

WAR & CONQUEST

THE GERMANS

The following Army Organisation List (AOL) will enable you to build an Early German army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document.

This is Version 6, July 2018. Feedback and observations are most welcome.

This list was compiled from proposals and suggestions by John Oman and Simon Lowles with the usual interference from Rob :)

This list focuses on the era when the German tribes first clashed with Rome shortly before 100BC through until they fell under their influence over three centuries later. Germanic Society was tribal and warrior based with disaffected warriors looking for the mightiest warlord to fight for. In the early years of Roman contact the Germans had little or no armour and few swords. We have chosen to focus on the period when Germania was a real threat to Rome and ultimately contributed to her downfall.

During this period the Germans were renowned for their determined and stubborn attitude in battle and we have attempted to reflect this in the army list. You should find this a no nonsense army, with staying power if your personalities survive and the battle goes well.

Players are reminded to check the warbands rule on page 128.

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army
You must take an Army General.

INFANTRY FORMATIONS

At least 35% of the points value of the army.
To represent the different Germanic tribes, before battle begins, you may change any of your Warrior formations to Light formations rather than Regular. However, you must advise your opponent accordingly.

CAVALRY FORMATIONS

Between 10% and 20% of the points value of the army

SKIRMISH FORMATIONS

Up to 10% of the points value of the army

ALLIED FORMATIONS

Up to 35% 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.

PERSONALITIES OF WAR

0-1 WARLORD

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	+2	Army General Loyal	2	10"	170

Equipment: As unit

Armour Value: As unit

Options: May take up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

CHIEFTAIN

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	+2	Loyal	1	10"	120

Equipment: As unit

Armour Value: As unit

Options: May add an additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: May be upgraded to Army General for 20 points and will be Army General if the Warlord is not in the army or killed during the battle.

ARMY STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+1	Army Standard	-	-	80

Equipment: As unit

Armour Value: As unit

Special: Increases the Army Generals Zone of Control by 5"

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

NOBLE

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	-	60

Equipment: As unit

Armour Value: As unit

Formation: Personality

A Noble must start the battle in a unit and remain there throughout

DRUIDS AND SHAMANS

Mo	L	S	Abilities	SIPS	ZOC	Pts
7	1	-	-	-	-	60

Equipment: As unit

Armour Value: As unit

Options: May take 1 Strategy Intervention Point for 20 points.

Formation: Personality

A druid or shaman must be placed in a unit at the start of the battle and remain there throughout

Special: Druids and shamans play a part in warband societies. A warband formation may reroll any failed Combat Morale Test when accompanied by a druid or shaman. All dice may be used, including any added through Strategy Intervention Points.

INFANTRY FORMATIONS

On the battlefield the tribes gathered into clans or retinues, the best warriors centred around the warlord, chieftain or formation leader.

Before battle begins, you may nominate any or all of your Infantry formations to become Light rather than Regular with the appropriate formation move and manoeuvre restrictions. However, you must advise your opponent accordingly.

0-1 PERSONAL RETINUE

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Regular	Warband Loyal Resilient	12

Equipment: Shield, hand weapon and javelins

Options: May have throwing weapons at 1 point per model.

May take light armour at 1 point per model

Special: A Personal Retinue may only be taken if a Warlord is selected.

The Personal retinue would consist of the Warlords finest and best equipped warriors

WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Regular	Warband Undisciplined Resilient	10

Equipment: Shield, hand weapon, javelin and throwing weapon

Options: May have Extra Armour for 20 points per unit

The 'Boldest to the Front' Feature rule may be selected at 20 points per formation.

BOLDEST TO THE FRONT

Infantry Warband formations can be difficult to model on the table top. With the boldest fighters towards the front and the less determined or weaker men to the rear, the Combined Arms Formation can work, but can be difficult to keep track of as most of the warriors look very similar.

So we use the 'Boldest to the Front' Feature rule in order to gain a comparable effect and give the formation a bit of punch in an opening round of combat. Should the formation charge and the dice gods are unkind, you still have a decent chance of holding in combat.

In the opening Round of any combat to the front facing the formation fights with +1 Combat Ability. In addition, if the formation has charged, it also gains +1 Morale Value in the opening round (which may be used to increase the Morale Value of any German Personality of War that is in the formation)

In subsequent rounds of combat, or if fresh enemy join the combat, the increases are not applicable.

CAVALRY FORMATIONS

NOBLE CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	Warband	21

Equipment: Horse, throwing spear, shield, light armour and hand weapon.

Options: May take javelins at 1 point per model

Special: If accompanied by the Warlord Noble Cavalry are Loyal.

CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Light	Warband Undisciplined	15

Equipment: Horse, javelins, shield and hand weapon.

Options: May take Extra Armour for 20 points per unit
May take throwing spears at 1 point per model.

CAVALRY RUNNERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Skirmish	Warband Undisciplined	9

Equipment: Shield, hand weapon, throwing spear and javelins.

Special: These troops fought on foot. Should a friendly Noble Cavalry unit declare a charge on an enemy unit or be engaged with one, the runners do not need to make a Morale test to make a glancing attack on the same unit. If a Noble cavalry unit charges through a unit of runners the runners are assumed to have automatically passed the Morale test (see page 132) but may do nothing else that Round of play except scatter again.

SKIRMISH FORMATIONS

0-1 SCOUTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	2	Skirmish	-	13

Equipment: Horse, shield, javelins and hand weapon

JAVELINMEN

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

Equipment: Shield and javelin

ARCHERS

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

Equipment: Bow

SLINGERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	-	4

Equipment: Sling

ALLIED FORMATIONS

You may select up to 35% of the army as Allied Tribal Formations - these represent other tribes or clans drawn to the Warlords army. These are selected from the Celtic Warband Army Organisation List. Allied Tribal formations may be led by Chieftains or Nobles selected from the Personalities section of the Celtic Warband list and their points come from the Allied formations allowance

Alternatively you can select Forest Warriors or Woodsmen and these may be led by Chieftains or Nobles selected from the Personalities section of this list although their points come from the Allied formations allowance.

FOREST WARRIOR

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	Warband Undisciplined	8

Equipment: Shield, hand weapon and javelin

Special: May Skirmish

Options: May take throwing weapons at 1 point per model

0-1 WOODSMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	Warband Undisciplined	8

Equipment: Hand weapon, Halberd.

Special: May Skirmish

LEGENDS OF WAR

We may also add some specific Tribal features in future versions

0 – 1 TRIBAL FOLLOWERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	2	6	-	Light	May Skirmish	4

Equipment: A miscellany of equipment. May throw stones.

Special: *The followers were not a military formation, so movement is limited.* The unit may only make an advance move. They may make a charge move against enemy skirmishers or a broken enemy unit, other than an elephant.

It may not be joined by a personality (they wouldn't be seen as hiding behind women's skirts)...

The unit of followers will encourage and cajole friendly troops, casting aspersions on the manhood of those fleeing from the enemy.

A routing unit of friendly troops (from the same tribe) where the leader is within 10" of the unit of Tribal followers may add +1 to its Morale when attempting to rally or taking a Last Chance To Stand test.

The women of the tribe came along with the army to tend to the cooking and to look after their men folk if they were wounded or incapacitated. The women, children and those warriors who were either too infirmed or incapacitated to take their place in the Battle formations would come along and support

BATAVIAN REVOLT AD 69

1 Ala and 4 Cohorts of Batavian Auxiliaries deserted their Roman paymasters and spearheaded Civilus's revolt in AD 69. May not be used with Sarmatian Mercenaries

0-1 BATAVIAN DESERTER CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	Drilled	18

Equipment: Horse, shield, hand weapon, throwing spear and javelin

Options: May have Light Armour at 1 point per model

0- 4 BATAVIAN DESERTER INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	-	11

Equipment: Large shield, hand weapon, throwing spear and javelin

Options: May have Extra Armour at 20 points per unit

Special: One unit may be Drilled at 2 points per model

LEGENDS OF WAR (Continued)

SARMATIAN MERCENARIES

These would only be found in armies from around 25 AD and cannot be used with Batavian deserters

0-1 SARMATIAN CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Regular	-	17

Equipment: Hand weapon, throwing spear, light armour.

Options: May have shield at 1 point per model.

May upgrade to Kontos for 2 points per model

May upgrade to heavy armour for 1 point per model.

May have barding at 2 points per model

Special: Should the Army General (the Sarmatians paymaster) be killed or rout from the table the Sarmatians must pass a Morale test - if failed they are assumed to turn tail and flee the battle and so can be removed as a dispersed formation

0-1 SARMATIAN HORSE ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Light	Feign Flight Nomad Cavalry	16

Equipment: Horse, Hand weapon, Bow.

Options: May have shield at 1 point per model.

May take javelins at 1 point per model

Special: May Skirmish

Should the Army General (the Sarmatians paymaster) be killed or rout from the table the Sarmatians must pass a Morale test - if failed they are assumed to turn tail and flee the battle and so can be removed as a dispersed formation

BARRITUS - 15 POINTS

Before battle, German Tribesmen raised a hoarse battle cry, shields held in front of their mouths to increase the volume and reverberation. This was augmented by rhythmic beating of their shields while some warriors worked themselves into a frenzy.

The aim was find favour with their Gods and strike fear into their enemies

To represent this once deployment is complete but before the roll for Strategic Advantage roll a D6.

On a roll of 6, the enemy will be gripped with fear from this otherworldly noise.

During Turn 1 they cannot move (except to flee) unless they pass a Morale test with a -1 to their Morale value.

Any shooting or combat during Turn 1 will be conducted with an additional -1 to the CA and SA.

You may add 1 to the roll for each Druid or Shaman in your army.

Strategy Intervention Points may be added to the roll, but will only be returned (page 115) should you roll a 'natural' 6 (1 SIP used for each 6)

However, roll an unmodified score of 1 and the whole German army will be paralysed, remaining stationary for Turn 1 and unable to shoot, while it recovers from being abandoned by the Gods.

In the event combat occurs the Germans will suffer an additional -1 to their CA.

FEATURE RULES

The Romans were a little wary of the Germans in their early encounters with them not least because they stood at around the 6' mark and the Romans had never been known for their height.

RESILIENT

The German army was renowned for its staying power in combat and to simulate this, we use 'Resilient' (which is similar to the Combat Result abilities of 'Drilled').

There are limits to the bravery of Resilient troops, and the 'Resilient' ability ceases to apply once the unit is reduced to half strength or less.

Resilient works as follows when a unit of Resilient troops is required to take a Combat Morale Test -

Combat Result Difference of 1

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient (even if outnumbered), it will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1. Should the defeated unit outnumber the winner by 2 to 1 or more then they will not receive the additional Push and Shove bonus, as the defeated unit is able to hold its ground through weight of numbers.

Combat Result Difference of 2

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient and outnumbers the enemy will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1.

You should advise your opponent that your formations are Resilient

EXTRA ARMOUR

It was not uncommon for some members of a formation to be well armoured in comparison to others, who may have little, or even no armour. Although we assume this was found in Warband style armies and hastily levied troops from the Dark Ages, it is also a good way to provide an Armour benefit to Combined Formations and other formations where only part of the unit may have been well armoured.

A formation with Extra Armour gains a +1 Armour Value while over half strength. Once it drops to half strength or less then the bonus is lost.

To represent the formation on the tabletop, ensure some of the front rank models are equipped with armour or use some extra shields at the back of the unit to remind yourself and your opponent.

LOYAL

A Personality with the Loyal ability who is placed with a Loyal formation must remain with it through the battle. Should the formation flee, it may use the Personalities Morale Value (if higher than its own) when attempting to Rally. You should advise your opponent when placing the Personality.



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