

## The Illyrians

The following army organisation list (AOL) will enable you to build an Illyrian army for War & Conquest. Please refer to the army organisation list introduction document. This is 'work in progress version 1', May 2012. All work in progress AOLs are subject to change, and have been created so players can get gaming. They do not necessarily contain full details or options. Please provide feedback and observations.

*The Illyrians feature in the wars of the Classical World, although like the Thracians and other hill tribes, the different tribes can never find unity to initiate their own war or conquest!*

Players are reminded to check the warbands rule on page 128 and also check out the Command Challenge in the May/June 2012 issue of Battlegames. This features the Spartan general Brasidas and his withdrawal into Macedon with Illyrians howling behind him after turning on their Macedonian and Spartan allies!

### Army Composition

Personalities of War

Up to 25% of the points value of the army.

Strategy Intervention Points are not pooled in an Illyrian army unless using Legends of War.

Warrior formations

At least 50% of the points value of the army must be warrior formations.

Cavalry

Up to 10% of the points value of the army may be selected from cavalry formations

Skirmish Formations

Up to 20% of the points value of the army may be selected from skirmish formations

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. Alternatively you can increase the size of your army with extra formations.

### Personalities of War

#### 0-1 Warlord

	CA	SA	KA	Mo	L	S	Pts
Warlord	-	-	-	9	3	+2	180

Formation: Personality

Equipment: As unit

Special: Army General. The Warlord has 2 Strategy Intervention Points and a Zone of Command of 10"

He may add 1 additional Strategy Intervention Point for 20 points. A Warlord may move independently and should he do so, we can assume he has a horse at his disposal, and has an Armour Value of 3.

#### Chieftain

	CA	SA	KA	Mo	L	S	Pts
Chieftain	-	-	-	8	2	+2	140

Formation: Personality

Equipment: As unit

Special: May be Army General if the Warlord does not accompany the army or is killed during the battle. A Chieftain has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 2 additional Strategy Intervention Points for 20 points each. A Chieftain may move independently and should he do so, we can assume he has a horse at his disposal, and has an Armour Value of 3.

#### Army Standard

	CA	SA	KA	Mo	L	S	Pts
Army Standard	-	-	-	8	2	+1	90

Formation: Personality

Equipment: As unit

Special: Increases the Army Generals Zone of Command by 5". An Army Standard may move independently and should he do so, we can assume he has a horse at his disposal, and has an Armour Value of 3.

## Warrior formations

### Veteran Warriors

	CA	SA	KA	Mo	Pts
Veteran	3	3	3	7	10

Formation: Light

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

Special: Warband Undisciplined

Having been in a few fights, the more experienced warriors would have picked up pieces of armour. Therefore, the unit may be upgraded to Armour value 2 for 25 points and it retains this armour value while over half strength. To represent it, either have the front ranks equipped with armour, or use some extra shields at the back of the unit.

### Warriors

	CA	SA	KA	Mo	Pts
Warriors	2	3	3	6	8

Formation: Light

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

Special Rules: Undisciplined

### Slave Warriors

	CA	SA	KA	Mo	Pts
Warriors	2	3	3	4	5

Formation: Regular

Equipment: Shield, hand weapon, and javelins.

Special Rules: Undisciplined. The number of slave warrior formations AND models must not outnumber warrior formations and models. Illyrian Personalities, warriors and light cavalry do not need to take Morale tests caused by Slave Warriors, but Illyrian skirmish formations still have to.

## Cavalry

### Light cavalry

	CA	SA	KA	Mo	Pts
Light Cavalry	3	3	3	7	16

Formation: Light

Equipment: Horse, shield, hand weapon, throwing weapons and javelins.

Special: Warband, Undisciplined

## Skirmish Formations

### Skirmish infantry

	CA	SA	KA	Mo	Pts
Skirmishers	2	3	2	5	4

Formation: Skirmish

Equipment: Javelins. Unit may replace javelins with slings at no cost. May have a buckler for 1 point per model.

Special: Undisciplined

### Archers

	CA	SA	KA	Mo	Pts
Archers	2	3	2	5	4

Formation: Skirmish

Equipment: Short Bow. May have a buckler for 1 point per model.

Special: Undisciplined

### Skirmish cavalry

	CA	SA	KA	Mo	Pts
Skirmish Cavalry	2	3	2	6	12

Formation: Skirmish

Equipment: Horse, shield and javelins.

Special: Undisciplined

### Legends of War

#### Communication

Illyrian armies probably had less effective command and control systems than other ancient armies (and like other hill tribes, did not seem to cooperate too often!). To allow consistency with other armies, they may pool all their Strategy Intervention Points for the higher cost of 200 points. Should they do this, any Personality of War that can use Strategy Intervention Points may use any available.



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