

BARBARIANS

VERSION 2.1

UPDATED 12/05/21

INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

The *Barbarians* list represents a whole range of wild and savage warbands from hulking Neanderthal warriors of the Ice Age astride bellowing mammoths, hairy Norse raiders accompanied by fearless berserkers, and the proud Fianna of Celtic legend with their chariot-riding heroes.

Our list is highly adaptable and can be used to create warbands from a wide variety of historical cultures as well as the mythic past. It is also an ideal way of building a force inspired by the pages of classic Sword & Sorcery fiction and - of course - the movies and model ranges inspired by them.

The warbands represented by the entries in this list are human warriors led by powerful chieftains, riding a chariot should that be your choice. The list makes provision for additional heroes who are even better fighters than your chieftain, although inclined to be hot-headed types with the berserk and savage rule always an option. These are dangerous opponents and, like most barbarian warriors, they like to keep a big axe or huge sword handy. Ordinary barbaric warriors will sometimes settle for a spear and may even be found waving a bow, but on the whole they prefer to get stuck in despite their generally low levels of armour.

Barbarians are naturally superstitious and behold the spirit world with an appropriate mix of awe and terror. They are careful to placate the gods of sky, earth, wind and water, but they expect nothing of the gods by way of favour. Their wizards are represented by shamans, possibly marked with the skin of a totemic beast, a headdress made from the skull of an animal, or some other token of their spirit guide.

Some barbarian forces are accompanied by swarms of malicious urchins armed with rocks or slings - they can be annoyingly good shots too! Others include crazed berserkers. Mounted troops are always an option although on the whole barbarians prefer to fight on foot. With a savage's love of the hunt they bring their warhounds to battle under the control of pack masters who lead them to their quarry.

Chariots feature as part of many barbaric forces, including those inspired by Celtic legend. The rather more exotic mammoth has been included mostly to provide an entertaining large monster for those Neanderthals and other fantastical barbarians that stride to battle atop huge elephantine beasts! Players should feel free to use the same stats and rules for any large monster or dinosaur that fits the bill. Lastly, though not noted for their sophistication when it comes to mechanical things, a stone thrower has been included to provide some long-ranged brutality for those who crave it!

ADDITIONAL NOTES

This updated version of the Barbarians Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erewhon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the This Gaming Life pages.

The Barbarian Warbands list has served me well in the guise of forces based on Celtic Legends and Viking raiders. When putting together warbands I like to base them on something - perhaps history or legends or maybe a book, movie or just an idea. That dictates what troops I choose and how they are armed rather than any attempt to create a 'battle winning' force. I realise that many players prefer a more 'gloves off' approach. That's fine too - but I would encourage players to create forces with an enjoyable wargame in mind first and foremost. The lists are relatively open - with only a few essential restrictions of choice - and even these can be ignored, or new ones agreed, if players prefer. How boring to only ever field one War Mammoth.. bring on the herd I say!

BARBARIAN CHIEFTAIN

Warlord Warriors Unit

Points Value: 96

Special: You must include one of Barbarian Chieftain, Mounted Barbarian Chieftain or Barbarian Chieftain in Chariot unit in your warband and one only.

Unit: Barbarian Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Barbarian Chieftain with sword or axe, light armour	5	5	5	5(6)	8	8	Tough, Command, Follow, 3x HtH, Wound
2 x Barbarian Bodyguard with sword or axe, light armour	5	5	5	5(6)	7	7	

Options

- Give unit huge swords or big axes @Free per model
- Upgrade Chieftain to Wounds 2 @12pts
- Upgrade Chieftain to Tough 2 @10pts
- Add up to 2 Barbarian bodyguards @12pts each
- Give unit Savage rule @1pt per model OR
- Give unit Berserk rule @5pts per model
- Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 5(7)

MOUNTED BARBARIAN CHIEFTAIN

Warlord Mounted Unit

Points Value: 122

Special: You must include one of Barbarian Chieftain, Mounted Barbarian Chieftain or Barbarian Chieftain in Chariot unit in your warband and one only.

Unit: Mounted Barbarian Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Barbarian Chieftain with sword or axe, light armour	5	5	5	6(7)	8	8	Tough, Command, Follow, Fast 8, 3x HtH, Wound
2 x Mounted Barbarian Bodyguard with sword or axe, light armour	5	5	5	6(7)	7	7	Fast 8
0 x Warhorses	-	-	5				1x HtH SV1

Options

- Give unit huge swords or big axes @Free per model
- Upgrade Chieftain to Wounds 2 @14pts
- Upgrade Chieftain to Tough 2 @10pts
- Give unit Savage rule @1pt per model OR
- Give unit Berserk rule @5pts per model
- Give unit spears @Free per model
- Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 6(8)
- Replace Horses with Warhorses @6ps per model
- Add up to 2 Mounted Barbarian bodyguards @20pts each

BARBARIAN CHIEFTAIN IN CHARIOT

Warlord Chariot Unit

Points Value: 152

Special: You must include one of Barbarian Chieftain, Mounted Barbarian Chieftain or Barbarian Chieftain in Chariot unit in your warband and one only.

Unit: Barbarian Chieftain riding chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Chieftain and crew in chariot pulled by horses	3	-	-	10	-	-	Large, Tough, Fast 8, Irresistable Charge
1 x Barbarian Chieftain with sword or axe, [light armour]	[5]	5	5	[5(6)]	8	8	[Tough], Command, Follow, 3x HtH, [Wound]
1 x Barbarian crew with sword or axe	-	5	5	-	-	-	
2 x Horses	-	-	-	-	-	-	
0 x Warhorses	-	-	5				1x HtH SV1

Options

- Give Chieftain and crew Spears @Free per model
- Give unit Savage rule @3pt +1pt per crew and/or warhorse
- Upgrade Chieftain to [Wounds 2] @12pts on foot only
- Upgrade Chieftain to [Tough 2] @10pts on foot only
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge
- Give Chieftain medium armour @10pts increasing Res to 5(7) on foot only
- Replace Horses with Warhorses @12ps for 2 War Horses
- Add up to 2 Barbarian crew @5pts each

BARBARIAN SHAMAN

Warriors Unit

Points Value: 57

Special: You can include a maximum of one Barbarian Shaman in your warband.

Unit: Barbarian Shaman	Ag	Acc	Str	Res	Init	Co	Special
1 x Barbarian Shaman with sword or axe	5	5	5	5	7	8	Tough, Wound, Magic Level 1
0 x Barbarian Bodyguard with sword or axe	5	5	5	5	7	7	
0 x Elemental Spirits	5	5	5	5	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

Options

- Upgrade Shaman to Magic Level 2 @25pts
- Upgrade Shaman to Magic Level 3 @50pts
- Upgrade Shaman to Tough 2 @10pts
- Give unit Savage rule @1pt per model
- Add up to 4 Barbarian Bodyguards @10pts each **OR**
Add up to 4 Elemental Spirits @ 18pts each
- Give Barbarian Bodyguard light armour @2pts per Barbarian Bodyguard model increasing Res to 5(6)

BARBARIAN HERO

Warriors Unit

Points Value: 81

Special: You can include a maximum of one Barbarian Hero or Barbarian hero in Chariot in your warband.

Unit: Barbarian Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Barbarian Hero with sword or axe, light armour	5	5	6	6(7)	9	9	Tough 2, Hero, 3x HtH, Wound

Options

- Give Hero medium armour @10pts increasing Res to 6(8)
- Give Hero huge sword or big axe @Free
- Upgrade Hero to Wounds 2 @14pts
- Upgrade Hero to Wounds 3 @28pts
- Upgrade Hero to Tough 3 @10pts
- Give Hero Savage rule @3pts OR
- Give Hero Berserk Rule @5pts

BARBARIAN HERO IN CHARIOT

Chariot Unit

Points Value: 158

Special: You can include a maximum of one Barbarian Hero or Barbarian hero in Chariot in your warband.

Unit: Barbarian Hero riding chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Hero and crew in chariot pulled by horses	3	-	-	10	-	-	Large, Tough 2, Fast 8, Irresistable Charge
1 x Barbarian Hero with sword or axe, [light armour]	[5]	5	6	[6(7)]	9	9	[Tough 2], Hero, 3x HtH, [Wound]
1 x Barbarian crew with sword or axe	-	5	5	-	-	-	
2 x Horses	-	-	-	-	-	-	
0 x Warhorses	-	-	5				1x HtH SV1

Options

- Give Hero and crew spears @Free per model
- Add up to 2 Barbarian crew @5pts each
- Replace Horses with Warhorses @12pts for 2 Warhorses
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge
- Give unit Savage rule @3pt +1pt per crew and/or warhorse
- Give Hero medium armour @10pts increasing Res to 6(8) on foot only

BARBARIAN WARRIORS

Warriors Unit

Points Value: 72

Unit: Barbarian Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Barbarian Warrior Leader with sword or axe, light armour	5	5	5	5(6)	7	8	Tough
4 x Barbarian Warrior with sword or axe, light armour	5	5	5	5(6)	7	7	

Options

- Give unit spears @Free
- Give unit huge swords or big axes @Free
- Give unit Savage rule @1pt per model
- Give unit medium armour @2pts per model increasing Res to 5(7)
- Add up to 5 Barbarian Warriors @12pts each

BARBARIAN ARCHERS

Warriors Unit

Points Value: 72

Unit: Barbarian Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Barbarian Archer Leader with sword or axe, bow	5	5	5	5	7	8	Tough
4 x Barbarian Archer with sword or axe, bow	5	5	5	5	7	7	

Options

- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit Savage rule @1pt per model
- Add up to 5 Barbarian Archers @12pts each

BARBARIAN HORSEMEN

Mounted Unit

Points Value: 72

Unit: Barbarian Horsemen	Ag	Acc	Str	Res	Init	Co	Special
1 x Horseman Leader with sword or axe, light armour	5	5	5	6(7)	7	8	Tough, Fast 8
2 x Horseman with sword or axe, light armour	5	5	5	6(7)	7	7	Fast 8
0 x Warhorses	-	-	5	-	-	-	1x HtH SV1

Options

- Give unit bows @2pt per model
- Give unit spears @Free per model
- Give unit medium armour @2pts per model increasing Res to 6(8)
- Add up to 2 Barbarian Horsemen @20pts each
- Mount unit on Warhorses @6pts per model
- Give unit Savage rule @1pt per model or 2pts per model if riding warhorses.

BARBARIAN BERSERKERS

Warriors Unit

Points Value: 97

Special: You can include a maximum of one Barbarian Berserker unit in your warband **unless** your Barbarian Chieftain has the Berserk rule, in which case there is no limit.

Unit: Barbarian Berserkers	Ag	Acc	Str	Res	Init	Co	Special
1 x Berserker Leader with sword or axe, light armour	5	5	5	5(6)	7	8	Tough, Berserk
4 x Berserkers with sword or axe, light armour	5	5	5	5(6)	7	7	Berserk

Options

- Give unit huge swords or big axes @free per model
- Add up to 5 Barbarian Berserkers @17pts each
- Give unit Savage rule @1pt per model

BARBARIAN CHARIOT

Chariot Unit

Points Value: 91

Unit: Barbarian Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot: Barbarian crew, pulled by two horses	3	-	-	10	-	-	Large, Irresistible Charge, Fast 8
2 x Barbarian crew with sword or axe	-	5	5	-	7	8	
2 x Horses	-	-	-	-	-	-	
0 x Warhorses	-	-	5				1x HtH SV1

Options

- Give Barbarian crew spears @Free per crew
- Add up to 2 Barbarian crew @5pts each
- Give Barbarian crew bows @2pts per crew
- Replace Horses with Warhorses @12ps for 2 Warhorses
- Give Barbarian Chariot Savage rule @+1pt per crew and/or warhorse
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge

WARHOUNDS

Warriors/Beast Unit

Points Value: 66

Unit: Warhounds	Ag	Acc	Str	Res	Init	Co	Special
1 x Pack Master with sword or axe, light armour	5	5	5	5(6)	7	8	Tough, Rapid Sprint
4 x Warhounds	5	0	5	6	5	5	Savage, Rapid Sprint, 1x HtH SV1

Options

- Give Pack Master medium armour @2pts increasing Res to 5(7)
- Add up to 5 Warhounds @10pts each
- Give Pack Master spear @Free

BARBARIAN BRATS

Warriors Unit

Points Value: 37

Unit: Barbarian Brats	Ag	Acc	Str	Res	Init	Co	Special
1 x Barbarian Brat Leader with rock	6	5	4	4	7	8	Tough
4 x Barbarian Brat with rock	6	5	4	4	7	7	

Options

- Give unit javelins @2pts per model
- Give unit Savage rule @1pt per model
- Give unit slings @3pts per model
- Add up to 5 Barbarian Brats @5pts each
- Give unit Dead Eye Shot rule @10pts

MAMMOTH

Monstrosity Unit

Points Value: 156

Special: You can include a maximum of one Mammoth in your warband.

Unit: Mammoth	Ag	Acc	Str	Res	Init	Co	Special
1 x Mammoth with four riders	4	-	5	12	-	-	Large, MoD 2, 5x HtH SV5, Surly, Stampede
4 x Barbarian crew with spears	-	5	5	-	5	8	

Options

- | | |
|---|--|
| <ul style="list-style-type: none"> •Give Barbarian crew bows @2pts per crew •Give Barbarian crew rocks to throw @1pt per crew | <ul style="list-style-type: none"> •Give Barbarian crew javelins @2pts per crew •Add up to 4 Barbarian crew @5pts each |
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BARBARIAN STONE THROWER

Artillery Unit

Points Value: 81

Unit: Barbarian Stone Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Barbarian crew with daggers, stone throwing engine	5	5	5	5	7	7	Large, Slow 3

Equipment

1 x Small Stone Thrower

Options

- | | |
|--|---|
| <ul style="list-style-type: none"> •Give Barbarian crew swords or axes @1pt per model •Give unit Large Stone Thrower instead of Small Stone Thrower @27pts | <ul style="list-style-type: none"> •Add up to 2 Barbarian crew to unit @9pts each •Give unit light armour @2pts per crew model increasing Res to 5(6) |
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WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Rocks	0-10"	-	-	0	Can also be used in HtH
Sling	0-10"	10-20"	-	0	2x ranged attacks on Fire order
Javelin	0-10"	-	-	1	
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order required to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order required to shoot, D6 hits
Sword or Axe	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can be used for exchange of missiles
Rock	Hand-to-Hand Combat			0	Can also be thrown as ranged weapon
Huge Sword or Big Axe	Hand-to-Hand Combat			2	
Daggers	Hand-to-Hand Combat			1	

Berserk. Until defeated or fail a break test, double attacks in HtH, automatically pass orders to charge.

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Dead-Eye Shot. Re-roll one miss.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Frenzied Charge. +1 extra Attack when charging.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Irresistible Charge. D3 SV bonus when charging.

Large. +1 to hit shooting. Can draw LOS to body. Can draw Los over non-large models.

MoD2. Unit has 2 order dice.

Rapid Sprint. Sprint at 4M.

Savage. Re-roll missed Str to hit in first round of combat in game.

Slow/Fast. Move at the basic rate indicated.

Spirit. Can be sacrificed for a re-roll. Destroyed if wizard is slain.

Stampede. Stampede on failed Order test of 10. D10"+2M in direction shown by dice. Each unit in path is attacked as if charged. Unit goes down and gains 1 pin per unit trampled.

Surly. Cannot benefit from Command, Hero or Follow rule.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.