

The Picts 400AD To 800AD

The following army organisation list (AOL) will enable you to build a Pict army for War & Conquest. Please refer to the army organisation list introduction document. This is 'work in progress version 1', June 2012. All work in progress 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 David Burns (thanks David) and myself.

Army Composition

Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in a Pict army, representing their ability to ambush.

Warrior Formations

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

Skirmish Formations

Up to 10% 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 selected from any or all of the above noted categories.

Personalities of War

0-1 Pictish King

	CA	SA	KA	Mo	L	S	Pts
King	-	-	-	9	3	+2	180

Formation: Personality

Equipment: As unit

Special: Army General. The king has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 1 additional Strategy Intervention Point for 20 points. A 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.

Pictish Noble

	CA	SA	KA	Mo	L	S	Pts
Pictish Noble	-	-	-	8	2	+2	140

Formation: Personality

Equipment: As unit

Special: May act as the Army General if the king is not in the army or is killed during the battle. A Pictish Noble has 1 Strategy Intervention Point and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Point for 20 points each. A Pictish Noble 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.

Army Standard

	CA	SA	KA	Mo	L	S	Pts
Standard	-	-	-	8	1	+1	70

Formation: Personality

Equipment: As unit

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.

0-1 Christian Priest

	CA	SA	KA	Mo	L	S	Pts
Christian Priest	-	-	-	9	2	+1	110

Formation: Personality

Equipment: As unit

Special:: The Christian Priest may use Strategy Intervention Points and has a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for 20 points each. The Christian Priest 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.

Warrior Formations

You may make all three Warrior Formations Regular rather than Light. If you do this, you must advise your opponent before the battle begins.

Dismounted Nobles

	CA	SA	KA	Mo	Pts
Dismounted Nobles	4	3	3	8	17

Formation: Light

Equipment: Hand weapon, light armour, shield, javelins and thrusting spear

Special: Shieldwall. May combine with warriors (and veterans) below.

Veteran Warriors

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	11

Formation: Light

Equipment: Hand weapon, shield, thrusting spear, and javelins.

Special: Shieldwall. Undisciplined. Warband. Up to 50% of the formation may be dismounted nobles. As long as the front rank consists of nobles, then the formation may use their Morale value. When shooting at a unit that also includes nobles, randomise where the hits will fall.

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.

Warriors

	CA	SA	KA	Mo	Pts
Warrior	2	3	3	6	9

Formation: Light

Equipment: Hand weapon, shield, thrusting spear and javelins.

Special: Shieldwall. Undisciplined. Warband. Up to 50% of the formation may be dismounted nobles. As long as the front rank consists of nobles, then the formation may use their Morale value. When shooting at a unit that also includes nobles, randomise where the hits will fall.

Cavalry Formations

Cavalry

	CA	SA	KA	Mo	Pts
Cavalry	3	3	3	7	16

Formation: Light

Equipment: Horse, hand weapon, shield, throwing spears and javelins. Unit may exchange throwing spear for thrusting spear at no points cost. The unit may take light armour at 2 points per model.

Special: Warband. If not wearing light armour, the unit may skirmish.

Mounted Nobles

	CA	SA	KA	Mo	Pts
Nobles	4	3	3	8	23

Formation: Light

Equipment: Horse, hand weapon, light armour, shield and throwing spear. All models in the unit may exchange throwing spear for thrusting spear at no points cost. May have javelins for 1 point per model.

Special: Shock Charge Bonus 1.

Skirmish Formations

Javelinmen

	CA	SA	KA	Mo	Pts
Javelinmen	2	3	2	5	4

Formation: Skirmish

Equipment: Javelins. Unit may have a buckler for 1 point per model

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

Archers

	CA	SA	KA	Mo	Pts
Archer	2	3	2	5	5

Formation: Skirmish

Equipment: Bow

Special: You may not take more units of archers than you have units of javelinmen in your army. May take Hunting Dogs for 15 points per unit.

0-2 Light Crossbowmen

	CA	SA	KA	Mo	Pts
Crossbowmen	2	3	2	5	6

Formation: Skirmish

Equipment: Light Crossbow

Special: You may only have maximum of two units in your army. You may not take more units of light crossbowmen than you have units of skirmish javelinmen in your army. May take Hunting Dogs for 15 points per unit.

Allied Formations

Attecoti warriors

	CA	SA	KA	Mo	Pts
Attecoti	3	3	3	6	8

Formation: Light

Equipment: Hand weapon, shield and javelins. The unit may have light armour at 2 points per model. The unit have one of the following options- throwing spears at 1 point per model, thrusting spears at 2 points per model.

Special: Warband. Undisciplined. Independent. One Pictish noble Personality can be assumed to be Attecoti and therefore can use his Strategy Intervention Points on Attecoti warrior formations, but not other troops.

Not too much is known about this tribe from North. They have been included for completeness to give an alternative warrior or tribal option.

Allied Formations can be taken from the following Army Organisation lists-

The Saxons

(allies 600AD to 700AD)

The Vikings

(allies only with Scots/Irish army 750AD to 800AD)

Welsh and Scots-Irish

(allies 600AD to 800AD)

Legends of War

Druids and Shamans

	CA	SA	KA	Mo	L	Pts
Shaman	-	-	-	8	2	90

Formation: Personality

Equipment: As unit

Special: Druids and shamans play a part in warband societies. To reflect that (and the terrific miniatures out there) when they accompany a warrior formation of dismounted nobles, veterans or warriors, the formation may reroll any failed combat morale test. All dice may be used, including any added through Strategy Intervention Points. A druid or shaman may use Strategy Intervention Points and may take 1 Strategy Intervention Point for 20 points.

You cannot take druids or shamans if you have a Christian priest in your army

The Picts did not convert to Christianity easily, we use the terms druid and shaman for convenience to represent the mouthpieces of the 'pagan' gods.

Feature Rules

Hunting Dogs

Pict art shows images of dogs with warriors, hunters or scouts. This had led some to believe the Picts 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.



Scarab
Miniatures

Scarab Miniatures Limited 2012