

GALLIC

500 BC to 50 BC

The Gauls spread through France, Switzerland, Austria, Britain, Italy, the Balkans and Asia Minor. This list covers those tribes present in France and Italy down to the conquest of Gaul by Julius Caesar. There is some debate over the density of Gallic warbands and while the list shows them as close order troops, you may if you wish field the warriors and fanatics in open order.

ARMY COMPOSITION

Commanders: up to 8

Infantry: At least 50%

Cavalry and Chariots: Up to 30%

Skirmishers: Up to 20%

Allies: Up to 25%

COMMANDERS

	A	C	Pts
0-1 High Chieftain	+3	8	0
Chieftain	+2	+2	20
Minor Chieftain	+3	+1	20

- May ride a horse or a chariot.

CAVALRY AND CHARIOTS

	D	C	Pts
Noble Cavalry	4	7	20
Noble Chariots	3	7	27
Light Cavalry	5	6	16

Noble cavalry have spear, shield and light armour. Superior Fighters.

Light Cavalry have spear and Shield.

Chariots have an unarmed driver and one warrior crewman with javelins, light armour and shield. Light Chariots. Superior Fighters. If any chariots are included, Noble Cavalry may not be used.

INFANTRY

	D	C	Pts
Warriors	6	5	14
Fanatics	6	5	15

Warriors have throwing spear and shield. *Warband*. May be fielded in *Open Order* at a cost of 11 points per base. May have light armour (+2).

Fanatics have throwing spear and shield. *Warband*. *Stubborn*. May be fielded in *Open Order* at a cost of 12 points per base. They may not be taken unless there is at least one unit of chariots in the army, and there cannot be more fanatics than warriors in the army.

SKIRMISHERS

	D	C	Pts
Skirmishers	6	5	6

Javelins and shield. May exchange javelins for sling or bow (free). There may not be more bow units than sling units and sling or bow units may not be larger than the smallest javelin unit in the army.

ALLIES

A Gallic army may take allies from the Etruscan or Italian Hill Tribes lists.

