

WAR & CONQUEST

MITANNIAN

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

Please refer to the army organisation list introduction document. This is 'version 2', March 2020. Feedback and comments are most welcome.

This list covers the Hurrians, Canaanites and other peoples of the region in the period 1600 to 80 B.C. These fought against and with the Hittites and Egyptians. It is by no means complete. Maryannu translates as something equivalent to chariot knight or heroic chariot warrior. I apologise as I don't have a note of who originally sent me a draft of this list. As it says above - more commentary most welcome!

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army may be Personalities of War
An Army General must be selected.
Personalities must retain their own Strategy Intervention Points. They cannot be pooled.

CHARIOTRY

Up to 50% of the points value of the army may be chariots and chariot runners.

INFANTRY FORMATIONS

At least 25% of the points value of the army must be fighting men

SUPPORTING FORMATIONS

Up to 40% of the points value of the army may be support

ALLIED FORMATIONS

Up to 25% of the points value of the army may be Syrian or Hittite allies. They may not be used together.

LEGENDS OF WAR

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War. Alternatively you can increase the size of your army with extra formations.

PERSONALITIES OF WAR

0-1 KING

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	2	Army General	2	15"	180

Equipment: As unit

Armour Value: As unit

Options: May up to two Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

0-1 PRINCE

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	Army General	1	15"	130

Equipment: As unit

Armour Value: As unit

Options: May up to two Strategy Intervention Points for 20 points each

Formation: Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

Special: May act as Army General if the King is not in the army or is killed during the battle.

0-1 GENERAL

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

Equipment: As unit

Armour Value: As unit

Options: May up to two Strategy Intervention Points for 20 points each

Formation: Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

Special: Will be Army General if Pharaoh or a Prince does not accompany the army or are killed during the battle.

WING COMMANDER

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

Equipment: As unit

Armour Value: As unit

Options: May add a Strategy Intervention Point for 20 points and take a 10" Zone of Command for 20 points

Formation: Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

Must be placed in a chariot or infantry formation at the start of the battle and remain there throughout

ARMY STANDARD

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

Equipment: As unit

Armour Value: As unit

Options:

Formation: Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

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

The army standard was typically used to show where the main attack was taking place and was used as both a rallying point and reference point for manoeuvre.

CHARIOTRY

NOBLE MARYANNU

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	4	3	8	3	2	1	8	38

Equipment: One unarmed charioteer and one warrior armed with hand weapon and bow. Riding in a two-horse chariot

Options: May take shield at 1 point per model. May take Light Armour at 1 point per model. May take thrusting spear at 2 points per model. May add 1 Strike at 5 points per model.

Special: Feign Flight. Thrusting spear armed chariots may reroll their 'to hit' rolls in the opening round of combat or when making a glancing attack. You must reroll all the hit rolls, not just the misses.

When moving away after a glancing attack, roll 3D6 and select the highest and lowest.

PROVINCIAL MARYANNU

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
3	4	3	7	1	2	1	8	33

Equipment: One unarmed charioteer and one warrior armed with hand weapon and bow. Riding in a two-horse chariot

Options: May take shield at 1 point per model. May take Light Armour at 1 point per model.

Special: Feign Flight.

When moving away after a glancing attack, roll 3D6 and select the highest and lowest.

CHARIOT RUNNERS

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

Equipment: Shield, hand weapon and javelins

Options:

Special: May Skirmish. Should a friendly chariot unit declare a glancing attack on an enemy unit, the runners do not need to make a Morale test to also make a glancing attack on the same unit.

INFANTRY FORMATIONS

ALIK ILKU SPEARMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	9

Equipment: Throwing spear, shield and hand weapon.

Options: May take light armour at 1 point per model. May have darts at 10 points per unit
Special:

ALIK ILKU ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	-	Light	-	9

Equipment: Bow and hand weapon.

Options:

Special: May combine in the rear ranks with Alik Ilku Spearmen

ASHSHABU

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Light	-	7

Equipment: Short Bow and hand weapon.

Options: May exchange Short Bow for throwing weapons and may then take darts at 10 points per unit.

Special:

SUPPORTING FORMATIONS

NOMAD SPEARMEN

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

Equipment: Throwing spear, shield and hand weapon.

Options: May take darts at 10 points per unit
Special:

NOMAD SKIRMISHERS

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

Equipment:

Options: May have short bows or slings at 1 point per model or the unit may have darts for 10 points.

Special:

Nomads represent the many Martu/Amorite tribes commonly found in armies of the region.

0-1 MAR SHIPRI SCOUTS

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

Equipment: Horse and short bow.

Options:

Special:

ALLIED FORMATIONS

(Syrian and Hittite allies cannot be used together in the same army)

SYRIAN ALLIES

SYRIAN NOBLE

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	-	1	-	90

Equipment: As unit

Armour Value: As unit

Options: May take a 10" Zone of Command at 20 points

Formation: Personality

May move independently with an Armour Value of 2

May ride in a Two Horse chariot for 17 points with an Armour Value of 3

Special: May only use his Strategy Intervention Point on Syrian units.

SYRIAN TWO-HORSE CHARIOT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
3	4	3	7	3	2	1	8	35

Equipment: One warrior wearing light armour armed with hand weapon and bow. The charioteer is (probably) armed with a shield.

Special: Feign Flight.

SYRIAN SPEARMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Regular	-	8

Equipment: Throwing spear, shield and hand weapon.

Options: May take light armour at 1 point per model. May take darts at 10 points per unit

SYRIAN ARCHERS

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

Equipment: Bow and hand weapon.

Options: May take javelins at 1 point per model

SYRIAN SKIRMISHERS

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

Equipment:

Options: May have short bows or slings at 1 point per model or the unit may have darts for 10 points.

HITTITE ALLIES

You may select Hittite allies from the following selections -

Chariotry - any entries

Infantry Formations -Spear and Archer units only

Skirmish Formations - any entries

If the Hittite Personality has the Army General Ability then he may command his own forces.

The Mitannian Army Generals bonuses (or any other Personality for that matter) cannot be used on Hittite forces.

LEGENDS OF WAR

None at this time.

FEATURE RULES

PERSONALITIES IN CHARIOTS

When a Personality rides in their own chariot and accompanies a chariot or skirmish cavalry formation, they use the profile of the unit and contribute their own Morale and number of Strikes as normal.

Personalities in chariots are assumed to have the same missile weapons as the unit they accompany. If accompanying a chariot (or skirmish cavalry) formation, the Personality will benefit from the skirmish +1 to their Armour value (see page 66) but if on their own only gain the Durability 8.



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