

WAR & CONQUEST

THE TROJAN WAR

The following Army Organisation List (AOL) will enable you to build a Trojan War army for War & Conquest. You can assemble either Trojans or Mycenaean's. It could also be used for a Minoan army. Please refer to the introductory online Army Organisation List guide document. This is Version 3, March 2020. Feedback and observations are most welcome

The Trojan War is one of the epic stories of mythology and is immortalised in the Iliad and the journey of Odysseus as he attempted to return home after the war. Bringing the story to life is one of the great challenges and this is Version 2.

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. Should the King be taken, then he is the Army General. If he is not in the army, or is killed during the battle, then a Minor King may assume command. Personalities must retain their own Strategy Intervention Points.

CHARIOT FORMATIONS

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 infantry

SKIRMISH FORMATIONS

Up to 20% of the points value of the army may skirmish formations

ALLIED FORMATIONS

Up to 25% of the points value of the army may be allies.

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

KING

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	2	Army General Loyal	2	10"	170

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 in two horse chariot for 10 points with an Armour Value of 3

Special: You can take more than one King, but one needs to be the Army General. If he is killed or routs from the table during the battle, then another may assume command at the end of the End phase before the next turn begins.

MINOR KING

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

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 a two-horse chariot for 17 points with an Armour Value of 3

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

NOBLE

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

Equipment: As unit

Armour Value: As unit

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

May take a Zone of Command of 10" for 20 points

Formation: Personality

A noble must be placed in a unit at the start of the battle and remain there throughout .

May be mounted a two-horse chariot for 17 points with an Armour Value of 3

SEA PEOPLES NOBLE

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

Equipment: As unit

Armour Value: As unit

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

Formation: Personality

A Sea Peoples noble must be placed in a Sea Peoples unit at the start of the battle and remain there throughout

LIBYAN NOBLE

Mo	L	S	Abilities	SIPS	ZOC	Pts
7	1	2	-	-	-	50

Equipment: As unit

Armour Value: As unit

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

Formation: Personality

A Libyan noble must be placed in a Libyan unit at the start of the battle and remain there throughout.

CHARIOT FORMATIONS

DENDRA CHARIOT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	3	3	8	4	2	2	8	43

Equipment: One warrior and a charioteer riding in a two-horse chariot. The noble warrior wears dendra armour (cataphract armour) and is armed with thrusting spear, javelins and hand weapon.

Special: Mycenaean Armies only . As Skirmish troops, 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.

Dendra Chariots count as a Battle Formation where Battle Objectives are concerned. When moving away after a glancing attack, roll 3D6 and select the highest and lowest

If charged by battle formations, chariots - like other skirmish formations - have to evade and as a skirmish formation have an Armour Value of 4 from shooting due to the Dendra armour!

I have used the term 'dendra chariot' to differentiate between the two styles of chariot and their use.

Note that Dendra chariots have a different special rule to the chariots below.

TWO - HORSE CHARIOTS

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	3	3	8	3	2	2	8	41

Equipment: One warrior and a charioteer riding in a two-horse chariot. The warrior wears light armour and is armed with throwing spear, shield, hand weapon and javelins.

Options: May Feign Flight at 2 points per models.

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

Chariots count as a Battle Formation where Battle Objectives are concerned.

Remember if charged by battle formations, they - like other skirmish formations - have to evade. If charged by battle formations, chariots, like other skirmish formations, have to evade. Chariot tactics may have changed and superseded the Dendra chariot by the time of the Trojan war. I have chosen to not make any restrictions on the choices at this stage.

CHARIOT RUNNERS

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

Equipment: Shield, hand weapon and javelins

Options: May take javelins at 1 point per model

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

KINGS GUARD

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	-	Regular	Resilient Loyal	16

Equipment: Throwing weapon, javelins, shield and hand weapon.

Options: May take light armour at 1 point per model.

Special: The Kings Guard must be a smaller sized formation than any unit of warriors or spearmen. You may take one Kings Guard formation per King or Minor King. The Personalities do not have to accompany the formation (as they may be in chariots) in which case a Noble must be included, *This category takes account of the experienced or handpicked formations that may make up a Kings bodyguard or close companions if you choose to have the Personality on foot rather than leading a chariot formation*

SPEARMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Regular	Undisciplined	10

Equipment: Thrusting spear, large shield and hand weapon.

Options:

Special: Combined formation- Up to 25% of the unit may exchange their thrusting spear and large shield for a bow. They must be placed in the rear ranks of the formation and still benefit from the armour value of the large shield.

WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	-	Regular	Undisciplined	10

Equipment: Throwing weapon, javelins, shield and hand weapon

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

Special:

By the time of the Trojan war, as we read Homers account we find numerous references to warriors throwing short spears. I have chosen to not make any restrictions on the choices between spearmen and warriors at this stage.

ARCHERS

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

Equipment: Bow

Options:

Special:

0 - 2 MYRMIDONS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	-	Regular	Loyal	10

Equipment: Throwing weapon, javelins, shield and hand weapon

Options: May take Light Armour at 1 point per model

Special: May Skirmish.

Technically a Legend I thought I would include them to represent a slightly better class of warrior - in the Hero versions they will only be loyal to Achilles or Patroclus

SKIRMISH FORMATIONS

SLINGERS

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

Equipment: Sling

Options: May take javelins at 1 point per model

Special:

ARCHERS

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

Equipment: Bow

Options:

Special:

JAVELINMEN

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

Equipment: Javelin

Options: May take bucklers at 1 point per model

Special:

ALLIED FORMATIONS

These categories represents the many tribes found in the Mediterranean region.

SEA PEOPLES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	-	Regular	Undisciplined Warband	9

Equipment: Hand weapon, javelins, shield

Options: May take throwing weapons at 1 point per model and light armour at 1 point per model

Special: Can only be taken if at least one Sea Peoples Noble is taken

LIBYANS

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

Equipment: Hand weapon and shield.

Options: May take throwing weapons at 1 point per model, May take darts for 10 points per unit.

Special: Can only be taken if at least one Libyan Noble is taken

LIBYAN SKIRMISHERS

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

Equipment: None.

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

Special: Can only be taken if at least one Libyan Noble is taken

LEGENDS OF WAR

The stories tell us this is a time when gods walked the earth and meddled in the lives of men. Even today, the stories make fantastic reading and give wargamers plenty of potential material. From a historical and mythological standpoint, the period is of great interest to the author - as a child the Greek myths were fascinating, and now as an adult there is all the archaeological and historical material to research, and so you can expect a supplement with narrative battles in the future to refight the Trojan War campaign.

WHERE ARE THE HEROES?

The heroes (and the gods!) are all in a separate list, which I will either put online separately, or combine in a future version - depending on when you are reading this, that has already been done - or is well underway.

FEATURE RULES

WEAPONS

When playing out of period against later opponents of more than 500 years, javelins should be treated as darts, to make some allowance for the improved armour of the later periods. (Therefore, treat darts as stones)

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.

RESILIENT

Some formations were renowned for their staying power in combat and to simulate this, we use 'Resilient' (which is similar to the Combat Result abilities of 'Drilled').

There are limits to the bravery of Resilient troops, and the 'Resilient' ability ceases to apply once the unit is reduced to half strength or less.

Resilient works as follows when a unit of Resilient troops is required to take a Combat Morale Test -

Combat Result Difference of 1

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient (even if outnumbered), it will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1. Should the defeated unit outnumber the winner by 2 to 1 or more then they will not receive the additional Push and Shove bonus, as the defeated unit is able to hold its ground through weight of numbers.

Combat Result Difference of 2

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient and outnumbers the enemy will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1.

You should advise your opponent that your formations are Resilient



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