

WAR & CONQUEST

THE INDIANS

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

Please refer to the introductory online Army Organisation List guide document. This is Version 4, June 2019. Feedback and observations are most welcome.

Thanks to John Oman for creating the list

Although this list is based on the era of Porus, it includes many different options and can be used to cover the period of the Nanda Dynasty (345 - 321 BC) through to the Mauryan Empire (321 – 185BC). We will look to expand the lists and as ever - volunteers 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 be pooled in an
Indian army.

ELEPHANTS AND CHARIOT FORMATIONS

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

INFANTRY FORMATIONS

Over 25% of the points value of the army

CAVALRY FORMATIONS

Up to 20% of the points value of the army

SKIRMISH FORMATIONS

Up to 10% of the points value of the army

SUPPORTING FORMATIONS

Up to 25% 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.

PERSONALITIES OF WAR

0-1 KING (DANDA)

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	+1	Army General	2	10"	140

Equipment: As unit

Armour Value: As unit

Options: May add 1 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: A King may be deployed on an elephant at the start of the battle for 15 points and may not leave it. A King mounted on an elephant will have a Zone of Command of 15". His movement is restricted to that of the elephant and he adds 1 strike to that of the elephant.

PRINCE OR GENERAL (SENAPATI)

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+1	Army General	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: A Prince may be deployed on an elephant at the start of the battle for 15 points and may not leave it. A Prince mounted on an elephant will have a Zone of Command of 15". His movement is restricted to that of the elephant and he adds 1 strike to that of the elephant.

May act as Army General if the King is not in the army or is killed during the battle

PADIKA

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	10"	80

Equipment: As unit

Armour Value: As unit

Formation: Personality

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

A Padika may be deployed on an elephant at the start of the battle and may not leave it. A Padika mounted on an elephant will have a Zone of Command of 15". His movement is restricted to that of the elephant and he adds 1 strike to that of the elephant.

BRAHMIN PRIEST

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	-	-	-	-	70

Equipment: As unit
Armour Value: As unit
Formation: Personality

Special: A Brahmin Priest must be placed in a unit at the start of the battle and remain there throughout.
A formation may reroll any failed Combat Morale Test when accompanied by a Brahmin Priest. All dice may be used, including any added through Strategy Intervention Points

ARMY STANDARD

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

Equipment: As unit
Armour Value: As unit
Formation: Personality
May move independently with an Armour Value of 2
May be mounted for 10 points with an Armour Value of 3

Special: Increases the Army Generals Zone of Control by 5".
An Army Standard may be deployed on the same elephant as the King (or Prince, if no King is taken) at the start of the battle and may not leave it. His movement is restricted to that of the elephant and he adds 1 strike to that of the elephant.

ELEPHANTS AND CHARIOT FORMATIONS

INDIAN ELEPHANT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
3	3	4	7	2	6	5	8	169

Equipment: Unarmed mahout and 2 warriors armed with javelins and hand weapons.

Options: A third warrior may be added for 5 points. Any warriors may exchange their javelins for a bow at 1 point each.

FOUR-HORSE CHARIOT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	4	3	7	3	3	4	8	60

Equipment: Four warriors wearing light armoured and armed with a hand weapon and shield. 2 warriors are armed with javelins and the other 2 armed with bows riding in a four-horse chariot

Special: When moving away after a glancing attack, roll 3D6 and select the highest and lowest.

Indian chariots did vary in size and crew numbers, this one represents the descriptions of those used by Porus.

As these performed poorly against Alexander, we have chosen to not add any extra bonuses or options, leaving scope for variation later. Remember if charged by battle formations, they - like other skirmish formations - have to evade.

TWO-HORSE CHARIOT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	4	3	7	3	2	1	8	33

Equipment: One warrior and a charioteer riding in a two-horse chariot. The warrior wears light armour and is armed with shield, hand weapon and bow.

Special: May Feign Flight. When moving away after a glancing attack, roll 3D6 and select the highest and lowest

Included for completeness. Remember if charged by battle formations, they - like other skirmish formations - have to evade.

CHARIOT RUNNERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Light	May Skirmish	7

Equipment: Shield, hand weapon and javelins

Special: Should a friendly chariot unit declare a glancing attack on an enemy unit, the runners do not need to make a Morale test to also make a glancing attack on the same unit. You may take one unit per chariot unit in your army.

ELEPHANT HUNTERS OR ESCORTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Skirmish	-	9

Equipment: Hand weapon, javelins and buckler

Special: The unit does not need to take a Morale test to make glancing attacks on an elephant. It does not need to take a Morale test when scattering for a friendly elephant. They are automatically assumed to have passed, but can do nothing else that Round of Play except scatter again. You may take one unit per elephant in your army. For armies without an elephant, you may only take 1 unit.

INFANTRY FORMATIONS

HEREDITARY WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Regular	Undisciplined	8

Equipment: Hand weapon and bow

Options: One unit may be given Extra Armour at 20 points for the unit.

Special: Up to half the unit may exchange bow for throwing spear, javelins and shield for 1 point and may upgrade shield to large shield for 1 point per model

LEVY WARRIORS

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

Equipment: Hand weapon and bow

Special: Up to half the unit may exchange bow for throwing spear, javelins and shield for 1 point and may upgrade shield to large shield for 1 point per model

MERCENARIES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	-	Regular	-	9

Equipment: Hand weapon and bow. Up to half the models in the unit may exchange bow for shield, throwing spear and hand weapon.

Special: You must take less units of Mercenaries than of Hereditary or Levy formations.

CAVALRY FORMATIONS

CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	2	Light	Undisciplined	13

Equipment: Horse, shield, javelins and hand weapon

Options: May take throwing spears at 1 point per model

0-1 HEAVY CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	Undisciplined	16

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

SKIRMISH FORMATIONS

JAVELINMEN

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

Equipment: Javelins, shield, hand weapon

ARCHERS

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

Equipment: Bow, hand weapon

SUPPORTING FORMATIONS

FOREST TRIBESMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	-	Light	Warband Undisciplined	7

Equipment: Hand weapon and Bow

Options: The unit may exchange bow for throwing spear, and shield for 1 point and may take javelins for 1 point per model

FOREST SKIRMISHERS

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

Equipment: Javelins

Options: May exchange javelins for shortbow or slings. May take buckler for 1 point per model

LEGENDS OF WAR

PORUS

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	+1	Army General	2	15"	200

Equipment: As unit

Armour Value: As unit

Options: May add up to 2 additional Strategy Intervention Point 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

Special: Porus may be deployed on an elephant at the start of the battle for 15 points and may not leave it. When mounted on an elephant Porus will have a Zone of Command of 20". His movement is restricted to that of the elephant and he adds 1 strike to that of the elephant.

PORUS FEATURE RULES:

Viewed as a fine, inspirational tactician by his army and respected by his enemies - at the commencement of the game Porus may add or deduct up to 1 from his Battlefield Objective roll. Whilst alive, on the field and not routing, none of his troops count as being Undisciplined.

0-1 MAIDEN GUARD

It is unlikely these ever took to the field of battle and were probably a ceremonial bodyguard for the King. Alternatively the profile can represent an elite or guard unit.

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Light	Loyal	14

Equipment: Throwing spear, shield and hand weapon

FEATURE RULES AND NOTES

THE INDIAN BOW

The Indian infantry, where appropriate, are armed with tall bamboo bows and long slashing swords. Although the bows could be 5+ feet in length, it is unlikely they were as powerful as the English longbow and it's equivalent. They are therefore classed as Bows.

THE INDIAN SWORD

The slashing or broad sword, often envisaged being wielded in two hands has been depicted as a Hand Weapon. This will better reflect the melee capabilities of the great mass of Indian foot. It will however make the skirmishers a little more punchy in melee.

Some Indian commanders may feel that the effect of the long slashing sword is better represented as a halberd. If you are of this persuasion, then all infantry, apart from Skirmish formations, may be given a halberd for 2 points per model. All such infantry in your force should be upgraded.

PERSONALITIES ON ELEPHANTS

An Elephant will use the Morale value of the Personality. Do remember that kills from shooting or combat strikes may affect the Personality. Up to 2 Personalities may ride on the same elephant.

LOYAL

A Personality 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.

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.



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