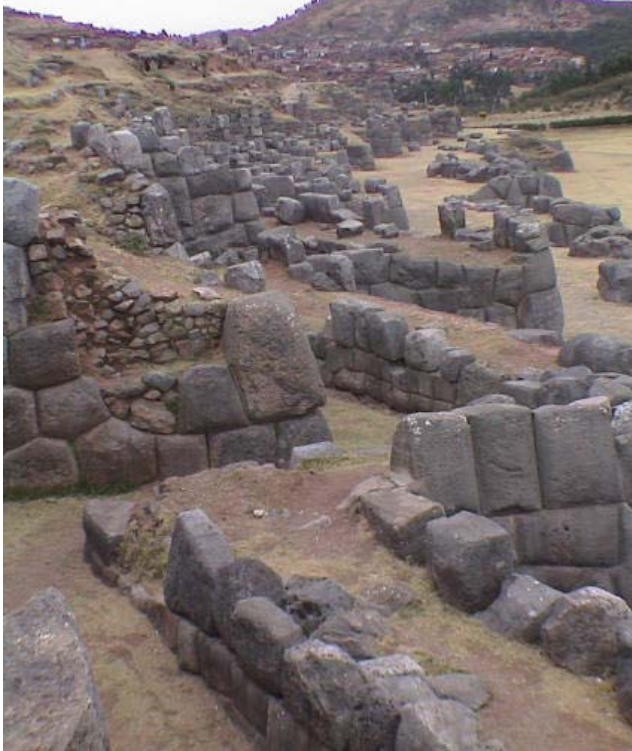


# WAB FORUM ARMIES

## THE INCA ARMY OF THE CONQUEST



### HISTORICAL BACKGROUND

*"Our father, Inti the Sun, noticed the miserable condition of the people, and decided to send his sons and one of his daughters down to Earth in order to help them. Our Father put down his two children at the shores of Lake Titicaca and spoke to them: I give you my light and my radiance to the whole world, I give the humans warmth when they're freezing, I make their crops fertile and their livestock to multiply, each day I go around the whole World to keep me informed about the needs of the humans and to satisfy their needs - follow my example. Do to them all what a kind father would do to his beloved children, for I have sent you down to earth for the sake of the people, so that they will stop living like the animals. You will be kings and rulers over all the peoples who receive our laws and recognize our power"*

That is how the civilization of the Incas was created according to one of their own legends. But the reality was far from that simple. We are still in the dark when it comes to the dawn of the people and their state, which would become one of the mightiest and the largest empires in the whole of the Americas. They were called the Incas, which

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roughly mean "the ruling people" in their language, Quechua. Archaeologists believe that the Inca were a motley group of tribes connected by a similar language and cultures, which are first found just north of Lake Titicaca in the 1200's, in what today is southern Peru. They then moved to the Cuzco Basin and began the construction of their capital city of Cuzco which translates to, "the navel", as in, "the navel of the world".

The first four Incas rulers, from the mythical Manco Capac to Mayta Capac consolidated the Inca foothold within the Cuzco valley basin. This was done by military means and by political means. By the time of the fifth ruler Capac Yupanqui, the fledgling empire was ready to exert its imperial muscles. The neighbouring Colla and Chanca tribes were attacked and tribute began pouring into Cuzco. Relations with the neighbouring tribes were cemented by the intermarriage of the respective Royal lineages, but still remained under Inca domination.

By the time of Viracocha (the 8<sup>th</sup> Inca), a powerful Chanca Lord, the self-styled "Lord of All the Earth", decided he had had enough of paying tribute to this upstart nation, and proceeded to move against Cuzco in order to annihilate the Inca. Viracocha, left Cuzco with his family, including his son and heir, Urcon. However, another son, Yupanqui, decided to stay and face the formidable invaders. In 1438, the two armies faced each other outside of Cuzco. Yupanqui's shock troops forged ahead and concentrated their attacks on the central section of the Chanca army, which contained the Chanca Huacas (mummified religious relics) and the bulk of the nobility. The subsequent battle was an overwhelming victory for the young Inca leader, as the Chanca forces panicked and ran, due to the loss of their Huacas. The "Lord of all the Earth" and the other Chanca nobility were dragged back to Cuzco and ceremoniously executed. Their bodies were then converted into hollow "wind-drums" and their skulls were lined with gold foil and made into drinking cups.

Subsequent expansion by Inca Yupanqui and Tupa Inca (the 9<sup>th</sup> and 10<sup>th</sup> Incas) created one of the greatest and largest empires in human history. This became "Tahuantinsuyu" the "Land of the Four Quarters", stretching from modern day Ecuador in the north (Chinchaysuyu), to Chile in the south (Collasuyu), from the plains of the Pacific coast (Cuntisuyu), and over the Andes into the Amazonian jungles (Antisuyu). The soldiers making up a typical Inca army were conscripted from all the corners of the Empire, giving us the traditional mace and sling armoured Inca, the large macana wielding Cunti, the Bola toting Colla, and the head-hunting Bracamoro tribes of the Amazon head waters. However, this Empire did not enjoy any time of "Pax Romana". The Sapa Inca spent a considerable amount his time and resources maintaining civil peace and suppressing revolt.

Unfortunately, a civil war broke out in 1528, between two brothers, the Sapa Inca Huascar in Cuzco and the usurper Atahualpa, who governed the northern territories of

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Chinchusuyu at Quito. After a long and extremely destructive civil war, Atahualpa emerged victorious. In typical Inca manner, his victorious generals paraded his captive brother in front of the people of Cuzco dressed in women's clothing. Atahualpa's forces then killed Huascars courtiers, harem and almost entire family in front of him, in the most brutal manner imaginable. Atahualpa, now after five years of fighting, was the sole Sapa Inca of a bruised and bleeding Tahuantinsuyu. But before Atahualpa could move southward, and enter Cuzco for his inauguration, there was a minor detail he had to attend to. Reports started circulating of a new and strange interloper that was advancing onto Inca lands. Some of these odd strangers rode giant unknown animals, grew hair on their faces, and their clothes glittered in the sunlight. This intrigued Atahualpa and he wanted to see them, before he had them exterminated. The Conquistadors were coming.

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### SPECIAL RULES

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#### Fleet of Foot

The Spanish chroniclers noted that the South-American combat units displayed great agility and were quick to manoeuvre on the field of battle. All Incas and Allies have a basic movement rate of 5", and a charge distance of 10". They have the usual movement penalty if they move through woods or other difficult and impassable terrain. They were used to fighting in unfavourable terrain and, therefore, retain their rank bonus when doing so.

#### Wide/Open/Closed Order

With the exception of some rare Pike wielding units, the Incas fought in a somewhat loose formation, similar to other armies in the New World. I believe they should be treated as Open Order troops, and to that end, they benefit from a +2 rank bonus for combat resolution. However, the Inca army is an army of slingers. Inca combat units would have been able to fire their slings and still maintain their formation. To do this, to achieve the "personal space" required to fire slings, Inca warriors must be further separated than what can be done within Open Order. At any time, in their movement phase, an Inca unit may undergo a Reform Move into Wide Open Order. At this point the entire unit has the benefit of performing a "Massed Sling Fire". This is fully explained in the next section.

However, there are some negative effects to this formation. Since the warriors are slightly spread out, a unit that is in Wide Open Order receives a maximum rank bonus of +1 as its combat effectiveness is compromised. In a subsequent movement phase, the Wide Open Order unit may decide to Reform in order to become Open Order and benefit from a +2 Rank bonus. Like other Reforms, this constitutes an entire Movement. In either formation (Open or Wide Open Order), if the unit has moved, then only the front rank may fire and has a -1 To Hit roll modifier.

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It is probably helpful to employ a small marker to indicate Wide Open Order status for your opponents benefit. Once the unit Reforms back to Open Order, the marker can be removed.

#### Massed Sling Fire

If the combat unit has not moved, or if it has Reformed into Wide Open Order, it may do a Massed Sling Fire. This is exactly analogous to Massed Archery fire allowed in bow armed troops. Basically the front rank may all shoot and 1/2 of all subsequent ranks may fire. No multiple shots may be done regardless of the distance.

Make sure your opponent is aware that the unit is considered Wide Open Order. (An appropriate marker can be used.) The unit must be in Wide Open Order, so that there is sufficient "personal space" to allow for the swinging of a Huaraca (sling). The unit must remain in Wide Open Order until it Reforms into Open Order anytime during a subsequent movement phase. A unit in hand to hand combat may not use Massed Sling Fire. (Thanks to the members of Practical Soldier Yahoo group for the suggestions of the above rules)

#### Mixed Order

The Canari unit with the Army General Palanquin may have Anti or Chuncho archers combined with the Canari spearmen to form a single combat unit, with the missile units initially making up the front rank of the unit. When being charged to the front, the Inca player may choose from one of these two options:

1. The archer rank may remain in the front of the unit, allowing them to stand and shoot. In this case, spear armed Canari models in the second rank, may fight in the combat.

You may also elect to fire your front rank of archers and then have the entire unit flee, as the Shoot and Flee charge response.

Or

2. The archer rank may move to the rear of the unit. This, of course, prohibits them from shooting, but the Canari spearmen may now fight in two ranks. The missile troops that have retired to the rear of the combat unit may return to the front again by spending an entire movement turn reforming.

Note: the Canari are not equipped with Huaracas (slings) and, therefore, cannot Mass Sling Fire.

#### Stone Braziers

Some units of skirmishing slingers brought small portable field braziers in which they would cook sling stones until they were red hot. These heated stones, were wrapped in

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oil-soaked cotton strips, and ignited into flames during flight. Flaming stones produce a -1 to the Save throw. Due to the fact that you must take some more time to handle the heated stones, multiple shots may not be used, regardless of movement and distance considerations.

### Aylos (Bolas)

The Colla tribes were known to use aylos or bolas. They were 3 sided strips of lama tendon with a rock at each free end. These were very dangerous against Cavalry as the horse would get its legs tangled and the rider would be thrown at full speed. Therefore, an aylos attack negates the +1 Save for being upon a horse. The range for aylos is 8" with no movement penalty. If the horse is tripped up by the Aylo, the rider is thrown and may or may not be injured. For gaming purposes, an unsuccessful "Save" roll from a Aylo (bola) attack, will remove the cavalry figure from the game.

Each Aylo thrown against Closed Order, Open Order or Wide Open Order formed foot troops entangles two contiguous (side by side) troops simultaneously. For every successful Aylo hit, you then roll each To Wound and To Save roll separately for both figures struck.

### Mesoamerican Phalanx

Mesoamerican Phalanx (MP). The MP is subject to the following movement rules:

1. The MP may wheel normally during a March or Charge move.
2. The MP is allowed the following manoeuvres: About Face 180 degrees and Adjust Ranks or reform ranks.
3. The MP may NOT do a right or left face (turn 90 degrees)
4. The MP may never change its facing in subsequent combat rounds when engaged on the flank or rear.
5. A MP may not automatically FBIGO at will unless it outnumbered the enemy unit 2:1

The MP is also subject to the following combat rules:

1. To be considered a MP, the unit must contain at least 12 models and have at least +1 rank bonus. Note: Pikemen are still considered light troops in so far as they only have a rank bonus of +2.
2. A MP may charge and still fight in two ranks to the front. Pikes are a first strike weapon.
3. All hand to hand attacks on foot and missile attacks against the front of the MP suffer a -1 to hit modifier. The -1 missile fire modifier does not count for black powder weapons. A Phalanx is no protection from a bullet.
4. Mounted Conquistadores may charge a MP to the front, but they lose their charge weapons benefits. In addition all hand to hand attacks when mounted suffer a -2 to hit modifier, as the mounts are kept at a further distance from the Pikemen.

### Insult

During the Inca players Shooting Phase, a Inca unit may elect to forgo shooting in order to "fire off" an Insult. All the typical requirements for shooting must still be present, the shooter and the target unit must be unengaged, the target unit must be within line of sight and within range, etc. Think of Insult as a special form of shooting.

The range of an Insult is 8" and no "To Hit" roll or "To Wound" roll is required. An Insult always works. The target unit that has been Insulted takes an immediate Ld test at a -1 penalty (due to the personal and graphic nature of the pantomime). As the insults are of a personal nature, the target unit cannot benefit from the Ld of the Army General (unless he is part of the target unit).

If the Ld test is passed, then all is well and nothing happens. If the Ld test has failed, then the target unit must make a full movement towards the insulting Inca unit. If during this movement, they contact the insulting Inca unit or any other Inca unit, then this counts as a successful Charge with no Charge response other than Hold available. It is treated like an overrun so the Inca player should exercise some caution. Insult is used to break up a defensive shield wall but may have some unwanted consequences.

Also, only one enemy unit may be targeted for Insult by any one Inca unit. Therefore, two Inca units wishing to use Insult must select two separate target units. No enemy unit may be Insulted more than once per phase. An enemy unit can only pay attention to one insulting Inca unit at a time.

### Terror

All Inca units suffer from Terror of War Dogs and Horses. The various codices do mention the war dogs of the Conquistadors however there are no references to them being used in battle. The Conquistadors utilized war dogs extensively in the pacification of the Caribbean islands, and it would seem odd for them not to be used in the Conquest of South America.

### Huaminca

The elite Inca units were the elite "huaminca" which were housed in the capital of Cuzco. One division was housed to the north of the Urubamba River (the "upper" huaminca, or "Hanan") and the other half housed just south of the River (the "lower" Huaminca, or "Hurin"). As with most military forces a rivalry would form between these units. However, in the case of the Huaminca, this rivalry grew to the state of open hostility. During the Inca Civil War the upper and lower Huaminca fought on different sides, against each other. In other campaigns, the two units had to march and encamp far apart.

On the battlefield, the Apu (an Inca Army General) had to make sure the Huaminca were deployed at a safe distance from each other. If not, the units may stop and glare at

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each other, or conversely, one unit may, in a pique of reckless bravado, run forward and attempt to charge each other.

If you are the Inca player and you wish to take two "huaminca" units, then you must take a single Hanan and a single Hurin unit. If both units are taken, then they are subject to Animosity and Competitiveness.

### Animosity

If, at the beginning of every Inca players turn, the Huaminca units are within 12" of each other, they must take an Animosity test. This will precede any charge declarations. Roll a D6 for each Huaminca unit. On a roll of 2-6, things are fine and the game proceeds normally. On a roll of 1 the unit fails and re-rolls a D6 on the Animosity chart.

### Animosity Chart:

#### Roll of 1,2 or 3

The affected unit is waiting to see what their hated colleagues are up to. The unit does not move or declare charges this turn. It may shoot and defend itself if charged as normal.

#### Roll of 4 or 5

The unit is caught up in yelling insults at the other veteran unit. It makes up to a 90 degree turn in an attempt to face the other veteran unit, but does nothing else this turn (no movement, marching or charging). It may shoot (using its new line of sight) and defend itself if charged as normal.

#### Roll of 6

The insults have had a deleterious affect on the discipline of the affected unit that the Apu cannot quell. It makes up to a 90 degree turn in an attempt to face the offending veteran unit, and attempts to make a normal 5" movement towards their belligerent colleagues. If, by moving this 5" the unit subject to Animosity strikes:

1. An **enemy unit**-it must stop 1" away from contact as this was not a declared charge. This is a compulsory move and the Huaminca unit may not declare a charge later on in this turn. It may fire and defend itself as normal.
2. A **non Huaminca friendly unit**- it must attempt to move as close as possible towards the other Huaminca unit by trying to move around the friendly unit. As usual it must stop 1" away from contact with any friendly unit. This is also a compulsory move and the Huaminca unit may not declare a charge later on in this turn. It may fire and defend itself as normal.
3. The **other Huaminca unit**. This is treated like a charge and a close combat is fought immediately with any casualties removed as normal. The charging unit goes first and there is no combat resolution or Break test taken. At the end of the combat, the respective unit leaders have regained

control over their soldiers. Both units may be turned to face in any direction. Neither unit may declare charges in this turn. The attacked Huaminca unit may make a normal movement and both units may fire in the shooting phase.

The moral of the story is: Don't let these units come within 12" of each other!

### Competitiveness

As a good Sapa Inca you should know that the Huaminca units suffer from Animosity and should be kept apart. However, you must still take into consideration the constant state of competitiveness that exists between these units. On the battlefield, if one Huaminca unit charges an enemy unit, the other will automatically be forced to charge their nearest enemy (or if none is within Charge distance, move at least 5" towards the nearest enemy). This will then count as the units full Movement. This is to represent the competition for military exploits and glory, in the eyes of the ever vigilant Sapa Inca.

### Huaca

Huacas are sacred objects worthy of worship and are imbued with supernatural powers that are transferred to those who carry them into battle or who are in close proximity to them. Portable Huacas usually consisted of the mummified remains of an important personage such as royalty, famous warriors or long dead relatives.

The Huaca must be in the front rank of the unit and is carried into battle, and taken care of by a single warrior. This warrior is allowed to fire weapons and fight normally. The Huaca may not fight but it may contribute a +1 to any Combat Resolution the unit finds itself in. If a formed unit with a Huaca is ever broken in combat and rallies the power of the Huaca is lost. Obviously the supernatural power within the Huaca has left the unit and is now ineffective. They count as a lost Standard for Victory Points. Remove the Huaca model and move a rear ranking warrior in its place. One should model a Huaca on a similar sized base as a normal warrior.

Only Inca warriors may take Huacas. Therefore they may only be found in Auqua Inca units and Huaminca units. A huaca may also be in the Canari unit containing the palanquin of the Sapa Inca or the Army General (even though the Canari were not true Incas, they would bring the Sapa Inca's Huacas).

A Huaca may also be carried on a Palanquin, borne by various litter bearers. Again, the Huaca does not fight, but the litter bearers do. See the section on Palanquins for a more detailed description. The Huaca on the litter also produces a +1 combat resolution.

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*Thanks to Cacique Caribe for finding the Huaca sample images.*

### Guanca

Guanca are just an alternate pronunciation of the term Huaca (actually Waka in Quechua). These represent small shrines consisting of piles of “holy” stones that are imbued with supernatural powers. This may have had its origin during Yupanqui’s defeat of the Chanca in 1438. In the mythological retellings of this battle, even the stones around the plains of Cuzco rose up to slay the Chanca invaders. Or perhaps, this is a myth left over from more ancient traditions, such as the Chimor civilization, similar to the sacred grottos of the ancient Greek oracles. Either way, there is a great psychological benefit to any Inca unit in combat in close proximity to one of these shrines.

The Inca player may place 0-1 Guanca anywhere on his half of the table as terrain pieces before anyone deploys. It is immobile. Any Inca unit within 8” of the Guanca may re-roll any failed Break Tests. However, this roll may not be used in tandem with the re-roll from the Army Standard Bearer; if applicable (therefore, you do not get 2 re-rolls!). Also, any fleeing Inca unit that comes within 8” of a Guanca may immediately take a Rally test. If it passes, it is considered immediately Rallied and may face in any direction. If the unit still fails this test, it continues its Flee movement as normal and cannot benefit from the Guanca even if still within 8” of the shrine in a later turn.

Obviously the power inherent to the Guanca has no effect upon this particular group of soldiers.

All units (formed and skirmishing) in the Inca army may benefit from the effects of the Guanca. For modelling purposes, use a 40x40mm base.



*Thanks again to Cacique Caribe*

### Capture

Certain Forest Indian allies from Antisuyu, were cannibals and headhunters. In combat they would try to capture an enemy soldier instead of simply killing him. The capture of an enemy warrior occurs with hand to hand combat only. A unit with the capture ability fights its combat as usual. When rolling the “Save Roll”, every roll of a 1 on the D6 is not only a failed Save but is considered a Capture. If the figure did not have a “Save Roll”, (either because they wore no armour or due to weapons modifiers), the figure is obviously killed outright.

Throw a D6 for each of these figures anyways. On a roll of 1, they too are considered captured, and not killed. Each captured victim counts for a 1 point bonus towards combat resolution. This represents the added enthusiasm and esteem brought on by the capture.

### Palanquin

The main Sapa Inca and important generals, aides or Characters went into battle borne upon the shoulders of special “Litter-bearers”. Any formed Inca (Huaminca or Auqua) or Canari unit may contain up to 1 palanquin. (The Canari unit must contain the litter of the Sapa Inca or Army General). The palanquin is based on a rectangle that is 3squares across by 4 squares deep. So if you use 20x20mm bases for your individual models, use a 60x80mm base for your Palanquin, or if 25x25mm bases are used, then employ a 75x100mm palanquin base, etc.

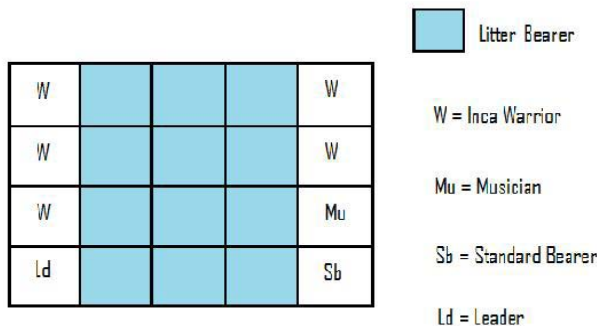
The leading (front) edge of the Palanquin is placed in the front of the Inca unit, as centered as possible. The Palanquin covers the area that 12 individual figures would have covered. Therefore, it counts as being equivalent to 12 figures, which are both litter bearers and combatants. This may seem a little incongruous. However, the litter bearers were something like an “Honour Guard” and were chosen from the best and bravest warriors of a suitably

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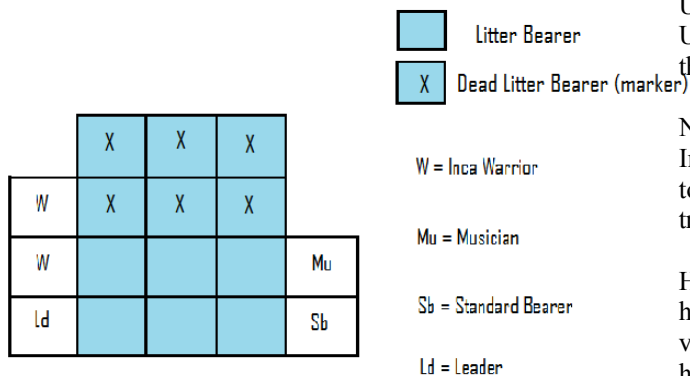
high rank. Some Palanquins had up to 50 litter bearers so it is possible for the front troops to release their hold and fight normally, while their colleagues in the back ranks could still safely support their load. Since WAB has no defined troop scale, it is sufficient to show a Palanquin carried by any number of litter bearer models, while still representing 12 combat troops.

For example, the diagram below represents a combat unit made up of a 5 by 4 grid of soldiers. Three of the Inca warriors have been upgraded to a normal command of Leader, Musician, and Standard Bearer and are placed in the front rank as usual. In this case, the musician cannot fit and is placed in the second rank, with the understanding that this unit still enjoys the musician benefit in case of a tied combat resolution.

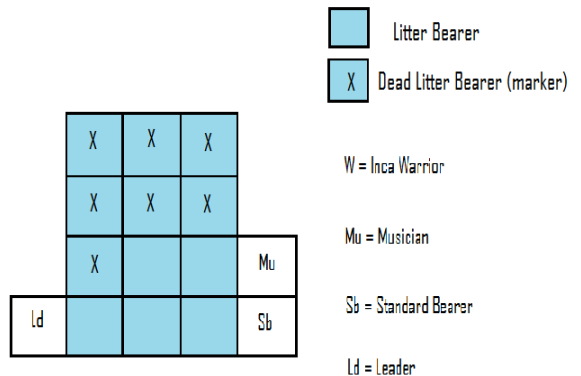


You can see that the Palanquin takes the place of 12 regular bases (marked as the blue squares). This represents the litter, the Sapa Inca riding within, and the litter-bearers. For rank bonus purposes the unit has 4 full ranks and an Open Order rank bonus of +2. Casualties are removed normally from the rear using single bases, and, unfortunately, some form of marking casualties must be employed for those taken on the Palanquin base. Using small casualty rings, pipe cleaners or die pips work well.

So let's assume that this unit suffers 9 casualties over a series of combats, it would look like this:



It would now only have a rank bonus of +1 as the third rank only has 1 figure left. If another 3 casualties were to be taken, then the unit would be represented like this:



At this point the unit has lost all its rank bonuses. Usually combats do not go on for this long, with this much carnage. This is only a graphic demonstration on how to deal with casualties for Palanquins in hand to hand combat or during missile fire.

You may not target the Palanquin with missile fire when it is part of a unit. (Yes, the Palanquin could be considered a large target and is therefore you would expect a +1 to Hit benefit, but its protected canopy is considered light cover, and so is -1 to hit. These cancel each other out).

You may only shoot at the passenger, or strike at the passenger in hand to hand combat, within the Palanquin, when all the other foot troops and litter bearers have become casualties. The litter bearers are considered the same troop type in armour, weaponry, and capability as the other troops within the combat unit. Therefore, a Sapa Inca in a Canari unit is carried by Canari troops. An Apu, in a Palanquin, within an Inca Auqua unit is held aloft by Auqua warriors.

Artillery fire is treated differently. If a cannon ball flies through the Palanquin, the Sapa Inca or Character within the Palanquin may be hit. Roll for a "Look out Sir" test. Upon passing this test, the litter-bearers are hit instead. Upon failing this test, the Sapa Inca is hit instead. Treat this as a normal cannon shot.

No enemy in hand to hand combat may strike at the Sapa Inca as they cannot properly reach that far. Plus, they are too concerned with fighting the front rank litter bearer troops.

However, the Sapa Inca may fight in a frontal hand to hand combat, due to his long weapons reach and his vantage point of standing on the litter. In fact, he may fire his sling when his unit is in Hand to hand combat, but he has to fire at the unit he is in combat with. (We assume, with his vantage point on the Palanquin, he can target the enemy combatants engaged to the front of his unit. If his

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unit is contacted to the flank or rear, then the Character on the Palanquin is incapable of fighting or firing at all.)

Note, the Palanquin, and its subsequent bearers, may never leave its combat unit. A combat unit containing a Palanquin may be in Open Order or may be in Wide Open Order (To shoot its slings if they are so armed). Apart from that, treat the Palanquin as any other character within a combat unit. If the unit breaks from combat, flees and is run down, then the Character in the Palanquin dies with the rest of the troops. Palanquins can only exist as a part of an Inca unit, not as an independent entity (unless, of course, the Palanquins body guard have all expired).

Conquistador Characters may still issue challenges to Inca Characters within a Palanquin, even though, in hand to hand combat, they may not strike at them.

### Hills and Fortifications

The Inca were the masters of combat in the treacherous mountain terrain of their territories. They would never fight a pitched battle on a wide open plane as the Spanish would have preferred. In this manner the Inca avoided messy Cavalry charges!

The Incan player may mimic this tactic by placing 2 pieces of terrain on his/her 1/2 of the table. The pieces may not be more than 10" in size and represent difficult mountain terrain. Each terrain piece may contain a rock wall fortification, behind which, the Inca warriors may hide.

These fortifications may be 2", 4", 6", or 8" in continuous length at a cost of 25pts per 2" section. In combat against Inca behind these fortifications, the enemy fights as though the Inca were behind a defended obstacle (pg. 30 WAB rule book). Also, as the terrain feature represents a fortified hill, the Inca receive a +1 combat resolution bonus.

If the Inca leave the fortified terrain, they obviously lose its benefits; however, they may fall back or otherwise return to the fortification, at a later time in the battle. There is no movement penalty for the Inca to redeploy into the fortifications as they are acclimatized to the altitude and know all the secret paths and entrances. All the Inca must be behind the stone walls to benefit from the defended obstacle.

Cavalry may not charge a defended hill as the mountainous terrain was too difficult for the Spanish to mount adequate cavalry attacks. Spanish cavalry historically proved inadequate in these campaigns. Foot can move up and charge uphill but will be susceptible to the normal movement penalties.

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## ARMY COMPOSITION

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Units of () may have a Leader (+5 pts), Musician (+5pts) and Standard (+5pts).

**Characters** 33% of the points value of the army may be spent on characters.

**Warriors:** up to 100% of the points value of the army may be spent on warriors. You must take at least 1 Canari Guard unit, 1 Huaminca unit, and 1 Auqua unit.

**Allied warriors:** Provided you have the required units listed above, then this category is open. This represents non-Inca warriors of Tahuantinsuyu.

**Special :** up to 25% of the points value of the army may be spent on Special items.

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## CHARACTERS

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The highest ranked Inca leaders were carried into battle on Palanquins which they do not leave. For large battles, the King or Sapa Inca ("Sole Leader") would lead his troops into battle personally.

As internecine dynastic struggles were the bane of the Inca world, the Sapa Inca would ride into battle with his elite guard, specifically chosen from his Ecuadorian Canari allies. This indicates the distrust the Sapa Inca had in his own nobility, and the great loyalty, courage and fighting prowess of the Canari.

Smaller combats would be led by an Apu (meaning Chief or Leader). The Army General in this case was the "Apuquipay", who would invariably be a close relative of the Sapa Inca. We then have the "Apuquipratin" or assistant Apu to the Apuquipay or Sapa Inca.

For WAB purposes he will represent the Army Standard Bearer. Finally we have captains who lead the veteran "hauminca" units, the "hauminca pusariquen apu", which means, oddly enough, the "captains commanding the veterans".

All Apu travel in a palanquin and must be within an Inca, Huaminca or (in the case of the Sapa Inca), a Canari Unit. They were traditionally armed with a huaraca (sling), a yauri (long halberd) and a champi (mace).

(The Sapa Inca had a golden mace and his sling shot was made of gold nuggets!). They would wear light armour under their "Uncu" blouse and hold a polcanca (shield).

Note: the heavy armour upgrade for someone riding a Palanquin does not produce a reduction in movement rate.

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## THE INCA ARMY OF THE CONQUEST

**Characters-** Note: all Characters must ride into battle upon a Palanquin.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Points</u>
Sapa Inca	5	5	4	4	3	3	4	3	9	145
Apusquipay	5	4	4	4	3	2	4	2	8	95

Equipment: Huaraca (sling), Yauri (halberd), Polcanca (shield) and Ahuaqui Uncu (light armoured fabric corselet shirt). May have Canipu (armoured 6" plate worn in back and front, which gives a further +1 save, counts as heavy armour) (3pts). Apusquipay may be Army General (+25pts).

Special Rules: Army General. Palanquin. Sapa Inca must be within a Canari Unit.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Pts</u>
Apusquiprantin	5	4	4	3	3	2	4	2	8	110

Equipment: Huaraca (sling), Yauri (halberd), Polcanca (shield) and Ahuaqui Uncu (light armoured fabric corselet shirt). May have Canipu (armoured 6" plate worn in back and front, counts as heavy armour) (3 pts). Apusquiprantin is the Army Standard Bearer.

Special Rules: Army Standard Bearer. Palanquin.

The elite Inca units were the veteran "huaminca" which were housed in the capital of Cuzco. One division, the "Hanan", was housed to the north of the Urubamba River (the "upper" huaminca) and the other half, the "Hurin" housed just south of the River (the "lower" Huaminca). You may take either one or two (or, indeed none) elite units and they each must be lead by a huaminca pusariquen apu. If you wish to take both "huaminca" units, then you must have an "upper" and a "lower" unit. You must then be aware of the Animosity and Competitiveness Rules and position them accordingly.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Pts</u>
"Upper" huaminca pusariquen apu	5	4	4	3	3	2	4	2	7	60
"Lower" huaminca pusariquen apu	5	4	4	3	3	2	4	2	7	60

Equipment: Huaraca (sling), Yauri (halberd), Polcanca (shield) and Ahuaqui Uncu (light armoured fabric corselet shirt). May have Canipu (armoured 6" plate worn in back and front, counts as heavy armour) (3 pts).

Special Rules: Palanquin. Animosity, Competitiveness. Insult. Massed Sling Fire

## WARRIORS

**The Huaminca** made up the standing army of the Inca. You may take 1- 2 elite Huaminca units.

If you decide to take 2, then you must take both "upper" and "lower" variety and each must be led by a huaminca pusariquen apu. These two units interact with each other if they are in close proximity. They suffer from Animosity and Competitiveness if they are too close to each other during the battle.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Pts</u>
"Upper" huaminca	5	4	4	3	3	1	4	1	7	8
"Lower" huaminca	5	4	4	3	3	1	4	1	7	8

Equipment: Huaraca (sling), Champi (stone mace), Polcanca (shield). May have Canipu or Ahuaqui Uncu (armoured 6" plate worn in back and front, or woven corselet, counts as light armour) (2pts). May swap Champi for Yauri (halberd) (1pt). May purchase Huaca (25pts)

Special Rules: Animosity. Competitiveness. Massed Sling Fire. Insult. Huaca.

You must and may only take one Canari unit as they are the unit that will contain the Army General Palanquin (for either the Sapa Inca or the Apusquipay).

**The Canari** unit is a Mixed Order unit when you allow the option for containing Anti or Chuncho archers, (see de la Vega and Xerez). See the special rules for Mixed Order. The Anti and Chuncho were from Antisuyu, the easternmost quarter of Tawantinsuyu.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Pts</u>
Canari Warrior Anti or Chuncho Archer	5	4	3	3	3	1	4	1	6	8
Archer	5	2	3	3	3	1	3	1	5	5

Equipment: The Canari have Thrusting Spears, Champi (stone mace), Polcanca (shield). May have Canipu or Ahuaqui Uncu (armoured 6" plate worn in back and front, or woven corselet, counts as light armour) (2pts). If employing an Anti or Chuncho archer rank, they have a hand weapon and bow.

Special Rules: Palanquin. Mixed Order. Anti or Chuncho Bowmen. Huaca.

Note: alternate Canari listing: Many authors have described the Canari of using spears of 30 palmos long

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(over 21 ft./6.4m). In 1565 a cache of 800 pikes and over 2000 pike-staves were discovered in preparation for a rebellion. Many historians suggest that pikes were in use before the Spanish arrived and this was not simply an Inca adaptive response to Cavalry warfare. The fact is we do not have a recorded instance of Inca pike warfare.

However, for the sake of completeness you may upgrade your Canari spearmen to pikemen for (+3pts) each. The Canari unit is then subject to Meso-American Phalanx special rules

You must also take at least 1 Inca warrior unit. These are the regular troops (the "Auqua") that were only summoned from the "caparisca" or "quito", the general call to arms. While they were good soldiers, and shown to be handy with a sling, they were not professional warriors. Their leadership value was still quite high due to the Incan subservient nature towards their nobility and the extremely harsh military discipline demanded by their commanders.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>I</u>	<u>W</u>	<u>!</u>	<u>A</u>	<u>Ld</u>	<u>Pts</u>
Inca "Auqua" Warrior	5	3	3	3	3	1	3	1	7	6

Equipment: Auqua Inca warriors have Huaraca (sling), Champi (stone mace), Polcanca (shield). All may have Canipu or Ahuaqui Uncu (armoured 6" plate worn in back and front, or woven corselet, counts as light armour) (2 pts). Inca Auqua units may bring Huaca (25pts)

Special Rules: Massed Sling Fire. Insult. Huaca.

## ALLIED WARRIORS

### The Colla

The Colla were allied warriors from Collasuyu, the southernmost quarter of Tawantinsuyu. They were renowned for their slingers and bola armed warriors. A unit of skirmishing slingers may take a Brazier. This reduces their movement to 4".

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>I</u>	<u>W</u>	<u>!</u>	<u>A</u>	<u>Ld</u>	<u>Pts</u>
Colla Warrior	5	3	3	3	3	1	3	1	6	6
Colla Skirmisher	5/4	2	4	3	3	1	3	1	6	6

Equipment: The Colla Warriors have Thrusting Spears, Huaraca (sling), Polcanca (shield). May have Canipu or Ahuaqui Uncu (armoured 6" plate worn in back and front, or woven corselet, counts as light armour) (+1 pts).

Skirmishers have Huaraca (sling) and Polcanca (shield). Warriors may have Canipu or Ahuaqui Uncu (armoured 6" plate worn in back and front, or woven corselet, counts as light armour) (+2 pts). May have Brazier (15 pts).

For every 5 slinger skirmishers you may substitute 1 sling for ayllu( 3pts). Huaraca may fire flaming stones if one purchases a Brazier.

Special Rules: Colla Warriors do not have Palanquin. Colla Warriors have Massed Sling Fire. Insult. Colla Skirmishers have Brazier. Ayllus (bolas). Skirmish.

### The Cunti

The Cunti were from Cuntisuyu, the westernmost quarter of Tawantinsuyu. They were unique in that they were armed in a more traditional Mesoamerican manner, a Maquahuitl. This was a 4 foot long macana (the Cunti or Inca term is unknown) with a handgrip ending in a pommel, somewhat like a baseball bat. It was swung like a bat in battle and is, therefore, treated like a 2-handed weapon. Also, like the Meso-Americans, the Cunti employed the Atlatl spear thrower.

This counts as a javelin, but with a range of 12" and a -1 Save modifier when thrown at 6" or less. Due to the movement required to use this weapon, Atlatl may not use the Massed Archery rules. The Cunti would also wrap their cape-like mantles around their leading arm and this would give some protection in hand to hand combat. This is treated like a buckler or a Target: it gives you a +1 Armour Save in hand to hand combat but no save for missile fire.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>I</u>	<u>W</u>	<u>!</u>	<u>A</u>	<u>Ld</u>	<u>Pts</u>
Cunti Warrior	5	3	3	3	3	1	3	1	7	8

Equipment: 2-handed Macana, wrapped Mantle buckler. May have Atlatl (+2pts)

Special Rules: 2-handed weapon, Mantle Buckler. Atlatl

### Forest Indians

While the Anti and Chunchu Forest Indians were from Antisuyu, the easternmost realm of the Inca Empire, they were really somewhat less civilized tribes living on the outskirts of Incan influence. They mostly ignored the strict clothing strictures common to the Inca and still practised cannibalism and headhunting even after the time of Spanish rule.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>I</u>	<u>W</u>	<u>!</u>	<u>A</u>	<u>Ld</u>	<u>Pts</u>
Anti or Chunchu Forest Archers	5	2	3	3	3	1	3	1	5	5

Equipment: Hand-weapon, Bow

Special Rules: Skirmishers. Bows.

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### SPECIAL UNITS

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#### 0-1 Headhunters

Some of the tribes from the remotest regions of Antisuyu practiced rites common to those of the Amazonian jungles. The most feared were the Bracamoro tribes from the Amazonian highlands, who captured their enemies for collecting their heads.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>I</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Pts</u>
Bracamoro										
Headhunters	5	3	4	3	3	1	3	1	6	10

Equipment: Hand-weapon, Bow

Special Rules: Skirmishers. You may upgrade a single unit of Forest Indians to Bracamoro Headhunters for (+5pts each warrior). Headhunters cause Fear and have Capture ability

Huacas. Huacas may be carried into battle by Huaminca, Aqua Inca and Canari units as described in the Special Rules section. They are employed at a cost of 25 pts each.

#### 0-1 Guanca.

The Inca player may deploy a Guanca as in the Special Rules section at a cost of 40 pts.

Two Hills of a dimension not greater than 10" wide may be employed for free. These hills may contain fortifications. They may be 2", 4", 6", or 8" in length and cost 25pts per 2" length. So, for example, two hills with 8" fortifications upon them will cost 200pts. Again, see the special rules section.

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### SCENARIOS

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#### TITLE

*(historical text).*

#### SITUATION

#### PLAYERS

#### BATTLEFIELD

#### DEPLOYMENT

#### WHO GOES FIRST

#### LENGHT OF GAME

#### VICTORY CONDITIONS

# WAB FORUM ARMIES

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### REFERENCE WORKS

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Heath, Ian, **Armies of the 16th Century Vol 2**, Foundry Books, 1999, ISBN 1-901543-03-X

Hemming, John, **The Conquest Of the Incas**, 2<sup>nd</sup> Ed., Pan Books, 1993, ISBN 0-330-42730-X

MacQuarrie, Kim, **The Last Days of the Incas**, Simon and Shuster, 2007, ISBN-13 :978-0-7394-9249-9

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### INTERNET LINKS

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#### WAB Forum

<http://wabforum.co.uk>

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### SPECIAL THANKS

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*Many thanks to WAB Forum members for providing the template and their great support.*

#### Sample Inca Army

Apusquipay with Canipu armour  
(Army General)

20 Canari with L. armour  
Full Command

5 Anti archers in front rank  
368pts

(need 8 figures for Canari, 5 Archers, and 1 Litter model in 5X4 grid)

“Upper” Hauminca Pusariquen Apu with Canipu armour

20 “Upper” Huaminca with L. Armour  
20 Yauri halberds

Full Command  
298pts

(need 8 figures for halberdiers and 1 Litter model in 5X4 grid)

“Lower” Hauminca Pusariquen Apu with Canipu armour

20 “Lower” Huaminca with L. Armour

20 Yauri halberds

Full Command

298pts

(need 8 figures for halberdiers and 1 Litter model in 5X4 grid)

Apusquiprantin ASB with Canipu armour

20 Auqua warriors with L. Armour

Full Command

One carried Huaca

328pts

(need 7 figures with Champis, 1 figure carrying Huaca and 1 Litter model in 5X4 grid)

24 Auqua warriors with L. Armour

Full Command

One carried Huaca

232pts

(need 23 figures with Champis and 1 figure carrying Huaca in 6X4 grid)

20 Cunti with atlatl

Full Command

215pts

10 Bracamoro Headhunters

100pts

10 Colla Skirmishers

2 Ayllu upgrades

Brazier

81pts

(need custom made Brazier on 20X20mm or 25X25mm base)

Guanca

40pts

(need custom made rock formation on 40X40mm base)

8 Chunchu archers

40pts

Total Points

2000pts