

INTRODUCTION

The late fifth and early to mid sixth centuries were a time of legends in the British Isles.

It was the time of the Warlord Arthur and his mythic Warband. He is believed to have tried to unify Britain against a range of enemies including the first Saxon raiders.

Many believe he and his men were the last remnants of the Roman-British Army that vainly tried to hold back the tide of Saxon invasion/migration.

SHIELDWALLS

This was the most common trained manoeuvre of the period. Most ordinary warriors were drilled in it.

Every man in or behind the shieldwall improves their armour save by 1.

Warbands can join together to form a shieldwall.

If a shieldwall has at least two ranks and a man dies in the front rank he can be immediately replaced by a man in the second rank (no activation needed) - until there are no more second rankers. The second rankers do not have to have shields.

If a gap opens in a shieldwall and cannot be immediately plugged, and an enemy can activate men to move into that gap the Shieldwall is broken and all its benefits are lost.

A Shieldwall activates as a single unit. It can only stand or walk forwards or backwards. It cannot move through difficult terrain, although it can be formed up in such terrain. A Shieldwall can be straight, curved or even circular.

A warband can leave the shieldwall at any time on its activation. A typical such activation is for Huscarles to charge out of it. The men in the front rank open up the wall (no activation needed) and the Huscarles boil out. As soon as they are gone the wall closes. The Huscarles can do this manoeuvre in reverse.

THE ARTHURIAN WAR BAND

This can be used to represent the 'historical' 5th century Warlord or the King Arthur of legend. If you choose the latter you may wish to add the Mythic Elements described at the end of the Supplement.

Force List

- 1 King Arthur / Roman-British Warlord.
- 1-2 Warbands of Equites
- 2-5 Warbands of Soldiers
- 1-3 Warbands of Crossbowmen

King Arthur – Mounted man @ 21pts

Elite, Lance, Sword, Chainmail & Shield.

Equite Warband of 5-8 Mounted men @ 19pts

Veteran, Lance, Sword, Chainmail & Shield.

Soldier - Warband of 5-10 men @ 10 pts

Seasoned, One handed Sword, Chainmail & Shield.

Crossbowman - Warband of 4-8 men @ 9 pts
Seasoned, Crossbow, Sword, Leather Tunic.

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The Dragon Banner @ 20 pts

Add +1 to all Activation rolls if warband is within 12" of this banner.

THE SAXON INVADERS

The 'bad guys' in many pre-medieval Arthurian tales. Until his death Arthur was supposed to have held these invaders back.

Saxons rely on their heavy infantry and shield walls to break their enemies.

Force List

1 Thegn

1-3 Warbands of Huscarles

2-6 Warbands of Fyrdsmen

0-2 Warbands of Archers

Thegn @ 12 pts

Veteran, One handed Axe or Sword, Chainmail & Shield.

Always accompanied by a band of Huscarles.

Huscarle - Warband of 5-10 men @ 12pts

Seasoned, Great Axe, Throwing Axes x2, Chainmail.

Fyrdsmen - Warband of 5-10 men @ 7 pts

Green, One handed Spear, Throwing Axes x2, Leather Tunic & Shield.

Can form Shieldwall.

Archer - Warband of 4-8 men @ 6 pts

Green, Bow, Hand Axe, Leather Tunic.

Can join the second or third rank of a shieldwall and fire from the cover of their comrades.

The Raven Banner @ 20 pts

This sacred artefact can be displayed by the Thegn and his bodyguard. While held aloft no Saxon will withdraw as he believes Woden is watching.

THE WELSH & PICTS

The pre-Roman inhabitants of the British Isles did not give in to the invasions of these periods without a fight. They were cunning, knew the ground and were often suicidally brave.

They would frequently raid their Roman-British cousins.

These forces are not as well armoured as their opponents so use their missile troops to pick off the enemy and their mounted troops to deliver precise blows to wavering warbands.

Force List

A Welsh or Pict raiding force consists of:

1 Prince

0-3 Warbands of Noble Warriors.

2-4 Warbands of Warriors.

0-1 Warbands of Irish Gallowglass Mercenaries.

0-4 Warbands of Welsh Bowmen/Pictish Crossbowmen.

Prince @ 15 pts, or 20 pts mounted

Elite, One handed Sword, Throwing Spears x2, Chainmail & Shield.

Often mounted and accompanied by Celtic/Pictish Horse.

Noble Warriors - Warband of 3-6 men @ 17 pts

Veteran, Spear, Sword, Chainmail, Shield.

Note that Welsh & Picts did not generally fight mounted. They dismounted once they arrived at their destination on the battlefield.

Warrior - Warband of 5-10 men @ 7 pts

Seasoned, One handed Spear, Throwing Spear x2, Shield.

Irish Gallowglass Mercenaries - Warband of 3-6 men @ 11 pts
Elite, Two-handed Axe.

Although rare they did occasionally appear in the retinues of important mainland Princes.

Bow/Crossbowmen/Slingers - Warband of 4-8 men @ 6 pts

Seasoned, Bow/Crossbow, Knife.

MYTHIC ELEMENTS

If you wish to have a more mystical game then you could add any of the following elements to your forces.

Excalibur – This sword gives Artorius +3 in close combat. The sword's scabbard gives him the equivalent of Plate armour. Add 8 pts to Arthur's cost.

Grail Knights - Warband of 4-6 Mounted men @ 21pts

Elite, Lance, Sword, Chainmail & Shield.

Only one unit allowed and must act as Arthur's bodyguard.

Merlin – Wizard @ 40 pts

Elite, Staff, Magic Cloak (Heavy Armour).

Merlin can use one of the following magical effects once per activation:

Fey Mist This surrounds Merlin to a radius of 6". Any men inside this radius are considered to be in Moderate cover.

Healing Merlin can restore an ally who has been wounded in this or the last turn.

Awe All enemy forces within 6" of Merlin must make a Activation roll or move 6" away from him.

Curse A chosen enemy warband within 6" of Merlin has its activation reduced to 6+ for this turn.

Mordred & Morgana Le Fey

Arthur's son and Half-sister. They can command a force from the same list as Arthur.

Mordred is the equivalent of a Grail Knight.

Morgana is the equivalent of Merlin and has all his powers.

Welsh Druids or Pictish Shamen

A Welsh or Pictish force could contain a single Druid or Shaman. These are Elite, have staffs and are unarmoured. They cost 20 pts and can choose one power from Merlin's list above.