

WAR & CONQUEST

THE SPARTANS

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

Please refer to the introductory online Army Organisation List guide document. This is Version 4, January 2018. Feedback and observations are most welcome.

INTRODUCTION

Sparta was recognised as the overall leader of the combined Greek forces during the Greco-Persian Wars.

Between 431 and 404 BC, Sparta was the principal enemy of Athens during the Peloponnesian War, from which it emerged victorious, though at great cost. Sparta's defeat by Thebes in the Battle of Leuctra in 371 BC ended Sparta's prominent role in Greece.

Sparta suffered from a lack of citizens, and so relied on allies, and at times they even armed their helots.

This list relates to the main Spartan army, players can also refer to the Spartan Expeditionary Force AOL found in the War & Conquest rulebook.

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army may be Personalities of War.

An Army General must be selected.

Personalities must retain their own Strategy Intervention Points. They cannot be pooled unless you are using the Legends of War special rules

SPARTAN HOPLITES

Between 25% and 60% of the points value of the army must be Hopliters. At least one unit must be veteran hoplites. For later armies, this unit should be the smallest unit of hoplites in the army.

CAVALRY FORMATIONS

Up to 15% of the points value of the army may be selected from cavalry formations

SUPPORTING FORMATIONS

Up to 40% of the points value of the army may be selected from supporting formations.

You must take as many units of helot skirmishers or peltasts as you have Spartan, mercenary or subject hoplite units.

ALLIED FORMATIONS

Up to 30% of the points value of the army may be Allied formations and/or can be selected from the Greek City State list.

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 STRATEGOS

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

Equipment: As unit

Armour Value: As unit

Options: May add 1 additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently and has an Armour Value of 3.

May be mounted for 10 points with an Armour Value of 4

0 - 6 POLEMARCHOS

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

Equipment: As unit

Armour Value: As unit

Options: May take an additional Strategy Intervention Points for 20 points. May be upgraded to Army General for 20 points.

Formation: Personality

The Polemarchos must be placed in a unit at the start of the battle and remain there throughout.

OFFICER

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

Equipment: As unit

Armour Value: As unit

Options: The Officer may use Strategy Intervention Points if the option is taken as a Legend of War.

Formation: Personality

The Officer must be placed in a Spartan, Mercenary or Subject Hoplite or cavalry unit at the start of the battle and remain there throughout.

TRIBAL CHIEFTAIN

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

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: The Tribal Chieftain may only use any Strategy Intervention Points he has on Hill Tribe Formations in the army. Tribal Chieftains Strategy Points cannot be pooled and they cannot use other pooled Strategy Intervention Points if the option is taken

TRIBAL LEADER

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

Equipment: As unit

Armour Value: As unit

Options: May be mounted for 10 points

Formation: Personality

The Tribal Leader must be placed in a Hill Tribes unit at the start of the battle and remain there throughout

SPARTAN HOPLITE FORMATIONS

VETERAN HOPLITE

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

Equipment: Thrusting spear, light armour, large shield

TRAINED HOPLITE

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	Phalanx Drilled	14

Equipment: Thrusting spear, light armour, large shield

SUPPORTING FORMATIONS

HELOTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	0	Skirmish	-	4

Equipment: Javelins or slings.

Every second unit taken may be armed with shortbows.

0-1 CRETAN ARCHER

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	4	3	7	0	Skirmish	-	11

Equipment: Hand weapon and bow.

Options: Any unit may have bucklers at 1 pt per model

Special: Should not be the largest skirmish formation (or equal largest for that matter!) in your army

SUBJECT HOPLITE

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	3	Regular	Phalanx Drilled	12

Equipment

Thrusting spear, large shield.

Options

May take Extra Armour at 20 points per unit

MERCENARY HOPLITE (0-1 per 2500 points)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	3	Regular	Phalanx Drilled	16

Equipment

Thrusting spear, light armour, large shield.

HELOT PELTAST

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	5	2	Light	Undisciplined	6

Equipment: A mix of weapons, large shield

CAVALRY FORMATIONS

CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	-	14

Equipment

Javelins and hand weapon.
Any unit may have light armour at 1 pt per model.
May have throwing weapon at 1 point per model

Special

One unit (without light armour) may be designated a Skirmish formation

ALLIED FORMATIONS

HILL TRIBE CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	Warband Undisciplined	14

Equipment

Hand weapon, throwing weapon and javelins.
May have shield at 1 point per model
May take Extra Armour at 20 points per unit

Special

May skirmish

HILL TRIBE WARRIORS

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

Equipment

Hand weapon, shield and javelins.
May take Extra Armour at 20 points per unit

HILL TRIBE SKIRMISHERS

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

Equipment

A unit can be armed with either Javelins, slings or short bow. All models should be armed the same.
May take buckler at 1 point per model if equipped with javelins or slings.

LEGENDS OF WAR

COMMUNICATION

The Spartans, like other ancient armies used some command and control systems. They may pool all their Strategy Intervention Points for 50 points. Should they do this, any Personality that is indicated may use SIPs, even if they had none to begin with.

SPARTAN KING

The Strategos may be upgraded to a Spartan King for an additional 40 points. His Morale value is increased to 10 and he has 3 lives. He may add 2 additional Strategy Intervention Points (rather than 1) for 20 points each.

THE 300

If the Spartan King leads your army then you may upgrade one unit of Spartan Veterans to represent the 300 or Kings bodyguard/elite.

This unit must have equal or less models than any other Spartan Hoplite unit in the army.

If playing a special scenario, all your Spartan Veteran Hoplite units may be upgraded, but you cannot have more than 300 Spartan Veteran Hoplite models. Should you do this, other Spartan hoplites can be included as supporting formations.

Each model is upgraded as noted below

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	4	4	9	3	Regular	Phalanx Drilled	+9

Equipment: Thrusting spear, light armour and large shield

HISTORICAL NOTES

POLEMARCHOS

I have used this term to separate the other Greek states from the Spartans. It is not used in the same sense as a Polemarch. Within the Spartan army the Polemarchos commanded a mora of approximately 576 men.

HELOT PELTASTS

Helots are noted on several occasions as being armed in a manner similar to hoplites. Brasidas had some, and if we are to believe Herodotus, there were 35000 at Plataea although their contribution is unrecorded. The troop entry is speculative, but no less probable than a number of other more dubious choices from history! I have assumed the large shield for the convenience of creating an Armour Value but it could take account of any odd pieces of armour the helots may have gathered together. Rather than equip them with thrusting or throwing spears, I have also assumed they would have used whatever they could have armed themselves with, or been allowed by their Spartan masters. This is so that in game terms, they are not as good as Subject Hoplites. Although I have used the term 'peltast', other light troops with higher Morale values should be used to represent the peltast we see in later Greek and Spartan armies

FEATURE RULES

HEAVY ARMOUR

Before the Persian Wars the Greek Hoplite wore armour made from metal, rather than linen. However, we do see a trend over time of armour being discarded to improve mobility. If you subscribe to this theory, then all your Veteran or Trained Hoplite units must upgrade to AV4 from AV3 for 3 points per model. The Formations Basic Move is reduced to 3" from 4".

EKDROMOI

Some warriors within the phalanx were picked to dart out and attack enemy skirmish troops. You may upgrade any hoplite formation with ekdromoi at 20 points per formation. The ekdromoi may make D6 glancing attacks (see page 136) on any single enemy skirmish formation within 6" but not if the phalanx is engaged in combat. The skirmish formation may strike back and the results are resolved as normal glancing attacks. We assume the ekdromoi have an Armour Value of 2 when strikes back are being resolved and ekdromoi casualties are removed from the hoplites.

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.

FINALLY

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