

WARLORD (JAVELINS)



Painter: Andrew Cressney

Welsh 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 5 (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 to cancel a hit.



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*6 v Shooting



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WARLORD (JAVELINS & MOUNTED)



Painter: Mike Good

Welsh Warlord

Free

Armour: 5 Melee Dice: 5 Move: L (12") Saga Dice: 2
Shooting Dice: 2 Range: M (6") Fatigue Limit: 4 V.P: 3
Mounted: No benefit from cover: FATIGUE in uneven ground.
Javelins: Ranged weapon, may Shoot at end of Movement.
Determination: Activate once per turn for free.
We Obey: Simultaneously move a friendly unit within 5 (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 to cancel a hit.



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WAR BANNER



Painter: Sophie Green

Welsh 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.

TEULU (JAVELINS)



Painter: Andrew Cressney

Welsh Hearthguard

4 models per 1 pt

Armour: 5 (4 v Shooting) Melee Dice: 2 ea.
Shooting Dice: 1 ea. 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.
The Teulu were kinsmen who swore to give their life for their lord and usually drawn from his own family. They were usually the only Welsh troops with any mail, helmet, or leg protection.



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*4 v Shooting



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TEULU (JAVELINS & MOUNTED)



Painter: Mike Good

Welsh Hearthguard

4 models per 1 pt

Armour: 5 (3 v Shooting) Melee Dice: 2 ea.
Shooting Dice: 1 ea. Range: M (6")
Move: L (12") Fatigue Limit: 4 Saga Dice: 1 V.P: 1 ea.
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.
The Teulu were kinsmen who swore to give their life for their lord and usually drawn from his own family. They were usually the only Welsh troops with any mail, helmet, or leg protection.



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*3 v Shooting



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PRIODAUR (JAVELINS)



Painter: Andrew Cressney

Welsh Warriors

8 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.
The bulk of the Welsh fighting force was made of Priodaur ("freemen"), with only the wealthier individuals bringing much in the way of equipment. These troops relied on javelins and hit and run tactics to achieve their goals, and were generally considered undisciplined.



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*3 v Shooting



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PRIODAU (JAVELINS & MOUNTED)



Painter: Andrew Chesney

Welsh Warriors

8 models per 1 pt

Armour: 4 (2 v Shooting) Melee Dice: 1 ea.
Shooting Dice: 1 per 2 models Range: M (6")
Move: L (12") Fatigue Limit: 3 Saga Dice: 1 V.P.: ½ ea.
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.

The bulk of the Welsh fighting force was made of Priodaur ("freemen"), with only the wealthier individuals bringing much in the way of equipment. These troops relied on javelins and hit and run tactics to achieve their goals.



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*2 v Shooting



1 V.P. ½ SAGA

BONNEDIG (JAVELINS)



Painter: Andrew Chesney

Welsh Levy

12 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.: ½ ea.
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.

The Bonnedig were untried youths and peasants. They could be used to harass the enemy and acquire experience without risking their lives in hand to hand combat.



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½ V.P. ½ SAGA

BONNEDIG (BOWS)



Painter: Andrew Chesney

Welsh Levy

12 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.: ½ ea.
Bows: Ranged weapon, may activate to shoot.

The Bonnedig were untried youths and peasants. They could be used to harass the enemy and acquire experience without risking their lives in hand to hand combat.



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½ V.P. ½ SAGA

MAREDUDD (JAVELINS)



Painter: Andrew Chesney

Welsh Hero

1 pt

Armour: 5 (6 v Shooting) Melee Dice: 5
Shooting Dice: 2 Range: M (6")
Move: M (6") Fatigue Limit: 4 Saga Dice: 3 V.P.: 7
Warlord: See Warlord card. Maredudd replaces free Warlord.
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.

The Penny: First turn opponent rolls ½ SAGA dice, second turn opponent rolls ½ SAGA dice.

Raider: While alive all Maredudd's units may be activated with any SAGA dice.



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*6 v Shooting



5 V.P. 2 SAGA

MAREDUDD (JAVELINS & MOUNTED)



Painter: Andrew Chesney

Welsh Hero

4 models per 1 pt

Armour: 5 Melee Dice: 5 Shooting Dice: 2 Range: M (6")
Move: L (12") Fatigue Limit: 4 Saga Dice: 3 V.P.: 7
Warlord: See Warlord card. Maredudd replaces free Warlord.
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.

The Penny: First turn opponent rolls ½ SAGA dice, second turn opponent rolls ½ SAGA dice.

Raider: While alive all Maredudd's units may be activated with any SAGA dice.



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5 V.P. 2 SAGA

GRUFFYDD (JAVELINS)



Painter: Andrew Chesney

Welsh Hero

1 pt

Armour: 5 (6 v Shooting) Melee Dice: 5
Shooting Dice: 2 Range: M (6")
Move: M (6") Fatigue Limit: 4 Saga Dice: 3 V.P.: 7
Warlord: See Warlord card. Gruffydd replaces free Warlord.
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.

High King: While alive may re-roll three SAGA dice.

Scouts: Gruffydd's Levies generate a SAGA dice like Warriors.

Gwynedd & Powys: Heathguard and Warriors may be armed normally. Warriors may have bows.



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*6 v Shooting



5 V.P. 2 SAGA

GRUFFYDD (JAVELINS & MOUNTED)

Welsh Hero

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 Move: L (12") Fatigue Limit: 4 Saga Dice: 3 V.P: 7
Warlord: See Warlord card. Gruffydd replaces free Warlord.
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.
High King: While alive may re-roll three SAGA dice.
Scouts: Gruffydd's Levies generate a SAGA dice like Warriors.
Gwynedd & Powys: Heathguard and Warriors may be armed normally. Warriors may have bows.

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GRUFFYDD'S SPEARMEN OF GWYNEDD

Welsh Heathguard

4 models per 1 pt

Armour: 5 Melee Dice: 2 ea.
 Move: M (6") Fatigue Limit: 4 Saga Dice: 1 V.P: 1 ea.
Gwynedd: Welsh Heathguard may be armed normally if Gruffydd is Warlord.

Kingdom of Gwynedd was one of several successor states to Rome which emerged in 5th-century Britain during the Coming of the Saxons.

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GRUFFYDD'S SPEARMEN (MOUNTED)

Welsh Heathguard

4 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.
Gwynedd: Welsh Heathguard may be armed normally if Gruffydd is Warlord.

Kingdom of Gwynedd was one of several successor states to Rome which emerged in 5th-century Britain during the Coming of the Saxons.

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*4 v Shooting

GRUFFYDD'S ARCHERS OF POWYS (BOWS)

Welsh Warriors

8 models per 1 pt

Armour: 3 Melee Dice: 1 ea.
 Shooting Dice: 1 per 2 models Range: L (12")
 Move: M (6") Fatigue Limit: 3 Saga Dice: 1 V.P: ½ ea.
Bows: Ranged weapon, may activate to Shoot.
Powys: Welsh unmounted Warriors may be armed with Bows if Gruffydd is Warlord.

The name Powys is thought to derive from Latin pagus "the countryside" and pagenses "dwellers in the countryside," also the origins of French "pays" and English "peasant."

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GRUFFYDD'S SPEARMEN OF GWYNEDD

Welsh Warriors

8 models per 1 pt

Armour: 4 Melee Dice: 1 ea.
 Move: M (6") Fatigue Limit: 3 Saga Dice: 1 V.P: ½ ea.
Gwynedd: Welsh Warriors may be armed normally if Gruffydd is Warlord.

Kingdom of Gwynedd was one of several successor states to Rome which emerged in 5th-century Britain during the Coming of the Saxons.

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GRUFFYDD'S SPEARMEN (MOUNTED)

Welsh Warriors

8 models per 1 pt

Armour: 4 (3 v Shooting) Melee Dice: 1 ea.
 Move: L (12") Fatigue Limit: 3 Saga Dice: 1 V.P: ½ ea.
Mounted: No benefit from cover. *FATIGUE* in uneven ground.
Gwynedd: Welsh Warriors may be armed normally if Gruffydd is Warlord.

Kingdom of Gwynedd was one of several successor states to Rome which emerged in 5th-century Britain during the Coming of the Saxons.

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*3 v Shooting