

WAR & CONQUEST

HILL TRIBES AND THRACIANS

The following army organisation list (AOL) will enable you to build a Hill Tribe or Thracian army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document. This is version 1, January 2018. Feedback and observations are most welcome.

The Kingdom of Thrace is located to the north east of Greece and Macedon. The people are considered fierce and warlike, but also unruly and they could be portrayed as drunk in Greek art and literature. When unified under one King they were a formidable foe, but such individuals (such as Seuthes) were rare. They were often used as mercenaries.

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.

WARRIORS

At least 30% of the points value of the army must be Warriors.

SUPPORTING FORMATIONS

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

CAVALRY FORMATIONS

Up to 25% of the points value of the army may be selected from cavalry formations. If your army is led by a King, then you may take up to 35% cavalry.

ALLIED FORMATIONS

Up to 25% of the points value of the army may be Allied 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 KING

| Mo | L | S | Abilities | SIPS | ZOC | Pts |
|----|---|---|-----------------|------|-----|-----|
| 9 | 3 | 2 | Army General | 2 | 10" | 170 |

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 3

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

TRIBAL WARLORD

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

Equipment: As unit

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

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

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

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

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.

MERCENARY POLEMARCH

| 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: May only command Mercenary Cavalry, Hoplites and Peltasts. May only use any Strategy Intervention Points he has on these Formations.

WARRIORS

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

May take Rhomphaia at 2 points per model

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

LOWLAND TRIBE WARRIORS

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

Equipment: Hand weapon, shield, throwing spear and javelins.

May take Extra Armour at 20 points per unit

May exchange throwing spear for thrusting spear at 1 point per model

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

Special: Unless the King is taken you must take 2 formations of lowland warriors for every hill tribe warrior formation taken in your army or vice versa. If the King is taken you have no restrictions.

SUPPORTING FORMATIONS

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.

Options: May take buckler at 1 point per model if equipped with javelins or slings.

MERCENARY HOPLITES

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

Equipment: Thrusting spear, light armour, large shield

MERCENARY PELTASTS

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

Equipment: Hand weapon, shield and javelins

Special: May Skirmish

MERCENARY CAVALRY

| CA | SA | KA | Mo | AV | Formation | Abilities | Pts |
|----|----|----|----|----|-----------|----------------|-----|
| 3 | 3 | 3 | 7 | 2 | Regular | Shock Charge 1 | 17 |

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

Options: May take javelins at 1 point per model

Special: May Skirmish

CAVALRY FORMATIONS

NOBLE CAVALRY

| CA | SA | KA | Mo | AV | Formation | Abilities | Pts |
|----|----|----|----|----|-----------|------------------------|-----|
| 4 | 3 | 3 | 7 | 2 | Light | Warband Shock Charge 1 | 20 |

Equipment: Hand weapon, light armour, thrusting spear and javelins.

Options: May have shield at 1 point per model

Special: May not be included in armies with more Hill Tribe warrior formations than Lowland warrior formations unless led by the King

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.

Options: May have shield at 1 point per model

May take Extra Armour at 20 points per unit

Special: In armies without Getae or Nobles, 1 formation may be upgraded to CA4 at 2 points per model

GETAE CAVALRY

| CA | SA | KA | Mo | AV | Formation | Abilities | Pts |
|----|----|----|----|----|-----------|------------------------------------------|-----|
| 3 | 4 | 3 | 6 | 2 | | Warband Undisciplined Feign Flight | 19 |

Equipment: Horse, bows, shield and hand weapon.

Options: May take javelins at 1 point per model

May take Extra Armour at 20 points per unit

Special: May not be included in armies with more Hill Tribe warrior formations than Lowland warrior formations unless led by the King

SKIRMISH CAVALRY

| CA | SA | KA | Mo | AV | Formation | Abilities | Pts |
|----|----|----|----|----|-----------|---------------|-----|
| 2 | 3 | 3 | 6 | 1 | Skirmish | Undisciplined | 12 |

Equipment: Horse, javelins and hand weapon

Options: May take bucklers at 1 point per model

ALLIED FORMATIONS

You may select formations and Personalities from the Illyrian Army Organisation List

LEGENDS OF WAR

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

FEATURE RULES

RHOMPHAIA

It is unclear when the Rhomphaia (a two handed sickle like weapon) was adopted by the Thracians, but as its unlikely many generals will want to go to war without at least one unit so armed, the option is available to all. The weapon is treated the same as a halberd.

BORN TO THE HIGHLANDS

All Thracian Hill tribe warriors advance, double-pace and charge normally in *uneven terrain*. They treat *difficult terrain* as *uneven terrain* as per WAC page 58

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.

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 Thracian 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.

FINALLY

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