

**GALLIC**  
**400 BC to 50 BC**

**Early Gallic**

Gallic C-in-C, with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 60 points. 1 only.  
Gallic Ally-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 70 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. Up to 4

Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points per model. Up to 16 models.

Noble Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 12 elements.  
*The number of cavalry figures used may not exceed the number of chariot horses fielded, including generals chariots.*

Gaesati mercenary naked Sub-General, on foot as LMI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. 1 only.

Gaesati mercenary naked warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 16 elements.

Gallic warriors "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Min 30 to 72 elements.  
*Extra to upgrade LMI warriors to "Irregular A" as fanatics, @ 6 points per element. Any or all*

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 5 to 16 elements.

Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 10 elements.

Slingers "Irregular C" LI, S, Sh, @ 2 points. 6 points per 2 figure element. Up to 10 elements.

70 paces of set-up plunder wagon laager, @ 70 points per model. Up to 4

Up to 28 irregular command factors

## Middle Gallic

Gallic C-in-C, mounted on horse as HC, JLS, Sh, @ 70 points or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 60 points. 1 only.

Gallic Ally-General, mounted on horse as HC, JLS, Sh, @ 60 points or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 70 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. Up to 3

Gallic Sub-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 60 points or mounted on horse as HC, JLS, Sh, @ 50 points or on foot as LHI, JLS, Sh, @ 40 points. Up to 1

Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points per model. Up to 12 models.

Noble Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Min 4 to 20 elements.

*Extra to upgrade noble cavalry to HC, @ 6 points per element. Up to 1/2*

*Extra to upgrade noble cavalry to "Irregular A" as soldurii bodyguard for C-in-C, @ 3 points per element. Up to 4 elements.*

*If any chariots are fielded, the number of cavalry figures used may not exceed the number of chariot horses fielded, including generals chariots.*

Warriors "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Min 30 to 72 elements.

*Extra to upgrade LMI warriors to "Irregular A" as fanatics, @ 6 points per element. Any or all*

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 5 to 16 elements.

Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 10 elements.

Slingers "Irregular C" LI, S, Sh, @ 2 points. 6 points per 2 figure element. Up to 10 elements.

Gaesati mercenary naked Sub-General, on foot as LMI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. 1 only.

Gaesati mercenary naked warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 16 elements.

70 paces of plashing for wood edge or set-up wagon laager, @ 70 points per model. Up to 4

*An army using plashing cannot have chariots, more than 1/4 of its warriors "Irregular A", or more than 6 elements of cavalry.*

Up to 28 irregular command factors

## Later Gallic

Gallic C-in-C, mounted on horse as HC, JLS, Sh, @ 70 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 60 points. 1 only.

Gallic Ally-General, mounted on horse as HC, JLS, Sh, @ 60 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. Up to 3

Gallic Sub-General mounted on horse as HC, JLS, Sh, @ 50 points or on foot as LHI, JLS, Sh, @ 40 points. Up to 2

Noble Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Min 4 to 20 elements.

*Extra to upgrade noble cavalry to HC, @ 6 points per element. Up to 1/2*

*Extra to upgrade noble cavalry to "Irregular A" as soldurii bodyguard for C-in-C, @ 3 points per element. Up to 4 elements.*

Warriors "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Min 30 to 72 elements.

*Extra to upgrade LMI warriors to "Irregular A" as fanatics, @ 6 points per element. Any or all*

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 5 to 16 elements.

Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 10 elements.

Slingers "Irregular C" LI, S, Sh, @ 2 points. 6 points per 2 figure element. Up to 10 elements.

70 paces of plashing for wood edge or set-up wagon laager, @ 70 points per model. Up to 4

*An army using plashing cannot have more than 1/4 of its warriors "Irregular A", or more than 10 elements of cavalry.*

Up to 28 irregular command factors

## **Trans-Danubian Celtic**

Celtic C-in-C, mounted on horse as HC, JLS, Sh, @ 70 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 60 points. 1 only.

Celtic Ally-General, mounted on horse as HC, JLS, Sh, @ 60 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. Up to 3

Celtic Sub-General mounted on horse as HC, JLS, Sh, @ 50 points or on foot as LHI, JLS, Sh, @ 40 points. Up to 1

Noble Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 8 elements.

*Extra to upgrade noble cavalry to HC, @ 6 points per element. Up to 1/2*

Warriors "Irregular C" MI, JLS, Sh, @ 12 points per 4 figure element. Min 20 to 66 elements.

*Extra to upgrade MI warriors to "Irregular A" as Gaesati fanatics, @ 8 points per element. Up to 1/4*

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 5 to 16 elements.

Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 10 elements.

Slingers "Irregular C" LI, S, Sh, @ 2 points. 6 points per 2 figure element. Up to 10 elements.

Elderly, slaves, women, children, unfit or unwilling "Irregular D" MI, JLS or IPW, @ 4 points per 4 figure element. Up to 28 elements.

*Extra to give Sh to those not already provided with them, @ 3 points per 3 figure element.*

70 paces of set-up wagon laager, @ 70 points per model. Up to 6

Up to 28 irregular command factors

## **British Gallic**

British C-in-C, mounted on horse as HC, JLS, Sh, @ 70 points or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 60 points. 1 only.

British Ally-General, mounted on horse as HC, JLS, Sh, @ 60 points or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 70 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. Up to 4

British Sub-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 60 points or mounted on horse as HC, JLS, Sh, @ 50 points or on foot as LHI, JLS, Sh, @ 40 points. Up to 1

Religious group of sacrificing druids, screaming women, stationary altar and fires, @ 85 points per element. Up to 1 element.

Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points per model. Up to 24 models.

British cavalry "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Min 10 to 20 elements.

Gaesati warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 6 elements. elements.

Warriors "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 100 elements.

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 20 elements.

Slingers "Irregular C" LI, S, Sh, @ 2 points. 6 points per 2 figure element. Up to 76 elements.

Elderly, slaves, women, children, unfit or unwilling "Irregular D" MI, JLS or IPW, @ 4 points per 4 figure element. Up to 28 elements.

*Extra to give Sh to those not already provided with them, @ 3 points per 3 figure element.*

70 paces of set-up wagon laager, @ 70 points per model. Up to 6

Up to 28 irregular command factors

## **Migration of the Cimbri & Teutones 120 BC – 101 BC**

C-in-C, Boiorix (Bold) mounted on horse as HC, JLS, Sh, @ 70 points, or on foot as HI, 2HCW, with standard bearer and carnyx player. @ 60 points. 1 only.

Berserker axemen, "Irregular A" MI, 2HCW, @ 18 points per 4 figure element. Up to 6 elements.

Cimbri Ally-General, Lugius (Rash) mounted on horse as HC, JLS, Sh, @ 60 points, or on foot as HI, LTS, Sh, with standard bearer and carnyx player. @ 50 points. Up to 2

Cimbri Noble Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 4 elements.

*Extra to upgrade noble cavalry to HC, @ 6 points per element. Up to ½*

*Extra to upgrade noble cavalry to "Irregular A" @ 3 points per element. Any or all.*

Cimbri Warriors "Irregular C" MI, ½ LTS, Sh, ½ JLS, Sh, @ 12 points per 4 figure element. Min 20 to 36 elements.

*Extra to upgrade MI warriors to "Irregular A" as warrior fanatics, @ 8 points per element. Up to ½*

*Extra to upgrade MI warriors but not fanatics to HI with captured Roman armour, @ 8 points per element. Up to ½*

Teuton Ally-General, Teutobod (Rash) mounted on horse as HC, JLS, Sh, @ 60 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. Up to 2

Teuton Noble Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 4 elements.

*Extra to upgrade noble cavalry to HC, @ 6 points per element. Up to ½*

*Extra to upgrade noble cavalry to "Irregular A" @ 3 points per element. Any or all.*

Teuton Warriors "Irregular C" MI, ½ LTS, Sh, ½ JLS, Sh, @ 12 points per 4 figure element. Min 20 to 36 elements.

*Extra to upgrade MI warriors to "Irregular A" as warrior fanatics, @ 8 points per element. Up to ½*

*Extra to upgrade MI warriors but not fanatics to HI with captured Roman armour, @ 8 points per element. Up to ½*

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 5 to 20 elements.

Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 10 elements.

Slingers "Irregular C" LI, S, Sh, @ 2 points. 6 points per 2 figure element. Up to 10 elements.

Elderly, slaves, women, children, unfit or unwilling "Irregular D" MI, JLS or IPW, @ 4 points per 4 figure element. Up to 28 elements.

*Extra to give Sh to those not already provided with them, @ 3 points per 3 figure element.*

70 paces of set-up wagon laager, @ 70 points per model. Up to 8

### **Ambrone and Tigurini (Celtic / Gallic allies)**

Celtic Ally-General, mounted on horse as HC, JLS, Sh, @ 60 points, or on foot as LHI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. 1 only.

Celtic Noble Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Min 3 to 12 elements.

*Extra to upgrade noble cavalry to HC, @ 6 points per element. Up to ½.*

Celtic warriors "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 36 elements.

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 16 elements.

Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 10 elements.

Slingers "Irregular C" LI, S, Sh, @ 2 points. 6 points per 2 figure element. Up to 10 elements.

Up to 32 irregular command factors