

HUNS C.370 – 454 CE

(version May 2012)

COMMAND

This army list covers the Huns from their subjugation of the Alans and, subsequently, the Ostrogoths. Their westward expansion forcibly displaced the Visigoths who in turn made war upon Rome. The period covered by this list ends soon after Attila's defeat at the Battle of Chalons in 451; following Attila's death, a fractured Hunnic kingdom was defeated at the Battle of Nedao by a Germanic confederation. The main historical enemies of the Huns were Late Imperial Romans, Visigoths, Ostrogoths, Alans, Early Franks and Gepids.

A Hunnic army must include a general and at least two units of Steppe Cavalry.

Strategy Rating: 4*

Climate: Fertile or Steppe

*A Hunnic army that wins the roll for strategic initiative must choose to be the attacker if there is a distinction in the scenario. Additionally, the battle is fought in the opposing army's climate.

ARMY SELECTION

- Command:** Must include a general
May include up to 3 sub-commanders
- Core:** Must include at least 2 units of steppe cavalry
May include up to 8 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:** Up to 40% of the points available may be spent on troops from the Allies section

Nomads

To encourage the aggressive and decisive use of Hunnic 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.

A Hunnic 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 two 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	5+	4+	1	6	8	35

Weapons: Hand Weapon, Composite Bow
Armour: Shield
Special Rules: Cantabrian Circle, Feigned Flight, Fearsome
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.

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	3+	1	4	4+	4+	1	6	8	46

Weapons: Hand Weapon, Throwing Spear, Composite Bow
Armour: Light Armour, Shield
Special Rules: Cantabrian Circle, Feigned Flight, 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 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 CRONUM

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	37

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

ALLIES

Up to 40% of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

- Early Alan
- Early Frankish
- Early Ostrogoth
- Gepid

HUNNIC 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

