

EARLY ALANS C.50 – 454 CE

(version May 2012)

COMMAND

This army list covers the Early Alans, an Iranian-speaking nomadic tribe related to the Skythians, from their raids against the Parthians and Roman Black Sea provinces in the 2nd century CE up until their involvement in the Battles of Chalons and Nedao. The main historical enemies of the Early Alans were Parthians, Sassanids, Sarmatians, Late Imperial Romans, Visigoths, Ostrogoths and Huns.

An Alan army must include a general and at least three units of Steppe Cavalry.

Strategy Rating: 2

Climate: Fertile or Steppe

ARMY SELECTION

- Command: Must include a general
May include up to 3 sub-commanders
- Core: Must include at least 3 units of steppe cavalry
May include up to 7 other core troop selections
- Support: May include up to 4 support
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish: May include up to 2 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies: None

Nomads

To encourage the aggressive and decisive use of Alan armies, the victory points difference the army requires for a marginal victory (see CoE pages 132-33) is above 20% and up to 50%. A draw is achieved for above 10% and up to 20%. A "victorious" score of 0% to 10% (normally a draw) results in a marginal defeat.

An Alan army must include a general and may include up to 3 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING	9 + 2	9 + 2	+3	ARMY GENERAL, HEROIC LEADER, MOUNTED	60
WARLORD	8 + 1	8 + 1	+2		FREE

Upgrades: The general may choose not to take the Heroic Leader trait.

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profiles.

Up to 3 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
CHIEFTAIN	8 + 1	8 + 1	+2	HEROIC LEADER, MOUNTED	65

Upgrades: None

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profile.

CORE

Players may select up to 10 units from the Core section and must select at least three units of Steppe Cavalry as compulsory troops.

Steppe Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	3	6	4+	1	6	8	31

Weapons: Hand Weapon, Composite Bow
 Armour: None
 Special Rules: Cantabrian Circle, Feigned Flight
 Upgrades: May skirmish at a cost of 1 pt per model.
 Open order troops may add throwing spears at a cost of 2 pts per model and add shields (ARM 5+) at a cost of 2 pts per model.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Support units may be chosen.

Noble Steppe Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	4+	4+	1	6	8	38

Weapons: Hand Weapon, Throwing Spear
 Armour: Light Armour, Shield
 Special Rules: Cantabrian Circle, Feigned Flight
 Upgrades: One unit may be given the bodyguard rule at a cost of 1 pt per model.
 May be shock cavalry and exchange throwing spear for kontos at a cost of 4 pts per model. They have heavy armour in place of light armour and shield.

The number of Noble Steppe Cavalry units in the army must be fewer than the number of Steppe Cavalry units.

EPIGRU SKIRMISH CRONLUM

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen.

Scout Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	3+	1	3	5+	4+	1	6	8	35

Weapons: Hand Weapon, Composite Bow
 Armour: Shield
 Special Rules: Cantabrian Circle, Feigned Flight, Scouts
 Upgrades: None

Skirmishing Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	N/A	4+	1	6	7	12

Weapons: Composite Bow, Improvised Weapons
 Armour: None
 Special Rules: None
 Upgrades: May add a hand weapon and buckler, improving ARM to 6, at a cost of 1pt per model.

ALAN ALLIES

Allied armies may take the following Hunnic troops as allies. Allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander

Up to 2 units of Steppe Cavalry

Up to 1 unit of Noble Steppe Cavalry*

*may not be taken without Steppe Cavalry

