

# THE GOTHS



*After the painting by O. Fritsche*

INVASION OF THE GOTHS INTO THE ROMAN EMPIRE

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**An Army List For No Quarter**

**The Fantasy Battles Miniatures Wargame**

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### **Composition**

One elite unit per core unit.

One support unit per elite or core unit.

The army must be lead by one of these Individuals.

Goth Monks only use Holy powers.

### **Goth Warlord**

Character

The Warlords are at the head of all Goth armies, but never under normal circumstances in a skirmish battle.

Name	AC	RA	CC	S	T	W	CO
Warlord	12	3	8	6	6	3	8

Weapons Battle-axe 8pts  
He may have Axe 4pts  
one two-handed Mace 3pts  
weapon and one Flail 3pts  
one-handed War Hammer 8pts  
weapon or Hammer 3pts  
one-handed Bow 4pts, Long Bow 5pts  
weapons or Mongolian Bow 3pts

Armor Heavy Armor (AR4) and  
Shield +1pt, he may also  
ride a warhorse with  
barding (+1AR) for +9pts

Special Rules Fear lv10  
Extra Attacks x3  
Great Leader  
Unerring

Structure Individual

Points Cost 145pts

### **Goth Chief**

Individual

Goth Chiefs are the commanders of the Warlords armies when their not at the frontlines.

Name	AC	RA	CC	S	T	W	CO
Chief	10	4	7	5	5	2	8

Weapons Battle-axe 8pts  
He may have Axe 4pts  
one two-handed Mace 3pts  
weapon and one Flail 3pts  
one-handed War Hammer 8pts  
weapon or two Hammer 3pts  
one-handed Bow 4pts, Long Bow 5pts  
weapons or Mongolian Bow 3pts if  
mounted on a warhorse

Armor Heavy Armor (AR4)  
Shield 1pt, he may also ride a  
warhorse for +6pts

Special Rules Extra Attack x2  
Inspiring Leadership

Point Cost 74pts

### **Goth Monks**

Individuals

The Goths have monks for protecting them and against magical attacks, and for divine support.

Name	AC	RA	CC	S	T	W	CO
Monk	9	4	5	5	4	2	7

Weapons Quarterstaff (UC4, St+1)

Armor None

Structure Individual 1-3 as a single  
choice

Special Rules Dodge  
Magic lv11

Points Cost 70pts

**Goth Barbarians** Core

The barbarians are the Goths basic warriors for close combat.

Name	AC	RA	CC	S	T	W	CO
Barbarian	7	4	5	4	4	1	6

Weapons Sword and Shield

Options The entire unit may switch their Swords for a: Mace or Axe for free

Armor Leather Armor (AR2)

Special Rules None

Structure 5+ per unit

Points Cost 25pts

**Barbarian Sergeant** Unit Leader

Name	AC	RA	CC	S	T	W	CO
Barbarian Serg.	8	4	5	4	4	1	7

Weapons Sword and Shield

Options Same as above

Armor Leather Armor (AR2)

Special Rules Extra Attack x2

Structure Unit Leader

Points Cost 41pts

**Goth Spearmen** Core

The spearmen are used more so when defending or when fighting armies that use a lot of cavalry.

Name	AC	RA	CC	S	T	W	CO
Spearmen	7	4	4	4	4	1	6

Weapons Spear and Shield

Armor Leather Armor (AR2)

Special Rules None

Structure 5+ per unit

Points Cost 25pts

**Spearmen Sergeant** Unit Leader

Name	AC	RA	CC	S	T	W	CO
Spearmen Serg.	8	4	5	4	4	1	7

Weapons Spear and Shield

Armor Leather Armor (AR2)

Special Rules None

Structure Unit Leader

Points Cost 33pts



**Goth Archers**

Core

Name	AC	RA	CC	S	T	W	CO
Archer	7	5	4	4	4	1	6

Weapons	Bow and Hand weapon
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Options	The entire unit may upgrade their Bow's for Long Bows at +1pt per model
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Armor	Leather Armor (AR2)
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Special Rules	Rain of Arrows
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Structure	5+ per unit
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Points Cost	28pts
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**Archer Sergeant**

Unit Leader

Name	AC	RA	CC	S	T	W	CO
Archer Sergeant	8	5	4	4	4	1	7

Weapons	Bow and Hand weapon
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Options	Same as above
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Armor	Leather Armor (AR2)
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Special Rules	Rain of Arrows
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Structure	Unit Leader
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Points Cost	31pts
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**Goth Skirmishers**

Core

The Goth skirmishers are equipped with halberds to kill heavier armored warriors of the enemy.

Name	AC	RA	CC	S	T	W	CO
Skirmisher	7	4	4	5	4	1	6

Weapons	Halberd
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Armor	Leather Armor (AR2)
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Special Rules	they must always be in the Skirmish formation
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Structure	5+ per unit
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Points Cost	30pts
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**Skirmisher Sergeant**

Unit Leader

Name	AC	RA	CC	S	T	W	CO
Skirmisher Serg.	8	4	5	4	4	1	7

Weapons	Halberd
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Armor	Leather Armor (AR2)
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Special Rules	He must always be in the Skirmish formation
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Structure	Unit Leader
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Points Cost	33pts
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**Men-at-Arms** Core  
 The men-at-arms are the Goths heavier combat infantry able to take on any other

Name	AC	RA	CC	S	T	W	CO
Man-at-Arms	8	4	5	5	4	1	7

Weapons Sword and Shield

Options The entire unit may exchange their Swords for one of these for no cost: Axe, Mace or may exchange their Swords and Shields for one of these:  
 Broadsword 8pts,  
 Battle-axe 8pts

Armor Light Armor (AR3)

Special Rules None

Structure 4+ per unit

Points Cost 35pts

**Man-at-Arms Sergeant** Unit Leader

Name	AC	RA	CC	S	T	W	CO
Man-at-Arms Sergeant	9	4	6	5	4	1	8

Weapons Sword and Shield

Options Same as above

Armor Light Armor (AR3)

Special Rules Extra Attack x2

Structure Unit Leader

Points Cost 55pts

**Man-at-Arms Musician** Core

Name	AC	RA	CC	S	T	W	CO
Man-at-Arms Musician	8	4	5	5	4	1	7

Weapons Sword and Shield

Options <<< See Men-at-Arms

Armor Light Armor (AR3)

Special Rules Musician  
 Sound Charge

Structure 0-1 per unit

Points Cost 48pts

**Man-at-Arms Standard Bearer** Core

Name	AC	RA	CC	S	T	W	CO
Man-at-Arms Stan B	8	4	5	5	4	1	7

Weapons Sword

Options He may not carry any two-handed weapons, but otherwise See Men-at-Arms

Armor Light Armor (AR3)

Special Rules Standard Bearer

Structure 0-1 per unit

Points 42pts

**Goth Archer Cavalry** Core  
The Archer cavalry are for fast fire support.

Name	AC	RA	CC	S	T	W	CO
Archer Cavalry	8	5	4	4	4	1	6

Weapons Hand weapon and Mongolian Bow

Armor Light Armor (AR3)

Special Rules Cavalry Move

Structure 4+ per unit

Points Cost 35pts

**Archer Sergeant** Unit Leader

Name	AC	RA	CC	S	T	W	CO
Archer Cav Sergeant	9	6	4	4	4	1	7

Weapons Hand weapon and Mongolian Bow

Armor Light Armor (AR3)

Special Rules Cavalry Move

Structure Unit Leader

Points Cost 43pts

**Light Cavalry Musician** Elite

Name	AC	RA	CC	S	T	W	CO
Light Cavalry Musician	9	4	5	4	4	1	7

Weapons Sword and Shield

Options See Light Cavalry

Armor Light Armor (AR3)

Special Rules Musician and Cavalry Move

Structure 0-1 per unit Points Cost 61pts

**Goth Light Cavalry** Elite

Goth Light cavalry are militia on warhorses that employ hit & run attacks to confuse the Goths enemies.

Name	AC	RA	CC	S	T	W	CO
Light Cavalry	9	4	5	4	4	1	7

Weapons Sword and Shield

Options Any number of Light Cav may exchange their Swords for one these weapons for free: Mace, Axe or Flail

Armor Light Armor (AR3)

Special Rules Cavalry Move  
Hit & Run (See Goth Abilities)

Points Cost 51pts

**Light Cavalry Sergeant** Unit Leader

Name	AC	RA	CC	S	T	W	CO
Light Cavalry Sergeant	10	4	6	4	4	1	8

Weapons Sword and Shield

Options Same as above

Armor Light Armor (AR3)

Special Rules Cavalry Move  
Hit & Run

Structure Unit Leader

Points Cost 61pts



### **Goth Knights**

Elite

The Knights of the Goth are the most experienced men on horseback and very deadly in close combat.

Name	AC	RA	CC	S	T	W	CO
Knight	10	4	5	5	5	1	8
Weapons	Lance, Hand weapon and Shield and Barding						
Armor	Plate Armor (AR5)						
Special Rules	Cavalry Move						
Structure	4+ per unit						
Points Cost	67pts						

### **Knight Sergeant**

Unit Leader

Name	AC	RA	CC	S	T	W	CO
Knight Sergeant	11	4	6	5	5	1	8
Weapons	Lance, Hand weapon and Barding						
Special Rules	Cavalry Move						
Structure	Unit Leader Extra Attack x2						
Points Cost	81pts						

### **Knight Musician**

Elite

Name	AC	RA	CC	S	T	W	CO
Knight Musician	10	4	5	5	5	1	8
Weapons	Lance, Hand weapon and Shield						
Armor	Plate Armor (AR5)						
Special Rules	Musician Cavalry Move						
Structure	0-1 per unit						
Points Cost	83pts						

### **Knight Standard Bearer**

Elite

Name	AC	RA	CC	S	T	W	CO
Knight Standard Bearer	10	4	5	5	5	1	8
Weapons	Lance, Hand weapon and Barding						
Armor	Plate Armor (AR5)						
Special Rules	Standard Bearer Cavalry Move						
Structure	0-1 per unit						
Points Cost	82pts						

**Goth Huskarls**

Elites

The Huskarls are usually the personal guard of their Warlord and Chief, which they defend them with unfathomable zeal.... some times at a price of the plunder.

Name	AC	RA	CC	S	T	W	CO
Huskarl	10	4	6	5	5	1	8

Weapons Sword and Shield

Options Any number of Huskarls may exchange their Swords for one of these for free: Mace, Axe or they may exchange their Swords and Shields at -4pts for a: Broadsword 8pts or Battle-axe 8pts

Armor Plate Armor (AR5)

Special Rules Extra Attack x2

Structure 2+ per unit if with a Warlord or Chief, otherwise 3+ per unit

Points Cost 67pts

**Goth Onager**

Support

Name	AC	RA	CC	S	T	W	CO
Onager	-	-	-	-	7	3	-

Weapons Catapult

Armor None

Special Rules Catapult

Structure Support 1-2 as a choice

Points Cost 21pts +Crewmen

**Goth Warchariots**

Support

Goth Warchariots are the most fearful and powerful chariots of their time. Three of them where know of killing an entire regiment of 150!

Name	AC	RA	CC	S	T	W	CO
Warchariot	-	-	-	8			
Driver	12	4	5	4	7	4	7
2 Weaponeers		4	5	4			

Weapons All the crew have Swords and the chariot has Scythes

Armor Steel Armor plating (AR5)

Special Rules Cavalry Move  
Overrun  
Ram

Structure Support

Points Cost 189pts

**Goth Scorpion**

Support

Name	AC	RA	CC	S	T	W	CO
Scorpion	-	-	-	-	7	3	-

Weapons Bolt Thrower

Armor None

Special Rules Bolt Thrower

Structure Support 1-2 as one choice

Points Cost 12pts +Crewmen



**Goth Bombard Cannon** Support  
 The Bombard Cannon is the most powerful piece of artillery the Goth posses.

Name	AC	RA	CC	S	T	W	CO
Bombard Cannon	-	-	-	-	7	4	-

Weapons Earth Shaker Cannon

Armor None

Special Rules Earth Shaker Cannon

Structure Support

Points Cost 33pts

**Goth Support Weapon Crew** Support

Name	AC	RA	CC	S	T	W	CO
Crewman	8	5	5	4	4	1	6

Weapons Hand Weapon

Armor Leather Armor (AR2)

Special Rules None

Structure Support and each weapon must have 3 Crewmen

Points Cost 24pts each

**Goth Enclosed Battering Ram** Support

Name	AC	RA	CC	S	T	W	CO
Battering Ram	12	-	-	8	7	4	-

Weapons Battering Ram

Armor Re-enforced Steel Armor (AR6)

Special Rules Slow & Purposeful Ram  
 Extra Attack x2  
 Unwavering  
 Unerring

Structure Support

Points Cost 150pts

## Goth Special Abilities

### Hit & Run

After the end of their turn (if they charged in to combat and if they won that combat) they will automatically break from combat using up to half of their actions (rounding up) for movement purposes only.

**10pts per model**

### Slow & Purposeful

Models with this ability must use two actions to move 1”.

**-6pts per model**

## Holy Powers

### Heal

Him or any friendly model within 8” and LOS will have 1W restored, if down to 1W.

**UC 6, Level 3**

**10 Points**

### Shield of Faith

The Monk gets +2AR until his next activation. The Monk can upkeep this power for 2 action points per activation.

**UC 6, Level 4**

**7 Points**

### Vision

Subtract 2 from your next roll for the Tide of Battle for initiative.

**UC 4, Level 5**

**15 Points**

### Smite

A single model or unit within 20” and in LOS, then each model will take a single S4 hit with normal armor saves.

**UC6, Level 5**

**15 Points**

## Goth Armory

### Goth Bolt Thrower

Name	UC	SR	MR	LR	ST
Bolt Thrower	7	8/-1	16/+0	24/+1	6

Special Rules: Travels D5”, PM-2

### Goth Catapult

Name	UC	SR	MR	LR	ST
Catapult	7	12/-1	24/+0	36/+1	6

Special Rules: AOE 2”, PM-1

### Goth Earth Shaker Cannon

Name	UC	SR	MR	LR	ST
Bombard C.	8	12/-1	24/+0	36/+1	7

Special Rules: AOE 3”, Indirect Fire

### Goth Battering Ram

Name	UC	SR	MR	LR	ST
Battering Ram	6		Close Combat		+0

The Battering Ram may only be used against Castle Walls and Castle Doors.