

EARLY FRANKISH/GERMANIC TRIBES C.250 – 585 CE

(version June 2012)

This army list covers Germanic armies that were a constant thorn in the side of Rome from the Franks on the Lower Rhine, the Alamanni on the Upper Rhine, Quadi, Suebi, Burgundi and others. The list ends with the Visigothic destruction of the Suebi kingdom in 585 CE. The main historical enemies of these armies were, naturally, other Germanic armies, Middle and Late Imperial Romans, Early Vandals and Visigoths. The heavy javelins in this list represent weapons such as the angon or bebrae or francisca, a throwing axe.

An Early Frankish army must include a general and at least two units of Warriors.

Strategy Rating: 3

Climate: Fertile or Forested

ARMY SELECTION

- Command:** Must include a general
May include up to 3 sub-commanders
- Core:** Must include at least 2 units of warriors
May include up to 8 other core troop selections
- Support:** May include up to 6 support
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 3 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 25% of the points available may be spent on troops from the Allies section

COMMAND

An Early Frankish 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	50
WARLORD	8 + 1	8 + 1	+2		FREE

Upgrades: The general may choose not to take the Heroic Leader trait.
May choose to be mounted at a cost of +10 pts.

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	55

Upgrades: Up to one may choose to be mounted at a cost of +10 pts.

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 two units of Warriors as compulsory troops.

Warriors

Models per unit: 20-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	12	4+	1	3	6	4+	1	5	7	12

Weapons: Hand Weapon, Heavy Javelin
Armour: Shield
Special Rules: Mixed Formation, Warband, Woodsmen
Upgrades: Up to half of the models in the unit may be upgraded to superior warriors with ML 8 at a cost of 2 pts per model. Superior warriors form the front ranks.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

Superior Warriors

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	12	4+	1	3	5+	4+	1	6	8	16

Weapons: Hand Weapon, Heavy Javelin
Armour: Light Armour, Shield
Special Rules: Warband
Upgrades: May be steady at a cost of 3 pts per model.

The number of units of Superior Warriors must be fewer than the number of units of Warriors.

Up to 1 unit of Noble Warriors

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	12	4+	1	4	5+	4+	1	6	8	22

Weapons: Hand Weapon, Heavy Javelin
Armour: Light Armour, Shield
Special Rules: Steady, Warband
Upgrades: May be given the bodyguard rule at a cost of 1 pt per model.*

Up to 1 unit of Noble Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	4	4+	4+	1	6	8	33

Weapons: Hand Weapon, Throwing Spear, Javelins
Armour: Light Armour, Shield
Special Rules: None
Upgrades: May be given the bodyguard rule at a cost of 1 pt per model.*
May be shock cavalry and exchange throwing spear and javelins for long spear at a cost of 2 pts per model.

*only one unit in the army may receive this upgrade.

Up to 1 unit of Light Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	5+	4+	1	6	7	24

Weapons: Hand Weapon, Throwing Spear, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: None

Archers

Models per unit: 16-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	N/A	4+	1	5	7	11

Weapons: Hand Weapon, Composite Bow
 Armour: None
 Special Rules: None
 Upgrades: None

Archers may not be included if any superior warrior units are in the army.

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 3 Skirmish units may be chosen.

Javelinmen

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

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

Superior Javelinmen

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	6	4+	1	5	7	12

Weapons: Javelins, Throwing Spears, Hand Weapon
 Armour: Buckler
 Special Rules: None
 Upgrades: None

Up to 1 unit of Skirmishing Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	7	10

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.

ALLIES

Up to 25% of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

- Early Alan
- Early Visigoth
- Sarmatian (see CoE rule book, pg 170)
- Early Vandal
- Late Imperial Roman

EARLY FRANKISH/GERMANIC TRIBES ALLIES

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

- Up to 1 sub-commander
- Up to 1 unit of Noble Cavalry*
- Up to 1 unit of Javelinmen
- Up to 2 units of Warriors
- Up to 1 unit of Superior Warriors

*may not be taken without Warriors