

AGE OF WARLORDS

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(with hindrance and editing by Rob Broom)

Version 1.0 September 2015

Containing 6 Army Lists with variants

THE ROMANO-BRITISH 5th – Early 6th Century AD

The Western Patrician Romans 420 - 480AD

THE EARLY ANGLES/SAXONS Late 4th – Mid 7th Century AD

The Early Merovingian Franks

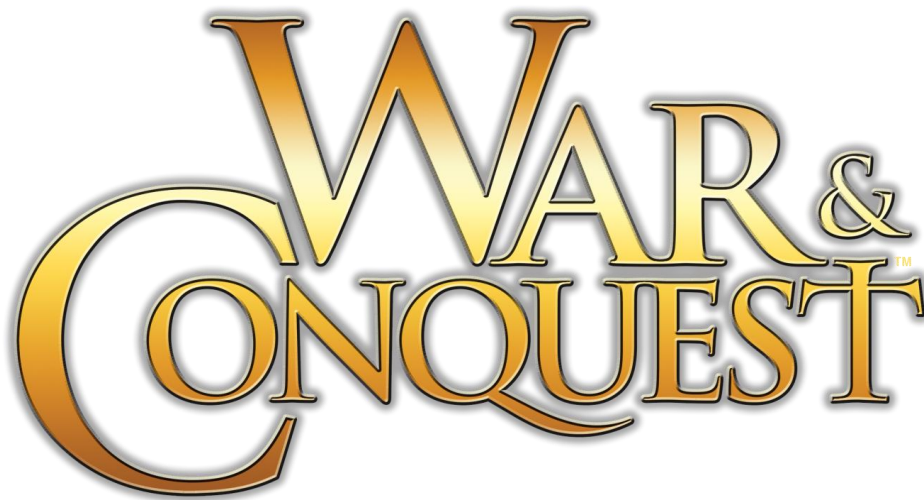
The Huns Late 4th – Mid 5th Century AD

The Goths 5th Century AD



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AGE OF WARLORDS

THE ROMANO-BRITISH

5th – Early 6th Century AD

The following army organisation list (AOL) will enable you to build a Romano-British army for War & Conquest.

The list is divided into two variants, enabling you to field either a more 'Romanised' variant of the army (loosely based on the armies of Amrosius Aurelianus, Riothamus or Arthur himself) or the more Foederate version usually attributed to Vortigern, sworn enemy of

Ambrosius and supposedly the man who invited the Saxon brothers Hengest and Horsa into Britain. As such, this can be viewed as a rather 'pseudo-historical' list, but is typical of most current views of the Arthurian Romano-British and is based on current knowledge of how the contemporary Romano-Gallic forces were organized on the continent.

‘THE LAST OF THE ROMANS’

THE ARMIES OF AMBROSIUS AURELIANUS, RIOTHAMUS AND ARTHUR.

This list allows you to build a more ‘Romanised’ Romano-British force from the 5th Century AD. It is based on the premise that, after the break from Rome around 410AD, the remaining British military commanders used their remaining resources to create a force that was organized on the continental ‘field army’ model.

This would have a core of professional trained soldiers, supplemented as necessary by any local defence forces organized by the leaders of the individual civitates. This list would also work well for Late Roman forces in Britannia in the late 4th Century.

Army Composition

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in a Romano-British army.

Warrior Formations

At least 50% of the points value of the army. May have up to one unit of Commanipulares (Foot or Mounted) for each full 1,000pts of troops. So, in a 2,000pt battle you may have 2 units of Commanipulares (e.g. one mounted and one on foot) perhaps representing the combined forces of several powerful warlords. In armies of 2000pts or more, at least one unit of Pedyt spearmen must be fielded.

Skirmish Formations

Up to 10% of the points value of the army

Supporting Formations

Up to 25% of the points value of the army. These entries represent a range of allied warriors that might be found in a Romano-British army.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories.

PERSONALITIES OF WAR

0-1 Dux

Mo	L	S	Pts
9	3	+2	180

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

The Dux has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 1 additional Strategy Intervention Point for 20 points. A Dux may move independently and should he do so, we can assume he has a good horse at his disposal, and an Armour Value of 3.

Tribune

Mo	L	S	Pts
8	2	+2	130

Formation: *Personality*

Equipment: As unit.

Special: May act as the Army General if a Dux is not in the army or is killed during the battle. A Tribune has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. A Tribune must be placed with a unit at the start of the battle and remain there throughout.

Decurio

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: A Decurio must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10".

Army Standard (Vexillatio or Draconarius)

Mo	L	S	Pts
8	2	+1	90

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". 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.

Allied/Mercenary Noble

Mo	L	S	Pts
8	2	+1	90

Formation: *Personality*

Equipment: As unit

Special: He may use SIPS and has a Zone of Command of 10" but may only influence allied/mercenary troops. The noble is placed with a unit at the start of the battle and must remain there throughout.

Warrior Formations

Mounted Commanipulares

CA	SA	KA	Mo	Pts
4	3	3	8	22

Formation: *Light* or *Regular* (depending on equipment chosen - see below)

Equipment: Horse, hand weapon, light armour, shield, javelins and throwing spear. May exchange javelin, light armour and throwing spear for thrusting spear and Heavy Armour at no points cost.

Special: Mounted Commanipulares who are armed with javelins and throwing spear are classed as 'light formation'. Those equipped with thrusting spear are classed as 'regular formation' to better reflect a more 'shock' cavalry role as per increasing numbers of Romano-Barbarian cavalry in continental Europe. May be drilled for 4 points per model. *Although not as well 'drilled' as the earlier Roman troops, in the context of the early Dark Ages, these would be some of the best trained soldiers – following in the traditions of the Late Roman field army.*

Mounted Milites (Equites)

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Equipment: Horse, hand weapon, shield, throwing spear and javelins. May have light armour for +1 point per model.

Special: May skirmish.

Milites

CA	SA	KA	Mo	Pts
3	3	3	7	10

Formation: *Regular*

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

May replace shield with large shield for +1 point per model. One unit per 2000pts (or part thereof) may upgrade to light armour for +1 point per model.

Special: Shieldwall.

Foot Commanipulares

CA	SA	KA	Mo	Pts
4	3	3	8	16

Formation: *Regular*

Equipment: Shield, light armour, hand weapon, javelins, throwing spear.

May exchange shield for large shield at +1 point per model. May exchange thrown weapon for heavy throwing weapon for +1 point per model.

Special: *Shieldwall.* May be drilled for 4 points per model. *Although not as well 'drilled' as the earlier Roman Legionary troops, in the context of the early Dark Ages, these would be some of the best trained soldiers – following in the traditions of the Late Roman field army.*

0-1 Sagittarii

CA	SA	KA	Mo	Pts
2	3	3	6	7

Formation: *Light*

Equipment: Bow and hand weapon. May have a buckler for +1 point per model.

Special: May skirmish.

Pedyt

CA	SA	KA	Mo	Pts
2	3	3	5	7

Formation: *Regular*

Equipment: Shield, hand weapon and thrusting spear.

May exchange shield for large shield at +1 point per model.

Special: Shieldwall.

Skirmish Formations

Skirmish Pedyt

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: *Skirmish*

Equipment: Javelins.

May replace javelins with slings or shortbows at no cost. May have a buckler for 1 point per model.

Supporting Formations

These are allies/mercenaries for the Romano-British. Players must choose any allies/mercenaries from within one 'nationality' only.

Highland British (Welsh) Warriors are subject to the following rules that reflect the nature of their fighting style and the terrain in which they lived and fought.

Born to the Highlands: All Highland British (Welsh) warriors advance, double-pace and charge normally in *uneven terrain*. They treat *difficult terrain* as *uneven terrain* as per WaC page 58.

British Ponies: British ponies are incredibly hardy and spend most of their time living wild in the highland environments so are used to harsh terrain. Warriors mounted on British Ponies have an advance move of 7". They are also subject to the 'Born to the Highlands' rule above.

Highland British (Welsh) Cavalry

CA	SA	KA	Mo
Pts			
3	3	3	7
15			

Formation: *Light*

Equipment: Horse, hand weapon, shield and javelins.

May have thrown weapons for +1 point per model

Special: May Skirmish; May have *feigned flight* for +2pts per model

Highland British (Welsh) Warriors

CA	SA	KA	Mo
Pts			
3	3	3	7
9			

Formation: *Light*

Equipment: Hand weapon, shield and javelins. May add thrown weapons for +1 point per model.

Special: Warband Surge; Undisciplined.

Frankish Mercenaries

CA	SA	KA	Mo
Pts			
3	3	3	7
9			

Formation: *Regular*

Equipment: Hand weapon, Thrown Weapon; shield.

May upgrade to Heavy Thrown Weapon for an extra +1 point per model

Special: Warband

Legends of War

Dux Bellorum - Cost: 20 pts

The army general is accorded the title the "Dux Bellorum" (Duke of Battles) and is a renowned leader, warrior and tactician.

Once per battle, when rolling for Strategic Advantage, the Romano-

British player may elect to request a re-roll. All of the dice are re-rolled including any dice resulting from the use of Strategy Intervention points. Players must abide by the result of the re-roll (you cannot re-roll a re-roll!)

THE ARMY OF VORTIGERN

This list allows you to build a more 'Foederate' Romano-British force from the 5th Century AD. This list represents the forces of those Magnates who, while not having

access to vast numbers of trained professional warriors, had access to the financial resources to hire mercenaries in larger numbers.

Army Composition

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in a Romano-British army.

Warrior Formations

Up to 50% of the points value of the army may be spent on Commanipulares and Pedyt. Players may only select one unit of Commanipulares per 2000pts or part thereof. Players must therefore choose whether to field their Commanipulares on foot or mounted when playing at 2000pts or less. Up to 20% of the points value of the army may be spent on milites. At least one unit of Pedyt must be fielded.

Skirmish Formations

Up to 10% of the points value of the army

Supporting Formations

At least 25% of the points value of the army. These entries represent the mercenaries hired by the Magnates to supplement the dwindling military forces of the civitates.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories.

PERSONALITIES OF WAR

0-1 Magnate

Mo	L	S	Pts
9	2	+1	150

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

The Magnate has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 1 additional Strategy Intervention Point for 20 points. A Magnate may move independently and should he do so, we can assume he has a good horse at his disposal, and an Armour Value of 3.

Tribune

Mo	L	S	Pts
8	2	+2	130

Formation: *Personality*

Equipment: As unit.

Special: May act as the Army General if a Magnate is not in the army or is killed during the battle. A Tribune has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. A Tribune must be placed with a unit at the start of the battle and remain there throughout.

Decurio

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: A Decurio must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10".

Army Standard (Vexillatio or Draconarius)

Mo	L	S	Pts
8	2	+1	90

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". 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.

Allied/Mercenary Noble

Mo	L	S	Pts
8	2	+1	90

Formation: *Personality*

Equipment: As unit

Special: May use SIPs and has a Zone of Command of 10" but may only influence allied/mercenary troops. The noble is placed with a unit at the start of the battle and must remain there throughout.

Warrior Formations

Mounted Commanipulares

CA	SA	KA	Mo	Pts
4	3	3	8	22

Formation: *Light* or *Regular* (depending on equipment chosen - see below)

Equipment: Horse, hand weapon, light armour, shield, javelins and throwing spear. May exchange javelin, light armour and throwing spear for thrusting spear and Heavy Armour at no points cost.

Special: Mounted Commanipulares who are armed with javelins and throwing spear are classed as 'light formation'. Those equipped with thrusting spear are classed as 'regular formation' to better reflect a more 'shock' cavalry role as per increasing numbers of Romano-Barbarian cavalry in continental Europe. May be drilled for 4 points per model. *Although not as well 'drilled' as the earlier Roman troops, in the context of the early Dark Ages, these would be some of the best trained soldiers – following in the traditions of the Late Roman field army.*

Mounted Milites (Equites)

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Equipment: Horse, hand weapon, shield, throwing spear and javelins. May have light armour for +1 point per model.

Special: May skirmish.

Milites

CA	SA	KA	Mo	Pts
3	3	3	7	10

Formation: *Regular*

Equipment: Hand weapon, shield, throwing spear and javelins. May replace shield with large shield for +1 point per model. One unit per 2000pts (or part thereof) may upgrade to light armour for +1 point per model.

Special: Shieldwall.

Foot Commanipulares

CA	SA	KA	Mo	Pts
4	3	3	8	16

Formation: *Regular*

Equipment: Shield, light armour, hand weapon, javelins, throwing spear. May exchange shield for large shield at +1 point per model. May exchange thrown weapon for heavy throwing weapon for +1 point per model.

Special: *Shieldwall.* May be drilled for 4 points per model. *Although not as well 'drilled' as the earlier Roman Legionary troops, in the context of the early Dark Ages, these would be some of the best trained soldiers – following in the traditions of the Late Roman field army.*

0-1 Sagittarii

CA	SA	KA	Mo	Pts
2	3	3	6	7

Formation: *Light*

Equipment: Bow and hand weapon. May have a buckler for +1 point per model.

Special: May skirmish.

Pedyt

CA	SA	KA	Mo	Pts
2	3	3	5	7

Formation: *Regular*

Equipment: Shield, hand weapon and thrusting spear. May exchange shield for large shield at +1 point per model.

Special: Shieldwall.

Skirmish Formations

Skirmish Pedyt

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: *Skirmish*

Equipment: Javelins.

May replace javelins with slings or shortbows at no cost. May have a buckler for 1 point per model.

Supporting Formations

These are allies/mercenaries for the Romano-British. Players must choose any allies/mercenaries from within one 'nationality' only

Highland British (Welsh) Warriors are subject to the following rules that reflect the nature of their fighting style and the terrain in which they lived and fought.

Born to the Highlands: All Highland British (Welsh) warriors advance, double-pace and charge normally in *uneven terrain*. They treat *difficult terrain* as *uneven terrain* as per WaC page 58.

British Ponies: British ponies are incredibly hardy and spend most of their time living wild in the highland environments so are used to harsh terrain. Warriors mounted on British Ponies have an advance move of 7". They are also subject to the 'Born to the Highlands' rule above.

Highland British (Welsh) Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	15

Formation: *Light*

Equipment: Horse, hand weapon, shield and javelins.

May have thrown weapons for +1 point per model

Special: May Skirmish; May have *feigned flight* for +2 points per model.

Highland British (Welsh) Warriors

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Light*

Equipment: Hand weapon, shield and javelins. May have Thrown Weapons for +1 point per model.

Special: Warband Surge; Undisciplined

Saxon/Angle Mercenary Gedriht

CA	SA	KA	Mo	Pts
4	3	4	8	20

Formation: *Light*

Equipment: Hand weapon, Light Armour, Javelins, Thrown Weapon; Saxon Buckler.

Special: Warband Surge; May only be fielded in armies of 2000ts and above if an Allied/Mercenary Noble is chosen and if a unit of Geoguth is also chosen. If fielded, the Allied/Mercenary noble

(representing an Atheling) must join the Gedriht unit and the Gedriht unit must not be larger than the Geoguth unit(s).

Saxon/Angle Mercenary Geoguth

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Light*

Equipment: Hand weapon, Javelins, Saxon Buckler. May add Thrown Weapons for +1 point per model.

Special: Warband Surge. Undisciplined

Saxon Bucklers

Archaeological evidence is increasingly suggesting that early Saxon raiders tended to favour a smaller buckler over a larger shield in combat during the 5th and 6th centuries. These bucklers had large prominent occasionally slightly spiked bosses and were probably used offensively as well as defensively in the more open, fluid light infantry warfare practised by these barbarian raiders.

Units equipped with Saxon Bucklers may re-roll their hit dice (all the dice, not just the misses) on any turn in which they successfully charge into combat. This is to represent them using the buckler to smash down the enemy shield or clout him in the face as the battle-lines clash, then using it in a more traditional style as the fighting settles down.

Legends of War

Hengest and Horsa

Vortigern has invited the Saxon brothers Hengest and Horsa into Britannia, primarily to defend the Northern civitates against Pictish raids.

Hengest and Horsa may be taken as Personality choices. Hengest has access to two Strategy Intervention Points. These may only be used to influence morale rolls for their own Saxon units. This makes all Saxon units *independent*. This means that the Magnate and his Tribunes may not influence the morale of Saxon troops during the battle.

However, should the Magnate/Tribune leading the army be killed, Hengest may then take over as Army General. Such is the aura of this Saxon hero that all units in the army may then be influenced by him.

If Hengest and Horsa are chosen, a unit of Saxon Gedriht *must* be taken for Hengest and a unit of Geoguth must be taken for Horsa. Once deployed within these units, the brothers must remain within them for the duration of the battle.

Hengest

Mo	L	S	Pts
9	2	+3	150

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

Hengest has 2 Strategy Intervention Points and a Zone of Command of 10"

Horsa

Mo	L	S	Pts
8	2	+2	80

Formation: *Personality*

Equipment: As unit

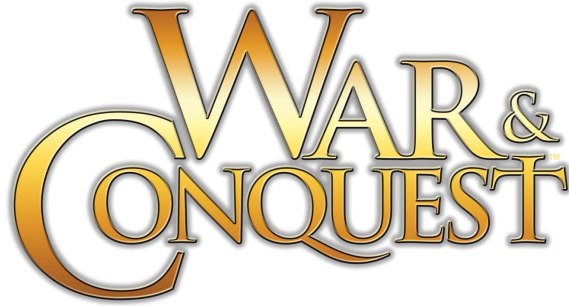
Special:

Horsa may only influence the morale of his own Geoguth unit.



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AGE OF WARLORDS

The Western Patrician Romans 420 - 480AD

The following army organisation list (AOL) will enable you to build a Western Patrician Roman army for War & Conquest. The list is designed to represent the forces of the last warlords of the Western Roman Empire, including Ricimer, Aetius, Aegidius & Syagrius,

By about 420AD, the situation in the Western Roman Empire was somewhat confused. Italy was still held by the Romans, with the Praesental field army controlled by the emperor's generals in Ravenna. However, in the Western provinces, the situation was very unstable and had been since the great migration of Franks, Vandals, Visigoths, Burgundians, etc across the frozen Rhine river in the winter of 406AD.

These barbarian groups were roaming at will throughout Gaul and into Spain, gradually setting themselves up as independent kingdoms within Roman territory. At times, they allied with the Romans against other barbarian groups. At others, they fought against the Romans. In addition to this, Armorica declared itself as an independent kingdom at some point prior to the great invasion of Attila and his Hunnic/Germanic horde in 451AD. This meant that the only frontier forces (limitanei) were now long gone, especially along the Rhine frontier, leaving the only Roman forces to be comprised of the remaining comitatenses (field army troops.) There may have been some local city militia forces garrisoning major towns, but these would have been lower quality and probably of little real use in the field.

The few comitantenses units would have remained good quality soldiers and remained generally well-equipped from those imperial fabricate (arms factories) that remained in Roman hands. However, they were largely irreplaceable, as recruitment was difficult – there was little incentive to join the army at this time. This led to increasing numbers of barbarian foederati being recruited into the field armies as well as the hiring of allied/mercenary warbands to supplement the local forces. By the time of the final collapse of the Empire in 476AD, the only Roman enclave remaining in Gaul was around Soissons, with the remainder of the province divided among the various barbarian races.

This list allows the player to field the armies of the last Roman warlords in the West. The forces contain an eclectic mixture of the last remaining Roman units, the warlords' own private armies called Bucellarii (usually made up of barbarian mercenaries) and foederate (employed by the Romans) and allied barbarian forces from the newly established local kingdoms.

The Western Patrician Roman Army

420 – 480AD.

Army Composition

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points allocated to Roman officers are automatically pooled but can only be used to influence Roman troops. Foederate or Allied/Mercenary barbarian personalities may only use their own SIPs to influence the morale of warrior formations of their own type.

Roman Formations

From 20% to 50% of the points value of the army must be selected from Roman formations. The army may include one unit of Bucellarii who are the General's Comitatus.

Foederate Formations

Up to 80% of the points value of the army must be selected from Foederate barbarian forces. Foederate noble models must not outnumber foederate warrior models in the army. Each unit of Foederati troops must be either 'Germanic' or 'Steppe Nomad' and must be armed and equipped accordingly.

Skirmish Formations

Up to 10% of the points value of the army

Supporting Formations

Up to 25% of the points value of the army. These entries represent a range of allied and mercenary warriors that might be found fighting alongside a Western Patrician Roman army and are intended for use in specific scenarios where allied contingents are required.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories.

PERSONALITIES OF WAR

0-2 Magister Militum

Mo	L	S	Pts
9	3	+2	170

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

The Magister Militum has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 1 additional Strategy Intervention Point for 20 points. He may use SIPs to influence Roman and Foederate troops, but NOT allied/mercenary troops. The Magister Militum *must be placed with a Bucellarii unit* at the start of the battle and must remain with them throughout.

Senior Roman Officer

Mo	L	S	Pts
8	2	+2	110

Formation: *Personality*

Equipment: As unit.

Special: A Tribune has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. He may use SIPs to influence Roman and Foederate troops, but NOT allied/mercenary troops. A Tribune must be placed with a unit at the start of the battle and remain there throughout. May be upgraded to act as the Army General if a Magister Militum is not in the army or is killed during the battle for +20 points.

Junior Roman Officer

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: A Decurio must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10". He may use SIPs to influence Roman troops, but NOT Foederate or allied/mercenary troops.

Army Standard (Vexillatio or Draconarius)

Mo	L	S	Pts
7	2	+1	70

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". The army standard must be placed with a unit at the beginning of the battle and remain there throughout.

Foederate or Allied/Mercenary Noble

Mo	L	S	Pts
8	2	+1	100

Formation: *Personality*

Equipment: As unit

Special: Must be allocated as 'Germanic' or 'Steppe Noble.' Foederate and allied/mercenary nobles each have 1 SIP and have a Zone of Command of 10" but may only influence troops of their own type (i.e. 'Germanic' or 'Steppe Nomad' or Allied). The noble is placed with a unit at the start of the battle and must remain there throughout.

ROMAN FORMATIONS

0-1 Bucellarii: Please note that, if fielding a Magister Militum and therefore needing to field a unit of Bucellarii, you must choose whether to field EITHER Steppe Noble OR Germanic Noble Bucellarii.

Steppe Noble Bucellarii

CA	SA	KA	Mo	Pts
4	4	3	8	26

Formation: *Light*

Equipment: Horse and armour, hand weapon, shield, bow and thrown weapons. May exchange thrown weapons and shield for kontos and buckler (+ 2pts per model) in which case they become *Regular* formation.

Armour Value: 4

Special:

May be *Drilled* for +4 points per model.

Roman Equites

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light* and may skirmish.

Equipment: Horse, hand weapon, shield, throwing spear and javelins. May swap shield, javelins and throwing spear for bow and buckler for no additional points cost.

Armour Value: 2 (3 if skirmishing)

Special: May have light armour for +1 point per model but may not skirmish

Roman Palatina (Legionarii and Auxilia)

CA	SA	KA	Mo	Pts
3	3	3	7	13

Formation: *Regular*

Equipment: Hand weapon, light armour, shield, throwing spear and darts. May replace shield with large shield for +1 point per model.

choice

Special: Drilled; Shieldwall; 1 unit may be chosen per 2000pts.

Germanic Noble Bucellarii

CA	SA	KA	Mo	Pts
4	3	3	8	23

Formation: *Light*

Equipment: Horse and armour, hand weapon, javelins, shield and thrown weapons. May exchange thrown weapons for thrusting spear at no extra cost, in which case they become *Regular* formation.

Armour Value: 4

Special:

May be *Drilled* for +4 points per model.

Roman Pedes (Legionarii and Auxilia)

CA	SA	KA	Mo	Pts
3	3	3	6	9

Formation: *Regular*

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

May replace shield with large shield for +1 point per model.

Special: Shieldwall;

Garrison Infantry/Militia

CA	SA	KA	Mo	Pts
2	3	3	5	7

Formation: *Regular*

Equipment: Shield, hand weapon and thrusting spear.

May replace shield with large shield for +1 point per model, if any Pedes in the army are also equipped with large shields.

Special: Shieldwall.

FOEDERATI FORMATIONS

Steppe Noble Cavalry

CA	SA	KA	Mo	Pts
4	3	3	7	19

Formation: *Light*

Equipment: Horse, hand weapon, shield, bow and thrown weapon. May have Light Armour for +1 point per model. May exchange thrown weapon for thrusting spear at no extra cost. If they do this, they fight in *Regular* formation.

Special: Players fielding Steppe Noble Foederati must decide whether they are Alans or Huns. If they are Huns, they gain Feigned Flight and Nomad Cavalry special rules at an additional cost of 4 points per model. If they are Alans they gain Nomad Cavalry rules for +2 points per model and are subject to *Warband 'Surge'* (WaC page 128)

Germanic Noble Cavalry

CA	SA	KA	Mo	Pts
4	3	3	7	19

Formation: *Light*

Equipment: Horse, light armour hand weapon, shield, javelins and thrown weapon. May exchange thrown weapon for thrusting spear at no extra cost, in which case they become *Regular* formation.

Special:

Germanic Noble Foot Warriors

CA	SA	KA	Mo	Pts
4	3	3	7	12

Formation: *Regular*

Equipment: Hand weapon, shield, javelins and throwing spear. May have Light Armour for +1 point per model.

Special: *Fabricae*. Up to one unit of *either* Germanic Foederati Noble Foot Warriors *or* Germanic Foederati Warriors may be equipped from the Roman fabricate. They may be supplied with light armour, large shield and heavy thrown weapon for a total cost of +3pts per model
Warband 'Weight of Numbers' (WaC page 128)

Germanic Foot Warriors

CA	SA	KA	Mo	Pts
3	3	3	7	10

Formation: *Regular*

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

Special: *Fabricae*. Up to one unit of *either* Foederati Noble Warriors *or* Foederati Warriors may be equipped from the Roman fabricate. They may be supplied with light armour, large shield and heavy thrown weapon for a total cost of +3pts per model
Warband 'Weight of Numbers' (WaC page 128)

Foederati Warrior Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Equipment: Horse, hand weapon, shield, javelins and throwing spear. May replace javelins with bows. If they do this, they become Steppe Nomad cavalry and must gain the *Nomad Cavalry* rule for a total additional cost of 3 points per model.

Special: Steppe Nomads may upgrade to Hun Foederati by upgrading SA to 4 and feigned flight for a cost of 4 points per model.

Hun Steppe nomads may Skirmish; Steppe Nomad cavalry that do not upgrade to Huns may not skirmish and are subject to *Warband 'Surge' Rules* (WaC p128)

SKIRMISH FORMATIONS

Roman Sagittarii

CA	SA	KA	Mo	Pts
2	3	2	5	5

Formation: *Skirmish*

Equipment: Bow

May have a buckler for 1 point per model.

SUPPORTING FORMATIONS

These are barbarian allies and mercenaries for the Western Patrician Romans. Players must choose any allies/mercenaries from within one 'nationality' only.

Hun/Alan Steppe Nomad Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	17

Formation: *Light*

Equipment: Horse, hand weapon, bow.

May have thrown weapons for +1 point per model; May add shield for +1 point per model. May upgrade to Huns with SA4 and feigned flight for +4pts per model.

Special: *Nomad Cavalry; Undisciplined;* Alans are subject to *Warband 'Surge'* (WaC page 128) Huns may Skirmish;

Armorican Breton Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	14

Formation: *Light*

Equipment: Horse, hand weapon, javelin.

May have thrown weapons for +1 point per model; May add shield for +1 point per model.

Special: *Undisciplined;* May Skirmish; May have *Feigned Flight* for +2pts per model

Goth/Burgundian Warriors

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Regular*

Equipment: Hand weapon, shield and javelins. May add thrown weapons for +1 point per model.

Special: *Warband 'Weight of Numbers'* (WaC p128); *Undisciplined.*

Frankish Warriors

CA	SA	KA	Mo	Pts
3	3	3	7	10

Formation: *Regular*

Equipment: Hand weapon, javelin; thrown weapon; shield.

May upgrade to Heavy Thrown Weapon for an extra +1 point per model

Special: *Warband* (WaC page 128)

LEGENDS OF WAR

Aetius

Mo	L	S	Pts
9	3	+2	210

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

Aetius has 3 Strategy Intervention Points and a Zone of Command of 10". He may add up to 1 additional Strategy Intervention Point for 20 points. He may use SIPs to influence ANY troops in the army that are in his command range. Aetius must be placed with the Bucellarii unit at the start of the battle and must remain with them throughout.

Friend of the Huns: Although known for his defeat of Attila's Hun confederation at Chalons in 451, Aetius actually spent a significant amount of time amongst the Huns and brought contingents of their warriors to serve as Foederati and his Bucellarii.

This means that:

- Aetius' Bucellarii MUST be fielded as Steppe Nomads.
- Any **Hun** Steppe Nomads fighting as Foederati or Allies in the army may have their morale value raised by +2 if taking a Morale test within command range of Aetius.



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THE EARLY ANGLES/SAXONS LATE 4TH – MID 7TH CENTURY AD

The following army organisation list (AOL) will enable you to build an Early Angle/Saxon army for War & Conquest. The list is divided into three variants, enabling you to field either a force of Angle/Saxon raiders, an army from one of the early Angle/Saxon kingdoms or an army from a kingdom of the Heptarchy. The former represents Angle/Saxon pirate forces who raided Britannia and parts of Late Roman Gaul, Armorica, etc, from the late 4th Century AD. The latter two represent the settled Angle/Saxon kingdoms formed in Britannia during the 5th Century AD. The first two variants of this list allows players to field troops armed with the Saxon Buckler, while the latter variant allows players to field an army during the shift to more defensive 'shieldwall' tactics seen in the traditional Viking era Saxon army.

Archaeological evidence is increasingly suggesting that early Saxon raiders tended to favour a smaller buckler over a larger shield in combat during the late 4th to mid 6th centuries. These bucklers had large prominent occasionally slightly spiked bosses and as such were probably used offensively as well as defensively in the more open, fluid light infantry warfare practised by these barbarian raiders at the time. Similar style bucklers have also been found in Alemmanic graves. Players should not confuse these with the typical buckler used by Classical Greek skirmishers. These Germanic bucklers are larger (probably approx. 30 – 40 cm diameter) and more 'shield-like'. However, they are smaller than the typical Dark Age warrior shield and, as such, warrant slightly different rules as follows.

Saxon Bucklers

Units equipped with Saxon Bucklers may re-roll their hit dice (all the dice, not just the misses) on any turn in which they successfully charge into combat. This is to represent them using the

buckler to smash down the enemy shield or clout him in the face as the battle-lines clash, then using it in a more traditional style as the fighting settles down.

‘Early Angle/Saxon Raiders’ – The Armies of Hengest and Horsa and Pirate Raiders of the Late 4th – 5th Century AD.

This list allows you to build a force of Angle/Saxon pirate raiders who terrorized the Eastern and Southern coast of Britannia as well as the coast of Armorica and Roman Gaul from the Late 4th Century AD.

The forces are led by Warlords hungry for loot and fame and, as such, attract large numbers of professional fighters and eager young men to their following. The key advantage of this army is its mobility.

Army Composition

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are not pooled in an Early Angle/Saxon army. Each personality may only use his own allocated SIPs.

Warrior Formations

At least 50% of the points value of the army. May have up to one unit of Gedriht (Foot or Mounted) for each full 1,000pts of troops. So, in a 2,000pt battle you may have 2 units of Gedriht (e.g. one mounted and one on foot) as this accurately represents the large number of professional fighters who would be attracted to the life of a pirate raider, with the high likelihood of plentiful loot and much fame and glory.

Skirmish Formations

Up to 5% of the points value of the army

Supporting Formations

Up to 25% of the points value of the army. These entries represent a range of allied warriors that might be found in an Early Angle/Saxon Raider army.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories.

PERSONALITIES OF WAR

Warlord

Mo	L	S	Pts
9	3	+2	170

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

One Warlord *must* be chosen to lead the army. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for +20 points each. The Warlord must be placed with a unit at the start of the battle and must remain there throughout.

Atheling

Mo	L	S	Pts
8	2	+2	130

Formation: *Personality*

Equipment: As unit.

Special: May act as the Army General if the Warlord is killed during the battle. An Atheling has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. An Atheling must be placed with a unit at the start of the battle and remain there throughout.

Thegn

Mo	L	S	Pts
7	2	+1	90

Formation: *Personality*

Equipment: As unit

Special: A Thegn must be placed in a unit at the start of the battle and remain there throughout. He has one Strategy Intervention Point and has a Zone of Command of 10".

Army Standard

Mo	L	S	Pts
8	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". Must be placed in a unit at the start of the battle and remain there throughout.

Allied Pictish

Noble

Mo	L	S	Pts
7	2	+1	90

Formation: *Personality*

Equipment: As unit

Special: The noble is placed with a unit at the start of the battle and must remain there throughout. He has one SIP and a zone of command of 10".

Warrior Formations

Mounted Gedriht

CA	SA	KA	Mo	Pts
4	3	4	8	26

Formation: *Light*

Equipment: Horse, hand weapon, Light Armour, Saxon Buckler, javelins and throwing spear.

Special: Subject to the Warband 'Surge' rule (WaC page 128)

Foot Gedriht

CA	SA	KA	Mo	Pts
4	3	4	8	20

Formation: *Light*

Equipment: Hand weapon, Light Armour, Saxon Buckler, javelins, throwing spear.

Special: Subject to the Warband 'Surge' rule (WaC page 128)

Mounted Geoguth

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Equipment: Horse, hand weapon, Saxon Buckler, throwing spear and javelins. Up to one unit per 2000pts may have light armour for +1 point per model.

Special: Subject to the Warband 'Surge' rule (WaC page 128); Undisciplined; May skirmish.

Geoguth

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Light*

Equipment: Hand weapon, Javelins, Saxon Buckler. May add Thrown Weapons for +1 point per model.

Special: Subject to the Warband 'Surge' rule (WaC page 128); Undisciplined; May Skirmish.

Skirmish Formations

Angle/Saxon Skirmisher

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: *Skirmish*

Equipment: Javelins.

May replace javelins with slings or shortbows at no cost.

Supporting Formations

These are allies for the early Angle/Saxon Raiders. As raider bands would, in all probability, work largely on their own, and would be unlikely to waste good looted gold on hiring mercenaries, the number of allies and mercenaries available to this army is limited. However, it is widely believed that, during the 'Great Barbarian Conspiracy' in the late 4th Century, Saxon raiders and Picts acted in collaboration in a massive incursion into Roman Britannia. Accordingly, Pictish allies are an option for players fielding Early Angle/Saxon Raiders.

Pictish Warriors are subject to the following rules that reflect the nature of their fighting style and the terrain in which they lived and fought.

Born to the Highlands: All Pict warriors advance, double-pace and charge normally in *uneven terrain*. They treat *difficult terrain* as *uneven terrain* as per WaC page 58.

Pictish Crossbow: Treat exactly the same as a bow (WaC page 169)

British Ponies: British ponies are incredibly hardy and spend most of their time living wild in the highland environments so are used to harsh terrain. Warriors mounted on British Ponies have an advance move of 7". They are also subject to the 'Born to the Highlands' rule above.

Pictish Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	15

Formation: *Light*

Equipment: British Pony, hand weapon, buckler and javelins.

May have thrown weapons for +1 point per model

Special: May Skirmish; May have *feigned flight* for +2pts per model

Pictish Warriors

CA	SA	KA	Mo	Pts
3	3	3	6	8

Formation: *Light*

Equipment: Hand weapon, buckler and javelins.

Special: *Warband Surge; Undisciplined*, May Skirmish.

0-1 Pictish Hunters

CA	SA	KA	Mo	Pts
3	3	3	6	8

Formation: *Skirmish*

Equipment: Hand weapon, Pictish Crossbow.

Special: Skirmishers

Legends of War

Coastal Raiders - Cost : 120pts

This warband is rightly feared for it's ability to sail rapidly up river or along the coast and land without warning to bring slaughter to their enemies. During deployment the Early Saxon player may declare that up to 25% of his units are arriving as a flanking force. The force must contain a Personality to act as its leader until it arrives on the battlefield and must be composed of *either* Saxons or Picts. The player should note the flank and turn on which the force is to arrive. At the start of that players nominated Round of Play he declares

that the force is due to arrive and makes a Command test for the personality leading the flanking force. Strategy Intervention points may used. If passed then the force is deployed using the rules for returning to the table on page 99. They may make a normal move or double pace on to the battlefield during the players Round of Play. They may not declare charges in the Round of Play they are deployed. If failed then the force will arrive in the players next Round of Play.

The Army of The Early Angle/Saxon Kingdoms

This list allows you to build a force from one of the early Angle/Saxon kingdoms such as Deira/Bernicia, etc. It maintains the options for the raiding style of warfare seen in the Angle/Saxon Raider list, but also allows players to opt for a more 'transitional' force to simulate the kingdom becoming more settled and moving to a more static style of fighting.

Players must therefore *either* equip their models with the Saxon Buckler, in which all infantry formations remain *Light*, or they may equip them with shields, in which case, all infantry formations become *Regular*.

Army Composition

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled by Angle/Saxon personalities in an Early Angle/Saxon army. Allied personalities may only use the SIPs allocated to them.

Warrior Formations

At least 50% of the points value of the army. May have up to one unit of Gedriht (Foot or Mounted) for each full 1,000pts of troops. So, in a 2,000pt battle you may have 2 units of Gedriht (e.g. one mounted and one on foot) to represent the forces of multiple warlords.

In an army of the early Angle/Saxon Kingdoms, there must be at least one unit of Geoguth for every 2000pts or part thereof.

Skirmish Formations

Up to 5% of the points value of the army

Supporting Formations

Up to 25% of the points value of the army. These entries represent a range of allied warriors that might be found in an Early Angle/Saxon Kingdoms army.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories

PERSONALITIES OF WAR

0-1 Cyning

Mo	L	S	Pts
9	3	+2	170

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

The Cyning may be chosen to lead the army. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for +20 points each. The Cyning must be placed with a unit at the start of the battle and must remain there throughout.

Atheling

Mo	L	S	Pts
8	2	+2	130

Formation: *Personality*

Equipment: As unit.

Special: May act as the Army General if the Warlord is killed during the battle. An Atheling has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. An Atheling must be placed with a unit at the start of the battle and remain there throughout.

Thegn

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: A Thegn must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10".

Army Standard

Mo	L	S	Pts
8	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". Must be placed in a unit at the start of the battle and remain there throughout.

Allied British or Pictish Noble

Mo	L	S	Pts
7	2	+1	90

Formation: *Personality*

Equipment: As unit

Special: The noble is placed with a unit at the start of the battle and must remain there throughout. He has one SIP and a zone of command of 10".

Warrior Formations

Mounted Gedriht

CA	SA	KA	Mo	Pts
4	3	4	8	26

Formation: *Light*

Equipment: Horse, Light armour, hand weapon, Saxon Buckler or Shield, javelins and throwing spear.

Special: Subject to the *Warband 'Surge'* rule (WaC page 128)

Foot Gedriht

CA	SA	KA	Mo	Pts
4	3	4	8	20

Formation: *Light or Regular*

Equipment: Hand weapon, Light armour, Saxon Buckler or Shield, javelins, throwing spear.

Special: Subject to the *Warband 'Surge'* rule (WaC page 128) if light infantry with Saxon bucklers. Subject to full *Warband* rules if regular infantry with shields

Mounted Duguth

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Equipment: Horse, hand weapon, Saxon Buckler or Shield, throwing spear and javelins. Up to one unit per 2000pts may have light armour for +1 point per model.

Special: Subject to the *Warband 'Surge'* rule (WaC page 128); Unarmoured Duguth may skirmish.

Mounted Geoguth

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Equipment: Horse, hand weapon, Saxon Buckler or Shield, throwing spear and javelins.

Special: Subject to the *Warband 'Surge'* rule (WaC page 128) *Undisciplined*; Light infantry Geoguth may skirmish.

Foot Duguth

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Light or Regular*

Equipment: Hand weapon, Javelins, Saxon Buckler or Shield. May add Thrown Weapons for +1 point per model.

Special: Subject to the *Warband 'Surge'* rule (WaC page 128) if light infantry with Saxon bucklers. Subject to full *Warband* rules if regular infantry with shields

Geoguth

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Light or Regular*

Equipment: Hand weapon, Javelins, Saxon Buckler or Shield. May add Thrown Weapons for +1 point per model.

Special: Subject to the *Warband 'Surge'* rule (WaC page 128)) if light infantry with Saxon bucklers. Subject to full *Warband* rules if regular infantry with shields *Undisciplined*; May skirmish if light infantry.

Skirmish Formations

Angle/Saxon Skirmisher

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: *Skirmish*

Equipment: Javelins.

May replace javelins with slings or shortbows at no cost.

Supporting Formations

These are allies for the Angle/Saxon Kingdoms of the Early Saxon Kingdoms. Players should choose from one 'nationality' only if selecting allies.

Pictish and Highland British (Welsh) Warriors are subject to the following rules that reflect the nature of their fighting style and the terrain in which they lived and fought.

Born to the Highlands: All Pict or Highland British (Welsh) warriors advance, double-pace and charge normally in *uneven terrain*. They treat *difficult terrain* as *uneven terrain* as per WaC page 58.

Pictish Crossbow: Treat exactly the same as a bow (WaC page 169)

British Ponies: British ponies are incredibly hardy and spend most of their time living wild in the highland environments so are used to harsh terrain. Warriors mounted on British Ponies have an advance move of 7". They are also subject to the 'Born to the Highlands' rule above.

Pictish Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	15

Formation: *Light*

Equipment: British Pony, hand weapon, buckler and javelins.

May have thrown weapons for +1 point per model

Special: May Skirmish; May have *feigned flight* for +2pts per model

Pictish Warriors

CA	SA	KA	Mo	Pts
3	3	3	6	8

Formation: *Light*

Equipment: Hand weapon, buckler and javelins.

Special: *Warband Surge* (WaC p128); *Undisciplined*, May Skirmish.

0-1 Pictish Hunters

CA	SA	KA	Mo	Pts
3	3	3	6	8

Formation: *Skirmish*

Equipment: Hand weapon, Pictish Crossbow.

Special: Skirmishers

Highland British (Welsh) Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	15

Formation: *Light*

Equipment: British Pony, hand weapon, shield and javelins.

May have thrown weapons for +1 point per model

Special: May Skirmish; May have *feigned flight* for +2 points per model.

Highland British (Welsh) Warriors

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Light*

Equipment: Hand weapon, shield and javelins. May have Thrown Weapons for +1 point per model.

Special: *Warband Surge* (WaC p128); *Undisciplined*. May skirmish.

Legends of War

Aelle, first 'Bretwalda'.

Aelle, king of the South Saxons, was allegedly the first 'Bretwalda', Saxon High King in Britain. He is famous for reducing the Romano-British coastal fort at Pevensey and slaughtering the defenders to the last man, just one of many victories against the native British.

Aelle is a charismatic leader and has a zone of command of 15". Saxon warriors flock to his banner in the hope of conquest in Britannia. Aelle may not field any allied or mercenary troops – he has the pick of the best Saxon warriors in the land. He has selected the bravest and the best warriors for his army, so any Gedriht on foot may be *Drilled* for a cost of 80pts per unit.

Aelle

Mo	L	S	Pts
9	3	+3	190

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

Aelle must be chosen to lead the army. He has 2 Strategy Intervention Points and a Zone of Command of 15" He may add up to 2 additional Strategy Intervention Points for +20 points each. He must be placed with a unit of Gedriht at the start of the battle and must remain there throughout.

The Armies of The Heptarchy

This list allows you to build a force from one of the kingdoms of the Anglo-Saxon Heptarchy as it emerged during the 7th Century.

This army represents the forces of the kingdoms of the Heptarchy, seeing a shift towards the familiar shieldwall tactics of the Viking era.

This army sees all Saxon infantry formations classed as *Regular* and there is no longer the option for the Saxon Buckler. Infantry units also gain the 'shieldwall' ability. There is also the option to include large units of Ceorls, which represent the militia/levy of the kingdom

Army Composition

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in a Heptarchy Angle/Saxon army.

Warrior Formations

At least 50% of the points value of the army. May have up to one unit of Gedriht (Foot or Mounted) for each full 1,000pts of troops. So, in a 2,000pt battle you may have 2 units of Gedriht (e.g. one mounted and one on foot) to represent the combined forces of multiple warlords.

In a Heptarchy army, you must field at least one Geoguth unit for each full 2000pts. In addition, in a Heptarchy army of 2500pts or higher, at least one unit of Ceorls must be fielded. This unit may not be the smallest formed infantry unit. This is to represent the fact that, at 2500 points or more, the forces of the kingdom are being stretched such that the Ceorls are being called up for active service.

Skirmish Formations

Up to 5% of the points value of the army

Supporting Formations

Up to 25% of the points value of the army. These entries represent a range of allied warriors that might be found in an Angle/Saxon Heptarchy army.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories.

PERSONALITIES OF WAR

0-1 Cyning

Mo	L	S	Pts
9	3	+2	170

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

The Cyning may be chosen to lead the army. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for +20 points each. The Cyning must be placed with a unit at the start of the battle and must remain there throughout.

Atheling

Mo	L	S	Pts
8	2	+2	130

Formation: *Personality*

Equipment: As unit.

Special: May act as the Army General if the Warlord is killed during the battle. An Atheling has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. An Atheling must be placed with a unit at the start of the battle and remain there throughout.

Thegn

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: A Thegn must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10".

Army Standard

Mo	L	S	Pts
8	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". Must join a unit at the start of the battle and remain there throughout.

Allied British/Pictish Noble

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: The noble is placed with a unit at the start of the battle and must remain there throughout. He may have one SIP for 20pts. He has a zone of command of 10" but may only influence warriors of his own race.

Warrior Formations

Mounted Gedriht

CA	SA	KA	Mo	Pts
4	3	4	8	26

Formation: *Light*

Equipment: Horse, Light armour, hand weapon, Shield, javelins and throwing spear.

Special:

Foot Gedriht

CA	SA	KA	Mo	Pts
4	3	4	8	20

Formation: *Regular*

Equipment: Hand weapon, Light Armour, Shield, javelins, throwing spear.

Special: Subject to the Warband 'Weight of Numbers' Rule (WaC page 128); Shieldwall

Mounted Duguth

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Equipment: Horse, hand weapon, Shield, throwing spear and javelins. Up to one unit may have light armour for +1 point per model.

Special: Unarmoured mounted Duguth may skirmish.

Foot Duguth

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Regular*

Equipment: Hand weapon, Javelins, Shield. May add Thrown Weapons for +1 point per model.

Special: Subject to the Warband 'Weight of Numbers' Rule (WaC page 128); ; Shieldwall

Mounted Geoguth

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Equipment: Horse, hand weapon, Shield, throwing spear and javelins.

Special: Subject to the Warband 'Surge' Rule (WaC page 128); Undisciplined; May skirmish.

Geoguth

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Regular*

Equipment: Hand weapon, Javelins, Shield. May add Thrown Weapons for +1 point per model.

Special: Warband; Shieldwall; Undisciplined

Ceorls

CA	SA	KA	Mo	Pts
2	3	3	6	8

Formation: *Regular*

Equipment: Hand weapon, Thrusting Spear, Shield.

Special: Subject to the Warband 'Weight of Numbers' Rule (WaC page 128);; Shieldwall; Undisciplined;

Skirmish Formations

Angle/Saxon Skirmisher

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: *Skirmish*

Equipment: Javelins.

May replace javelins with slings or shortbows at no cost.

Supporting Formations

These are allies for the Angle/Saxon Kingdoms of the Heptarchy. Highland British (Welsh) Warriors are subject to the following rules that reflect the nature of their fighting style and the terrain in which they lived and fought.

Born to the Highlands: All Highland British (Welsh) warriors advance, double-pace and charge normally in *uneven terrain*. They treat *difficult terrain* as *uneven terrain* as per WaC page 58.

British Ponies: British ponies are incredibly hardy and spend most of their time living wild in the highland environments so are used to harsh terrain. Warriors mounted on British Ponies have an advance move of 7". They are also subject to the 'Born to the Highlands' rule above.

Highland British (Welsh) Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	15

Formation: *Light*

Equipment: Horse, hand weapon, shield and javelins.

May have thrown weapons for +1 point per model

Special: May Skirmish; May have *feigned flight* for +2pts per model

Highland British (Welsh) Warriors

CA	SA	KA	Mo	Pts
3	3	3	7	9

Formation: *Light*

Equipment: Hand weapon, shield and javelins. May have Thrown Weapons for +1 point per model.

Special: Warband Surge (WaC p128); Undisciplined

Legends of War

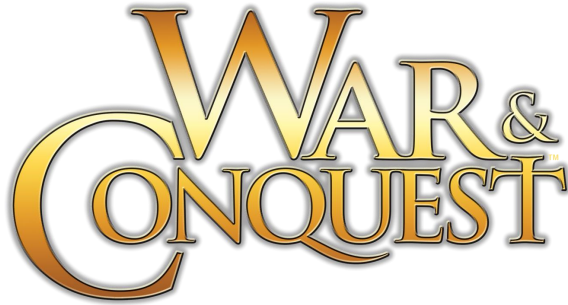
Northumbrian Cavalry

The kingdom of Northumbria borders the lands of the Northern British and the Picts and the tactics of those peoples have been learned in the kingdom. All mounted units in the Saxon Heptarchy army may use *Feigned Flight* at a cost of +2 points per model.



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AGE OF WARLORDS

The Early Merovingian Franks

The following army organisation list (AOL) will enable you to build an Early Merovingian Frankish army for War & Conquest. The list represents the forces of the early Merovingian warlords operating within Roman Gaul in the mid - late 5th century AD.

These warbands were both allies and enemies of the Patrician Romans and were ultimately responsible for the destruction of the last Roman enclave in Gaul, which was based around the city of Soissons in the late 5th century AD. It was the Frankish king Clovis, who established the kingdom that reached its zenith under Charlemagne in the 9th century.

Unlike Angle and Saxon settlement in Britain, the 5th Merovingian Franks embraced Roman culture and city life was generally maintained within their lands. Many Frankish warriors had served as Foederati in Roman armies during the 4th and 5th centuries and had settled within the empire as a result.

Frankish armies have a reputation for aggression and are often portrayed as infantry-heavy forces. I have kept this distinction in the absence of any other confirmed information in order to keep the Franks a little different from other barbarian armies of the era.

THE EARLY MEROVINGIAN FRANKS

This list allows you to build the warband of an early Merovingian king such as Clovis. The army has access to the old Roman fabricae (arms factories) so can be quite well equipped

ARMY COMPOSITION

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in an early Merovingian Frankish army.

Warrior Formations

At least 50% of the points value of the army. May have up to one unit of Pueri (Foot or Mounted) for each full 1,000pts of troops. A Frankish army may have a maximum of 1 mounted unit per 1000ts.

Skirmish Formations

Up to 5% of the points value of the army

Supporting Formations

Up to 20% of the points value of the army. These entries represent a range of allied or mercenary warriors that might be found in an Early Merovingian Frankish army.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories.

PERSONALITIES OF WAR

Rex/Warlord

Mo	L	S	Pts
9	3	+2	170

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

One Rex/Warlord *must* be chosen to lead the army. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for +20 points each. The Rex/Warlord must be placed with a unit of Pueri at the start of the battle and must remain there throughout.

Antrustio

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: An Antrustio must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and has a zone of command of 10".

Dux

Mo	L	S	Pts
8	2	+2	130

Formation: *Personality*

Equipment: As unit.

Special: May act as the Army General if the Rex/Warlord is killed during the battle. A Dux has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. A Dux must be placed with a unit at the start of the battle and remain there throughout.

Army Standard

Mo	L	S	Pts
8	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". Must be deployed alongside the Rex/Warlord in a Pueri unit and must remain there throughout.

WARRIOR FORMATIONS

Mounted Pueri

CA	SA	KA	Mo	Pts
4	3	3	8	23

Formation: *Regular*

Armour Value: 4

Equipment: Horse, hand weapon, heavy armour, shield, javelins and thrown weapon.

Special: Subject to the Warband 'Surge' rule (WaC page 128); May be *Drilled* for +4pts per model

Foot Pueri

CA	SA	KA	Mo	Pts
4	3	3	8	17

Formation: *Regular*

Armour Value: 3

Equipment: Hand weapon, heavy armour shield, javelins, thrown weapon.

May upgrade to heavy thrown weapon (+1pt per model).

Special: Subject to the Warband rules (WaC page 128); May be *Drilled* for +4pts per model

Mounted Franci

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Equipment: Horse, hand weapon, shield, thrown weapon and javelins. Up to one unit per 2000pts may have light armour for +1 points per model.

Special: Subject to the Warband 'Surge' rule (WaC page 128); Unarmoured Franci may skirmish.

Franci

CA	SA	KA	Mo	Pts
3	3	3	7	10

Formation: *Regular*

Equipment: Hand weapon, javelins, shield, thrown weapon

Special: Subject to the Warband rules (WaC page 128); *Fabricae* – one unit per 2000pts may have light armour and replace their thrown weapons with heavy thrown weapons for a total cost +2pts per model.

SKIRMISH FORMATIONS

Frankish Skirmisher

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: *Skirmish*

Equipment: Javelins.

May replace javelins with slings or short bows at no extra cost.

SUPPORTING FORMATIONS

These are allies/mercenaries for the early Merovingian Franks.

Tribal Warriors

CA	SA	KA	Mo	Pts
3	3	3	6	8

Formation: *Regular*

Equipment: Hand weapon, shield, thrown weapon.

Special: Subject to the Warband rules (WaC page 128); *Undisciplined*.

These are tribesmen from across the Rhine who have never yet settled in Roman territory or served in Rome's armies.

LEGENDS OF WAR

Clovis

This Frankish Rex was renowned for his uncompromising approach to rule – he certainly seems to have been the sort of chap one would not wish to mess with and seems to have inspired loyalty in his men!

Clovis replaces the Rex/Warlord as general of your army.

Clovis has the same stats as a regular Frankish Rex/Warlord, but with the additional special rules below:

Mo	L	S	Pts
9	3	+2	230

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

If taken, Clovis *must* be chosen to lead the army replacing the usual Rex/Warlord. He has 2 Strategy Intervention Points and a Zone of Command of 15” He may add up to 2 additional Strategy Intervention Points for +20 points each.

Clovis must be placed with a unit of Pueri at the start of the battle and must remain there throughout. In addition, any Warrior formation within command range of Clovis may add +2 when taking Morale tests.



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AGE OF WARLORDS

The Huns

Late 4th – Mid 5th Century AD

The following army organisation list (AOL) will enable you to build a Hun army for War & Conquest. The list is designed to represent the Hun raiders whose movements from the Asian steppes triggered the Westward migration of peoples such as the Goths in the late 4th and 5th centuries.

There are two variants of the Hun list. The first allows the player to field the typical Hunnic wargames army, comprising massed horsed archers. It is intended to replicate the raiding bands of mounted nomads that characterized early Hun incursions into the Eastern and Western Roman empires.

The second list is designed to represent a confederation of Huns and subject Germanic tribesmen from the mid-late 5th century when the Hunnic Empire of Attila and his immediate forebears was at its height. This second list is ideal for a gamer who wishes to create an army such as that which Attila brought into Gaul to face Aetius' Romans and which fought the climactic battle of Chalons in 451AD.

THE HUN RAIDERS. ARMY COMPOSITION

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in the Hunnic army.

Hun Warrior Formations

There is no limit to the points value of the army that may be selected from Hun Warrior formations. This allows players to field a purely Hunnic cavalry raiding force in this army. Players may field up to 2 units of Hun noble cavalry per 2000pts. However, noble cavalry must always be outnumbered by horsed archers both in terms of the number of units fielded and in the number of models fielded in those units (i.e. if you field 2 units of noble cavalry you must also field 3 units of horsed archers and the total number of horsed archer models must be greater than the number of noble cavalry models.) In addition, elite horsed archers must be outnumbered by horsed archers in a similar way.

Supporting Formations

Up to 30% of the points value of the army. These entries represent a range of subject tribal warriors that may have accompanied the early Hun armies.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories.

PERSONALITIES OF WAR

O-3Hun Warlord

Mo	L	S	Pts
9	3	+2	180

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

The Hun Warlord has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for 20 points each. He may use SIPs to influence any troops in the army.

May move independently, so is assumed to have a good horse and an armour value of 3.

Hun Chieftain

Mo	L	S	Pts
8	2	+2	120

Formation: *Personality*

Equipment: As unit.

Special: A Hun Chieftain has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. May be upgraded to act as the Army General if a Hun Warlord is not in the army or is killed during the battle for +20 points.

May move independently, so is assumed to have a good horse and an armour value of 3.

Hun Tribal Headman

Mo	L	S	Pts
7	2	+1	80

Formation:

Personality

Equipment: As unit

Special: A Hun Tribal Headman must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10".

Hun Army Standard

Mo	L	S	Pts
7	2	+1	80

Formation:

Personality

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5".

May move independently so is assumed to have a good horse and an armour value of 3.

Subject Noble

Mo	L	S	Pts
8	2	+1	100

Formation:

Personality

Equipment: As unit

Special: Subject nobles each have 1 SIP and have a Zone of Command of 10". The noble is placed with a unit at the start of the battle and must remain there throughout. The noble may only influence and use SIPs on warriors of his own tribe.

HUN WARRIOR FORMATIONS

Hun Noble Cavalry

CA	SA	KA	Mo	Pts
4	4	3	8	27

Formation: *Light*

Equipment: Horse and light armour, hand weapon, shield, bow and thrown weapons. Up to one unit may exchange thrown weapons and shield for kontos and buckler (+ 2pts per model) in which case they become *Regular* formation.

Armour Value: 3 (4 if skirmishing)

Special: *Nomad Cavalry*

Hun noble cavalry in *light* formation may *skirmish* and may use *feigned flight* for an additional cost of +2pts per model.

Hun Elite Horsed Archers

CA	SA	KA	Mo	Pts
3	4	3	7	23

Formation: *Light* and may skirmish.

Equipment: Horse, hand weapon, shield, bow, throwing spear.

Armour Value: 2 (3 if skirmishing)

Special: *Feigned Flight; Nomad Cavalry*

Hun Horsed Archers

CA	SA	KA	Mo	Pts
3	3	3	7	21

Formation: *Light* and may skirmish.

Equipment: Horse, hand weapon, shield, bow, throwing spear.

Armour Value: 2 (3 if skirmishing)

Special: *Feigned Flight; Nomad Cavalry*

SUPPORTING FORMATIONS

These are barbarian subject warriors for the Hun Raider army.

Alan Cavalry

CA	SA	KA	Mo	Pts
3	3	3	7	17

Formation: *Light*

Armour Value: 1 (2 if skirmishing)

Equipment: Horse, hand weapon, bow.

May have thrown weapons for +1 point per model; May add shield for +1 point per model.

Special: *Nomad Cavalry*;

Undisciplined; Subject to *Warband 'Surge'* (WaC page 128) May *skirmish*.

Gepid/Goth Cavalry

CA	SA	KA	Mo	Pts
3	3	3	6	15

Formation: *Light*

Equipment: Horse, hand weapon, javelin, thrown weapons, shield

Armour value: 2

Special: *Undisciplined*; If not taking any upgrades, they may *skirmish*. Every second unit may upgrade to Gepid/Goth nobles for +4 pts per model. Gepid/Goth nobles have CA4, Mo7 and armour value of 3. They may replace thrown weapons with thrusting spear for no additional points cost. If they do this, they become *Regular Formation*.

Gepid/Goth Warriors

CA	SA	KA	Mo	Pts
3	3	3	6	8

Formation: *Light/Regular* (see 'special' below)

Equipment: Hand weapon, shield and javelins. May add thrown weapons for +1 point per model.

Special: *Warband 'Weight of Numbers'* (WaC p128); *Undisciplined*. Gepid warriors may replace shield and javelins with shortbow for a reduction of -1 point per model. If they do this, they may not add a thrown weapon upgrade and lose the *Warband weight of Numbers* rule. Goth warriors are *Regular Formation*.

LEGENDS OF WAR

Masters of Mobility and Strategy - 40pts

The Huns have become synonymous with extreme military mobility due to the mounted nature of their armies. They are also considered to have been masters of strategy, outmaneuvering and outfighting a wide range of foes including the Eastern Romans, the Sassanid Persians and numerous Goth/Gepid/Herul tribes.

Hun Raider armies taking the Legends of War option may use the following special rules:

- At the close of both sides' deployment, the Hun player may relocate the position of any *two* of his mounted units by up to 18" within their deployment zone. This is to simulate the mobility of the Hun warriors allowing their leaders to rapidly redeploy to meet emerging battlefield threats;
- If the Hun army has more skirmish units than the opposition once deployment is complete, they automatically win Strategic Advantage in the first turn.

THE HUN CONFEDERATION, CIRCA 430 – 453AD. ARMY COMPOSITION

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in the Hunnic army.

Hun Warrior Formations

From 30% to 50% of the points value of the army may be selected from Hun Warrior formations. However, noble cavalry must always be outnumbered by horsed archers both in terms of the number of units fielded and in the number of models fielded in those units (i.e. if you field 1 unit of noble cavalry you must also field 2 units of horsed archers and the total number of horsed archer models must be greater than the number of noble cavalry models.) In addition, elite horsed archers must be outnumbered by horsed archers in a similar way.

Supporting Formations

Up to 50% of the points value of the army. These entries represent a range of subject and allied forces joining the Hun confederation in its wars against the Eastern and Western Roman Empires

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories

PERSONALITIES OF WAR

Hun Warlord

Mo	L	S	Pts
9	3	+2	180

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

The Hun Warlord must be taken as army general. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for 20 points each. He may only influence Hun warrior formations in the army. May move independently so is assumed to have a good horse and an armour value of 3.

Hun Tribal Headman

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: A Hun Tribal Headman must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10". He may only influence Hun Warrior formations.

Ostrogoth Comes

Mo	L	S	Pts
8	2	+2	110

Formation: *Personality*

Equipment: As unit.

Special: A Comes has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. A Comes must be placed with a unit at the start of the battle and remain there throughout. He may only influence Ostrogoth formations in the Hun Confederation army.

Hun Chieftain

Mo	L	S	Pts
8	2	+2	120

Formation: *Personality*

Equipment: As unit.

Special: A Hun Chieftain has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. May be upgraded to act as the Army General if a Hun Warlord is not in the army or is killed during the battle for +20 points. He may only influence Hun warrior formations. May move independently so is assumed to have a good horse and an armour value of 3.

Hun Army Standard

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". May move independently so is assumed to have a good horse and an armour value of 3.

Ostrogoth Tiuphadus

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: A Tiuphadus must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10". He may only influence Ostrogoth formations in a Hun Confederation army.

PERSONALITIES OF WAR (CONTINUED)

Subject Noble (Alani/Gepid/Herul)

Mo	L	S	Pts
8	2	+1	70

Formation: *Personality*

Equipment: As unit

Special: The noble is placed with a unit at the start of the battle and must remain there throughout.

HUN WARRIOR FORMATIONS

Hun Noble Cavalry

CA	SA	KA	Mo	Pts
4	4	3	8	27

Formation: *Light*

Equipment: Horse and light armour, hand weapon, shield, bow and thrown weapons. Up to one unit may exchange thrown weapons and shield for kontos and buckler (+2pts per model) in which case they become *Regular* formation.

Armour Value: 3 (4 if skirmishing)

Special: *Nomad Cavalry*

Hun noble cavalry in *light* formation may *skirmish* and may use *feigned flight* for an additional cost of +2pts per model.

Hun Elite Horsed Archers

CA	SA	KA	Mo	Pts
3	4	3	7	23

Formation: *Light* and may skirmish.

Equipment: Horse, hand weapon, shield, bow, throwing spear.

Armour Value: 2 (3 if skirmishing)

Special: *Feigned Flight; Nomad Cavalry*

Hun Horsed Archers

CA	SA	KA	Mo	Pts
3	3	3	7	21

Formation: *Light* and may skirmish.

Equipment: Horse, hand weapon, shield, bow, throwing spear.

Armour Value: 2 (3 if skirmishing)

Special: *Feigned Flight; Nomad Cavalry*

SUPPORTING FORMATIONS

Ostrogoth Gardingi (Nobles)

CA	SA	KA	Mo	Pts
4	3	3	8	16

Formation: *Light* if mounted and not taking upgrades. *Regular* if on foot or if mounted and taking upgrades.

Armour Value: 2 (3 if mounted)

Equipment: Hand weapon, light armour, shield, javelins, thrown weapon. May add a horse for +6pts per model. Mounted Gardingi may upgrade their armour for +1pt per model giving them armour value 4. Mounted gardingi may also replace thrown weapons with thrusting spear (free) or kontos (+2pts). Kontos armed Gardingi must swap their shield for buckler (free).

Special: Gardingi on foot are subject to *Warband 'Weight of Numbers'* (WaC p128)

Ostrogoth Fideles

CA	SA	KA	Mo	Pts
3	3	3	7	10

Formation: *Regular* if on foot. *Light* if mounted.

Equipment: Hand weapon, javelins, shield, thrown weapon. May add a horse for +6pts per model.

Special: Fideles on foot are subject to *Warband 'Weight of Numbers'* (WaC p128). Mounted Fideles may *skirmish*.

Alan Cavalry

CA	SA	KA	Mo	Pts
3	3	3	6	16

Formation: *Light*

Armour Value: 2 (3 if skirmishing)

Equipment: Horse, hand weapon, bow.

May have thrown weapons for +1 point per model; May add shield for +1 point per model.

Special: *Nomad Cavalry*;

Undisciplined; Subject to *Warband 'Surge'* (WaC page 128) May *skirmish*.

Gepid/Herul Cavalry

CA	SA	KA	Mo	Pts
3	3	3	6	15

Formation: *Light*

Equipment: Horse, hand weapon, javelin, thrown weapons, shield

Armour value: 2

Special: *Undisciplined*; If not taking any upgrades, they may *skirmish*. Every second unit may upgrade to Gepid/Goth nobles for +4 pts per model. Gepid/Goth nobles have CA4, Mo7 and armour value of 3. They may replace thrown weapons with thrusting spear for no additional points cost. If they do this, they become *Regular Formation*.

Gepid/Herul Warriors

CA	SA	KA	Mo	Pts
3	3	3	6	8

Formation: *Light/Regular* (see 'special' below)

Equipment: Hand weapon, shield and javelins. May add thrown weapons for +1 point per model.

Special: *Warband 'Weight of Numbers'* (WaC p128); *Undisciplined*. Gepid warriors may replace shield and javelins with shortbow for a reduction of -1 point per model. If they do this, they may not add a thrown weapon upgrade and lose the *Warband weight of Numbers* rule. Herul warriors are *Regular Formation*.

LEGENDS OF WAR

Attila

Attila was an incredibly powerful and ruthless leader of the Hun Empire, albeit for a very short time in the mid 5th Century, leading a confederation of Huns and Germanic tribesmen on a lengthy campaign of conquest into the Western Roman Empire. Despite an unsuccessful day-long battle against Aetius' Romano-Barbarian alliance at Chalons in 451AD, he held his confederation together and took it into Italy from whence he was eventually forced to withdraw.

Attila

Mo	L	S	Pts
10	3	+2	240

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

Attila replaces the Hun Warlord as the army general. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for 20 points each.

May move independently so is assumed to have a good horse and an armour value of 3.

Attila is subject to the following special rules:

- Charismatic Leader: Attila may influence any formations in the Hun confederation army, not just the Hunnic ones;
- Attila's zone of command is 15"
- At the close of both sides' deployment, the Hun player may relocate the position of any *two* of his mounted units by up to 18" within their deployment zone. This is to simulate the mobility of the Hun warriors allowing their leaders to rapidly redeploy to meet emerging battlefield threats;



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AGE OF WARLORDS

The Goths (5th Century AD)

The following army organisation list (AOL) will enable you to build a 5th Century AD Goth army for War & Conquest.

There are two variants of this AOL. One list represents the forces of the Goth warlords settled in and operating within Roman Gaul (specifically around Toulouse/Aquitaine) in the mid - late 5th century AD. These are the Goths who eventually became known as the Visigoths and who moved to settle in Spain, eventually being driven out of Spain by the Arabs in the 8th Century.

The second variant represents the Goth forces raiding Roman territory from the East, e.g. those accompanying Attila in the mid-5th century. These are more commonly known as Ostrogoths.

Most wargame rules emphasise the cavalry element of Gothic armies. However, it is likely that, in common with most Western barbarian armies, the distinction between cavalry and infantry was less obvious than it later became and that most warriors could fight as either depending on the situation.

In these lists, I have attempted to allow enough flexibility so that players may either field a more traditional Goth cavalry force or a more balanced force. The history books suggest that either could be an accurate representation.

THE VISIGOTHS

This list allows you to build a Visigoth army such as those around Aquitaine in the mid 5th Century or the forces of Theoderic, enemy and eventual ally of Aetius.

ARMY COMPOSITION

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in a Visigoth army.

Warrior Formations

At least 50% of the points value of the army. May have up to one unit of Gardingi (Foot or Mounted) for each full 1,000pts of troops.

Skirmish Formations

Up to 10% of the points value of the army

Supporting Formations

Up to 25% of the points value of the army. These entries represent a range of allied or mercenary warriors that might be found in a Visigoth army.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories.

PERSONALITIES OF WAR

Dux

Mo	L	S	Pts
9	3	+2	170

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

One Dux *must* be chosen to lead the army. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for +20 points each. The Dux must be placed with a unit at the start of the battle and must remain there throughout.

Comes

Mo	L	S	Pts
8	2	+2	130

Formation: *Personality*

Equipment: As unit.

Special: May act as the Army General if the Dux is killed during the battle. A Comes has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. A Comes must be placed with a unit at the start of the battle and remain there throughout.

Tiuphadus

CA	SA	KA	Mo	L	S	Pts
-	-	-	7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: An Tiuphadus must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10".

Army Standard

CA	SA	KA	Mo	L	S	Pts
-	-	-	7	2	+1	70

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". Must be deployed in a unit and must remain there throughout the battle.

WARRIOR FORMATIONS

Mounted Gardingi (Comitatus)

CA	SA	KA	Mo	Pts
4	3	3	8	23

Formation: *Light*

Armour Value: 4

Equipment: Horse, hand weapon, heavy armour, shield, javelins and thrown weapon. May exchange thrown weapon for thrusting spear for no increased points cost. If they do this, they become a *Regular* formation.

Foot Gardingi (Comitatus)

CA	SA	KA	Mo	Pts
4	3	3	8	16

Formation: *Regular*

Armour Value: 2

Equipment: Hand weapon, light armour, shield, javelins, thrown weapon.

Special: *Warband 'Weight of Numbers' (WaC Page 128)*

Mounted Fideles

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Armour Value: 2 (3 if skirmishing)

Equipment: Horse, hand weapon, shield, thrown weapon and javelins. Every other unit after the first may have light armour for +1 points per model.

Special: Unarmoured Mounted Fideles may skirmish.

Fideles

CA	SA	KA	Mo	Pts
3	3	3	7	10

Formation: *Regular*

Equipment: Hand weapon, javelins, shield, thrown weapon

Special: *Warband 'Weight of Numbers' (WaC p128)*

Unfree Warriors

CA	SA	KA	Mo	Pts
2	3	3	6	8

Formation: *Regular*

Equipment: Hand weapon, shield, thrusting spear. Every other unit after the first may exchange thrusting spear and shield for bow for no extra points cost. If they do this, they become *Light* formation

Special: *Undisciplined*; At least one unit must be taken for every 2000pts.
Warband 'Weight of Numbers' (WaC p128)

SKIRMISH FORMATIONS

Visigoth Skirmisher

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: *Skirmish*

Equipment: Javelins.

May replace javelins with slings or shortbows at no extra cost.

SUPPORTING FORMATIONS

These are allies/mercenaries for the Visigoths.

Romano-Gallic Garrison Militia

CA	SA	KA	Mo	Pts
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2	3	3	6	8
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Formation: *Regular*

Equipment: Hand weapon, shield, thrusting spear.

Special: Shieldwall

Bacaudae Mercenaries

CA	SA	KA	Mo	Pts
----	----	----	----	-----

3	3	3	7	9
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Formation: *Light*

Equipment: Hand weapon, shield, javelins. May add thrown weapons for +1pt per model

Special: *Undisciplined*

LEGENDS OF WAR

Theodoric

This Visigothic king spent a number of years sparring with Aetius, supposedly after an unspecified incident that led to a cessation of his warriors' foederate service with the Romans. He set up his own kingdom in Aquitaine. He eventually allied himself with Aetius again in the face of the threat of Attila's invasion and, in the climactic battle of Chalons, his Visigoth contingent held the flank of the Roman army despite Theodoric himself being slain in the battle. In fact, it is said that his death prompted his men to even greater feats of bravery!

Theodoric replaces the Dux as the general of your Visigoth army.

Mo	L	S	Pts
----	---	---	-----

9	3	+2	210
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Formation: *Personality*

Equipment: As unit

Special: *Army General*.

Theodoric *must* be chosen to lead the army. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for +20 points each. Theodoric must be placed with a unit at the start of the battle and must remain there throughout.

Theodoric has the following special rules:

- *Foederate Noble:* Theodoric has spent much of his early military career fighting as a foederate officer in Roman armies. Any of his Gardingi and Fideles fighting on foot may fight in *Shieldwall*.
- *Inspirational and Much-Loved Leader:* Theodoric has a command range of 20" if accompanied by his army standard. Theodoric inspires his men to feats of great bravery. If he is slain during the battle, all units take the ensuing morale test *without* the usual -1 modifier. In addition, all units take any subsequent morale tests during the battle counting their morale as being one point higher than listed.

THE OSTROGOTHS

This list allows you to build an Ostrogoth army such as the contingent that accompanied Attila in his invasions of the Western Roman Empire in the mid 5th century. It may also be used to represent the forces of the Ostrogoths in Italy in the late 5th/6th century.

ARMY COMPOSITION

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in an Ostrogoth army.

Warrior Formations

At least 50% of the points value of the army. May have up to one unit of Gardingi (Foot or Mounted) for each full 1,000pts of troops.

Skirmish Formations

Up to 10% of the points value of the army

Supporting Formations

Up to 30% of the points value of the army. These entries represent a range of allied or mercenary warriors that might be found in an Ostrogoth army.

Legends of War

Assuming they are being used, up to an additional 25% of the points value of the army may be taken as Legends of War. If none are chosen then you can increase the size of your army with extra formations selected from any or all of the above noted categories.

PERSONALITIES OF WAR

Dux

Mo	L	S	Pts
9	3	+2	170

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

One Dux *must* be chosen to lead the army. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for +20 points each. The Dux must be placed with a unit at the start of the battle and must remain there throughout.

Comes

Mo	L	S	Pts
8	2	+2	130

Formation: *Personality*

Equipment: As unit.

Special: May act as the Army General if the Dux is killed during the battle. A Comes has 1 Strategy Intervention Point and a Zone of Command of 10". He may add 1 additional Strategy Intervention Point for 20 points. A Comes must be placed with a unit at the start of the battle and remain there throughout.

Tiuphadus

Mo	L	S	Pts
7	2	+1	80

Formation: *Personality*

Equipment: As unit

Special: An Tiuphadus must be placed in a unit at the start of the battle and remain there throughout. He may use Strategy Intervention Points and have a Zone of Command of 10".

Army Standard

Mo	L	S	Pts
7	2	+1	70

Formation: *Personality*

Equipment: As unit

Special: Increases the Army General's Zone of Control by 5". Must be deployed in a unit and must remain there throughout the battle.

WARRIOR FORMATIONS

Mounted Gardingi (Comitatus)

CA	SA	KA	Mo	Pts
4	3	3	8	23

Formation: *Light*

Armour Value: 4

Equipment: Horse, hand weapon, heavy armour, shield, javelins and thrown weapon. May exchange thrown weapon for thrusting spear for no increased points cost. May exchange thrown weapon and shield for kontos and buckler for +2pts. If they choose either of these options, they become *regular* formation.

Foot Gardingi (Comitatus)

CA	SA	KA	Mo	Pts
4	3	3	8	16

Formation: *Regular*

Armour Value: 2

Equipment: Hand weapon, light armour, shield, javelins, thrown weapon.

Special: *Warband 'Weight of Numbers'* (WaC p128)

Mounted Fideles

CA	SA	KA	Mo	Pts
3	3	3	7	16

Formation: *Light*

Armour Value: 2 (3 if skirmishing)

Equipment: Horse, hand weapon, shield, thrown weapon and javelins. Every other unit after the first may have light armour for +1 points per model.

Special: Unarmoured Mounted Fideles may skirmish.

Fideles

CA	SA	KA	Mo	Pts
3	3	3	7	10

Formation: *Regular*

Equipment: Hand weapon, javelins, shield, thrown weapon

Special: *Warband 'Weight of Numbers'* (WaC p128)

Unfree Warriors

CA	SA	KA	Mo	Pts
2	3	3	6	7

Formation: *Light*

Equipment: Bow

Special: *Undisciplined*; At least one unit must be taken for every 2000pts

SKIRMISH FORMATIONS

Ostrogoth Skirmisher

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: *Skirmish*

Equipment: Javelins.

May replace javelins with slings or shortbows at no extra cost.

SUPPORTING FORMATIONS

These are allies/mercenaries for the Ostrogoths.

Gepid/Alani Noble Cavalry

CA	SA	KA	Mo	Pts
4	3	3	7	19

Formation: *Light*

Armour Value: 3

Equipment: Horse, armour, hand weapon, javelins, shield, thrown weapons. Alani must exchange javelins for bow (+1pt per model)

Special: *Undisciplined*; Alani are also subject to *Warband Surge* (p128 *WaC rulebook*) May have *Feigned Flight* for +2pts per model

Gepid/Alani Cavalry

CA	SA	KA	Mo	Pts
3	3	3	6	14

Formation: *Light*

Equipment: Horse, hand weapon, shield, javelins. May add thrown weapons for +1pt per model. Alani must exchange javelins for bow (+1pt per model)

Special: *Undisciplined*; May *skirmish*. Alani are also subject to *Warband Surge* (p128 *WaC rulebook*) May have *Feigned Flight* for +2pts per model

Gepid Tribal Infantry

CA	SA	KA	Mo	Pts
3	3	3	6	8

Formation: *Light*

Equipment: Hand weapon, shield, javelins. May add thrown weapons for +1pt per model.

Special: *Undisciplined*

LEGENDS OF WAR

Odoacer

Odoacer was the Ostrogothic warlord leading the Foederate forces in Italy at the end of the Western Roman Empire in 476AD. It was he who exiled the boy emperor Romulus Augustulus and sent the Imperial regalia to Constantinople, thereby ending the Western Empire and establishing what became the Ostrogothic kingdom of Italy.

Odoacer replaces the Dux as the general of your Ostrogothic army.

Mo	L	S	Pts
9	3	+2	190

Formation: *Personality*

Equipment: As unit

Special: *Army General.*

Odoacer *must* be chosen to lead the army. He has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for +20 points each. Odoacer must be placed with a unit at the start of the battle and must remain there throughout.

Odoacer has the following special rules:

- *Fabricae:* Odoacer has full access to all the Italian fabricae (arms factories). Consequently, mounted Ostrogoth Gardingi may add barding to their mounts at 2 points per model and every second Fideles unit (mounted or foot) may add light armour at 1 point per model
- *Foederati Warlord:* Odoacer's personal comitatus has been trained by Roman advisors and is better drilled than the usual barbarian army. All Gardingi units in the army count as *Drilled* at +4pts per model.



Scarab Miniatures Limited 2015