



Celtic Lance — a Knights & Knaves retinue list from Historic Enterprises

Chieftain

- armor 4-7
- sword
- throwing spear
- shield?
- two-horse chariot and driver

Other chariot-mounted men (20-65% of total force)

- Man-at-Arms
- armor 3-6
- sword
- throwing spear
- shield?
- two-horse chariot and driver

Warriors (20-65% of total force)

- half Man-at-Arms and half as Soldiers
- armor 3-5
- sword
- throwing spear
- shield

Slings (10-35% of total force)

- Soldier
- armor 3-5
- sling
- sword or dagger

Rabble (0-70% of total force)

- Peasants*
- armor 3
- weapons classed as "other" (farm implements)

* This category is especially useful in representing villagers, farm-folk and others not of the warrior classes.

Notes on chariots: Chariot horses are treated as non-war-horse. They cannot charge. If one horse is disabled it can be cut from the chariot, which then moves no faster than a trot. The drivers are peasants with armor 3-4 and a sword or dagger. If the driver is disabled roll on the fall chart, a fall equals a crash. Roll on the fall table to see what effect the rider suffers. If the driver suffers a moral failure he will attempt to turn the chariot away from the battle. He can be rallied in the normal fashion.