

9th Century Spain – Campaign Rules

ARMIES

Visigoth (Spanish)

Source Book: El Cid supplement “Early Kingdoms” list 900-1040 page 9

Command: Infante & Armiger

Characters: Cantador, Bishop

Warriors: Caballeros (25%), Peones, Arqueros, Skirmishers (no jinetes)

Mercenaries: Mercenary Caballeros, light armored Spearmen, Archers, Basque Javelinmen

Allies: Frankish Milites, Pueri, Libreri, Coloni

Andalusians

Source Book: El Cid supplement “Caliphate of Cordoba” 912-1008 list page 37

Command: Amir & Alferez

Characters: Mu’addin (Cantador), Qadi

Warriors: Jinetes, Faris (Noble Cavalry), Spearmen, Archers, Skirmishers

Mercenaries: Mercenary Caballeros, Spearmen, Archers

Allies: Berber warriors

Carolingians

Source Book: Shieldwall “Western Franks” page 72

Command: Comes and another Comes as Standard Bearer

Characters: Bishop

Warriors: Milites, Pueri, Libreri, Coloni

Mercenaries: Mercenary Jinetes, Caballeros, Spearmen, Archers

Allies: Spanish Caballeros, Jinetes, Spearmen, and archers

Basques

Source Book: El Cid Aliados y Mercenarios page 54 (and see Base list below)

Command: Chieftain and Standard Bearer

Warriors: Almogavar Spearmen, Spearmen, Skirmishers

Mercenaries and Allies: more Basques

Vikings

Source Book: Shieldwall supplement “Armies of the Northmen” page 12

Command: Jarl and Hersir (as standard bearer)

Characters: Berserkers, Ulfhednar, Godi

Warriors: Hirdmen, Bondi, Thralls

Allies and Mecenaries: Dogs of War (page 77 Shieldwall)

Byzantines

Source Book: Armies of Antiquity supplement “Byzantine” page 28.

Command: Army General and Standard Bearer

Characters: none

Warriors: Cataphracts, Cataphract Archers, Skutatoi, Archers, Psiloi

Mercenaries: more Byzantines, Varangian Guard; Allies: more Byzantines

Africans

Source Book: El Cid supplement “Almoravids” list 1042-1149 on page 48

Command: Sayyid and Army Standard Bearer

Characters: Imam

Army Troops: Berber Cavalry, Berber Spearmen, Berber Archers

Mercenaries: Andalusian Jinetes, Noble Cavalry, Spearmen, Archers, Skirmishers

Allies: more Berbers

KINGDOMS

The map of Spain is divided into 26 small provinces or regions of power – essentially city-states ruled by a king, prince, count, or Emir. Each province has one fortified city that serves as the capital and residence of the king. These kingdoms are not allied in any way. Although alliances may be formed as agreements to specific terms, no two kingdoms may combine to form an army in the field. Map counter pieces are not needed. The ownership of provinces and kingdoms is kept on a list. The kingdoms start out as single provinces but may be expanded to include other provinces.

The five Christian provinces include Galicia (Santiago), Asturias (Oviedo), Aragon (Jaca), Pallars (Sort), and Catalonia (Barcelona). The three foreign provinces include the Vikings of the Loire River in France, North Africans (Muwali, Arab client tribes) of Morocco or Ifriqiya, and Byzantines of the Balearic Islands or Sicily. The eighteen provinces of the Caliphate of Cordoba include Portugal, Zaragosa, Castilla, Leon, Navarra, Valencia, Murcia, Granada, Sevilla, Cadiz, Toledo, Coimbra, Cuenca, Silves, Cordoba, Guadalajara, Badajoz, and Lisboa. The Basques live in the Pyrenees and foothills.

Players each choose one province or county as their own and name their ruling king or count. Kingdoms not chosen by players remain dormant except for defense. When a battle occurs any players may join in to play a portion of one of the contending armies, but the owning players will act as the army generals.

BATTLES

Battles are fought per Warhammer Ancient Battles rules. Battlegrounds are set up per WAB random rules on page 89. Invasions will go for six turns; raids for four. If necessary, the winner will be determined by the Victory Rules on page 85 of the WAB rulebook. The winning general may roll for a bonus under “Victorious Generals” on page 95 of the rulebook. Each general, regardless of rank, has an army standard bearer. In all cases army points may not exceed the restricted allowances listed herein. These allowances are exclusive of an army general and an army standard bearer. Characters, however, must be purchased.

Campaign Turns

Each campaign turn occurs in 1D6-1 year increments, the first beginning in 800AD, the year that Charlemagne was crowned Emperor of the Holy Roman Empire. Results of 0 indicate that this turn occurs in the same year as the previous turn. To begin, players roll 2D6 and the highest result goes first (re-roll ties) by choosing a kingdom; then 2nd highest chooses, & etc. This can be done at the first game session. After provinces have been chosen the first player may select one of the following actions. Then the 2nd highest player goes next, & etc. Once all the players have had a turn, a campaign ‘round’ is concluded and the first player begins the sequence all over again.

A) Build a Navy – The ruler decides to build a navy to move his troops over water. This may be done by coastal provinces only. This action is not necessary for foreign players who are considered to already have a navy. No action is taken except that the player has enough ships to move an invading army, starting in the next campaign turn. Kingdoms with ships may invade any coastal province of Spain or may elect to attack the localities of foreign raider bases in order to eliminate harassment. There is no provision for naval battles at this time. All battles are fought on land.

B) Hold Ready – The ruler intends to hold his province in readiness. He takes no action this time but if attacked during this round of campaign turns he may field 2000 points of troops plus mercenaries. The player chooses his army then rolls on the events list below.

C) Restore a Wasteland – The ruler must rebuild his devastated citadel, towns, and villages. During the first campaign round he may only field half the points of troops listed below but any number of allies may still be purchased. During the following campaign round the kingdom is at full strength.

D) Invade - The ruler decides to invade a neighboring province, unless ships are available, in which case the player may invade any coastal province. Invaders have 1500 points to spend on troops plus mercenaries and allies. The defending player may choose to meet the enemy in the field or remain in his castle. If meeting the enemy in the field the defender also has 1500 points to spend on troops plus any mercenaries that can be paid for. If the invader wins, the province is his. If the defender wins the remaining invaders go home.

If the defender chooses to retreat or remain in his castle, the invader will siege the castle and the defender can choose to surrender and swear fealty to the invader or be destroyed. The player who loses his kingdom must then choose another kingdom to rule. Players who swear fealty to another get to keep their kingdoms as Counts but must do the bidding of the winning player. The invader chooses his army, then rolls on the events list below.

E) Raid – The ruler has decided to make a raid on a neighboring province, or a coastal province if he has ships. Raiding parties consist of 1000 point armies plus mercenaries and allies. The attacker must choose their army and then roll on the special events list. The defense depends upon the locality raided. If the raider wins the battle he gains the listed amount of gold points. If he loses, the survivors go home bruised and empty handed. Raiders may decide to back off if they don't like the odds.

Special Events List

Holding, Invading, and Raiding armies are chosen before rolling on this list. Some results below will alter the make up of those armies. Losses cannot be made up with other types of units. Mercenaries are not affected by these events. Foreign players are also subject to special events. Roll 2D6:

2 = Roll 1D6:

Odd = A plague has broken out and only half the point value of troops actually musters to your call.

Even = A civil war of succession disrupts your kingdom. Divide your forces in half and take one side. If you win you retain your kingdom, otherwise you lose it and must choose another kingdom. All other plans are forestalled.

3 = A diplomatic scandal has occurred and your loyalty is in question; only three quarters of your point value of troops answers your call.

4 = A rival noble house is offended by a perceived slight; one unit of armored cavalry (Caballeros, Milites, or Faris) does not muster.

5 = Drought is blighting the land and the peasants must work to save the crops and livestock. None of your skirmishers muster.

6 = A prominent town is burned to the ground by a raging accidental fire; one unit of spearmen does not muster.

7-9 = All is well, the desired troops report as ordered.

10 = Your cause has impressed the neighbors; one extra skirmish unit of 20-30 skirmishers also musters.

11 = Clerics have infused the land with patriotism and religious fervor. One extra unit of 20-30 unarmored infantry allies also musters.

12 = Roll 1D6:

Odd = Because of your good reputation an extra unit of 10 Caballeros, Milites, or Faris allies have mustered unbidden; they ask for no pay.

Even = Holy relics or a shrine have been found in your kingdom, which becomes a site of Holy pilgrimage. There will always be one extra army Ally unit that can be formed from the pilgrims. Each event after this one roll 1D6: 1 = 10 Caballeros, Milites, or Faris, 2 = 10 Jinetes, 3 = 20 armored infantry, 4 = 20 unarmored infantry, 5 = 20 bowmen, 6 = 20 skirmishers.

Special Considerations

Dormant Kingdoms – react only in defense according to invasions and raids. Players choose a defending leader (except in the Caliphate, if there is a Caliphate player) to champion the defense and other players join in as desired.

The Caliphate of Cordoba - The Umayyad Caliph may activate any of his dormant kingdoms in his turn (ones that are not under the direct control of another player). The Caliph player, if there is one, also defends any of his otherwise dormant provinces as well as Cordoba itself. Provinces of the Caliphate under control of a player act independently. These are ruled by strong-willed, independent Amirs. They may declare independence just by saying so but this constitutes treachery and those rules apply. The Caliphate of Cordoba has an equivalent of a Caliph in charge; all other provinces are ruled by Amirs. Since the Golden Age of Andalusia had not begun yet, Andalusian spearmen and archers have a weapon skill of 3.

A clarification: A Muslim Cantador is called a Mu'addin. He is actually the man who calls Muslims to prayer from a minaret and makes appropriate responses during sermons in a mosque. Mu'addins are trained to sing in a special way and their voices carry very far. They can sing the Salah, formal Muslim prayers to inspire the devoted. Andalusian leaders may have been poets, but they were definitely not warlords because of this trait. Andalusian poetry is not normally very warlike and would not inspire men on a battlefield but the prayers might.

The Basques

The Basques of Pamplona (Navarre) and Jaca (Aragon) – At the start, the Basques do not have a kingdom. They attack from their hideouts in the Pyrenees which cannot be invaded or raided. Basque armies may only have half the point values listed above. If the Basques lose a battle they never really go away. They retreat to the mountains where they started and come out again on their next turn. If they gain a kingdom by expelling the Carolingians or Moors they may have a king, one unit of mounted Jinetes and one mounted unit of Caballeros from the Early Christian list. Until they gain a kingdom Basques cannot have allies or mercenaries. Army

standards were probably pagan tokens rather than flags at this time. An eagle token or a sun image would be very appropriate. After a kingdom is won banners may be flown but tokens are still ok. The Basque army may be selected from the lists below. As they evolve into a kingdom the Almogavars are still available to the army lists. Basques in this period do not wear armor or carry shields but bucklers on javelinmen may be allowed.

All Basque units may comply with a special rule. If fighting in rough or mountain terrain they may melt into the scenery at will during the Movement Phase. They may remain there and are not subject to missile fire until they pop out again in their Movement Phase.

Chieftain

85 points

M	WS	BS	S	T	W	I	A	Ld
5	4	4	4	4	2	6	2	9

Equipment: Javelins, Throwing Spears, Short Sword. Once a kingdom is gained may have a shield and light armor.

Options: may be mounted on a horse (+8 pts)

Special Rules: Army General, Stubborn, Drilled

Standard Bearer

80 points

M	WS	BS	S	T	W	I	A	Ld
5	4	4	4	4	2	6	2	8

Equipment: Sword. Once a kingdom is gained may have a shield and light armor. The standard should be a totem similar to ancient Celts rather than a flag.

Options: may be mounted on a horse (+8 pts)

Special Rules: Army Standard Bearer, Stubborn, Drilled

Pagan Priest

70 points

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	6	2	9

Equipment: Javelins, Throwing Spears, Short Swords

Options: none

Special Rules: Frenzied, Stubborn, Drilled. May lead a single formed unit. He is subject to Hatred of the enemy and causes his troops to be subject to Hatred also.

Almogavar Spearmen

18 points

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	7

Equipment: Javelins, Throwing Spears, Short Swords

Options: none

Special Rules: Feigned Flight, Frenzied, Stubborn, Drilled (but because they are Drilled they do not have to comply with the Frenzied Compulsive Charges rule). Since Almogavar warriors attack the horse instead of the rider, mounted units lose their mounted save when attacked by them in melee.

Spearmen

10 points

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	4	1	6

Equipment: Javelins, Throwing Spears, Short Swords. Once a kingdom is gained may have shields.

Options: none.

Special Rules: Light Troops, Feigned Flight, Stubborn, Drilled

Skirmishers

8 points

M	WS	BS	S	T	W	I	A	Ld
5	3	4	3	3	1	3	1	6

Equipment: Javelins, Bucklers, Short Swords.

Options: May have Short Bows, Slings, or Stickslings (same range as slings but no long range penalty, and may not fire twice in a turn) instead of javelins.

Special Rules: Skirmishers, Feigned Flight, Drilled, Stubborn

Map of Spain 720 AD



Color codes: grey = Caliphate of Cordoba.

Map of Spain 750 AD



Color codes: grey = Caliphate of Cordoba; yellow = Visigothic Spanish.

Armies: use the armies as listed above.

Map of Spain 800 AD



Color codes: grey = Caliphate of Cordoba; blue = Carolingian Spanish Marches; yellow = Visigothic Spanish Kingdoms.

Armies: use the armies as listed above.

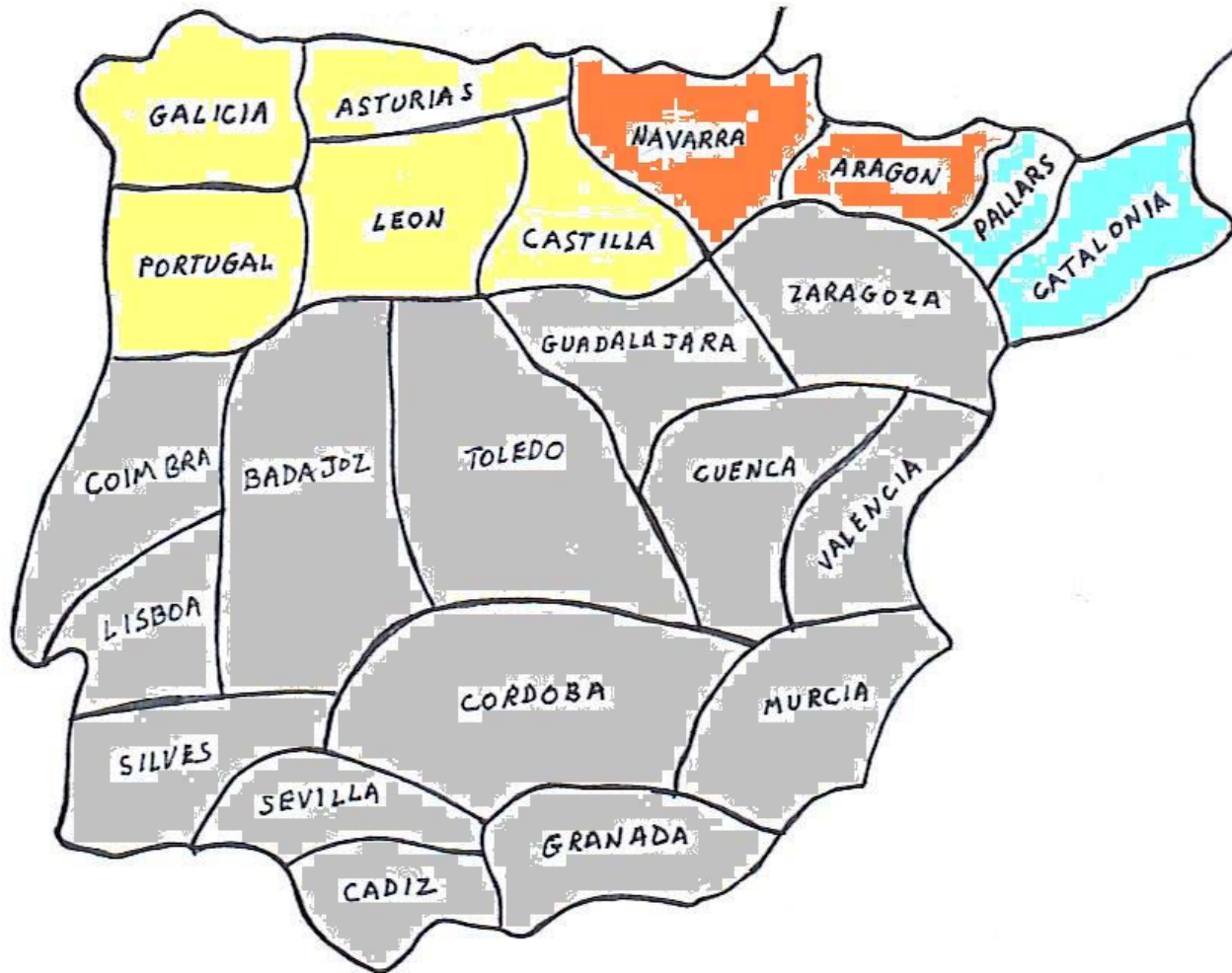
Map of Spain 850 AD



Color codes: grey = Caliphate of Cordoba; blue = Carolingian Spanish Marches; yellow = Visigothic Spanish Kingdoms; brown = Basques.

Armies: use the armies as listed above except that Navarra may now have an Infante, Armiger, and a unit of Spanish Caballeros; all other units are still Basques as noted above.

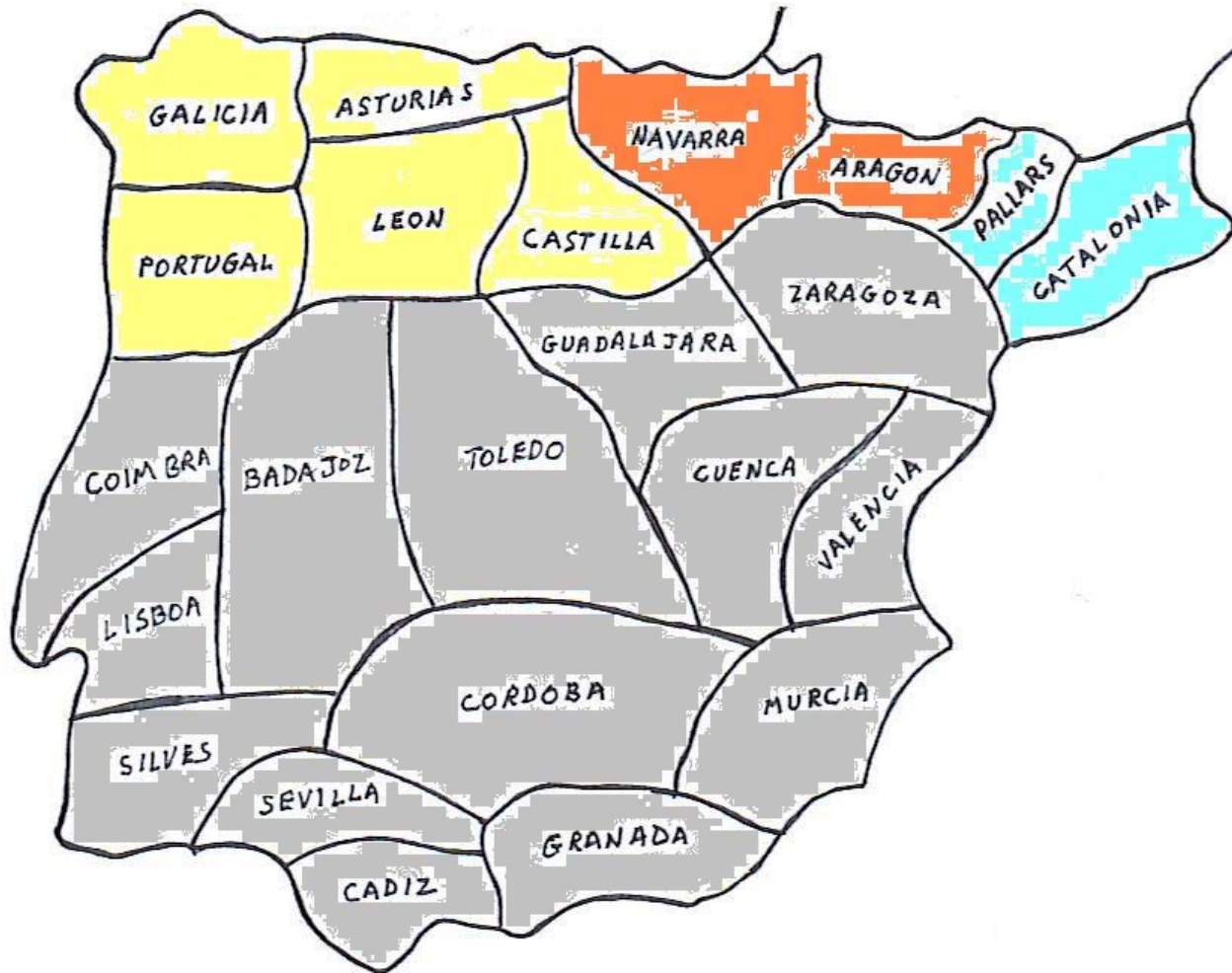
Map of Spain 900 AD



Color codes: grey = Caliphate of Cordoba; blue = Carolingian Spanish Marches; yellow = Spanish Kingdoms.

Armies: use the armies as listed in El Cid "Asturias and the Early Christian Kingdoms, c. 900-1040.

Map of Spain 1000 AD

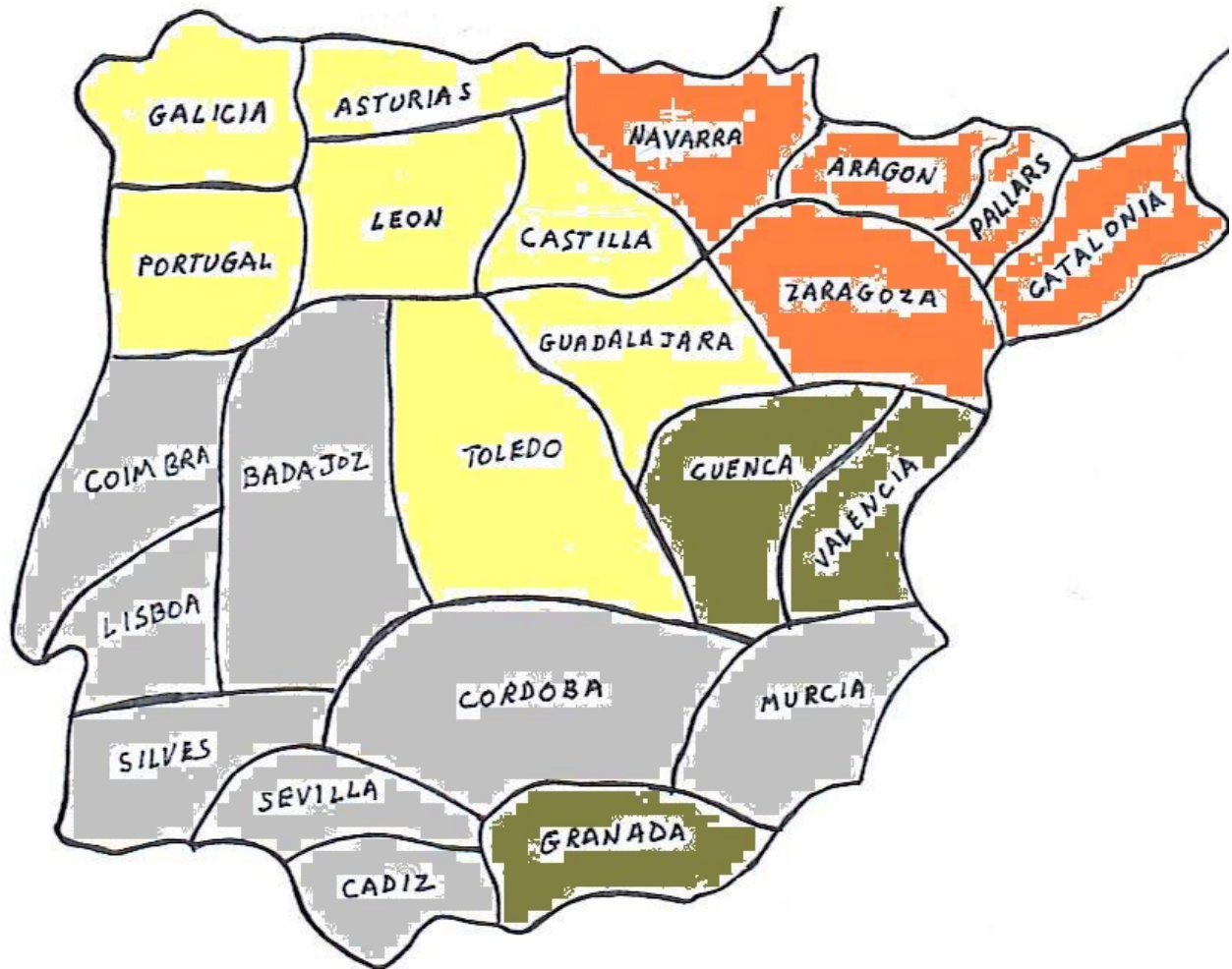


Color codes: grey = Caliphate of Cordoba and Taifa Kingdoms; brown = Basque Kingdom, blue = Carolingian Spanish Marches; yellow = Spanish Kingdoms.

Largely due to the infighting of the Spanish and the later efforts of Almansur the map of Spain had not changed in 100 years.

Armies: Use the Age of El Cid period 1040 – 1100 in the El Cid book. The Basques may take 50% of their army from the Spanish lists, the remainder from the lists above.

Map of Spain 1100 AD



Color codes: grey = Taifa Kingdoms; brown = Kingdom of Navarra; yellow = Spanish Kingdoms, olive = Almohad/Almoravid Kingdoms.

Armies: Use the Reconquista period 1100 – 1250 in the El Cid book. The Basques now use the Spanish lists plus the Almogavars.