

Celts horde

Barbarians							
Warriors							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	4+	-	4+	12	13/15	100
Regiment(20)	5	4+	-	4+	12	13/15	100
Horde(40)	5	4+	-	4+	25	20/22	165
- Gain Fury special rule							10
Horde(40)	5	4+	-	4+	25	20/22	165
- Gain Fury special rule							10
Archers							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10)	5	5+	5+	3+	8	9/11	75
Troop(10)	5	5+	5+	3+	8	9/11	75
Cavalry							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	9	4+	-	4+	14	13/15	160
- Gain Fury special rule							10
General							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	3+	-	5+	3	11/13	80
							Hero (Inf), Crushing Strength (1), Individual, Very Inspiring
Musician							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	5+	-	4+	1	9/11	50
							Hero (Inf), Individual, Rallying! (2)
							1000

Crushing Strength

All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Individual

Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.

Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.

Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward

Nimble

The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.

Rallying!

Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.

Thunderous Charge

All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however the unit loses this bonus when Disordered or during Hindered charges.

Very Inspiring

This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring. (Inspiring: If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.)