

Celtic people Occidental Europe 400 BC – 75 BC

Small army size

This list covers the multitudes of different Celts tribes of Gaul, before and during Gallic Wars until the conquest of all Gauls by Julius Cesar (maybe not all, legend said that there is still a small village who resist to the Roman Invaders!), North of Italy Tribes and Celtic Britons.

Aggression: Gallic : 3 before 225 BC then 0 (0 for Celtic Britons) Home Territory: Arable

Description	Type	Min-Max	Cost per Element
Tribal Leader	Warband (Solid or Fast, Celtic Britons are Fast) (C-in-C), Lethal	0-1	15
<ul style="list-style-type: none"> Upgrade to Hero 	Hero (C-in-C)	0-1	+10
<ul style="list-style-type: none"> Change to Cavalry or Chariot 	Cavalry (Solid)	0-1	0
Gallic Cavalry	Cavalry Cv (Solid)	2-4	4
<ul style="list-style-type: none"> Change to Chariot 	Chariot (Solid)	0-2	0
<ul style="list-style-type: none"> Upgrade to Dismount Warbands 	Dismount Warbands Wb (All Solid or all Fast))	0-2	+1
<ul style="list-style-type: none"> Change to Warbands 	Warbands Wb (All Solid or all Fast)	0-2	0
Gallic Warbands	Warbands Wb (All Solid or all Fast)	2-8	4
<ul style="list-style-type: none"> Fanatic Warband 	Warband Wb (Fast) Battle Frenzy	0-2	0
<ul style="list-style-type: none"> Upgrade to High Morale unit 	High Morale	0-2	+1
Gallic Skirmishers (Bow, javelins or slinger)	Skirmishers	0-1	3
Celtic Britons Light Cavalry	Light Cavalry LH (Fast)	0-2	3
Celtic Britons Chariots	Chariots (Solid)	0-3	4
<ul style="list-style-type: none"> Upgrade to Dismount Warbands 	Dismount Warbands Wb (Fast)	0-3	+1
<ul style="list-style-type: none"> Change to Warbands 	Warbands Wb (Fast)	0-3	0
<ul style="list-style-type: none"> Change to Slinger Skirmishers 	Skirmishers	0-3	-1
Celtic Britons Warbands	Warbands Wb (Fast)	2-6	4
<ul style="list-style-type: none"> Upgrade to High Morale unit 	High Morale	0-2	+1
Celtic Britons young Warbands	Warbands Wb (Fast)	0-1	4
<ul style="list-style-type: none"> Fanatic Warband 	Warband Wb (Fast) Battle Frenzy	0-1	0
<ul style="list-style-type: none"> Upgrade to High Morale unit 	High Morale	0-1	+1
<ul style="list-style-type: none"> Change to Slinger Skirmishers 	Skirmishers	0-1	-1
Druids	Cleric	0-1	8
<ul style="list-style-type: none"> Change to Mage Level 2 	Mage	0-1	0
<ul style="list-style-type: none"> Upgrade or downgrade Mage (per Level, Mage level is from 1 to 5) 		0-1	+1 / -1
<ul style="list-style-type: none"> Upgrade to General 		0-1	+10
<ul style="list-style-type: none"> Downgrade to Martyr Druids or Fanatics Women Hordes 	Hordes Hd (Solid) Battle Frenzy	0-1	-5

Normal army size (200pts)

Description	Type	Min-Max	Cost per Element
Tribal Leader	Warband (Solid or Fast, Celtic Britons are Fast) (C-in-C), Lethal	0-1	15
• Upgrade to Hero	Hero (C-in-C)	0-1	+10
• Change to Cavalry or Chariot	Cavalry (Solid)	0-1	0
Gallic Noble Cavalry	Cavalry Cv (Solid)	0-2	4
• Upgrade to General	General	0-2	+10
• Upgrade to Elite	Elite	0-2	+2
• Change to Chariot	Chariot (Solid)	0-2	0
Gallic Cavalry	Cavalry Cv (Solid)	5-10	4
• Change to Chariot	Chariot (Solid)	0-5	0
• Upgrade to Dismount Warbands	Dismount Warbands Wb (All Solid or all Fast)	0-5	+1
• Change to Warbands	Warbands Wb (All Solid or all Fast)	0-5	0
Gallic Warbands	Warbands Wb (All Solid or all Fast)	6-20	4
• Fanatic Warband	Warband Wb (Fast) Battle Frenzy	0-6	0
• Upgrade to High Morale unit	High Morale	0-6	+1
Gallic Skirmishers (Bow, javelins or slinger)	Skirmishers	1-3	3
Celtic Britons Light Cavalry	Light Cavalry LH (Fast)	2-6	3
Celtic Britons Chariots	Chariots (Solid)	3-8	4
• Upgrade to Dismount Warbands	Dismount Warbands Wb (Fast)	0-8	+1
• Change to Warbands	Warbands Wb (Fast)	0-8	0
• Change to Slinger Skirmishers	Skirmishers	0-8	-1
Celtic Britons Warbands	Warbands Wb (Fast)	6-16	4
• Upgrade to High Morale unit	High Morale	0-4	+1
Celtic Britons young Warbands	Warbands Wb (Fast)	0-3	4
• Fanatic Warband	Warband Wb (Fast) Battle Frenzy	0-3	0
• Change to Slinger Skirmishers	Skirmishers	0-3	-1
Druids	Cleric	0-2	8
• Change to Mage Level 2	Mage	0-2	0
• Upgrade or downgrade Mage (per Level, Mage level is from 1 to 5)		0-2	+1 / -1
• Upgrade to General		0-2	+10
• Downgrade to Martyr Druids or Fanatics Women Hordes	Hordes Hd (Solid) Battle Frenzy	0-2	-5

Special Rules: Druids Mage use the Power of the Gods of Nature for their rituals, So they can only use Ritual Spell and not Standard Spell.

Ritual Spell : Nature's Wrath

Difficulty 4

cf DBF Rules Book

Ritual Spell : Incite Frenzy.

Difficulty 3 / 5

cf DBF Rules Book

Ritual Spell : Avalanche

Difficulty 5

cf DBF Rules Book

Ritual Spell : Taranis Tears

Difficulty 5

- If successful, it rains... a Lot! During <one die 6> turns.
- Could be spell one time a battle only (successful or not)
- It turns all Fields to Muddy (rough going),
- Shooting range is reduced of 1 BW.
(all Shooting ranges of 1 BW distance remains at 1 BW)
- -1 for all Ranged Combat Modifiers. (it does not affect Standard or Ritual Spells)