

WAR & CONQUEST

THE NORMANS

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

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

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

The Normans (Norsemen) gave their name to Normandy, a region in France. They descended from Viking raiders and pirates who, under their leader Rollo, agreed to swear fealty to King Charles III of West Francia.

In 1066, Duke William II of Normandy conquered England after King Harold II was killed at the Battle of Hastings. The invading Normans and their descendants replaced the Anglo-Saxons as the ruling class of England although it took a number of years for the population to be brought to heel.

The nobility of England were part of a single Norman culture and many had lands on both sides of the channel. Early Norman kings of England, as Dukes of Normandy, owed homage to the King of France for their land on the continent.

This list primarily represents the Norman army that invaded England in 1066.

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.

WARRIOR FORMATIONS

At least 40% of the points value of the army.

SUPPORTING FORMATIONS

Up to 25% of the points value of the army

ALLIED AND MERCENARY FORMATIONS

Up to 40% 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. Remember, Legends of War are an additional selection and can only be used if both players have agreed before the game begins. Players should always respect the decision of the other player.

Refer to the Online Army List Introduction found on the Scarab Forum in the Resources section.

PERSONALITIES OF WAR

0-1 REX

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	+2	Army General	2	10"	150

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

DUX

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+2	-	1	10"	110

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

Special: May be upgraded to Army General for 20 points

COMES

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

Equipment: As unit

Armour Value: As unit

Options: May be mounted for 10 points

Formation: Personality

Must be placed in a unit at the start of the battle and remain there throughout.

Special: May use 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

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

0-1 BISHOP

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	-	-	1	10"	100

Equipment: As unit

Armour Value: As unit

Options: May take up to 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 formation accompanied by a Bishop may reroll any failed Combat Morale Test. All dice may be used, including any added through Strategy Intervention Points.

0-1 PRIEST

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	-	-	1	-	80

Equipment: As unit

Armour Value: As unit

Options: May be mounted for 10 points

Formation: Personality

Must be placed in a unit at the start of the battle and remain there throughout,

Special: A formation accompanied by a Priest may reroll any failed Combat Morale Test. All dice may be used, including any added through Strategy Intervention Points

WARRIOR FORMATIONS

MOUNTED MILITES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	Shock Charge Bonus 1	23

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

Options: May replace throwing spear with thrusting spear for no additional points cost.

Special: May Skirmish

PUERI

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

Equipment: Horse, shield, hand weapon and javelins.

Options: May take throwing spear for 1 point per model

Special: May Skirmish

DISMOUNTED MILITES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Regular	Shieldwall	15

Equipment: Light armour, shield, hand weapon and throwing spears.

Options: May replace throwing spear with thrusting spear for 1 point per model.
May replace shield with large shield for 1 point per model.

SUPPORTING FORMATIONS

LIBERI

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Light	-	8

Equipment: Shield, hand weapon and thrusting spear.

Options: May take javelins for 1 point per model

ARCHERS

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

Equipment: Bow

Special: You may not take more units of archers than you have units of Liberi in your army.

COLONI

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

Equipment: Javelins and hand weapon.

Options: Unit may replace javelins with slings at no cost.

May have a buckler for 1 point per model.

COLONI ARCHERS

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

Equipment: Bow

Special: You may not take more units of coloni archers than you have units of coloni in your army.

ALLIED AND MERCENARY FORMATIONS

DEVROET

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	3	Regular	Feign Flight	23

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

Special: Shock Charge Bonus 1
May Skirmish

SERJEANTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	-	9

Equipment: Hand weapon, shield, light armour.

Options: May have one of the following -
throwing spears at 1 point per model,
thrusting spears at 2 points per model.

Special: Alternatively, one unit of Serjeants may take two-handed weapons for 7 points per model. These have an Armour Penetration of 2, and increase the units Killing Ability to 4.

MISSILE ARMED SERJEANTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Light	-	9

Equipment: Hand weapon, shield, light armour.

Options: May have one of the following -
javelins at 1 point per model
bows at 2 points per model
light crossbows at 3 points per model
crossbows at 5 points per model

MOUNTED STIPENDARII

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	3	Regular	-	20

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

Options: All models in the unit may exchange throwing spear for thrusting spear at no points cost.

May have javelins for 1 point per model.

Special: Shock Charge Bonus 1.

DISMOUNTED STIPENDARII

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Regular	-	12

Equipment: Hand weapon, light armour, shield and throwing spear.

Options: All models in the unit may exchange throwing spear for thrusting spear for 1 point per model.

The unit may have javelins for 1 point per model.

LEGENDS OF WAR

The following 2 Personalities are upgrade options for the Rex and Bishop respectively so make sure you have a Rex and Bishop in your army if you want to use them

DUKE WILLIAM OF NORMANDY

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	+2	Army General	3	15"	+40

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

Special : When William loses a life all friendly troops within 15" must take a Morale test - if failed they are at -1 Morale until the end of the following Round of Play as they think he may have been killed.

BISHOP ODO

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	-	-	1	10"	+40

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 and is mounted with an Armour Value of 3

Special: Any formation accompanied by a Bishop may reroll any failed Combat Morale Test. All dice may be used, including any added through Strategy Intervention Points. If refighting Hastings Odo did not accompany a formation and so all troops within 10" receive +1 to the their Morale when attempting to rally.

Historical Note

I have given the Mounted Milites and Devreot the option to skirmish - giving them more options to attack using glancing attacks and the move after can be considered another form of 'feign flight' (something the Devreot can also perform). This is based on a range of evidence suggesting the Normans and their allies had used this style of tactics during a number of battles. As the Stipendarii are more mercenary, I have left them as fighting in a different style.



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