors Unit

Points Value: 55

**Special:** In a British/Irish force you can include a maximum of one unit of archers in your warband.

Unit: Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Archer Leader with knife, bow	5	5	5	5	7	7	
4 x Archer with knife, bow	5	5	5	5	7	7	

#### Options

- Give Archers Leader Tough rule @10pts
- Add up to 5 Archers @11pts each

### SKIRMISHERS

Warriors Unit

Points Value: 55

Unit: Skirmishers	Ag	Acc	Str	Res	Init	Co	Special
1 x Skirmisher Leader with knife and javelin	5	5	5	5	7	7	
4 x Skirmisher with knife and javelin	5	5	5	5	7	7	

#### Options

- Give Skirmisher Leader Tough rule @10pts
- Add up to 5 Skirmishers @11pts each
- Give unit Woodsman rule @1pt per model

### WARHOUNDS

Warriors/Beast Unit

Points Value: 68

**Special:** You can include a maximum of one Warhound unit in your warband.

Unit: Warhounds	Ag	Acc	Str	Res	Init	Co	Special
1 x Pack Master with sword	5	5	5	5	7	8	Tough, Rapid Sprint
4 x Warhounds	5	0	5	6	5	5	Savage, Rapid Sprint, 1x HtH SV1

#### Options

- Give Pack Master light armour @2pts increasing Res to 5(6)
- Give unit Woodsman rule @1pt per model
- Give Pack Master spear @Free
- Add up to 5 Warhounds @11pts each

### CHARIOT (BI)

*Chariot Unit*

*Points Value: 81*

Unit: Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot: Celt crew, pulled by two horses	3	-	-	10	-	-	Large, Fast 8
2 x Celt crew with sword	-	5	5	-	7	8	
2 x Horses	-	-	-	-	-	-	

#### Options

- Give crew spears @Free per model **OR**
- Give crew javelins @2pts per crew model
- Give unit Savage rule @+2pts
- Give unit Ferocious Charge rule @2pts
- Give unit Irresistible Charge rule @10pts

### MOUNTED SKIRMISHERS

*Mounted Unit*

*Points Value: 66*

Unit: Mounted Skirmishers	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Leader with sword	5	5	5	6	7	8	Tough, Fast 8
2 x Mounted Skirmisher with sword	5	5	5	6	7	7	Fast 8

#### Options

- Give unit javelins @2pts per model
- Give unit light armour @2pts per model increasing Res to 6(7)
- Add up to 2 mounted skirmishers @18pts each

### CAVALRY (CC)

*Mounted Unit*

*Points Value: 72*

Unit: Cavalry	Ag	Acc	Str	Res	Init	Co	Special
1 x Cavalry Leader with sword and light armour	5	5	5	6(7)	7	8	Tough, Fast 8
2 x Cavalryman with sword and shield (light armour)	5	5	5	6(7)	7	7	Fast 8

#### Options

- Give unit javelins @2pts per model **OR**
- Give unit spears @Free per model
- Give unit medium armour @2pts per model increasing Res to 6(8)
- Give unit Savage rule @1pt per model
- Add up to 2 cavalrymen @20pts each

## WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Sling	0-10"	10-20"	-	0	2x ranged attacks on Fire order
Javelin	0-10"	-	-	1	
Sword or Sickle	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can be used for exchange of missiles
Knives	Hand-to-Hand Combat			1	

**Berserk.** Until defeated or fail a break test, double attacks in HtH, automatically pass orders to charge.

**Command.** Friendly units within 10" can use the model's Co stat to take Command based tests.

**Dead-Eye Shot.** Re-roll one miss.

**Divine Intervention.** Can steal an order dice from an enemy unit within 20" with successful Command test. If fail take 1 pin instead. One attempt only per turn.

**Ferocious Charge.** +1 Strength bonus when charging.

**Follow.** Friendly un-pinned units within 5" can follow the unit's order immediately.

**Frenzied Charge.** +1 extra Attack when charging.

**Hero.** Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

**Irresistible Charge.** +D3 Strike Value bonus when charging.

**Large.** +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models.

**Rapid Sprint.** Sprint at 4M.

**Savage.** Re-roll missed Strength 'to hit' in first round of combat in game.

**Fast.** Move at the basic rate indicated.

**Spirit.** Can be sacrificed for a re-roll. Destroyed if wizard is slain.

**Tough.** Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

**Woodsmen.** Difficult terrain counts as open terrain. Add +1 cover bonus in woods.

**Wound.** Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.

**Zealous.** Ignore pins when taking a break test. Re-roll failed order test.