

WAR & CONQUEST

Christian Spain

The following army organisation list (AOL) will enable you to build a Christian Spanish army for War & Conquest during the Age of 'El Cid'. Please refer to the online army organisation list introduction document.

This list is 'Version 1', June 2014. All AOLs are subject to change, and have been created so players can get gaming. Please provide feedback and observations.

The Christian armies covered by this list starts around 900AD. 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 - assistance with variations more than welcome!

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

Up to 33% of the points value of the army.

Cavalry

At least 33% of the points value of the army.

Mercenary and Supporting Formations

Up to 33% of the points value of the army.

Allied Formations

Up to 33% 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

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)

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.

PERSONALITIES OF WAR

Rey (King)

Mo	L	S	Pts
9	3	+2	180

Formation: Personality

Equipment: As unit

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

Infante (Prince/Noble or Minor King)

Mo	L	S	Pts
8	2	+2	140

Formation: Personality

Equipment: As unit

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

Bishop or Priest

Mo	L	S	Pts
8	1	+1	70

Formation: Personality

Equipment: As unit

Special: Must be placed with a Battle Formation at the start of the battle and remain there throughout. Only one Bishop or Priest may be included in a unit. A unit with a Bishop or Priest may reroll any failed Combat Morale or Morale test they are required to take.

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 and a second Strategy Intervention Point for 40 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.

Personal Standard

Mo	L	S	Pts
8	2	+1	90

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.

INFANTRY

Guard Spearmen

CA	SA	KA	Mo	AV	Formation	Special	Pts
4	3	3	8	2	Regular	-	17

Equipment: Shield, light armour, javelins and thrusting spear.

Options: May be Drilled at 4 points per model.

Restriction: You may only take one formation of Guard Spearmen per Rey or Infante in your army.

Peone Spearmen

CA	SA	KA	Mo	AV	Formation	Special	Pts
3	3	3	7	1	Regular	-	11

Equipment: Shield, javelins and thrusting spear

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
3	3	3	7	0	Light	-	9

Equipment: Bow

Peone Light Infantry

CA	SA	KA	Mo	AV	Formation	Special	Pts
3	3	3	7	1	Light	-	10

Equipment: Shield, javelins and throwing spear

CAVALRY

Jinetes

CA	SA	KA	Mo	AV	Formation	Special	Pts
3	3	3	7	2	Light	Feign Flight	18

Equipment: Shield, javelin and throwing spear

Options: May change in and out of Skirmish formation

Noble Cavalry

CA	SA	KA	Mo	AV	Formation	Special	Pts
4	3	3	8	3	Light	Feign Flight	24

Equipment: Shield, light armour, javelin and throwing spear

Options: May change in and out of Skirmish formation.

Noble Knights

CA	SA	KA	Mo	AV	Formation	Special	Pts
4	3	3	8	4	Regular	Shock Charge	24

Equipment: Shield, heavy armour and thrusting or throwing spear

Note: Shock Charge Bonus 1

Choose wisely between Throwing or Thrusting Spear!

Commoner Knights

CA	SA	KA	Mo	AV	Formation	Special	Pts
3	3	3	7	2	Regular	Shock Charge	18

Equipment: Shield, light armour and thrusting or throwing spear

Note: Shock Charge Bonus 1

Choose wisely between Throwing or Thrusting Spear!

Military Order Knights

CA	SA	KA	Mo	AV	Formation	Special	Pts
4	3	4	8	4	Regular	Drilled Shock Charge	34

Equipment: Shield, heavy armour and thrusting spear

Note: Shock Charge Bonus 2

Restriction: *These would only have been found in the later part of this period from around 100AD onwards*

MERCENARY AND SUPPORTING FORMATIONS

Skirmish Javelin men

CA	SA	KA	Mo	AV	Formation	Special	Pts
2	3	3	6	1	Skirmish	-	7

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	6	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	6	0	Skirmish	-	6

Equipment: Sling.

Note: Armour Value 1 from shooting due to skirmishing

Restriction: May only take up to as many units of Slingers as you have units of Skirmish Javelin men.

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 Crossbow as you have units of Military Order Knights or Noble Knights (*in future lists this will become more date specific*)

Militia Crossbowmen

CA	SA	KA	Mo	AV	Formation	Special	Pts
2	2	3	7	1	Light	-	11

Equipment: Crossbow, shield or Light Armour.

Restriction: May only take up to as many units of Militia Crossbow as you have units of Peones (*in future lists this will become more date specific*)

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

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

Basque Javelin men

CA	SA	KA	Mo	AV	Formation	Special	Pts
3	4	3	6	1	Skirmish	Feigned Flight	13

Equipment: Shield, javelin and throwing spear

Note: Armour Value 2 from shooting due to skirmishing

ALLIED FORMATIONS

The following Formations may be selected from the Andalusian list. *Crossbows from 1100AD onward*

Andalusian Personalities
Jinetes
Noble Cavalry
Spearmen

Archers
Skirmishers
Crossbowmen
Mounted Crossbowmen

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

El Cid

Mo	L	S	Pts
10	3	+3	260

Formation: Personality

Equipment: As unit

Special: Army General with a 15" Zone of Command. El Cid has 3 Strategy Intervention Points. May move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 4.

The Cid Lives!

When El Cid loses his last life, take a Morale test based on the Cids leadership of 10, using 3D6. If the test is passed, then friendly formations within 10" do not need to take a Morale test as indicated on Page 107. However rumour whispers through the enemy ranks that the Cid may be still alive, and so any enemy within 10" must take a Morale test instead. If failed, they will either flee, or if in Combat that will continue, use the rule on Page 88 middle column final bullet point.

I have included this for a bit of fun, and costed it at 20 points. With your opponents agreement feel free to not use it and deduct the points from El Cids Points Cost.

Inspiring Personality

Bards, Religious leaders and great Warriors could inspire the troops to great feats of arms.

Working on it for Version 2!!



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