

69. LATER IRISH

830 AD to 1500 AD

This list covers the Irish armies and their insular enemies from the Norman invasion and the establishment of their colony up to the end of the middle ages. During this period, Eastern Ireland was always partially occupied by foreigners, first the Vikings around Dublin and Waterford and later the Anglo-Normans who established their colony in the area known as the Pale. Division between the patchwork of kingdoms and endemic internecine wars prevented any sense of national identity from arising, which could have expelled the invaders.

ARMY COMPOSITION

Irish Kingdoms

Characters: up to 25%

Cavalry: Up to 25%

Infantry: At least 50%

Mercenaries: Up to 33%

Every second Irish Cavalry unit may be upgraded to Nobles (+5). Nobles have BS4 and *Feigned Flight*. Any Kern unit may have the *Ambush* special rule (+20 per unit).

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish King	5	6	6	4	4	3	6	3	7	160

The Irish King has a hand weapon, light armour, thrusting or throwing spear, javelins and buckler. *Army General. Warband*. May ride a horse (+11). In that case he becomes Ld8 but is no longer *Warband*.

SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish Chieftain	5	5	5	4	3	2	5	2	6	88
Standard Bearer	5	4	3	3	4	2	4	2	5	102

A Chieftain has a Hand weapon, light armour, thrusting or throwing spear, javelins and buckler.

Warband. May ride a horse (+11) and in that case he becomes Ld8 but is no longer *Warband*.

An Army Standard Bearer has a hand weapon, light armour and shield. *Army Standard Bearer*. An Irish Standard bearer may ride a horse (+12) in which case he becomes Ld7.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish Cavalry	8	3	3	3	3	1	3	1	6	18

Irish Cavalry have *Mixed Weapons* and buckler. *Light Cavalry*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Warriors	5	4	3	3	3	1	4	1	6	16
Kerns	5	3	3	3	3	1	3	1	5	9
Skirmishers	5	2	3	3	3	1	3	1	5	6
Rising Out	4	1	2	3	3	1	2	1	3	1

Noble Warriors have hand weapon, light armour, throwing spear and shield.

Warband. Open Order. They may exchange throwing spear for double handed weapon (+1).

Kerns have hand weapon and *Mixed Weapons* (they count as equipped with buckers not shields as described in the *Mixed Weapons* special rule). *Light Infantry. Warband.* They may exchange their *Mixed Weapons* for double-handed weapon (+1).

Skirmishers have improvised weapon and javelins. *Skirmishers.* May have buckler (free) and may exchange javelins for sling (free).

Rising Out have improvised weapons and stones. *Levies.* They may not have a Standard or Musician.

MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galloglaich	4	4	3	3	3	1	4	1	7	18

Galloglaich have hand weapon, double handed weapon and heavy armour. *Veteran.*

May exchange double handed weapon for thrusting spear and shield (+1) in which case may form *Shieldwall.* May be *Stubborn* (+3). Note that the Galloglaichs are not *Unreliable.*

ALLIES

An early Irish Kingdoms army without galloglaich may have allies from the Viking list.