

WAR & CONQUEST

MONGOL TRIBES

The following Army Organisation List (AOL) will enable you to build a Mongol Tribes army for War & Conquest.

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

This is Version 1, March 2020. Feedback and observations are most welcome please.

This list represents the Mongol tribes that roamed a vast swathe of Asia before the Great Khan Temujin (or Genghis) united them as one people to conquer most of their known world, which at its height, covered an area greater than that of the Roman Empire. It also has a few options to build army lists for the period after the great conquests, and these will be developed in future versions of the list - suggestions and assistance welcome

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 not be pooled.

WARRIOR FORMATIONS

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

SUPPORTING FORMATIONS

Up to 25% of the points value of the army

ALLIED FORMATIONS

Up to 40% 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 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.

Refer to the Online Army List Introduction found on the Scarab Forum in the Resources section.

PERSONALITIES

GREAT KHAN

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	2	Army General Loyal	3	10"	200

Equipment: As unit

Armour Value: As unit

Options: May add 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: *The Great Khan inspired bravery in his men.* To reflect that, he raises the Morale value of Mongols (not subjects or other allies) within 10" by +2 rather than +1 and any unit he accompanies become Loyal (not subjects or other allies).

In order to take a Great Khan you must take at least one Khan or Commander with the Army General ability representing a rival confederation of tribes that has been subdued.

KHAN

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

Equipment: As unit

Armour Value: As unit

Options: May add 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: In order to take a Khan you must take at least one Commander representing a rival tribe that has been subdued.

COMMANDER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	Loyal	1	10"	120

Equipment: As unit

Armour Value: As unit

Options: May add an additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently with an Armour Value of 2

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

Special: May be upgraded to Army General for 20 points and will be Army General if the Khan is not in the army or killed during the battle.

ARMY STANDARD

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

Equipment: As unit

Armour Value: As unit

Formation: Personality

May move independently with an Armour Value of 2

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

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

SHAMAN

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	-	-	-	70

Equipment: As unit

Armour Value: As unit

Options:

Formation: Personality

May move independently with an Armour Value of 2

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

Special: Shamans played a part in Mongol society. A Mongol formation may reroll any failed Combat Morale Test when accompanied by a shaman. All dice may be used, including any added through Strategy Intervention Points.

My Life for Yours - if accompanying the Army General, a Shaman may voluntarily lose a Life rather than the Army General.

CAPTAIN

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

Equipment: As unit

Armour Value: As unit

Options:

Formation: Personality

May move independently with an Armour Value of 2

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

WARRIOR FORMATIONS

BONDSMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Light	Feign Flight Nomad Cavalry Loyal	25

Equipment: Horse, Bow, light armour and hand weapon.

Options: May take a shield at 1 point per model. May take Kontos at 2 points per model

Special: May Skirmish . You may only take as many units of Bondsmen as you have Personalities with the Army General ability

The Khan of the tribe would have his own bondsmen, as would other tribal leaders. This could lead to infighting when loyalties became spilt. It was usual for them to accompany the Personality but this is not compulsory.

NOBLE WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	1	Light	Feign Flight Nomad Cavalry	22

Equipment: Horse, Bow, light armour and hand weapon.

Special: May Skirmish

Options: May take a shield at 1 point per model. May take Kontos at 2 points per model

TRIBAL WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	Feign Flight Nomad Cavalry	19

Equipment: Horse, Bow and hand weapon.

Special: May Skirmish

Options: May take a shield at 1 point per model May take javelins and throwing spear instead of bow

SCOUTS (0 - 1 unit per 2000 points)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	8	1	Light	Feign Flight Nomad Cavalry	20

Equipment: Horse and hand weapon.

Special: May Skirmish. Scouts may use their flee and pursuit dice to double pace or charge through difficult terrain, and may reroll the D6 when in Dense Terrain -This represents the scout's impressive abilities at finding paths in places that most thought impossible, often leading to a devastating flank charge from a completely unexpected angle.

Options: May take Bow at 2 points per model or may take Throwing spear, javelins and shield at 2 points per model

DISMOUNTED WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	Feign Flight	11

Equipment: Throwing spear, shield and hand weapon.

Special: May Skirmish

Options: May take javelins at 1 point per model. May take Extra Armour at 20 points per formation. May exchange throwing spear and shield for bow (but cannot take javelins)

SUPPORTING FORMATIONS

0 – 1 CAMP FOLLOWERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	7	-	Light	May Skirmish	5

Equipment: A miscellany of equipment. May throw stones.

Special: *The followers were not a military formation, so movement is limited.* The unit may only make an advance move. They may make a charge move against enemy skirmishers or a broken enemy unit, other than an elephant.

It may not be joined by a Personality (they wouldn't be seen as hiding behind women's skirts)...

The unit of followers will encourage and cajole friendly troops, casting aspersions on the manhood of those fleeing from the enemy.

A routing unit of friendly troops (from the same tribe) where the leader is within 10" of the unit of Tribal followers may add +1 to its Morale when attempting to rally or taking a Last Chance To Stand test.

The women of the tribe came along with the army to tend to the cooking and to look after their men folk if they were wounded or incapacitated. The women, children and those warriors who were either too infirmed or incapacitated to take their place in the Battle formations would come along and support.

ALLIED FORMATIONS

SUBJECT WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Regular	-	9

Equipment: Thrusting spear, shield and hand weapon.

Options: May take javelins at 1 point per model. May take Extra Armour at 20 points per formation. May exchange throwing spear and shield for bow (but cannot take javelins)

Special: Must be accompanied by a Mongol Captain or Commander in order to declare a charge. If unaccompanied the Khan or Great Khan must be within 10" when the charge is declared.

SUBJECT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	Regular	-	14

Equipment: Thrusting spear, shield and hand weapon.

Options: May take javelins at 1 point per model. May take Light Armour at 1 point per model. May exchange thrusting spear and shield for bow (but cannot take javelins)

Special: Must be accompanied by a Mongol Captain or Commander in order to declare a charge. If unaccompanied the Khan or Great Khan must be within 10" when the charge is declared.

We will add a more extensive lists of allies (and siege equipment) in later versions of the list - suggestions welcome!

FEATURE RULES

THE POWER OF 10

Not a rule as such, but the Mongols used multiples of 10 for unit organisation and so you should try and do the same!

DISMOUNT

(This rule applies to all Mongol cavalry)

Should a formation Dismount, they retain their formation type, arms and equipment unless indicated otherwise in their profile. Simply declare a formation is dismounting at the START of their movement phase - they may only make a basic infantry move after dismounting.

We assume any mounts may be kept nearby, and if a formation wishes to remount it may do so by successfully passing a Command test before remounting - failure means the formation has been unsuccessful and it also can do nothing else. Remounting takes an entire move, but the unit may take the opportunity to turn, add or subject ranks or change formation at no movement cost using the rules as found on pages 34, 35 and 36. Some of these manoeuvres may require an additional Command test. After remounting, if able to do so, the unit may shoot, but their Shooting Ability is reduced by 1 in addition to any other modifiers that may apply. The unit is assumed to have moved - so that modifier applies.

LOYAL

A Personality with the Loyal ability who is placed with a Loyal formation must remain with it through the battle. Should the formation flee, it may use the Personalities Morale Value (if higher than its own) when attempting to Rally. You should advise your opponent when placing the Personality.

EXTRA ARMOUR

It was not uncommon for some members of a formation to be well armoured in comparison to others, who may have little, or even no armour. Although we assume this was found in Warband style armies and hastily levied troops from the Dark Ages, it is also a good way to provide an Armour benefit to Combined Formations and other formations where only part of the unit may have been well armoured.

A formation with Extra Armour gains a +1 Armour Value while over half strength. Once it drops to half strength or less then the bonus is lost.

To represent the formation on the tabletop, ensure some of the front rank models are equipped with armour or use some extra shields at the back of the unit to remind yourself and your opponent.



Scarab
Miniatures

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