

WAR & CONQUEST

The Andalusians

The following army organisation list (AOL) will enable you to build an Andalusian army for War & Conquest. Please refer to the online army organisation list introduction document. This list is 'Version 1', September 2014. All AOLs are subject to change, and have been created so players can get gaming. Please provide feedback and observations.

The Andalusian armies covered by this list starts around 912AD. The period is immortalized by the legend of "El Cid". There is the possibility of several list options, but this can get us going for now!

Army Composition

Personalities of War

Up to 25% of the points value of the army.
You must take an Army General. Strategy Intervention Points may not be pooled.

Infantry

At least 25% of the points value of the army.

Cavalry

At least 25% of the points value of the army.

Mercenary and Supporting Formations

Between 25 and 50% of the points value of the army.

Legends of War

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War or you can increase the size of your army with extra formations.

Feature Rules

Skilled Horsemen

Andalusian Horses and their riders were among the finest of their day. To represent this, the relevant formations are drilled and so can reroll failed Command tests - this will also give them a little more staying power in combat, to offset their lower Morale Values.

Mercenary Formations

Mercenary formations can only be commanded by a Mercenary Commander who may use any Strategy Intervention Points he has on them but not other formations in the army. Other Personalities may not use Strategy Intervention Points on Mercenary formations unless they accompany them (so the formation is then effectively the Personalities bodyguard)

PERSONALITIES OF WAR

Army General Options

If more than one Personality with the Army General option is in the army, one must be nominated Army General. If they are killed, another suitable candidate can take their place.

Caliph

Mo	L	S	Pts
9	3	+2	180

Formation: Personality

Equipment: As unit

Special: Army General. The Caliph has 2 Strategy Intervention Points and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. The Caliph may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 3.

Amir

Mo	L	S	Pts
8	2	+1	130

Formation: Personality

Equipment: As unit

Special: Army General. The Amir has 2 Strategy Intervention Points and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. The Amir must be placed with a formation at the start of the battle and remain there throughout.

Qadi

Mo	L	S	Pts
8	1	-	60

Formation: Personality

Equipment: As unit

Special: A Qadi must be placed with a formation at the start of the battle and remain there throughout. Only one Qadi may be included in a unit. A unit with an Qadi may reroll any failed Combat Morale or Morale test they are required to take.

Personal Standard

Mo	L	S	Pts
8	1	+1	70

Formation: Personality

Equipment: As unit

Special: Any Personality with the Army General option may take a Personal Standard. These act exactly like an Army Standard for each Personality and extend their Zone of Command when using Strategy Intervention Points.

The Personal Standard may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 3. They should attempt to remain with their designated Personality throughout the battle.

Captain

Mo	L	S	Pts
8	1	+2	60

Formation: Personality

Equipment: As unit

Special: The Captain must be placed in a unit at the start of the battle and remain there throughout.

In lieu of a more suitable term, we will use Captain for now

Mercenary Commander

Mo L S Pts
8 2 +2 120

Formation: Personality

Equipment: As unit

Special: The Mercenary Commander has 1 Strategy Intervention Point and a Zone of Command of 10". May be made Army General with a Morale Value of 9 for 30 points. He may add 1 additional Strategy Intervention Point for 20 points. The Mercenary Commander may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 3.

INFANTRY

Spearmen

CA	SA	KA	Mo	AV	Formation	Special	Pts
2	3	3	6	1	Regular	-	9

Equipment: Shield, javelins and thrusting spear. May take light armour at 2 points per model

Note: Up to 50% of a Spearmen formation may consist of Archers - the formation remains Regular

Archers

CA	SA	KA	Mo	AV	Formation	Special	Pts
2	3	3	6	0	Light	-	7

Equipment: Bow - May take shield at 2 point per model and Light Armour at 2 points per model

Crossbowmen

CA	SA	KA	Mo	AV	Formation	Special	Pts
2	2	3	6	0	Light	-	9

Equipment: Crossbow - May take shield at 2 point per model and Light Armour at 2 points per model

Restriction: May only take up to as many units of Crossbow as you have of Spearmen and Archers

CAVALRY

Jinetes

CA	SA	KA	Mo	AV	Formation	Special	Pts
3	3	3	6	2	Light	Feign Flight Drilled	19

Equipment: Shield, javelin and throwing spear

Options: May change in and out of Skirmish formation

Restriction: Up to half the units of Jinetes may exchange javelin and throwing spear for bow

Nobles

CA	SA	KA	Mo	AV	Formation	Special	Pts
4	4	3	7	3	Light	Feign Flight Drilled	25

Equipment: Shield, light armour, javelin and throwing spear

Options: Undisciplined. May change in and out of Skirmish formation.

Restriction: You may not take more units of Nobles than Jinete Light Cavalry

Knights

CA	SA	KA	Mo	AV	Formation	Special	Pts
4	3	3	7	4	Regular	Drilled Shock Charge	22

Equipment: Shield, heavy armour and throwing spear

Restriction: You may not take more units of Knight cavalry than Jinete Light Cavalry and may not take Nobles.

Note: Shock Charge Bonus 1

MERCENARY AND SUPPORTING FORMATIONS

Skirmish Javelin men

CA	SA	KA	Mo	AV	Formation	Special	Pts
2	3	3	5	1	Skirmish	-	6

Equipment: Shield and javelin.

Note: Armour Value 2 from shooting due to skirmishing

Skirmish Archers

CA	SA	KA	Mo	AV	Formation	Special	Pts
2	3	3	5	0	Skirmish	-	7

Equipment: Bow

Note: Armour Value 1 from shooting due to skirmishing

Skirmish Slingers

CA	SA	KA	Mo	AV	Formation	Special	Pts
2	3	3	5	0	Skirmish	-	5

Equipment: Sling

Option: May take buckler at 1 point per model

Note: Armour Value 1 from shooting due to skirmishing

Mercenary Spearmen

CA	SA	KA	Mo	AV	Formation	Special	Pts
4	3	3	7	3	Regular	Combined Arms	15

Equipment: Large Shield, light armour, thrusting spear and javelin

Options: May be drilled for 4 points per model

Combined Arms - Up to 50% of a Mercenary Spearmen formation may consist of Mercenary Archers - the formation remains Regular.

Mercenary Archers

CA	SA	KA	Mo	AV	Formation	Special	Pts
3	4	3	7	1	Light	-	12

Equipment: Shield or light armour and bow

Mercenary Crossbowmen

CA	SA	KA	Mo	AV	Formation	Special	Pts
3	3	3	7	2	Light	-	14

Equipment: Crossbow, shield and Light Armour.

Restriction: May only take up to as many units of Mercenary Crossbow as you have of Mercenary Knights

Mercenary Caballeros

CA	SA	KA	Mo	AV	Formation	Special	Pts
4	4	3	7	3	Light	Feign Flight	23

Equipment: Shield, light armour, javelin and throwing spear

Options: May change in and out of Skirmish formation

Mercenary Knights

CA	SA	KA	Mo	AV	Formation	Special	Pts
4	3	4	8	4	Regular	Shock Charge	30

Equipment: Shield, heavy armour and thrusting spear

Note: Shock Charge Bonus 2

LEGENDS OF WAR

The period is dominated by one particular individual - El Cid. But there were others and we can include them here - suggestions welcome



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