

Gallic 400BC - 50BC

Die is Cast Army list

Compulsory Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
General 2/2						free			
upgrade general to 4/2						50	0	1	
Noble cavalry	Warrior	Medium cavalry	Steady	Veteran	Javelin, sword, shield	7	10	60	
upgrade Noble cavalry to heavy		Heavy cavalry				9	0	up to half	
upgrade Noble heavy cavalry to Guard		Heavy cavalry	Guard			10	0	12	
Gallic warriors	Warrior	Medium infantry	Average	Seasoned	Javelin, sword, shield	3	95	200	Loose, Wild charge
Javelinmen	Warrior	Light infantry	Raw	Poor	Javelin, shield	2	10	30	

Optional Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
Additional sub-commander 1/1						50	0	2	
Chariots - 2 horse	Warrior	Light chariot	Steady	Veteran	Javelin, sword, shield	16	0	20	
Archers	Warrior	Light infantry	Average	Seasoned	Bow,	2	0	24	
Slingers	Warrior	Light infantry	Average	Seasoned	Sling,	3	0	12	
Rabble	Warrior	Medium infantry	Raw	Poor	Javelin,	1	0	100	Loose.
upgrade Warriors to guard		Heavy infantry	Guard	Elite		8	0	24	
upgrade Warriors to fanatics						6	0	any	Fanatic.