

EARLY VISIGOTH C.250 – 419 CE

(version June 2012)

This army list covers the Goths from their invasion across the Danube into the Roman provinces of Moesia and Thrace, their crushing victory at Adrianople and Alaric's sacking of Rome, until eventually settling in southern Gaul.

The main historical enemies of the Goths were Late Imperial Romans, Ostrogoths, Early Vandals, Alans, Sarmatians, Early Franks, Gepids and Huns

An Early Visigothic 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 30% of the points available may be spent on troops from the Allies section

COMMAND

An Early Visigothic 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	13

Weapons: Hand Weapon, Throwing Spear, Javelins
 Armour: Shield
 Special Rules: Warband
 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.

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	20

Weapons: Hand Weapon, Throwing Spear, Javelins
 Armour: Light Armour, Shield
 Special Rules: Warband
 Upgrades: May be given the bodyguard rule at a cost of 1 pt per model.*
 May ignore the warband impetuous rule (1) at a cost of 1 pt per model.

Up to 2 units of 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.

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

Up to 2 units of 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: 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

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.

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

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

EARLY VISIGOTHIC 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 2 units of Warriors
- Up to 1 unit of Noble Cavalry*
- Up to 1 unit of Archers*
- Up to 1 unit of Javelinmen

*may not be taken without Warriors