



EARLY CRUSADES

The following Army Organisation List (AOL) will enable you to build an Early Crusades army for War & Conquest.

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

This is Version 3, April 2019. Feedback and observations are most welcome.

Thanks to Standa Beran for putting this together.

The 'Early Crusades' list covers a period between 1095 and circa 1150 and represents the various forces mustered on behalf of the Pope that headed into the Middle East to fight the armies of Islam during first and second crusade.

As the composition of the armies as well as their equipment changed even in this relatively short period of time, some entries can't be taken for the First crusade, representing the limited access to resources or specific troop types during this period. These are defined as Second Crusade (SC). Where no definition is noted, the entry is available to either.

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.

CAVALRY FORMATIONS

Up to 60 % of the points value of the army.

INFANTRY FORMATIONS

Up to 50 % of the points value of the army.

ALLIED FORMATIONS (SC)

Up to 30 % of the points value of the army.
Allies could be selected from the Armenian, Arab Caliphate and Byzantine army lists.

LEGENDS OF WAR

Assuming they are being used, an additional 25 % of the points value of the army may be taken as Legends of War or you can increase the size of your army with extra formations. Remember, Legends of War are an additional selection and can only be used if both players have agreed before the game begins. Players should always respect the decision of the other player.

PERSONALITIES OF WAR

KING OR WARLORD

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

Equipment: As unit

Armour Value: As unit

Options: May take up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

NOBLE

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

Equipment: As unit

Armour Value: As unit

Options: May take up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: May be upgraded to Army General for 20 points

CAPTAIN

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

Equipment: As unit

Armour Value: As unit

Options: May be mounted for 10 points

Formation: Personality

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

Special: May use Strategy Intervention Points

PERSONAL STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+1	Army Standard	-	-	80

Equipment: As unit

Armour Value: As unit

Special: Increases the Army Generals Zone of Control by 5"

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

0-1 BISHOP

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

Equipment: As unit

Armour Value: As unit

Options: May take up to 1 additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

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

PRIEST

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

Equipment: As unit

Armour Value: As unit

Options: May be mounted for 10 points

Formation: Personality

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

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

CAVALRY FORMATIONS

MOUNTED KNIGHTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	Shock Charge Bonus 2	25

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

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

May be KA 4 for 4 points per model.

May have Extra Armour for 10 points per unit.

Special: May Skirmish

0-1 HOLY ORDER MOUNTED KNIGHTS (SC)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	Shock Charge Bonus 2 Fanatical	26

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

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

May be KA 4 for 4 points per model.

May have Extra Armour for 10 points per unit.

Special: May Skirmish

Can't be the biggest knight unit in the army.

MOUNTED SERGEANTS/MERCENARY CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Light	Shock Charge Bonus 1	17

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

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

May have light armour for 1 point per model.

Special: May Skirmish

0-2 TURCOPOLES (SC)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	4	3	7	2	Light	-	18

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

Special: May Skirmish

Options: May replace throwing spear with thrusting spear for no additional points cost.
May have light armour for 1 point per model.

INFANTRY FORMATIONS

DISMOUNTED KNIGHTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Regular	Shieldwall	16

Equipment: Light armour, shield, Mixed weapons (AP 1).

Options: May be KA 4 for 4 points per model.

DISMOUNTED SERGEANTS/MERCENARIES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	Shieldwall	9

Equipment: Shield, hand weapon and throwing spear.

Options: May have light armour for 1 point per model.

May change throwing spear for thrusting spear for 1 point per model.

SPEARMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Regular	Shieldwall	6

Equipment: Shield, hand weapon and throwing spear.

Options: May have Extra Armour for 20 points per unit.

Special: Combined Formation - Up to 50 % of a spearmen formation may consist of archers with bow.

ARCHERS

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

Equipment: Bow and hand weapon.

Special: May Skirmish

CROSSBOWMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	-	Light	-	9

Equipment: Crossbow and hand weapon.

Options: May have light armour for 1 point per model.

Special: You must have two models of archers for each crossbowmen model in your army. For the First Crusade, crossbowmen are 0 - 1 and can't be larger than any archer unit in the army.

PILGRIMS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	2	4	-	Light	-	2

Equipment: Stones

Special: Undisciplined

RELIGIOUS ZEALOTS

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

Equipment: Stones and hand weapons.

Special: Undisciplined

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

LEGENDS OF WAR

INSPIRATIONAL LEADER

You may upgrade any Warlord or King to an *Inspirational Leader* 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)

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 formations may benefit from the Faith rule as follows:

- Personalities, Cavalry (except Turcopoles) and infantry formations may be upgraded with Faith for 15 points each. Pilgrims and Zealots must be given Faith if Faith is used for any other Formation or Personality in the army. 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 unit for the rest of the battle.
- Use a suitable religious model, a standard or similar model to represent Faith.



Scarab
Miniatures

Scarab Miniatures Limited 2019