

SEASONS OF WAR

Core Army List

At many of the shows we have attended, people have responded positively to demo games of Seasons of War: Days of the Conqueror and have seen the potential to use armies in their collections beyond those described in the book to play it with. The purpose of this 'Core Army List' is to allow players to represent most if not any pre-powder historical faction in a game of Seasons of War by providing generic troop choices that can be tailored to suit a specific unit's arms and armaments.

To allow customisation, many unit types have 'Special Equipment Options'. This simply lists any additional Special Equipment the unit can take. When selecting what to take, all bases in the unit must be given exactly the same options. Players can't for example have 3 bases with heavy armour and 2 with pikes. All bases in a unit must be kitted out in the same way and thus cost the same number of points.

Most of the rules for the Special Equipment options can be found in the main rulebook: Seasons of War: Days of the Conqueror. Where we have added additional items in this supplement, we have also included the rules for how these work in battle.



Late Medieval English by Jason Stokes.
Miniatures by Pendraken.



Early Imperial Romans by Andrew Thomas.
Miniatures by Magister Militum.



Romano-British Cavalry
by Forbes Robertson.
Miniatures by Pendraken.

SEASONS OF WAR

Core Army List

Light Infantry (Inf/Poor)

6 points per base

Discipline Type: D6

Morale Type: D4

Attack Type: D4

Armour Type: D4

Special Equipment Options:

Throwing Weapons (+1 point per base)

Javelins (+2 points per base)

2 Handed Weapons/Dane Axes (+2 points per base)

Pikes (+2 points per base)

Strategic Actions:

Shieldwall (+1 point)

Bases: 4-12

Medium Infantry (Inf/Trained)

10 points per base

Discipline Type: D8

Morale Type: D6

Attack Type: D6

Armour Type: D6

Special Equipment Options:

Throwing Weapons (+1 point per base)

2 Handed Weapons/Dane Axes (+2 points per base)

Javelins (+2 points per base)

Pikes (+2 points per base)

Strategic Actions:

Shieldwall (+1 point)

Bases: 4-12

Heavy Infantry (Inf/Skilled)

10 points per base

Discipline Type: D10

Morale Type: D8

Attack Type: D6

Armour Type: D6

Special Equipment Options:

Throwing Weapons (+1 point per base)

2 Handed Weapons/Dane Axes (+2 points per base)

Javelins (+2 points per base)

Pikes (+2 points per base)

Heavy Armour (+4 points per base)

Strategic Actions:

Shieldwall (+1 point)

Bases: 4-12

Light Skirmishers (Light Inf/Poor)

6 points per base

Discipline Type: D6

Morale Type: D4

Attack Type: D4

Armour Type: D4

Special Equipment Options:

Throwing Weapons (+1 point per base)

Javelins (+2 points per base)

Strategic Actions: -

Bases: 4-12

Heavy Armour

Units that are equipped with heavy armour have their Armour Type increased by one type. A d4 becomes a d6, a d6 becomes a d8 and those that already have d8 armour receive a whopping d10 defence. Furthermore, a unit in heavy armour on foot that has the Shieldwall strategic action may increase their Armour Type further. Due to the sheer weight of a fully armoured knight and any possible barding, cavalry units equipped with heavy armour reduce their basic Movement Value to 6.

Pikes

When engaged in a fight to the front, unit's armed with pikes may fight in up to 4 ranks instead of the usual 2.

SEASONS OF WAR

Core Army List

Archers (Inf/Poor)

10 points per base

Discipline Type: D6

Morale Type: D6

Attack Type: D4

Armour Type: D4

Special Equipment: Bows

Strategic Actions: -

Bases: 2-6

Crossbowmen (Inf/Poor)

12 points per base

Discipline Type: D6

Morale Type: D4

Attack Type: D4

Armour Type: D4

Special Equipment: Crossbows

Strategic Actions: -

Bases: 2-6

Light Cavalry (Light Cav/poor)

12 points per base

Discipline Type: D6

Morale Type: D4

Attack Type: D4

Armour Type: D4

Special Equipment Options:

Throwing Weapons (+1 point per base)

Javelins (+2 points per base)

Bows (+4 points per base)

Lances (+2 points per base)

Strategic Actions:

Feigned Flight (+1 point)

Bases: 4-12

Medium Cavalry (Cav/Trained)

17 points per base

Discipline Type: D8

Morale Type: D6

Attack Type: D6

Armour Type: D6

Special Equipment Options:

Throwing Weapons (+1 point per base)

Javelins (+2 points per base)

Bows (+4 points per base)

Lances (+2 points per base)

Strategic Actions:

Feigned Flight (+1 point)

Bases: 3-8

Heavy Cavalry (Heavy Cav/Skilled)

23 points per base

Discipline Type: D10

Morale Type: D8

Attack Type: D6

Armour Type: D8

Special Equipment Options:

Throwing Weapons (+1 point per base)

Javelins (+2 points per base)

Bows (+4 points per base)

Lances (+2 points per base)

Heavy Armour (+4 points per base)

Strategic Actions:

Feigned Flight (+1 point)

Bases: 3-8

Elephants (Heavy Cav/Trained)

28 points per base

Discipline Type: D6

Morale Type: D8

Attack Type: D8

Armour Type: D8

Special Equipment Options:

Throwing Weapons (+1 point per base)

Javelins (+2 points per base)

Bows (+4 points per base)

Heavy Armour (+4 points per base)

Strategic Actions:

Bases: 1-6

SEASONS OF WAR

Core Army List

Ranged War Machines (Special/Poor)

Variable points per base

Discipline Type: D6

Morale Type: D6

Attack Type: D4

Armour Type: D6

Special Equipment Options:

Ballistae (30 points per base)

Catapults (40 points per base)

Siege Shield (+5 points per base)

Strategic Actions: -

Bases: 1-4

Chariot (Heavy Cav/Trained)

20 points per base

Discipline Type: D18

Morale Type: D6

Attack Type: D6

Armour Type: D8

Special Equipment Options:

Throwing Weapons (+1 point per base)

Javelins (+2 points per base)

Bows (+4 points per base)

Scythes (Lances) (+2 points per base)

Heavy Armour (+4 points per base)

Strategic Actions:

Feigned Flight (+1 point)

Bases: 2-8

Ballistae

Range: 28"

Attack Type: D8

Abilities: Piercing

Catapult

Range: 38"

Attack Type: D10

Abilities:

Ranged War Machines

All war machines in the unit must be of the same type. The points cost given in the Special Equipment Options is the price for 1 base of a war machine unit.

Siege Shield

Siege Shields increase the Armour Type of the unit by 1 type in the same way as heavy armour.



Medieval Catapult.
Miniature by Kallistra.