

# EARLY OSTROGOTH C.250 – 500 CE

(version June 2012)

This army list covers the Ostrogoths from their establishment north of the Black Sea in modern day Ukraine, to their subjugation by the Huns in 375 CE, to the establishment of an Italian Kingdom under Theodric the Great.

The main historical enemies of these Goths were Late Imperial Romans, Visigoths, Alans, Sarmatians, Early Franks, Gepids and Huns

An Early Ostrogothic army must include a general and at least two units of Ostrogothic Cavalry.

Strategy Rating: 3

Climate: Steppe

## ARMY SELECTION

- Command:** Must include a general  
May include up to 3 sub-commanders
- Core:** Must include at least 2 units of Ostrogothic cavalry  
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 4 skirmish  
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 30% of the points available may be spent on troops from the Allies section

## COMMAND

An Early Ostrogothic 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	55

Upgrades: May 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 Ostrogothic Cavalry as compulsory troops.

### Ostrogothic Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	5+	4+	1	6	8	33

**Weapons:** Hand Weapon, Throwing Spear, Javelins  
**Armour:** Shield  
**Special Rules:** None  
**Upgrades:** May be shock cavalry and exchange throwing spear and javelins for long spear at a cost of 2 pts per model.  
 Up to one unit with no upgrade may be scouts at a cost of 1 pt per model.

### 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

## 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.

### Noble 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	37

**Weapons:** Hand Weapon, Throwing Spear, Javelins  
**Armour:** Light Armour, Shield  
**Special Rules:** Fearsome  
**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 and javelins for long spear at a cost of 2 pts per model.

### Light Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	6	7	26

**Weapons:** Hand Weapon, Throwing Spear, Javelins  
**Armour:** Shield  
**Special Rules:** None  
**Upgrades:** May skirmish at a cost of 1 pt per model; unit comes from the skirmish allocation.  
 Skirmish units may be scouts at a cost of 1 pt per model.

Light Infantry

Models per unit: 15-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	5	7	13

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

**SKIRMISH**

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.

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.

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 30% of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

- Early Alan
- Early Ostrogoth
- Huns
- Early Frankish
- Early Vandal

**EARLY OSTROGOTHIC ALLIES**

Allied armies may take the following Gothic 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 Light Cavalry
- Up to 2 units of Ostrogothic Cavalry
- Up to 1 unit of Archers\*

\*may not be taken without Ostrogothic Cavalry