

WARLORD (JAVELINS)



Painter: Andrew Gwyer

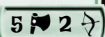
Irish Warlord

Free

Armour: 5 (6 v Shooting) Melee Dice: 5
Shooting Dice: 2 Range: M (6")
Move: M (6") Fatigue Limit: 4 Saga Dice: 2 V.P: 3
Javelins: Ranged weapon, may Shoot at end of Movement.
Determination: Activate once per turn for free.
We Obey: Simultaneously move a friendly unit within S (4").
Side by Side: Engage simultaneously using We Obey.
Pride: When moving must engage enemy Warlord if able.
Resilience: Cancel first hit in each phase. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.



*6 v Shooting



5+ 2

WARLORD (AXE)



Painter: Andrew Gwyer

Irish Warlord

Free

Armour: 4 (6 v Shooting) Melee Dice: 5
Move: M (6") Fatigue Limit: 4 Saga Dice: 2 V.P: 3
Dane Axe: Melee attack rolls gain +1.
Determination: Activate once per turn for free.
We Obey: Simultaneously move a friendly unit within S (4").
Side by Side: Engage simultaneously using We Obey.
Pride: When moving must engage enemy Warlord if able.
Resilience: Cancel first hit in each phase. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.



*6 v Shooting

**Melee rolls +1



5+ 2

WARLORD (MOUNTED)



Painter: Andrew Gwyer

Irish Hearthguard

Free

Armour: 5 Melee Dice: 5
Move: L (12") Fatigue Limit: 4 Saga Dice: 2 V.P: 3
Mounted: No benefit from cover; FATIGUE in uneven ground.
Determination: Activate once per turn for free.
We Obey: Simultaneously move a friendly unit within S (4").
Side by Side: Engage simultaneously using We Obey.
Pride: When moving, must engage enemy Warlord if able.
Resilience: Cancel first hit in each phase. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.



5



5 2

WAR BANNER



Painter: Andrew Gwyer

Irish War Banner

Free

Banner: During deployment, any standard faction unit (not "For-Hire") of at least six Heathguards or ten Warriors may upgrade one model to a War Banner. The Banner unit may activate to "Rally," which may be resolved any time in the turn, any number of times, and removes a fatigue. But after a "Rally" the unit may not activate that turn for Movement or Shooting. Also, any Banner unit not activated that turn may remove a Fatigue for free. The Banner model does not generate any attack dice, and if the only model left in the unit it is removed and counts as killed.

CURADH (JAVELINS)



Painter: Andrew Gwyer

Irish Curadh

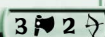
Upgrade 1 or 2 models

Armour: 5 (6 v Shooting) Melee Dice: 3
Shooting Dice: 2 Range: M (6")
Move: M (6") Fatigue Limit: 4 Saga Dice: 1 V.P: 2
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.
Curadh: Up to two Heathguard models may upgrade to Curaidh. Each acts as own unit, cancels first hit, and Activates once per turn for free.



*6 v Shooting

Curadh, meaning "champion."



3+ 2

CURADH (JAVELINS & MOUNTED)



Painter: Andrew Gwyer

Irish Curadh

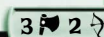
Upgrade 1 or 2 models

Armour: 5 Melee Dice: 3
Shooting Dice: 2 Range: M (6")
Move: L (12") Fatigue Limit: 4 Saga Dice: 1 V.P: 2
Mounted: No benefit from cover; FATIGUE in uneven ground.
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.
Curadh: Up to two Heathguard models may upgrade to Curaidh. Acts as own unit, cancels first hit, and Activates once per turn for free. May be Mounted only if Warlord Mounted.



5

Curadh, meaning "champion."



3+ 2

FIANNA (JAVELINS)

Irish Heathguard4 models per 1 pt

Armour: 5 (4 v Shooting) Melee Dice: 2 ea.
Shooting Dice: 1 Range: M (6")
Move: M (6") Fatigue Limit: 4 Saga Dice: 1 V.P: 1 ea.
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.
Curaidh: Up to two Heathguard models may upgrade to Curaidh, each of which act as its own unit. If taken, at least two points of Heathguard must also be taken, as Heathguard units must start with at least four models.

5*

*4 v Shooting

2 1

FIANNA (AXES)

Irish Heathguard4 models per 1 pt

Armour: 4 Melee Dice: 2 ea.
Move: M (6") Fatigue Limit: 4 Saga Dice: 1 V.P: 1 ea.
Dane Axe: Melee attack rolls gain +1.
Curaidh: Up to two Heathguard models may upgrade to Curaidh, each of which act as its own unit. If taken, at least two points of Heathguard must also be taken, as Heathguard units must start with at least four models.

Most Irish kings would maintain a household of fanatically loyal retainers, the Fianna. Some of these may be Curadh, champions that inspired others with their feats of arms.

4

*Melee rolls +1

2*

FIANNA (MOUNTED)

Irish Heathguard4 models per 1 pt

Armour: 5 (4 v Shooting) Melee Dice: 2 ea.
Move: L (12") Fatigue Limit: 4 Saga Dice: 1 V.P: 1 ea.
Mounted: No benefit from cover; FATIGUE in uneven ground.
Curaidh: Up to two Heathguard models may upgrade to Curaidh, each of which act as its own unit. If taken, at least two points of Heathguard must also be taken, as Heathguard units must start with at least four models.

Most Irish kings would maintain a household of fanatically loyal retainers, the Fianna. Some of these may be Curadh, champions that inspired others with their feats of arms.

5*

*3 v Shooting

2

BONNACHTS (JAVELINS)

Irish Warriors8 models per 1 pt

Armour: 4 (3 v Shooting) Melee Dice: 1 ea.
Shooting Dice: 1 per 2 models Range: M (6")
Move: M (6") Fatigue Limit: 3 Saga Dice: 1 V.P: 1/2 ea.
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.

Most Irish soldiers would have fought with minimal equipment consisting of javelins and a small buckler. Armour was rare. Irish chronicles mention the use of wolfhounds.

4*

*3 v Shooting

1 1/2

KERNS (SLINGS)

Irish Levy12 models per 1 pt

Armour: 3 Melee Dice: 1 per 3 models
Shooting Dice: 1 per 2 models Range: L (12")
Move: M (6") Fatigue Limit: 2 Saga Dice: 0 V.P: 1/2 ea.
Slings: Ranged weapon, may activate to Shoot.

The Kerns were the unfree and formed a large part of any Irish army. Unlike other countries, the Irish were quite keen to muster women, and they would fight alongside the youngest and poorest soldiers.

3

1/3 1/2

KERNS (JAVELINS)

Irish Levy12 models per 1 pt

Armour: 3 Melee Dice: 1 per 3 models
Shooting Dice: 1 per 2 models Range: M (6")
Move: M (6") Fatigue Limit: 2 Saga Dice: 0 V.P: 1/2 ea.
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.

The Kerns were the unfree and formed a large part of any Irish army. Unlike other countries, the Irish were quite keen to muster women, and they would fight alongside the youngest and poorest soldiers.

3

1/3 1/2

BRIAN BORU (JAVELINS)

Irish Hero

Free

Armour: 3 Melee Dice: 1
Shooting Dice: 2 Range: M (6")
Move: VS (2") Fatigue Limit: 4 Saga Dice: 3 V.P: 7
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.
Inspiring: All Irish units remove a *FATIGUE* at end of their turn.
Old Boru: Brian may designate a Curadh that will count as Warlord until the end of game, though it does not gain any other Warlord benefits. Brian replaces free Warlord but gains only the *Resilience* Warlord rule.

3

1 2

BRIAN BORU (AXE)

Irish Hero

Free

Armour: 2 (3 v Shooting) Melee Dice: 1
Move: VS (2") Fatigue Limit: 4 Saga Dice: 3 V.P: 7
Dane Axe: Melee attack rolls gain +1.
Inspiring: All Irish units remove a *FATIGUE* at end of their turn.
Old Boru: Brian may designate a Curadh that will count as Warlord until the end of game, though does not gain any other Warlord benefits. Brian replaces free Warlord but gains only the *Resilience* Warlord rule.

The Battle of Clontarf, April 23rd 1014, was the culmination of Brian's campaign for control of Ireland.

2*

3 v Shooting **Melee rolls +1

1

ULF THE QUARRELSOME (JAVELINS)

Irish Curadh

1 pt with Brian Boru

Armour: 6 (5 v Shooting) Melee Dice: 6
Shooting Dice: 1 Range: M (6")
Move: M (6") Fatigue Limit: 4 Saga Dice: 1 V.P: 4
Curadh: May only join if warband led by Brian Boru and no other Curadh are used. Acts as own unit, cancels first hit, and Activates once per turn for free.
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.

Ulf (or Wolf) was the brother of Brian Boru, and fought at Clontarf where he slew Brodir of Man.

6*

5 v Shooting

6 1

WOLFHOUNDS

Irish Warriors

8 models per 1 pt

Armour: 3 Melee Dice: 1 ea.
Move: L (12") Fatigue Limit: 3 Saga Dice: 1 V.P: ½ ea.
Wolfhounds: Movement of L (12") in all terrain. One unit of Warriors of up to eight models may be designated as Wolfhounds.

Irish chronicles mention the use of wolfhounds trained to fight.

3

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