

The Crusades

The following army organisation list (AOL) will enable you to build a Crusades army for War & Conquest. Please refer to the army organisation list introduction document. This is 'work in progress version 1', May 2012. All work in progress AOLs are subject to change, and have been created so players can get gaming. They do not necessarily contain full details or options.

Please note, I am no expert on this period, and as with some of the other lists, any useful reference books are still in storage, so please advise of any errors, omissions or other relevant details- thank you!
The list has not been play tested yet either so feedback is most welcome.

The 'Crusades' list covers a period of around 200 years and represents the various forces mustered on behalf of the Pope that headed into the Middle East to fight the armies of Islam. Both sides were responsible for atrocities and acts of incredible bravery and defiance.

Some entries can only be taken for specific Crusades, representing access to resources or specific troop types. These are defined as Early Crusades (EC) and Later Crusades (LC). Where no definition is noted, the entry is available to either. We will look at the Military Orders separately.

Army Composition

Personalities of War

Up to 25% of the points value of the army

You must take an Army General. Strategy Intervention Points may be pooled if the King is taken.

Cavalry Formations

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

Supporting Formations

Up to 50% of the points value of the army

Allied Formations

Up to 25% of the points value of the army

Legends of War

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War. As the Normans have none, 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 King (LC)

	CA	SA	KA	Mo	L	S	Pts
King	-	-	-	8	2	+1	150

Formation: Personality

Equipment: As unit

Special: Army General. The King has 3 Strategy Intervention Points and a Zone of Command of 10"

He may add 1 additional Strategy Intervention Point for 20 points.

A King may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 4.

This profile represents a king such as Louis IX who was able to muster plenty of resources. You cannot take a king if you take a warrior king.

0-1 Warrior King (LC)

	CA	SA	KA	Mo	L	S	Pts
King	-	-	-	9	3	+2	190

Formation: Personality

Equipment: As unit

Special: Army General. The King has 2 Strategy Intervention Points and a Zone of Command of 15"

He may add 1 additional Strategy Intervention Point for 20 points.

A King may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 4.

This profile represents a warrior king such as Richard the Lion Heart. You cannot take a warrior king if you take a king.

Noble

	CA	SA	KA	Mo	L	S	Pts
Noble	-	-	-	9	2	+2	150

Formation: Personality

Equipment: As unit

Special: Army General. The Noble has 1 Strategy Intervention Point and a Zone of Command of 10"

They may add up to 2 additional Strategy Intervention Points for 20 points each. A Noble may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 4.

If the King is not in the army, or is killed during the battle, then a Noble may assume command as Army General. Should the Noble acting as Army General be killed during the battle, then another Noble may take command. (Note if the Army General is routed, you no longer have a General!)

Captain

	CA	SA	KA	Mo	L	S	Pts
Captain	-	-	-	8	1	+2	80

Formation: Personality

Equipment: As unit

Special: A Captain must be placed in a unit at the start of the battle and remain there throughout. They may take 1 Strategy Intervention Point for 20 points and have a Zone of Command of 10".

0-1 Bishop

	CA	SA	KA	Mo	L	S	Pts
Bishop	-	-	-	8	2	+1	110

Formation: Personality

Equipment: As unit

Special: : The Bishop has 1 Strategy Intervention Point and a Zone of Command of 10"

He may add up to 2 additional Strategy Intervention Points for 20 points each. The Bishop may move independently and should he do so, we can assume he has a horse at his disposal, and has an Armour Value of 4.

Personal standard

	CA	SA	KA	Mo	L	S	Pts
Standard	-	-	-	8	1	+1	70

Formation: Personality

Equipment: As unit

Special: The King, Warrior King, Bishop or any Noble may take a Personal Standard. These act exactly like the Army Standard and increase the Personalities 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 4

Cavalry formations

Mounted Knights

	CA	SA	KA	Mo	Pts
Knight	4	3	3	8	29

Formation: Regular

Equipment: Horse, heavy armour, shield, hand weapon and lance.

Special: Shock Charge Bonus 2. Combined Formation- Up to 50% of the formation may consist of Mounted Sergeants and so long as over half the front rank consist of knights, the formation receives the Shock Charge bonus of 2. Should it become less, then the Bonus drops to 1. So long as over half the front rank consist of knights, the whole formation may use the knights Morale Value.

Mounted Sergeants

	CA	SA	KA	Mo	Pts
Sergeant	3	3	3	7	18

Formation: Regular

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

Special: Shock Charge Bonus 1

Dismounted Knights

	CA	SA	KA	Mo	Pts
Knight	4	3	4	8	19

Formation: Regular

Equipment: Heavy armour, shield, hand weapon. Later Crusades- any unit can have a two-handed weapon at 2 points per model.

Special: Up to 75% of the formation may consist of dismounted Sergeants. So long as over half the front rank consist of knights, the whole formation may use the knights Morale Value.

Dismounted Sergeants

	CA	SA	KA	Mo	Pts
Sergeant	3	3	3	7	11

Formation: Regular

Equipment: Shield, light armour hand weapon and thrusting spear.

Special:

Turcoples

	CA	SA	KA	Mo	Pts
Turcopole	3	3	3	7	17

Formation: Light

Equipment: Horse, shield, hand weapon, bow and thrusting spear.

Supporting Formations

Spearmen

	CA	SA	KA	Mo	Pts
Spearman	2	3	3	6	8

Formation: Regular

Equipment: Shield, hand weapon and thrusting spear. May take light armour for 1 point per model

Special: Combined Formation- Up to 50% of a spearmen formation may consist of archers (with bow or crossbow). The formation remains a Regular formation.

Archers

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Formation: Light

Equipment: Bow and hand weapon. Units may exchange bow for crossbow at 3 points per model. May take light armour for 2 points per model.

Special: Early Crusades- You may not take more cross bow armed models than bow armed models in your army.

Pilgrims (EC)

	CA	SA	KA	Mo	Pts
Pilgrim	2	2	2	4	2

Formation: Regular

Equipment: Stones.

Special: Undisciplined.

Religious Zealots (EC)

	CA	SA	KA	Mo	Pts
Pilgrim	2	2	3	5	4

Formation: Regular

Equipment: Stones and hand weapon.

Special: Undisciplined.

Simply a more determined pilgrim, some of whom have managed to arm themselves.

Allied Formations

Early Crusades may take Arab Caliphate allies

Later Crusades may take Military Order, Byzantine or Arab Caliphate (Fatimid) allies

Legends of War

Lion Heart

Many Crusader Nobles (such as Richard, where the name originates) inspired their men to great deeds of valour in the face of overwhelming odds.

You may upgrade any Warrior King or Noble to Lion Heart at 70 points.

This increases their Morale Value to 10 and if the Personality is the Army General then any units within 10" have their Morale Value increased by 2, rather than 1. (Remember no unit can have a Morale Value higher than 10 under these circumstances- page 107)

The True Cross

One Personal Standard may be upgraded to the True Cross at 100 points.

All friendly Crusading units with 15" have their Morale Value increased by 1 in addition to any other bonus that may be available (for example, if the True Cross accompanies the General, then the Morale Value is increased by 2. No unit can have a Morale Value higher than 10 under these circumstances.

Faith

Many have gone to war in support of their faith. It is assumed the devout warriors become more resolute and prepared to stand even when the circumstances seem most dire.

To represent this in War & Conquest, formations may benefit from the Faith rule as follows-

- Personalities, cavalry or supporting formations may be upgraded with Faith for 15 points each. Pilgrims and Zealots must be given Faith if Faith is used for any other formations or personalities. Personalities within formations with Faith always benefit from the rule, even if they don't have faith themselves.
- During the battle, when a Morale or Combat Morale test is required, the warriors may call upon their faith to help them. They may add one additional D6 towards the test (so if at half strength or less, they roll 3D6 rather than 2D6). Should the test be passed, roll a D6, and if the result is 4 or more, their faith remains. If the test is failed, or the result is a 3 or less, then the bonus is no longer available for this battle.
- Use a suitable religious model, a standard or similar model to represent Faith.



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