



Hibernia 800 - 1100AD

The following army organisation list (AOL) will enable you to build a Hibernian army for War & Conquest. Please refer to the army organisation list introduction document. This is 'version 1', May 2014. All AOLs are subject to change, and have been created so players can get gaming. They do not necessarily contain full details or options. Please provide feedback and observations. This list was written by the Toones (thanks to both father and son!)

This period of Irish History sees near constant conflict between semi-independent factions (Túatha) attempting to gain control over the whole of Ireland. There were the first Viking raids and subsequent Norse settlements along the coast-line and the famous battle of Clontarf in 1014. This titanic battle saw the death of Brian Boru, one of Ireland's most celebrated heroes of the age.

Army Composition

Personalities of War

Up to 25% of the points value of the army. You must take an Army General. SIPs are not pooled.

Warrior Formations

At least 40% of the points value of the army

Skirmish Formations

Up to 50% of the points value of the army

Cavalry Formations

Up to 25% 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 or you can increase the size of your army with extra formations

Personalities of War

0-1 High King (Ri Ruirech)

Mo	L	S	Pts
9	3	+2	170

Formation: Personality

Equipment: As unit

Special: Army General. The High King 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.

A High King may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 3.

Tribal King (Ri Tuath)

Mo	L	S	Pts
8	2	+2	140

Formation: Personality

Equipment: As unit

Special: If the High King is not in the army or has been killed, a Tribal King may be the Army General. The Tribal King 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.

A Tribal King may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour Value of 3.

Champion (Curadh)

Mo	L	S	Pts
8	2	+2	80

Formation: Personality

Equipment: As unit

Special: Must be placed in a unit at the start of the battle and remain there. The Champion may take 1 Strategy

Intervention Point for 20 points.

Army Standard

Mo	L	S	Pts
8	1	+1	70

Formation: Personality

Equipment: As unit

Special: Special: Increases the Army Generals 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 3.

Priest

Mo	L	S	Pts
8	2	0	120

Formation: Personality

Equipment: As unit

Special: Must be placed in a unit at the start of the battle

and remain there. When a priest accompanies a unit, they may reroll any failed combat morale test. All dice may be used, including any added through Strategy Intervention Points. A Priest has a Zone of Command of 10". They may use Strategy Intervention Points and may take up to 2 Strategy Intervention Points for 20 points each.

Warrior Formations

Fianna (Nobles)

CA	SA	KA	Mo	Pts
4	3	3	7	11

Formation: Light

Equipment: Hand weapons, javelins and shields. May be armed with two handed axe (3 point per model).

Armour Value: 1

Special: Warband. May take Hunting Dogs for 15 points per

unit.

Having been in a few fights, the more experienced warriors would have picked up pieces of armour or been gifted them.

The unit may be upgraded to Armour value 2 for 25 points and it retains this armour value while over half strength. To represent it, either have the front ranks equipped with armour, or use some extra shields at the back of the unit

Ostmen

CA	SA	KA	Mo	Pts
4	3	3	7	10

Formation: Light

Equipment: Hand weapons, Buckler. May upgrade to shield (1 point per model)

Armour Value: 1

Special: Warband, Independent.

Bonnachts

CA	SA	KA	Mo	Pts
3	3	3	6	8

Formation: Light

Equipment: Throwing spear, Buckler. May upgrade to shield (1 point per model)

Armour Value: 1

Special: Warband. May take Hunting Dogs for 15 points per unit

Skirmish Formations

Kerns

CA	SA	KA	Mo	Pts
2	3	2	5	4

Formation: Skirmish

Equipment: Javelins. Unit may replace javelins with slings at no points cost. May take buckler (1 point per model)

Armour Value: 0 (1 from shooting when skirmishing)

Special: Warband - but only applicable when facing enemy skirmish formations they could actually charge under normal circumstances

Cavalry Formations

0-1 Mounted Nobles (Fianna)

CA	SA	KA	Mo	Pts
4	3	3	7	17

Formation: Light

Equipment: Hand weapons, javelins and shields. May take Light Armour (3 points per model)

Armour Value: 2

Special: Warband.

Skirmish Cavalry

CA	SA	KA	Mo	Pts
2	2	3	6	11

Formation: Skirmish

Equipment: Javelins. May take buckler (2 points per model)

Armour Value: 1 (2 from shooting when skirmishing)

Special: Warband - but only applicable when facing enemy skirmish formations they could actually charge under normal circumstances

Allied Formations

May select formations from The Vikings army list. May not take Renegades or Legends of War unless agreed in advance

Legends of War

There are none at this time

Feature Rules

Hunting Dogs (Madadh)

Art from this period shows images of dogs with warriors, hunters or scouts. This had led some to believe they used the beasts in battle. As a few dogs are unlikely to trouble a unit of warriors armed with swords and shields we approach the expectation in a slightly different way.

- A unit accompanied by Hunting Dogs may reroll their Pursuit Dice.
- A unit accompanied by Hunting Dogs may add 2" to any charge upon a fleeing unit.

This represents the dogs being more likely to assist their masters in running down or dispersing fleeing enemy troops but offering no combat ability or bonus.

Independent

This rule represents those more fiercely independent warriors.

Strategy Intervention Points cannot be used on independent troops.

Independent warriors do not use the Army Generals leadership or bonus unless he is in the unit.



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