



# ITALEY

AUTHORISED ARMY LISTS FOR

**MORTEM  
ET GLORIAM**





# ARMY LISTS

## ITALY

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## CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
5. Any UGs can be downgraded by one quality grade and/or by one shooting skill (Skilled to Experienced or Experienced to Unskilled) representing less strong, tired, or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.
6. Points are shown for troops with all mandatory characteristics applied. Points have been rounded to the nearest whole number. If quality or shooting skill is downgraded, then the points (including the points for any optional characteristics) will need to be adjusted.
7. An army entirely of Cavalry, Chariots, Camelry or Infantry with the Dismountable characteristic may choose the No Camp option.

Where **allies** are allowed, they must conform to the following rules:

1. An ally must be a minimum of 2 and a maximum of 4 UGs.
2. They must take enough UGs to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an **internal ally** is allowed, and no contingent is specified they must conform to the following rules:

1. Each internal ally must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take enough UGs to get them to at least 50% of the minimums in the list if there is enough allowance for a UG after the core army itself has taken the minimum. For example: An army has 4-12 cavalry (UG size 4,6) and 18-32 spearmen (UG size 6,8,9) as compulsory troops with 2 internal allies. The core army must take 4 cavalry and at least 18 spearmen. The first ally must take 4 cavalry and at least 9 spearmen. The second ally must take 4 cavalry but cannot take the 9 spearmen as this would exceed the 32 spearmen limit for the army.

4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example:  $\frac{1}{4}$  to  $\frac{3}{4}$  of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has  $\frac{1}{4}$  to  $\frac{3}{4}$  Skilled.
5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Poor quality TuGs in Pacto must start with 2 or 3 elements. TuGs downgraded from Average quality must start with 2 elements, except where they are already allowed 3 elements. Poor quality SuGs or Average quality downgraded to Poor may start with 1, 2 or 3 elements.

As a courtesy to your opponent when you deploy your troops, you should describe each UG fully; type, training, quality, protection, melee weaponry, shooting skill and weaponry, characteristics, and which ally if appropriate. You should also explain how any unusual troop types in your army function and any special rules including Stakes, Caltrops, Barricades and Obstacles and troop types such as Battle Wagons.

The easiest way to calculate points is to use the downloadable on-line army builder at [www.mortem-et-gloriam.co.uk](http://www.mortem-et-gloriam.co.uk). Use this and all you do is use drop downs for the troop classifications and it does all the work for you. For those who prefer pen and paper, or who want to doodle some approximate designs before loading an army up, we have provided the points values with the lists. If a discrepancy exists in the points values between these lists and the army builder, then the army builder has the correct value.

## FRIENDLY AND SCENARIO GAMES

Feel free to vary the troop classifications for friendly and scenario games. An interesting aspect of scenario games can be to see what the effect is from representing troops in a different manner.

## HISTORICAL INTRODUCTION

At the start of the 5<sup>th</sup> century BCE Italy was dominated by several different groups. The Celts were expanding from Gaul and Germany and coming into contact with the Etruscans in northern Italy. South of the Etruscans were the Latin tribes and amongst them an insignificant city called Rome. In the south of Italy the Greeks had founded a number of cities along the coast. Running through the spine of Italy were various tribes including Oscans and tribes which shared their heritage with Illyrians on the other side of the Adriatic.

The Celtic invasions of northern Italy led to the ultimate collapse of the Etruscan civilisation. In around 390 BCE the Gauls sacked Rome. The city survived and from this point on started a process that ultimately would lead to the Roman Empire. The Romans were a military state and all citizens were obliged to perform military service. Uniquely the Romans would offer a form of citizenship to many of the cities and nations that they would conquer. This led to a vast increase in manpower available for military service. During the 4<sup>th</sup> century BCE Rome expanded, absorbed both Etruria and the Latin tribes and fought three bitter wars against the Samnites.

In 282 BCE the Greek city of Tarentum, alarmed by Roman expansion, invited Pyrrhus of Epirus to lead their war against Rome. This was the first contact by Rome against the successors of Alexander the Great and the first contact with elephants. In three brutal but indecisive battles (leading to the term Pyrrhic victory) the Romans fought this new opponent. Losing interest, Pyrrhus sought other opportunities and Rome quickly came to dominate southern Italy.

As the 3<sup>rd</sup> century BCE progressed the Romans came increasingly into conflict with the Celts of northern Italy. In 218 BCE a new opponent appeared as Hannibal led his Carthaginian army over the Alps. In his first few years in Italy, he won three dramatic victories—the Trebia, Lake Trasimene, and Cannae and won over many allies of Rome. Hannibal was however unable to take Rome itself and the Romans used scorched earth tactics, refused battle and gradually wore down the Carthaginians. Carthaginian attempts to reinforce Hannibal were intercepted and defeated. Rome beat the Carthaginians in Spain and invaded Africa. The Carthaginian defeat at Zama signalled the end of the Carthaginian threat to Italy.

During the 2<sup>nd</sup> century BCE Rome expanded into Greece, Macedon and Asia Minor. The sacking of both Carthage and Corinth in 146 BCE demonstrated Rome was the most powerful state in the Mediterranean. The expansion in the Mediterranean drove divisions between Rome and her allies in Italy. The Italians demanded equal treatment with Roman citizens, united and formed a state, Italia. The Social War (from *socii*, the term for “allies”) was fought between 90 and 88 BCE Rome quickly offered citizenship to undermine the revolt and from this point on Italy can first be regarded as a unified state.

The expansion of Rome led to wealthy landowners obtaining vast numbers of slaves to man their farms and mines. The escape of a small group of gladiators led to a slave revolt that devastated large parts of Italy. The initial Roman response was inadequate, and the arms of the defeated forces only helped to equip the slaves. It would require an army of eight legions to defeat Spartacus and end the slave revolt.

From this point for nearly 400 years the threats to Italy were to come from Roman civil wars. The key to power was military control. First Sulla, then Julius Caesar ruled Rome through military conquest. Caesar's adopted great-nephew, Octavian, won power after defeating Antony and Cleopatra and converted the Republic into an Empire around 25 BCE.

The year of the four Emperors, 69 CE, saw the next threat of civil war in Italy. Vespasian emerged the ultimate victor and a period of relative stability followed. Roman expansion was intermittent, and with the conquest of Britain (started in 46 CE) and Dacia (101 to 106 CE) the Roman empire reached its largest extent.

In 192 CE, with the assassination of Commodus, the period of stability ended. Things went from bad to worse and the period 235 to 284 CE saw at least 26 claimants to be emperor. This ended with the reign of Diocletian. He introduced reforms that led to the division of the empire into Eastern and Western portions.

In 306 CE, Constantine the Great was declared emperor by his troops on the death of his father. He defeated his opponents and was to rule until 337 CE. He put an end to the persecution of Christians and established a second capital at Constantinople.

Theodosius was the last Emperor who ruled over the whole Empire. After his death in 395 CE the Roman state would continue to have two different emperors with different seats of power. Rome had already come under pressure from Goths and Germans. Triggered by the migration of the Huns, the borders of the Empire were collapsing. Italy was invaded, and Rome was sacked in 410 CE and again in 455 CE. The Emperor's seat was moved to Ravenna. The deposition of the emperor, Romulus Augustulus, in 476 CE by Odoacer, is generally accepted to mark the end of the Roman empire in the west.



# MAXIMUS ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAXIMUS

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1600	1400	n/a	n/a	800	700
Talented	1150	900	850	700	650	600
Competent	700	550	600	450	300	250
Mediocre	400	250	400	250	100	50

### CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.  
No camp deploys a poor mobile camp when defending and no camp at all when invading.

### UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

### NOTES

1. Points values for skirmishers in Magna and Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

# EARLY ROMAN OR LATIN



## 500 TO 330 BCE

### HISTORICAL NOTES

This list includes both Roman and Latin armies. Early Rome was dominated by the Etruscans. After the Etruscans failed to re-establish the monarchy in Rome (traditionally overthrown in 509 BCE) Rome established its primacy in Latium. In the early 4th century Rome captured the Etruscan city of Veii and subjugated the Volsci and Aequi. In 387 BCE Rome was sacked by a Gallic army under Brennos but they were subsequently driven off by M Furius Camillus. Following the First Samnite War (343 BCE to 341 BCE) the Latins revolted. The Latin War (340 BCE to 338 BCE) saw the Latin League dissolved, increased control by Rome and the Latins being granted some rights and varying degrees of citizenship.

### TROOP NOTES

Cavalry: Early Roman cavalry seem to have been armed only with a thrusting spear.  
Infantry : The system of classes of infantry divided by wealth seems to have been inherited from the Etruscans.

### HISTORICAL ENEMIES

Lowland Gallic; Early Roman or Latin; Etruscan; Italian Hill Tribes; Umbrian; Magna Graecia



# EARLY ROMAN OR LATIN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 330 BCE
<b>SUB-GENERALS</b>	0-2	Any Instinctive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	4 12	4,6
	Formed Loose	Protected	-						
Infantry of 1st class	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8 24	6,8
	Formed Close	Protected	-						
Infantry of 2nd or 3rd class	INFANTRY	Average	-	Long Spear	-	76	Orb (2)	8 80	6,8
	Tribal Close	Protected	-						
Slings of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0 9	6,9
	Skirmisher	Unprotected	Sling						
Javelinmen of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0 27	6,9
	Skirmisher	Unprotected	Javelin						

## ALLIES

Italian Hill Tribe allies

Campanian allies - Early Campanian (only Latin from 340 to 338 BCE)

## NOTES

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# ITALIAN HILL TRIBES



## 500 TO 290 BCE

### HISTORICAL NOTES

Central Italy was controlled by a number of tribes including the Aequi, Aurunci, Hernici, Picentes, Sabines, Sidicini and Volsci. They were conquered by Rome between the 5th century BCE and 3rd century BCE.

### TROOP NOTES

Cavalry: The Italian Hill Tribes had a small amount of cavalry.

Infantry: The core of the army were javelinmen equipped with a shield and javelins. The wealthiest individuals might acquire some armour.

### HISTORICAL ENEMIES

Lowland Gallic; Early Roman or Latin; Etruscan; Italian Hill Tribes; Umbrian; Camillan Roman; Samnite

# ITALIAN HILL TRIBES



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 290 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	0 8	4,6
	Formed Loose	Protected	-						
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8)	0 18	6
	Formed Loose	Protected	Javelin						
Warriors	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	16 120	6,8,9
	Formed Loose	Protected	Javelin						
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0 27	6,9
	Skirmisher	Unprotected	Javelin						

## NOTES

A command may not have more than one UG of picked warriors.

## CHANGES FROM LAST VERSION

None.

# UMBRIAN



## 500 TO 290 BCE

### HISTORICAL NOTES

The Umbrians were driven into the Apennines by the Etruscans. After the downfall of the Etruscans, Umbrians aided the Samnites in their struggle against Rome. When Rome fought the Gauls in 295 BCE, allied Umbrians and Etruscans had to return to their territories to defend against simultaneous Roman attacks. They were unable to help the Samnites and their Gallic allies in the battle of Sentinum. The Roman victory at Sentinum started a period of integration under Rome.

### TROOP NOTES

Little evidence exists for the Umbrian army, but it may have been a mix of Latin and Oscan influences.

### HISTORICAL ENEMIES

Lowland Gallic; Early Roman or Latin; Etruscan; Italian Hill Tribes; Camillan Roman

# UMBRIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 290 BCE
<b>SUB-GENERALS</b>	1-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	4	4,6
	Formed Loose	Protected	-					12	
Hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8	6,8
	Formed Close	Protected	-					24	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	8	6,8,9
	Formed Loose	Protected	Javelin					80	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					27	

## CHANGES FROM LAST VERSION

None.



# ETRUSCAN



## 500 TO 280 BCE

### HISTORICAL NOTES

The Etruscan League was established in the 7th century BCE. It expanded from modern Tuscany into the Po valley, Latium and Campania. In the 6th century BCE they were allied with Carthage against the Greek cities in Italy (Magna Graecia). In 474 BCE the combined fleets of the Syracusans and Cumae defeated the Etruscan fleet and the Etruscans lost control of the Tyrrhenian Sea. This led to their decline at the hands of the Romans and the Gauls. Around 282 BCE an army of Etruscans and Gauls was decisively beaten near Lake Vadimo by the Romans. Thereafter the Etruscans came firmly under Roman control.

### TROOP NOTES

Cavalry: Etruscan cavalry seem to have been armed only with a thrusting spear.

Infantry of the 1st class: The Etruscans had adopted Hoplite panoply from the Greeks. The 1st class (wealthiest individuals) could possess the full panoply.

Infantry of the 2nd, 3rd class: These were less well equipped than the 1st class.

Infantry of the 4th class: There is debate whether these were less well equipped spearmen or skirmishers.

Infantry of the 5th class: These were skirmishers. Some may have been slingers, the remainder were javelinmen.

### HISTORICAL ENEMIES

Highland Gallic; Lowland Gallic; Early Roman or Latin; Italian Hill Tribes; Umbrian; Magna Graecia; Camillian Roman

# ETRUSCAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 280 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		QUALITY		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	4	12	4,6	
	Formed Loose	Protected	-								
Infantry of 1st class	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8	24	6,8	
	Formed Close	Protected	-								
Infantry of 2nd or 3rd class	INFANTRY	Average	-	Long Spear	-	76	Orb (2)	8	80	6,8	
	Tribal Close	Protected	-								
Reclassify infantry of 1st, 2nd or 3rd class with pilum	INFANTRY	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)	0	Any	6	
	Formed Close	Protected	Javelin								
Slings of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	9	6,9	
	Skirmisher	Unprotected	Sling								
Javelinmen of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	27	6,9	
	Skirmisher	Unprotected	Javelin								

## ALLIES

Samnite allies (only from 396 BCE)  
Gallic allies - Lowland Gallic (only from 396 BCE)

## NOTES

Samnite and Gallic allies may be taken together.

## CHANGES FROM LAST VERSION

None.

# MAGNA GRAECIA



## 500 TO 267 BCE

### HISTORICAL NOTES

Magna Graecia was the name given by the Romans to the coastal areas of Southern Italy in the present-day regions of Campania, Apulia, Basilicata, Calabria and Sicily that were extensively populated by Greek settlers. It included over 25 cities including Capua, Neapolis, Tarentum, Thurii and Rhegium. Most of the cities fell either to Oscan or Roman control during the 4th and 3rd centuries BCE. The last cities were captured after the Pyrrhic War including Tarentum in 272 BCE. This list excludes the armies led by Pyrrhus against the Romans.

### TROOP NOTES

The cities fought in typical Greek style. Italian mercenaries were readily available.  
"Tarentine" cavalry were equipped with shields and javelins.

### HISTORICAL ENEMIES

Early Roman or Latin; Etruscan; Early Campanian; Apulian; Bruttian; Lucanian; Camillan Roman; Siciliot Greek; Syracusan

# MAGNA GRAECIA



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 267 BCE
<b>SUB-GENERALS</b>	0-2	Any Instinctive	<b>TERRAIN</b>	Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE		TRAINING AND		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX				
Greek cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Shoot & Charge (10)	4	4,6			
	Formed Loose	Protected	Javelin					12				
Tyrant's bodyguard	INFANTRY	Superior	-	Long Spear	Shove, Shield Cover	146	Orb (3)	0	6			
	Drilled Close	Protected	-					6				
Citizen hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	12	6,8			
	Formed Close	Protected	-					48				
Mercenary hoplites (from 400 BCE)	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	6,8			
	Drilled Close	Protected	-					18				
Italian mercenaries	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	6,8,9			
	Formed Loose	Protected	Javelin					18				
Levied citizens	INFANTRY	Poor	-	Long Spear	Shove	57	Orb (1)	0	6,8,9			
	Formed Close	Protected	-					36				
Light horse	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6			
	Skirmisher	Unprotected	Javelin					12				
Upgrade light horse as "Tarentine" (from 350 BCE)	CAVALRY	Average	Experienced	-	-	55	Cantabrian (20)		4,6			
	Skirmisher	Protected	Javelin					Any				
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9			
	Skirmisher	Unprotected	Bow					9				
Slings	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9			
	Skirmisher	Unprotected	Sling					9				
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9			
	Skirmisher	Unprotected	Javelin					18				

# MAGNA GRAECIA



## ALLIES

Spartan allies - Later Spartan (Tarentum from 343 to 338 BCE)

Apulian allies (Tarentum from 290 to 282 BCE)

Lucanian allies (Tarentum from 290 to 282 BCE)

## NOTES

Apulian allies may not be taken with Lucanian allies.

## CHANGES FROM LAST VERSION

None.



# EARLY CAMPANIAN



## 500 TO 264 BCE

### HISTORICAL NOTES

This list can cover Campanian armies to 275 BCE and the Mamertines from 284 to 264 BCE. The Campani, an Oscan people, gained control of the Greek and Etruscan cities of the northern Campanian plain. In 343 BCE threatened by Samnite incursions the Campanians invited Roman intervention, resulting in the first Samnite war. When a peace treaty threatened to carve up Italy between the Romans and Samnites, many Campanians joined the Latins in revolting against Rome. At the end of the war the Campanians were granted Roman citizenship without voting rights. In 327 BCE the Campanians once again sought Roman aid after the Samnites established a garrison at Neapolis. This led to the Second Samnite War. Thereafter Campania remained loyal to Rome until the Second Punic War.

The Mamertines were a group of Campanian mercenaries who captured Messana, and were named after the Oscan war god Mamers. The conflict between Syracuse and the Mamertines escalated into the First Punic War.

### TROOP NOTES

Cavalry: The Campanians had some of the best cavalry in Italy.

Hoplites: The Campanians adopted hoplite panoply and tactics from their Greek subjects and neighbours.

Javelinmen: The Campanians could also draw on infantry using traditional Oscan tactics.

### HISTORICAL ENEMIES

Pyrrhic; Magna Graecia; Camillan Roman; Samnite; Syracusan

# EARLY CAMPANIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 264 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	4 12	4,6
	Formed Loose	Protected	Javelin						
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	0 6	4,6
	Formed Flexible	Protected	Javelin						
Hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8 40	6,8
	Formed Close	Protected	-						
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	8 60	6,8,9
	Formed Loose	Protected	Javelin						
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (20)	0 6	4,6
	Skirmisher	Protected	Javelin						
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0 27	6,9
	Skirmisher	Unprotected	Javelin						

## ALLIES

- Roman allies - Early Roman or Latin (343 BCE)
- Roman allies - Camillan Roman (343 BCE)
- Latin allies - Early Roman or Latin (from 342 to 338 BCE)

## NOTES

The Roman ally must either be taken from the Early Roman or Latin list or from the Camillan Roman list.  
Cavalry are optional in a Mamertine army and only one UG of cavalry may be selected that cannot be better than Average quality.

## CHANGES FROM LAST VERSION

None.

# APULIAN



## 500 TO 203 BCE

### **HISTORICAL NOTES**

Apulia in south-east Italy was occupied by tribes of mixed Illyrian and Oscan origin. Different tribes allied with both the Romans, the Samnites and with Pyrrhus.

### **TROOP NOTES**

Cavalry: The Apulians had plenty of cavalry, many of whom were unarmoured. Shields were not carried before the 4th century BCE.

Javelinmen: The infantry were javelinmen. Round shields were carried. Some wore Greek style helmets. Armour was rare.

### **HISTORICAL ENEMIES**

Magna Graecia; Apulian; Bruttian; Lucanian; Camillan Roman; Samnite; Mid Republican Roman

# APULIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 203 BCE
<b>SUB-GENERALS</b>	1-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	4	4,6
	Formed Loose	Protected	Javelin						
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	8	4,6
	Formed Flexible	Protected	Javelin						
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8)	0	6
	Formed Loose	Protected	Javelin						
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	12	6,8,9
	Formed Loose	Protected	Javelin						
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (20)	0	4,6
	Skirmisher	Protected	Javelin						
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin						

## NOTES

A command may not have more than one UG of picked warriors.

## CHANGES FROM LAST VERSION

None.

# BRUTTIAN



## 500 TO 203 BCE

### HISTORICAL NOTES

The Bruttii were located in the toe of Italy. They arose as a revolt of the former inhabitants against the Lucanians in the mid-4th century BCE. In 326 BCE a combined Lucanian and Bruttian army defeated and killed the army of Alexander of Epirus (grandfather of Pyrrhus). Around 300 BCE the Bruttii were attacked by Agathocles of Syracuse. They then allied with Pyrrhus and later Hannibal against the Romans.

### TROOP NOTES

Cavalry: The Bruttians had less cavalry than the Apulians and proportionately more were armoured.

Javelinmen: The infantry were javelinemen. Round shields were carried. Some wore Greek style helmets.

### HISTORICAL ENEMIES

Illyrian; Epirote; Magna Graecia; Apulian; Lucanian; Camillan Roman; Mid Republican Roman; Syracusan



# BRUTTIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 203 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	0 8	4,6
	Formed Loose	Protected	Javelin						
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	4 8	4,6
	Formed Flexible	Protected	Javelin						
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8)	0 18	6
	Formed Loose	Protected	Javelin						
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	18 108	6,8,9
	Formed Loose	Protected	Javelin						
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (20)	0 6	4,6
	Skirmisher	Protected	Javelin						
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0 27	6,9
	Skirmisher	Unprotected	Javelin						

## ALLIES

Lucanian allies (from 334 to 326 BCE)

## NOTES

A command may not have more than one UG of picked warriors.

## CHANGES FROM LAST VERSION

None.

# LUCANIAN



## 500 TO 203 BCE

### HISTORICAL NOTES

The Lucanians were an Oscan tribe who conquered the areas of Italy south of Samnium. In 326 BCE a combined Lucanian and Bruttian army defeated and killed the army of Alexander of Epirus (grandfather of Pyrrhus). In 298 BCE they made alliance with Rome but on the landing of Pyrrhus in Italy (281 BCE) they were among the first to declare in his favour. After the departure of Pyrrhus they were exposed to the resentment of Rome and reduced to subjection in 272 BCE. Some Lucanians supported Hannibal during the Second Punic War.

### TROOP NOTES

Cavalry: The Lucanians had less cavalry than the Apulians and proportionately more were armoured.

Javelinmen: The infantry were javelinmen. Round shields were carried. Armour is more common in images of Lucanian warriors.

### HISTORICAL ENEMIES

Illyrian; Epirote; Mercenary Greek; Magna Graecia; Apulian; Bruttian; Camillan Roman; Mid Republican Roman

# LUCANIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 203 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		TRAINING AND		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX				
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	4	8	4,6		
	Formed Loose	Protected	Javelin									
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	8	12	4,6		
	Formed Flexible	Protected	Javelin									
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	Shield Cover	104	Shoot & Charge (8)	0	18	6		
	Formed Loose	Protected	Javelin									
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	12	96	6,8,9		
	Formed Loose	Protected	Javelin									
Upgrade javelinmen as armoured	INFANTRY	Average	Unskilled	Short Spear	Shield Cover	75	Shoot & Charge (6)		Up to half	6,8,9		
	Formed Loose	Protected	Javelin									
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (20)	0	6	4,6		
	Skirmisher	Protected	Javelin									
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	27	6,9		
	Skirmisher	Unprotected	Javelin									

## ALLIES

Bruttian allies  
 Roman allies - Camillan Roman (298 to 290 BCE)

## NOTES

A command may not have more than one UG of picked warriors.  
 Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# CAMILLAN ROMAN



## 400 TO 275 BCE

### HISTORICAL NOTES

The development of the Republican Roman army is a controversial topic. This list represents an intermediate stage between the Etruscan system and the later system described by Polybius. The reforms are attributed to Camillus around 400 BCE but may date much later. Accordingly, Roman armies between 400 and 341 BCE may use either the Early Roman list or this list.

### TROOP NOTES

Cavalry: Roman cavalry at this stage still seems to have been relatively ineffective.

Infantry: The infantry were organised into three lines with Hastati, armed with throwing spears in the front line, Principes, armed with the Long Spear in the second line and Triarii armed with long spear in the third line.

The Accensi were reserves.

Skirmishers: Leves, javelin armed skirmishers formed a quarter of each legion. Rorarii may have been additional skirmishers that could be called upon if required.

### HISTORICAL ENEMIES

Lowland Gallic; Pyrrhic; Etruscan; Italian Hill Tribes; Umbrian; Early Campanian; Magna Graecia; Apulian; Bruttian; Lucanian; Samnite

# CAMILLAN ROMAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	400 BCE to 275 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY Formed Loose	Average Protected	- -	Short Spear	-	90	Melee Expert (23)	4 12	4,6

## LEGIONS COMPRISING 1/3 - FRONT RANK HASTATI AND 2/3 - REAR RANKS PRINCIPES AND TRIARII WITH ASSOCIATED LEVES

Hastati	INFANTRY Formed Close	Average Protected	Charge Only Javelin	Long Spear	Shield Cover	96	Orb (2)	18 90	6,9
Principes and triarii	INFANTRY Formed Close	Average Protected	- -	Long Spear	Shield Cover	91	Orb (2)	- See note	
Leves	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	25	-	0 30	6,9

Pedites extraordinarii	INFANTRY Drilled Flexible	Superior Protected	Unskilled Javelin	Short Spear	-	118	Shoot & Charge (8), Orb (3)	0 4	4
Italian infantry	INFANTRY Formed Loose	Average Protected	Unskilled Javelin	Short Spear	-	70	Shoot & Charge (6)	0 12	6,8,9
Accensi	INFANTRY Formed Close	Poor Protected	- -	Long Spear	-	52	-	0 12	6,8
Rorarii	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	17	-	0 See note	6,9

## ALLIES

Italian Hill Tribe allies  
Samnite allies (only in 340 BCE)



# CAMILLAN ROMAN



## NOTES

SPECIAL RULE: Legions must deploy in 3 ranks. Hastati must be easily distinguished from principes and triarii. The numbers in the list reflect the total number of hastati, principes and triarii.

ANTI-ELEPHANT WEAPONS. FOR SCENARIO GAMES refighting the Battle of Asculum (279 CE) the Romans may have 1 TuG of 2-4 Flaming Pigs, Infantry, Poor, Unprotected, Tribal Loose, Expendables, Combat Shy. They are only effective against Elephants and are destroyed if contacted by any other enemy TuG. The Romans may also have 1 TuG of 2-4 anti-elephant wagons - Chariots, Average, Protected, Formed Close, Long Spear, Experienced Javelins. They move at War Wagon speed and cannot skirmish or run away.

The number of rorarii cannot exceed the number of leves.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# SAMNITE



## 396 TO 272 BCE

### HISTORICAL NOTES

The Samnites were an Oscan people living in south central Italy. They allied with Rome against the Gauls in 354 BCE, but later became enemies of the Romans and were soon involved in a series of three wars against the Romans. Despite a spectacular victory over the Romans at the Battle of the Caudine Forks (321 BCE), the Samnites were eventually subjugated. Although weakened, the Samnites later helped Pyrrhus and Hannibal in their wars against Rome.

### TROOP NOTES

Cavalry: Samnite cavalry were similar to other Oscan cavalry. Livy records them throwing javelins.

Infantry: The Samnites operated units of picked troops, the best known being the Linen legion.

### HISTORICAL ENEMIES

Lowland Gallic; Epirote; Italian Hill Tribes; Early Campanian; Apulian; Camillan Roman; Later Campanian

# SAMNITE



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	396 BCE to 272 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE		SHOOTING SKILL		MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY							
Armoured cavalry	CAVALRY	Superior	Unskilled		Short Spear	-	131	Shoot & Charge (14)	0 6	4,6
	Formed Loose	Protected	Javelin							
Light cavalry	CAVALRY	Average	Experienced		-	-	102	-	4 8	4,6
	Formed Flexible	Protected	Javelin							
Linen Legion or equivalent	INFANTRY	Superior	Unskilled		Short Spear	-	118	Melee Expert (22), Shoot & Charge (8), Orb (3)	0 24	6,8
	Drilled Flexible	Protected	Javelin							
Samnite foot	INFANTRY	Average	Unskilled		Short Spear	-	80	Shoot & Charge (6), Orb (2)	12 90	6,8
	Formed Flexible	Protected	Javelin							
Upgrade Samnite foot	INFANTRY	Average	Unskilled		Short Spear	-	80	Melee Expert (16), Shoot & Charge (6), Orb (2)	0 32	6,8
	Formed Flexible	Protected	Javelin							
Skirmishing cavalry	CAVALRY	Average	Experienced		-	-	55	Cantabrian (20)	0 6	4,6
	Skirmisher	Protected	Javelin							
Javelinmen	INFANTRY	Average	Experienced		Short Spear	-	33	-	0 27	6,9
	Skirmisher	Unprotected	Javelin							

# SAMNITE



## ALLIES

Roman allies - Camillian Roman (only in 340 BCE)

Campanian allies - Early Campanian (from 326 to 304 BCE)

Apulian allies (before 281 BCE)

Volsci and/or Hernici allies - Italian Hill Tribes (before 281 BCE)

Etruscan allies (from 311 to 295 BCE)

Umbrian allies (from 296 to 295 BCE)

Gallic allies - Lowland Gallic (from 296 to 295 BCE)

## NOTES

A Samnite army in 296 BCE may have Gallic, Etruscan and Umbrian allies. In 295 BCE two commands of Gallic allies (up to 4 UG in each) may be chosen (representing the army at Sentinum). Otherwise only one ally is permitted.

## CHANGES FROM LAST VERSION

None.

# LATER CAMPANIAN



## 335 TO 211 BCE

### HISTORICAL NOTES

This list reflects Campanian armies after the integration with Rome and that adopted Roman fighting techniques. The exact date is uncertain, hence the overlap with the Early Campanian list. In 216 BCE the Campanian city of Capua joined Hannibal. In contrast the city of Nola remained defiant. Capua fell to the Romans in 211 BCE after a long siege.

### TROOP NOTES

Campanian troops adopted Roman fighting techniques and methods.

### HISTORICAL ENEMIES

Samnite; Later Campanian; Mid Republican Roman; Later Carthaginian

# LATER CAMPANIAN



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	335 BCE to 211 BCE
<b>SUB-GENERALS</b>	1-3	Any	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		QUALITY		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY							
Cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	4	12	4,6	
	Formed Loose	Protected	Javelin								
<b>BEFORE 275 BCE - LEGIONS COMPRISING 1/3 - FRONT RANK HASTATI AND 2/3 - REAR RANKS PRINCIPES AND TRIARII</b>											
Hastati	INFANTRY	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)	9	120	6,9	
	Formed Close	Protected	Javelin								
Principes and triarii	INFANTRY	Average	-	Long Spear	Shield Cover	91	Orb (2)	-	See note		
	Formed Close	Protected	-								
<b>FROM 275 BCE - LEGIONS COMPRISING 2/5 HASTATI, 2/5 PRINCIPES AND 1/5 - TRIARII</b>											
Hastati and principes	INFANTRY	Average	-	Impact Weapon	Shield Cover	87	Melee Expert (16), Orb (2)	10	120	4,8	
	Drilled Close	Protected	-								
Triarii in a combined unit with hastati & principes	INFANTRY	Average	-	-	Shield Cover	75	Melee Expert (16), Orb (2)	-	See note		
	Drilled Close	Protected	-								
Triarii	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	-	See note	2,4	
	Drilled Close	Protected	-								
<b>-----</b>											
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (20)	0	6	4,6	
	Skirmisher	Protected	Javelin								
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	27	6,9	
	Skirmisher	Unprotected	Javelin								

# LATER CAMPANIAN



## NOTES

Before 275 BCE SPECIAL RULE: Legions must deploy in 3 ranks, with hastati in the front rank. The ranks may be redressed as a prompted action after deployment.

From 275 BCE a maximum of 1 triarii may be taken for each 4 hastati and principes. Instead of deploying separately, 1 triarii may be combined with 4 hastati and principes into a TuG of 5.

The numbers in the list reflect the total number of hastati, principes and triarii.

## CHANGES FROM LAST VERSION

None.

# MID REPUBLICAN ROMAN



## 275 TO 100 BCE

### HISTORICAL NOTES

This list reflects the Roman army described by Polybius. The reforms that led to the Polybian system appear to have started after the First Samnite War. During this period Rome conquered all of Italy. In the three Punic wars Rome destroyed Carthage and created a Roman province in Africa. It also created provinces in Spain and later in southern Gaul. At the end of the Punic war Rome became engaged in a war with Philip V of Macedon whom they defeated at the battle of Cynoscephalae in 197 BCE. Thereafter Rome was constantly invited to interfere in Greek affairs leading to wars with the Seleucid kingdom (defeated at Magnesia in 189 BCE), Macedon and Greece. In 146 BCE Greece and Macedon were incorporated as Roman provinces. The Attalid Kingdom of Pergamene was bequeathed to Rome and incorporated in 129 BCE. The Roman system of government, combined with the large manpower available to Rome, led to a continual series of aggressive wars.

### TROOP NOTES

Elephants: The Romans captured elephants from the Carthaginians at Zama and then used them regularly in the east and occasionally in the west.

Cavalry: Roman cavalry improved compared to earlier times, possibly due to contact with Greek cavalry in the army of Pyrrhus.

Numidian cavalry: Numidian cavalry were available to the Romans after Masinissa joined the Romans before Zama. Numidian cavalry were used regularly throughout the 2nd century BCE.

Hastati, principes and triarii: The principes changed from using a thrusting spear to the pilum. Only the triarii, retained the long spear.

Pedites Extraordinarii: Italian picked troops who were used to lead the army on the march, or if threatened from the rear might form the rearguard.

Italian infantry: Troops were obtained from Rome's Italian allies who hadn't converted to the manipular system.

Spanish scutarii: Troops obtained from Spanish tribes friendly to Rome.

Gallic foot: Rome was allied with various Gallic tribes from the middle of the 3rd century BCE although most Gallic tribes were hostile to Rome and fought a series of wars against Rome through this period.

Illyrian foot: Rome was allied to various Illyrian tribes from the first expedition to Greece in 200 BCE. As with the Gauls, Rome also fought a series of wars against Illyrian tribes during this period.

Thureophoroi: In the east Rome would use thureophoroi supplied by allied Greek states.

Light horse: Roman armies would obtain light horse from local allied states.

Velites: After 210 BCE the existing leves were replaced by velites. These were protected by larger shields and were much more prepared to fight and chase off other skirmishers.

Cretan archers: Cretan archers were available to armies in the east.

Slingers: Slingers were recruited in both east and west. The Balearic Islands and Rhodes were particularly known for their slingers. Slingers also came from Tralles (in Asia Minor) and Syracuse.

### HISTORICAL ENEMIES

Thracian Lowland Tribes; Scordisci; Highland Gallic; Lowland Gallic; Early German; Thracian Hill Tribes; Illyrian; Epirote; Later Macedonian; Hellenistic Greek; Apulian; Bruttian; Lucanian; Later Campanian; Early Carthaginian; Sardinian; Siciliot Greek; Syracusan; Spanish - Celtiberian; Spanish - Iberian; Spanish - Lusitanian; Numidian or Moorish; Later Carthaginian; First Servile War Slave Revolt; Second Servile War Slave Revolt; Early Seleucid; Late Seleucid; Pontic



# MID REPUBLICAN ROMAN



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	275 BCE to 100 BCE
<b>SUB-GENERALS</b>	0-3	Any	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any (represents uncooperative consul)	<b>CAMP</b>	Unfortified or Fortified; Poor, or Average

NAME	TYPE		TRAINING AND FORMATION		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	MAX	UG SIZE
	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS							
Elephants (from 200 BCE)	ELEPHANTS	Average	-	-	-	220	-	-	0	2			
	Tribal Loose	Protected	-	-	-				2				
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Melee Expert (23), Shoot & Charge (10)	-	0	4,6			
	Formed Loose	Protected	Javelin						8				
<b>LEGIONS</b>													
Hastati & principes	INFANTRY	Average	-	Impact Weapon	Shield Cover	87	Melee Expert (16), Orb (2)	-	16	4,6,8			
	Drilled Close	Protected	-						80				
Triarii in a combined with hastati & principes	INFANTRY	Average	-	-	Shield Cover	75	Melee Expert (16), Orb (2)	-					
	Drilled Close	Protected	-						See note				
<b>UPGRADE LEGIONS AS VETERAN</b>													
Veteran hastati & principes	INFANTRY	Superior	-	Impact Weapon	Shield Cover	122	Melee Expert (22), Orb (3)	-	0	4,6,8			
	Drilled Close	Protected	-						16				
Veteran hastati & principes (from 207 to 197 BCE)	INFANTRY	Superior	-	Impact Weapon	Shield Cover	122	Melee Expert (22), Orb (3)	-	0	4,6,8			
	Drilled Close	Protected	-						8				
Veteran triarii in a combined unit	INFANTRY	Superior	-	-	Shield Cover	105	Melee Expert (22), Orb (3)	-					
	Drilled Close	Protected	-						See note				
<b>-----</b>													
Triarii	INFANTRY	Superior	-	Long Spear	Shove, Shield Cover	146	Orb (3)	-		4			
	Drilled Close	Protected	-						See note				
Pedites extraordinarii	INFANTRY	Superior	Unskilled	Short Spear	-	118	Shoot & Charge (8), Orb (3)	-	0	4			
	Drilled Flexible	Protected	Javelin						4				
Italian infantry	INFANTRY	Average	Unskilled	Short Spear	-	85	Shoot & Charge (6), Orb (2)	-	0	6,8,9			
	Drilled Flexible	Protected	Javelin						12				

# MID REPUBLICAN ROMAN



Spanish scutarii (from 218 BCE)	INFANTRY	Average	-	Impact Weapon	-	72	-	0	6,8,9
	Formed Loose	Protected	-					9	
Gallic foot	INFANTRY	Average	-	-	Devastating Chargers	80	-	0	6,8,9
	Formed Flexible	Protected	-					9	
Illyrian foot	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	6,8,9
	Tribal Flexible	Protected	Javelin					9	
Thureophoroi	INFANTRY	Average	-	Long Spear	Shove	99	Orb (2)	0	6,8
	Drilled Close	Protected	-					8	
Numidian cavalry (from 202 BCE)	CAVALRY	Average	Skilled	-	-	67	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Illyrian or Spanish cavalry	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					6	
Leves	INFANTRY	Average	Experienced	-	Combat Shy	25	-		6
	Skirmisher	Unprotected	Javelin					See note	
Upgrade leves to velites (from 209 BCE)	INFANTRY	Average	Experienced	Short Spear	-	39	Shoot & Charge (7)		6
	Skirmisher	Protected	Javelin					All or none	
Cretan archers	INFANTRY	Average	Skilled	-	-	70	Combat Shy (-4)	0	6,9
	Skirmisher	Unprotected	Bow					9	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,9
	Skirmisher	Unprotected	Sling					9	

## ALLIES

Spanish - Celtiberian allies (in Spain from 212 BCE)

Spanish - Iberian allies (in Spain from 212 BCE)

Spanish - Lusitanian allies (in Spain from 212 BCE)

Numidian allies - Numidian or Moorish (in Africa from 204 to 202 BCE)

Aitolian allies - Hellenistic Greek (in Greece from 198 to 189 BCE)

Attalid Pergamene allies (in Asia from 190 to 189 BCE)

# MID REPUBLICAN ROMAN



## NOTES

Triarii may be deployed separately or combined with the hastati and principes. If combined, the hastati, principes and triarii form a TuG of 5, 4 hastati and principes and 1 triarii.

The number of triarii cannot exceed 1/4 of the number of hastati and principes. The army cannot have more leves or velites than hastati and principes.

Hastati, principes and triarii may be downgraded to represent unenthusiastic allied, raw, slave or penal legions.

Armies must be chosen as Italy, Gaul, Spain, Africa, Greece (from 200 BCE) or Asia (from 190 BCE), reflecting their campaign history. Spanish and Gauls can only be used in Italy, Gaul, Spain or Africa. Elephants can be used Greece or Asia at any date, but only from 153BCE in Spain, Gaul, Italy or Africa. Cretans, thureophoroi and Illyrians can only be used in Greece or Asia.

## CHANGES FROM LAST VERSION

Increased number of veterans at end of 2nd Punic War.

# LATER REPUBLICAN ROMAN



## 105 TO 20 BCE

### HISTORICAL NOTES

This list reflects the Roman army after the reforms of Marius. The Social War from 91 to 88 BCE was fought between Rome and a number of Italian regions who allied together. The result led to the unification of Italy under Roman leadership. The wars of conquest from the previous century continued with Rome coming into contact with Parthia, creating the Roman province of Syria and Caesar's conquest of Gaul. The closer ties between armies and their commanders starting with Sulla led to the civil wars which eventually led to Octavian becoming the first Roman emperor.

### TROOP NOTES

Cavalry: The Romans relied increasingly on their allies for cavalry during this period. This included Spanish and Gallic cavalry in the west. Caesar also used German cavalry.  
Legionaries: The manipular system was abandoned and replaced by cohorts. All legionaries were equipped with two pilum, a lighter pilum which could be thrown and a heavier pilum that could be thrown or used as a thrusting spear. The main weapon was the Gladius.  
Caesar's veterans: The loyalty of legionaries was now to their general rather than the state. Caesar's veterans, recruited for the Gallic wars, were by the time of the war with Pompey probably amongst the most experienced soldiers in the ancient world.  
Spanish scutarii: Rome continued to obtain troops from friendly tribes in Spain.  
Thracian foot: In the east Rome obtained troops from Thrace.  
Archers: Archers were obtained from allied states in Syria.  
Velites: Velites are last mentioned in 80 BCE. After this date, skirmishers were supplied by allied states or mercenaries.  
Bolt Shooters: Caesar appears to have been one of the earlier Roman generals to adopt artillery in field situations.

### HISTORICAL ENEMIES

Thracian Lowland Tribes; Bosporan; Scordisci; Dacian or Carpi; Pre-Islamic Arab; Jewish; Late Ptolemaic; Highland Gallic; Lowland Gallic; Early German; Ancient British; Thracian Hill Tribes; Spartacus Slave Revolt; Parthian; Parthian Vassal States; Spanish - Celtiberian; Spanish - Iberian; Spanish - Lusitanian; Numidian or Moorish; Spanish - Sertorian; Pompeian Numidian; Armenian; Cappadocian

# LATER REPUBLICAN ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	105 BCE to 20 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Professional	<b>CAMP</b>	Fortified; Poor, Average or Superior

NAME	TYPE		TRAINING AND FORMATION		QUALITY	SHOOTING SKILL		MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE				
Heavy cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Melee Expert (23), Shoot & Charge (10)	0	4,6				
	Formed Loose	Protected	Javelin							8			
Legionaries	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2)	18	4,6,8				
	Drilled Flexible	Protected	-							80			
Upgrade legionaries to veteran	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3)	0	4,6,8				
	Drilled Flexible	Protected	-							24			
Caesar's Xth Legion (from 59 to 45 BCE)	INFANTRY	Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (28), Orb (4)	0	4,6,8				
	Drilled Flexible	Protected	-							8			
Spanish scutarii (only western armies)	INFANTRY	Average	-	Impact Weapon	-	72	-	0	6,8,9				
	Formed Loose	Protected	-							9			
Thracian foot (only eastern armies)	INFANTRY	Average	-	-	Devastating Chargers	70	Melee Expert (16)	0	6,8,9				
	Formed Loose	Protected	-							9			
Gallic foot (only Italy or western armies)	INFANTRY	Average	-	-	Devastating Chargers	80	-	0	6,8,9				
	Formed Flexible	Protected	-							18			
Archers (only eastern armies)	INFANTRY	Average	Experienced	-	-	48	Combat Shy (-14)	0	6,8				
	Tribal Loose	Unprotected	Bow							8			
Bolt shooters	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3,4				
	Skirmisher	Unprotected	Light Art							4			
Light cavalry	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6				
	Skirmisher	Unprotected	Javelin							8			
Numidian cavalry (only Italy or western armies)	CAVALRY	Average	Skilled	-	-	67	Combat Shy (-4)	0	4,6				
	Skirmisher	Unprotected	Javelin							8			

# LATER REPUBLICAN ROMAN



Syrian horse archers (only eastern armies from 42 BCE)	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	57	Combat Shy (-4)	0 18	4,6
Upgrade horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	73	Combat Shy (-4)	All or none	4,6
Velites (before 80 BCE)	INFANTRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	39	Shoot & Charge (7)	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	25	-	0 9	6,9
Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	40	-	0 9	6,9
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	35	-	0 9	6,9
Cretan archers (only Italy or eastern armies)	INFANTRY Skirmisher	Average Unprotected	Skilled Bow	-	-	70	Combat Shy (-4)	0 9	6,9

## ALLIES

Numidian allies - Numidian or Moorish (in Italy in 90 BCE or Africa from 49 to 46 BCE or in Africa or Spain from 45 to 33 BCE)

Bithynian allies (in Asia from 88 to 75 BCE)

Galatian allies (in Asia from 74 to 31 BCE)

Nomadic Arab allies - Pre-Islamic Arab (in Syria from 64 to 53 BCE)

Jewish allies (in Syria and Egypt from 63 to 38 BCE)

Aeduan allies - Lowland Gallic (Caesar in Gaul in 52 BCE)

Armenian allies (in Asia from 53 to 36 BCE)

# LATER REPUBLICAN ROMAN



## NOTES

Western armies campaigned in Gaul, Italy, Spain and Africa. Eastern armies campaigned in Greece, Asia, Syria or Egypt.  
Marius, Sulla and Caesar must be either Talented or Legendary generals. If the Xth legion are present, Caesar must be the Army Commander.  
Numidian allies outside Africa cannot include elephants.  
At this date, bolt shooters must be deployed separately and may not be attached to legions.  
Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# SPARTACUS SLAVE REVOLT



## 73 TO 71 BCE

### HISTORICAL NOTES

In 73 BCE Spartacus was amongst a group of 70 gladiators who broke out of a gladiatorial school. They defeated a series of Roman forces gathering more support and equipment each time. By the end of 73 BCE the force had collected up to 70,000 escaped slaves including woman and children. In 72 BCE they moved north, and although a smaller slave force under Crixus was defeated, the threat to Rome was such that several legions were hastily raised. Spartacus outmanoeuvred the Roman forces and defeated them in turn. At this point the slaves turned south. The Romans raised eight legions under M. Licinius Crassus. Two legions under Mummius were defeated but Crassus attached the main slave force and inflicted several thousand casualties.

Unable to escape to Sicily, the slaves were penned into the toe of Italy. Short of supplies they made a desperate break out but were defeated in detail by Crassus in two further battles. Pompey returning from fighting in Spain with his forces captured and killed 5,000 slaves.

### TROOP NOTES

Cavalry: The slave revolt army had a small amount of cavalry.

Infantry: The slaves started with gladiatorial equipment but captured Roman equipment from the early victories they inflicted on the hastily raised Roman forces that were initially sent against them. The rapid increase in numbers meant there was a shortage of arms. Many of the slaves were Gauls and Germans and a proportion would have been familiar with handling weapons. They are recorded as forming their own units. It is also possible that the slaves were joined by a few disaffected Samnites who had been defeated by Sulla in the Social War some 15 years earlier.

### HISTORICAL ENEMIES

Later Republican Roman



# SPARTACUS SLAVE REVOLT



<b>ARMY COMMANDER</b>	1	Instinctive: Crixus, Talented; Spartacus, Legendary	<b>DATES</b>	73 BCE to 71 BCE
<b>SUB-GENERALS</b>	1-3	Any Instictive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	ONLY IF C-IN-C IS SPARTACUS									

Cavalry	CAVALRY	Formed Loose	Average Protected	-	Short Spear	-	90	Melee Expert (23)	0 4	4
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Ex-gladiator slaves	INFANTRY	Tribal Loose	Superior Protected	-	-	-	70	Fanatic (56), Melee Expert (22)	0 8	4
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Slaves equipped with Roman arms	INFANTRY	Tribal Loose	Average Protected	-	-	Devastating Chargers	60	-	16 64	6,8
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ONLY IF C-IN-C IS CRIXUS

Upgrade slaves equipped with Roman arms as Gauls or Germans	INFANTRY	Tribal Flexible	Average Protected	-	-	Devastating Chargers	70	-	16 24	6,8
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Poorly equipped slaves	INFANTRY	Tribal Loose	Poor Unprotected	-	-	Devastating Chargers	24	-	27 120	8,9,10
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Women, children and old men	INFANTRY	Tribal Loose	Poor Unprotected	-	-	Combat Shy	11	-	10 24	10,12
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Slingers	INFANTRY	Skirmisher	Poor Unprotected	Experienced Sling	-	Combat Shy	27	-	0 18	6,9
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Javelinmen	INFANTRY	Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	17	-	0 27	6,9
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# SPARTACUS SLAVE REVOLT



## NOTES

SPECIAL RULE: Any unit that Spartacus joins, fights in the front rank and remains with becomes fanatic which must be proactively pointed out to opponents at the beginning of setting up.

## CHANGES FROM LAST VERSION

None.

# EARLY IMPERIAL ROMAN



## 20 BCE TO 268 CE

### HISTORICAL NOTES

At some point after 30 BCE the emperor Augustus started to reform the Roman army. The core of the army remained the legions who were recruited from Roman citizens. The Auxilia were established to complement the legions. They were recruited from the peregrini or non-citizens of the empire. By the end of Augustus's reign the imperial army consisted of about 250,000 men in 25 legions and approximately 250 units of auxilia. With the exception of the Praetorian Guard all legions were stationed on the frontiers of the empire. Apart from the conquests of Britain and Dacia the frontier remained largely unchanged. The main threats were the Germans and Sarmatians to the north and east of the Rhine and Danube and the Parthians to the east of Syria.

A period of increasing trouble and decline began with the reign of Commodus. Commodus' assassination in 192 triggered the Year of the Five Emperors, of which Septimius Severus emerged victorious. The assassination of Alexander Severus in 235 CE led to the Crisis of the Third Century in which 26 men were declared emperor by the Roman Senate over a fifty-year period.

### TROOP NOTES

Cavalry: Cavalry were supplied by the Auxilia. In the east, units of horse archers were raised. Cataphracts were apparently first adopted around 100 CE.

Infantry: The core of the army were the legions. All legionaries used pilum and sword as in late republican times, but lorica segmentata replaced the chain mail as body armour.

Auxiliary equipment was standardised using lighter spears or javelins instead of the pilum.

Units of auxiliary archers were raised, particularly in the east.

### HISTORICAL ENEMIES

Thracian Lowland Tribes; Early Sarmatian; Bastarnae; Dacian or Carpi; Alan; Later Sarmatian; Quadi; Early Vandal; Tervingi; Scirii; Meroitic Kushite; Nabatean; Pre-Islamic Arab; Jewish; Blemmye; Jewish Revolt; Early German; Ancient British; Scots-Irish; Batavian Revolt; Caledonian; Early Franks; Alamanni; Frisii; Thracian Hill Tribes; Illyrian; Parthian; Early Sassanid Persian; Numidian or Moorish; Armenian; Cappadocian; Later Moorish

# EARLY IMPERIAL ROMAN



ARMY COMMANDER		1	Any Professional		DATES		20 BCE to 268 CE		
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains		
INTERNAL ALLIED GENERALS					CAMP		Fortified; Poor, Average or Superior		
TYPE									
NAME	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	4	4,6
	Drilled Loose	Protected	Javelin					18	
Upgrade cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	4,6
	Drilled Loose	Protected	Javelin					8	
Equites catafractarii (from 100 CE)	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4,6
	Drilled Loose	Protected	-					6	
Legionaries	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2), Integral Shooters (6)	16	4,6,8
	Drilled Flexible	Protected	-					48	
Upgrade legionaries to veteran	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3), Integral Shooters (8)	0	4,6,8
	Drilled Flexible	Protected	-					24	
Upgrade legionaries to Praetorian Guard	INFANTRY	Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (27), Orb (3), Integral Shooters (10)	0	4,6,8
	Drilled Flexible	Protected	-					8	
Auxilia	INFANTRY	Average	Unskilled	Short Spear	-	85	Melee Expert (16), Shoot & Charge (6), Orb (2)	12	4,6,8
	Drilled Flexible	Protected	Javelin					32	
Auxiliary archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Bow					8	

# EARLY IMPERIAL ROMAN



Bolt shooters (see note)	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3,4
	Skirmisher	Unprotected	Light Art					4	
Light horse	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16),	0	4,6
	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	12	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16),	0	4,6
	Skirmisher	Unprotected	Bow				Combat Shy (-4)	12	
Regrade legionaries as skirmishing lanciarii (from 194 CE)	INFANTRY	Average	Experienced	Short Spear	-	39	Melee Expert (10),		6,9
	Skirmisher	Protected	Javelin				Shoot & Charge (7)	Up to 1/3	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,8,9
	Skirmisher	Unprotected	Bow					18	
Slingers	INFANTRY	Average	Experienced	-	Combat Shy	35	-	0	6,8,9
	Skirmisher	Unprotected	Sling					9	
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,8,9
	Skirmisher	Unprotected	Javelin					9	

## ALLIES

Jewish client allies - Jewish (in Syria to 6 CE and from 66 to 73 CE)

Nabatean allies (in Syria to 106 CE)

Edessan or Emessan allies - Parthian Vassal States (in Syria)

Commagene allies (in Syria)

Armenian allies (in Syria)

Batavian or other German allies - Early German (in Germany from 16 BCE to 16 CE)

# EARLY IMPERIAL ROMAN



## NOTES

**SPECIAL RULE.** Instead of being deployed separately, bolt shooters may be attached to a unit of legionaries. Add "Experienced-Light Artillery" shooting to the normal characteristics of one base of a legionary TuG, and use a ballistae base for this (e.g. 5 legionaries and 1 ballistae as a TuG of 6). Note that this base is still a legionary: an infantry base not an artillery base. The TuG moves at BWg speeds (but may double move) and with any move the TuG may abandon the bolt shooters, in which case replace the artillery base with a normal legionary base and revert to infantry speeds for movement thereafter. A UG with artillery is missile-focused and will require a card to charge, but can abandon the artillery and charge at infantry speeds. This special rule should be explained to opponents as soon as the first TuG of this type is deployed.

Cavalry dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

Legionaries, veteran legionaries, Praetorian Guard, auxilia and auxiliary archers may be equipped with Caltrops.

Integral shooters may only be chosen after 138 CE.

Commagene and Jewish allies may be used together from 69 to 71 CE. Otherwise only one external ally may be chosen.

Allied contingents from this list may not include Praetorians. Legionaries do not have to be taken in an allied contingent from this list.

## CHANGES FROM LAST VERSION

Artillery special rule clarified. Cavalry compulsory.

# IMPERIAL ROMAN



## 269 TO 396 CE

### HISTORICAL NOTES

The assassination of Alexander Severus in 235 CE led to the Crisis of the Third Century in which 26 men were declared emperor by the Roman Senate over a fifty-year period. It was not until the reign of Diocletian (from 284) that the empire was fully stabilized with the introduction of the Tetrarchy, which saw four emperors rule the empire at once. This arrangement was ultimately unsuccessful, leading to a civil war that was finally ended by Constantine I, who defeated his rivals and became the sole ruler of the empire. Constantine subsequently shifted the capital to Byzantium, which was renamed "Constantinople" in his honour. It remained the capital of the east until its demise. In 357 CE the Emperor Julian defeated 30,000 Alamanni. In 378 CE Gothic rebels defeated and killed the Emperor Valens. The Empire fell under increasing pressure from Goths, Huns and Alans.

### TROOP NOTES

Alterations to the Roman army continued throughout the Empire. In the 260s the cavalry arm of the army may have been expanded. The Roman army was reformed by Constantine I. The main innovation was the creation of field armies in rear of the frontier defences. The field armies originally contained "palatina" units but they were later joined by "comitatensis" units. Lighter throwing spears were introduced to supplement the pilum. The shorter gladius was replaced by the longer spatha.

### HISTORICAL ENEMIES

Bastarnae; Dacian or Carpi; Alan; Later Sarmatian; Quadi; Early Vandal; Tervingi; Scirii; Taifali; Heruli; Gothic; Meroitic Kushite; Pre-Islamic Arab; Blemmye; Scots-Irish; Picts; Early Franks; Burgundi; Alamanni; Suevi; Frisii; Old Saxon; Limigantes; Early Sassanid Persian; Middle Sassanid Persian; Armenian; Palmyran; Later Moorish; Later Pre-Islamic Bedouin

# IMPERIAL ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	269 CE to 396 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Fortified; Poor, Average or Superior

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Equites	CAVALRY	Average	Unskilled					Melee Expert (23), Shoot & Charge (10), Dismountable (5)	4	4,6
	Drilled Loose	Protected	Javelin	Short Spear	-	105		16		
Upgrade equites	CAVALRY	Superior	Unskilled					Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	4,6
	Drilled Loose	Protected	Javelin	Short Spear	-	145		8		
Equites Illyricani, Dalmatae or similar	CAVALRY	Average	Experienced					Shoot & Charge (10)	0	4,6
	Drilled Flexible	Protected	Javelin	Short Spear	-	122		6		
Equites catafractarii or clibinarii (western armies)	CAVALRY	Average	-					Devastating Chargers, Shove	0	4,6
	Drilled Close	ArmHrs/F Armoured	-	Long Spear		187		6		
Equites catafractarii or clibinarii (eastern armies)	CAVALRY	Average	-					Devastating Chargers, Shove	0	4,6
	Drilled Close	ArmHrs/F Armoured	-	Long Spear		187		8		
Hun mercenaries (from 388 CE)	CAVALRY	Average	Experienced					Shoot & Charge (6)	0	4,6
	Formed Flexible	Unprotected	Bow	-	Melee Expert	109		6		
Legionaries or auxilia	INFANTRY	Average	-					Melee Expert (16), Orb (2), Integral Shooters (6)	24	4,6,8
	Drilled Flexible	Protected	-	Impact Weapon	Shield Cover	92		64		
Upgrade legionaries to veteran	INFANTRY	Superior	-					Melee Expert (22), Orb (3), Integral Shooters (8)	0	4,6,8
	Drilled Flexible	Protected	-	Impact Weapon	Shield Cover	129		16		
Guard legionaries	INFANTRY	Exceptional	-					Melee Expert (27), Orb (3), Integral Shooters (10)	0	4,6,8
	Drilled Flexible	Protected	-	Impact Weapon	Shield Cover	157		8		



# IMPERIAL ROMAN



Regrade legionaries or auxilia	INFANTRY	Average	Unskilled	Short Spear	-	85	Melee Expert (16), Shoot & Charge (6), Orb (2)		6,8
	Drilled Flexible	Protected	Javelin					Any	
<b>FROM 298 CE IN WESTERN ARMIES, 324 CE IN EASTERN ARMIES</b>									
Upgrade auxilia to auxilia palatina	INFANTRY	Superior	Unskilled	Short Spear	-	118	Melee Expert (22), Shoot & Charge (8), Orb (3)	0	6,8
	Drilled Flexible	Protected	Javelin					24	
Re-equip legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)		6,8
	Drilled Flexible	Protected	Darts					See note	
Re-equip guard legionaries or auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)		6,8
	Drilled Flexible	Protected	Darts					See note	
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Armoured auxilia sagittarii (eastern armies)	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Bow					8	
Auxilia sagittarii	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	6,8
	Drilled Loose	Unprotected	Bow					8	
Gothic foot (eastern armies from 360 CE)	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	6,8,9
	Tribal Flexible	Protected	Javelin					12	
Bolt shooters (see note)	ARTILLERY	Average	Experienced	-	-	116	Barricades (16)	0	2,3,4
	Skirmisher	Unprotected	Light Art					4	
Equites mauri or similar	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					8	
Equites sagittarii (western armies)	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Equites sagittarii (eastern armies)	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	
Regrade legionaries as skirmishing lanciarii (to 323 CE)	INFANTRY	Average	Experienced	Short Spear	-	39	Melee Expert (10), Shoot & Charge (7)		6,9
	Skirmisher	Protected	Javelin					Up to 1/3	

# IMPERIAL ROMAN



Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
Skirmishers with javelins	INFANTRY	Average	Experienced	-	Combat Shy	25	-	0	6,9
	Skirmisher	Unprotected	Javelin					9	

## ALLIES

Armenian allies (in Syria or Asia from 296 to 298 CE)

Nomadic Arab allies - Later Pre-Islamic Bedouin (in Syria or Asia from 305 CE)

Tervingi allies (Western army in Illyricum in 324 CE)

Armenian allies (in Syria from 325 to 363 CE)

## NOTES

**SPECIAL RULE - BOTL SHOOTERS.** Instead of being deployed separately, bolt shooters may be attached to a unit of legionaries. Add "Experienced-Light Artillery" shooting to the normal characteristics of one base of a legionary TuG, and use a ballistae base for this (e.g. 5 legionaries and 1 ballistae as a TuG of 6). Note that this base is still a legionary: an infantry base not an artillery base. The TuG moves at BWg speeds (but may double move) and with any move the TuG may abandon the bolt shooters, in which case replace the artillery base with a normal legionary base and revert to infantry speeds for movement thereafter. A UG with artillery is missile-focused and will require a card to charge, but can abandon the artillery and charge at infantry speeds. This special rule should be explained to opponents as soon as the first TuG of this type is deployed.

**SPECIAL RULE - CLUBMEN (from 269 to 350 CE):** If the enemy army could have any cavalry with ArmHrs/Fully Armoured; one Impact Weapon, Melee Expert legionary base per TuG can be converted to 2-Handed Cut & Crush at no additional cost. The base must be clearly distinguished from other legionaries.

Western armies were based in Britain, Gaul, Spain, Africa, Italy and Illyricum. The army of Licinius in 324 CE is treated as a Western army in Illyricum although it was defeated at Adrianople. Eastern armies were based in Thrace, Macedonia/Greece, Pontus, Asia, Syria or Egypt.

No more than half the TuGs may be Superior or Exceptional.

Cavalry dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

The introduction of darts was gradual and started with guard or palatina units. As a result from 307 to 350 CE only two TuGs of guard legionaries or palatina may be regraded. From 351 to 380 CE up to half TuGs may be regraded. From 381 CE any TuGs may be regraded.

Only one external ally may be chosen.

## CHANGES FROM LAST VERSION

Artillery special rule clarified. Arab ally changed to Later Pre-Islamic Bedouin.

# FOEDERATE ROMAN



## 397 TO 460 CE

### HISTORICAL NOTES

Following the death of Theodosius I in 395 CE, the last emperor to rule a united Roman Empire, the dominion of the empire was gradually eroded by abuses of power, civil wars, barbarian migrations and invasions, military reforms and economic depression. The Crossing of the Rhine in 405/6 brought large numbers of German and Alan barbarians into the Western Roman empire. Large parts of Gaul, Spain and Italy were subsequently occupied by "foederati". The Sack of Rome in 410 by the Visigoths weakened the western Empire. In 451 CE a battle was fought between a coalition led by the Roman general Flavius Aetius and the Visigothic king Theodoric I against the Huns and their vassals commanded by their king Attila. It was one of the last major military operations of the Western Roman Empire. Rome was sacked again in 455 CE by the Vandals who had seized North Africa.

### TROOP NOTES

After the campaigns of Stilicho and Alaric for mastery of Italy (402 to 410 CE) the army that had been reformed by Diocletian and Constantine the Great changed. By the 420s Roman field armies had evolved into bands of mounted warriors owing their allegiance to powerful warlords. The many units of the Notitia Dignitatum (dated between 421 and 425 CE) were probably significantly understrength.

Cavalry: In the west the cavalry were largely influenced by the Goths. They continued to fight with javelins or spear. This changed during the period. Aetius, having spent time in the Hunnic court, appears to have favoured Huns. In the east, cavalry were influenced by Sarmatian and Persian tactics.

Infantry: The former legions and unarmoured auxilia palatina were replaced by a universal heavy infantryman with big shield, spear (thrown against foot but thrust against mounted), "Herulian" sword, javelin and darts organised in files of 16 (but typically fighting in files of 8).

Artillery: Although used from fortifications, there is no evidence for field artillery in this period.

### HISTORICAL ENEMIES

Early Vandal; Hunnic; Gothic; Blemmye; Early Franks; Burgundi; Alamanni; Suevi; Old Saxon; Middle Sassanid Persian; Later Moorish; Later Pre-Islamic Bedouin; African Vandal; Sabir; Tolosan Visigoth; Armorican or Early Breton

# FOEDERATE ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	397 CE to 460 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Professional (Western armies only)	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Equites	CAVALRY	Average	Unskilled			105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	6	4,6
	Drilled Loose	Protected	Javelin	Short Spear	-				
Upgrade equites	CAVALRY	Superior	Unskilled			145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	4,6
	Drilled Loose	Protected	Javelin	Short Spear	-				
Replace upgraded equites with bucellarii	CAVALRY	Superior	Experienced			175	Shoot & Charge (14)	All or none	4,6
	Drilled Loose	Protected	Bow	Short Spear	-				
Equites Illyricani, Dalmatae or similar	CAVALRY	Average	Experienced			122	Shoot & Charge (10)	0	4,6
	Drilled Flexible	Protected	Javelin	Short Spear	-				
Foederate cavalry	CAVALRY	Average	-			90	Melee Expert (23)	4	4,6
	Formed Loose	Protected	-	Short Spear	-				
Regrade foederate cavalry	CAVALRY	Average	Unskilled			95	Melee Expert (23), Shoot & Charge (10)	Any	4,6
	Formed Loose	Protected	Javelin	Short Spear	-				
Upgrade foederate cavalry	CAVALRY	Superior	-			131	Melee Expert (32)	Up to half	4,6
	Formed Loose	Protected	-	-	Devastating Chargers				
Equites alani or similar	CAVALRY	Average	-			115	Melee Expert (23)	0	4,6
	Drilled Loose	Protected	-	Charging Lancer	-				
Alan or Hun mercenaries	CAVALRY	Average	Experienced			109	Shoot & Charge (6)	0	4,6
	Formed Flexible	Unprotected	Bow	-	Melee Expert				

# FOEDERATE ROMAN



Foederate infantry	INFANTRY	Average	-	-	Devastating Chargers	70	-	0	6,8
	Tribal Flexible	Protected	-	-				24	
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77	-		6,8
	Tribal Flexible	Protected	-					Up to half	
Equites Mauri or similar	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					8	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	
<b>WESTERN ARMIES ONLY:</b>									
Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)	8	4,6,8
	Drilled Flexible	Protected	Darts					40	
Upgrade legionaries or auxilia to palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	6,8
	Drilled Flexible	Protected	Darts					8	
Auxiliary archers	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	6
	Drilled Loose	Unprotected	Bow					6	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
<b>EASTERN ARMIES ONLY:</b>									
Equites clibanarii	CAVALRY	Average	-	Long Spear	Devastating Chargers, Shove	187	-	0	4,6
	Drilled Close	ArmHrs/F Armoured	-					8	
Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)	16	4,6,8
	Drilled Flexible	Protected	Darts					60	
Upgrade legionaries or auxilia to palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	6,8
	Drilled Flexible	Protected	Darts					16	
Protected auxilia sagittarii	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	6,8
	Drilled Loose	Protected	Bow					8	
Auxilia sagittarii	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	6,8
	Drilled Loose	Unprotected	Bow					8	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					12	

# FOEDERATE ROMAN



## ALLIES

Burgundi allies (only in Gaul from 411 to 415 CE)

Gothic allies - (only in Gaul or Spain from 412 to 419 CE)

Visigothic allies - Tolosan Visigoth (only in Gaul or Spain from 420 to 421 or from 450 CE)

Alan allies (only in Gaul in 412 CE)

Hun allies - Hunnic (Western armies from 423 to 439 CE)

Ostrogothic allies - Greuthingi or Early Ostrogoth (Eastern armies )

Nomadic Arab allies - Later Pre-Islamic Bedouin (Eastern armies )

Burgundi allies (only in Gaul from 443 to 456 CE)

Alan allies (only in Gaul from 450 CE)

## NOTES

Legionaries, veteran legionaries, guard legionaries, auxilia, auxilia sagitarii, armoured auxilia sagitarii and auxilia palatina may be equipped with Caltrops. This list covers Western armies until 460 CE and Eastern armies until 440 CE. Western armies were based in Britain, Gaul, Spain, Africa, Italy and Illyricum. Eastern armies were based in Thrace, Macedonia/Greece, Pontus, Asia, Syria or Egypt.

An internal ally represents an Eastern army supporting a Western army. This is only permitted to armies in Italy and in Africa from 431 CE to 441 CE

A western army under Aetius from 425 CE to 439 CE may have two contingents of Hun allies. If a second contingent is taken then legionaries or auxilia are no longer mandatory.

Only one external ally may be taken for Eastern armies. Western armies may take up to two external allies.

No more than half the Infantry TuGs may be Superior.

Cavalry dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

Garrison or Pseudocomitatenses should be represented as auxilia or legionaries downgraded to Poor.

## CHANGES FROM LAST VERSION

Arab ally changed to Later Pre-Islamic Bedouin.

# LATER FOEDERATE ROMAN



## 461 TO 476 CE

### HISTORICAL NOTES

This list represents the Western Roman Empire until its demise to 470 in Spain and to 476 in Italy and Dalmatia. The Western Empire is then represented by a Scirii list, but this list is used to represent the remaining Roman units after 476 CE. The Eastern Roman Empire has its own list.

The loss of North Africa accelerated the Western Empire's decay, while the deposition of the emperor, Romulus Augustulus, in 476 by Odoacer, is generally accepted to mark the end of the empire in the west.

### TROOP NOTES

Cavalry: The influence of the Huns led to more Roman cavalry adopting the bow.

Infantry: The quality of "Roman" infantry continued to decline with greater reliance on Foederate infantry.

### HISTORICAL ENEMIES

Scirii; Early Franks; Turcilingi; Alamanni; Old Saxon; Later Foederate Roman; African Vandal; Tolosan Visigoth

# LATER FOEDERATE ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	461 CE to 476 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Equites	CAVALRY	Average	Unskilled	Short Spear	-	95	Shoot & Charge (10), Dismountable (5)	0	4,6
	Formed Loose	Protected	Javelin					6	
Regrade equites as bucellarii	CAVALRY	Superior	Unskilled	Short Spear	-	145	Shoot & Charge (14), Dismountable (7)	0	4,6
	Drilled Loose	Protected	Javelin					6	
Regrade bucellarii	CAVALRY	Superior	Experienced	Short Spear	-	175	Shoot & Charge (14)		4,6
	Drilled Loose	Protected	Bow					Any	
Foederate cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	4	4,6
	Formed Loose	Protected	-					12	
Regrade foederate cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Melee Expert (23), Shoot & Charge (10)		4,6
	Formed Loose	Protected	Javelin					Any	
Upgrade foederate cavalry	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)		4,6
	Formed Loose	Protected	-					Up to half	
Equites Alani or similar	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4,6
	Drilled Loose	Protected	-					6	
Armoured horse archers	CAVALRY	Average	Experienced	-	-	125	Melee Expert (23)	0	4,6
	Formed Flexible	Protected	Bow					12	
Regrade armoured horse archers as Hun mercenaries	CAVALRY	Average	Experienced	-	Melee Expert	109	Shoot & Charge (6)	0	4,6
	Formed Flexible	Unprotected	Bow					12	
Regrade Hun mercenaries	CAVALRY	Average	Experienced	-	-	125	Shoot & Charge (10)		4,6
	Formed Flexible	Protected	Bow					Any	
Legionaries and auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	87	-	6	6,8
	Formed Close	Protected	Darts					42	



# LATER FOEDERATE ROMAN



Auxiliary archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	6
	Formed Loose	Unprotected	Bow					6	
Foederate infantry	INFANTRY	Average	-	-	Devastating Chargers	70	-	8	6,8
	Tribal Flexible	Protected	-					48	
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77	-		6,8
	Tribal Flexible	Protected	-					Up to half	
Equites Mauri or similar	CAVALRY	Average	Experienced	-	-	47	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Javelin					8	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16), Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					8	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	40	-	0	6,9
	Skirmisher	Unprotected	Bow					18	

## ALLIES

Visigothic allies - Tolosan Visigoth (only in Spain)

Eastern Roman Empire allies - Eastern Later Roman (only in Italy before 470 CE)

## NOTES

Equites dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

Armies in Spain must take more foederate infantry than legionaries or auxiliaries, cannot take more than 2 cavalry UGs equipped with bows and cannot take more than 1 sub-general.

## CHANGES FROM LAST VERSION

None.



# MAGNA ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - MAGNA

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	1280	1120	n/a	n/a	640	560
Talented	920	720	680	560	520	480
Competent	560	440	480	360	240	200
Mediocre	320	200	320	200	80	40

### CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading.  
No camp deploys a poor mobile camp when defending and no camp at all when invading.

### UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

### NOTES

1. Points values for skirmishers in Magna are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

# EARLY ROMAN OR LATIN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 330 BCE
<b>SUB-GENERALS</b>	0-2	Any Instinctive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	4	4
	Formed Loose	Protected	-						
Infantry of 1st class	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	4	4
	Formed Close	Protected	-						
Infantry of 2nd or 3rd class	INFANTRY	Average	-	Long Spear	-	76	Orb (2)	4	4
	Tribal Close	Protected	-						
Slings of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling						
Javelinmen of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin						

## ALLIES

Italian Hill Tribe allies  
 Campanian allies - Early Campanian (only Latin from 340 to 338 BCE)

## NOTES

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# ITALIAN HILL TRIBES



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 290 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	0 4	4
	Formed Loose	Protected	-						
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8)	0 12	4
	Formed Loose	Protected	Javelin						
Warriors	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	10 80	4,6
	Formed Loose	Protected	Javelin						
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0 18	4,6
	Skirmisher	Unprotected	Javelin						

## NOTES

A command may not have more than one UG of picked warriors.

## CHANGES FROM LAST VERSION

None.

# UMBRIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 290 BCE
<b>SUB-GENERALS</b>	1-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	4	4	
	Formed Loose	Protected	-					8		
Hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	4	4	
	Formed Close	Protected	-					16		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	4	4,6	
	Formed Loose	Protected	Javelin					54		
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6	
	Skirmisher	Unprotected	Sling					6		
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6	
	Skirmisher	Unprotected	Javelin					18		

## CHANGES FROM LAST VERSION

None.

# ETRUSCAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 280 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	4	4
	Formed Loose	Protected	-						
Infantry of 1st class	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	4	4
	Formed Close	Protected	-						
Infantry of 2nd or 3rd class	INFANTRY	Average	-	Long Spear	-	76	Orb (2)	4	4
	Tribal Close	Protected	-						
Reclassify infantry of 1st, 2nd or 3rd class with pilum	INFANTRY	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)	Any	4
	Formed Close	Protected	Javelin						
Slings of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling						
Javelinmen of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin						

## ALLIES

Samnite allies (only from 396 BCE)  
Gallic allies - Lowland Gallic (only from 396 BCE)

## NOTES

Samnite and Gallic allies may be taken together.

## CHANGES FROM LAST VERSION

None.

# MAGNA GRAECIA



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 267 BCE
<b>SUB-GENERALS</b>	0-2	Any Instinctive	<b>TERRAIN</b>	Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE		TRAINING AND		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX				
Greek cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Shoot & Charge (10)	4	4			
	Formed Loose	Protected	Javelin					8				
Tyrant's bodyguard	INFANTRY	Superior	-	Long Spear	Shove, Shield Cover	146	Orb (3)	0	4			
	Drilled Close	Protected	-					4				
Citizen hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8	4			
	Formed Close	Protected	-					32				
Mercenary hoplites (from 400 BCE)	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	4			
	Drilled Close	Protected	-					12				
Italian mercenaries	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	4,6			
	Formed Loose	Protected	Javelin					12				
Levied citizens	INFANTRY	Poor	-	Long Spear	Shove	57	Orb (1)	0	4,6			
	Formed Close	Protected	-					24				
Light horse	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4			
	Skirmisher	Unprotected	Javelin					8				
Upgrade light horse as "Tarentine" (from 350 BCE)	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	-	4			
	Skirmisher	Protected	Javelin					Any				
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6			
	Skirmisher	Unprotected	Bow					6				
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6			
	Skirmisher	Unprotected	Sling					6				
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6			
	Skirmisher	Unprotected	Javelin					12				

# MAGNA GRAECIA



## ALLIES

Spartan allies - Later Spartan (Tarentum from 343 to 338 BCE)

Apulian allies (Tarentum from 290 to 282 BCE)

Lucanian allies (Tarentum from 290 to 282 BCE)

## NOTES

Apulian allies may not be taken with Lucanian allies.

## CHANGES FROM LAST VERSION

None.



# EARLY CAMPANIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 264 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	4	4
	Formed Loose	Protected	Javelin						
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	0	4
	Formed Flexible	Protected	Javelin					4	
Hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	4	4
	Formed Close	Protected	-					24	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	4	4,6
	Formed Loose	Protected	Javelin					40	
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	0	4
	Skirmisher	Protected	Javelin					4	
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					18	

## ALLIES

- Roman allies - Early Roman or Latin (343 BCE)
- Roman allies - Camillan Roman (343 BCE)
- Latin allies - Early Roman or Latin (from 342 to 338 BCE)

## NOTES

The Roman ally must either be taken from the Early Roman or Latin list or from the Camillan Roman list.  
Cavalry are optional in a Mamertine army and only one UG of cavalry may be selected that cannot be better than Average quality.

## CHANGES FROM LAST VERSION

None.

# APULIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 203 BCE
<b>SUB-GENERALS</b>	1-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	4	4
	Formed Loose	Protected	Javelin						
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	4	4
	Formed Flexible	Protected	Javelin						
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8)	0	4
	Formed Loose	Protected	Javelin						
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	8	4,6
	Formed Loose	Protected	Javelin						
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	0	4
	Skirmisher	Protected	Javelin						
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin						

## NOTES

A command may not have more than one UG of picked warriors.

## CHANGES FROM LAST VERSION

None.

# BRUTTIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 203 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		TRAINING AND		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX				
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	0	4			
	Formed Loose	Protected	Javelin					4				
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	4	4			
	Formed Flexible	Protected	Javelin					4				
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8)	0	4			
	Formed Loose	Protected	Javelin					12				
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	12	4,6			
	Formed Loose	Protected	Javelin					72				
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	0	4			
	Skirmisher	Protected	Javelin					4				
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6			
	Skirmisher	Unprotected	Javelin					18				

## ALLIES

Lucanian allies (from 334 to 326 BCE)

## NOTES

A command may not have more than one UG of picked warriors.

## CHANGES FROM LAST VERSION

None.

# LUCANIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 203 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	4	4
	Formed Loose	Protected	Javelin						
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	4	4
	Formed Flexible	Protected	Javelin						
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	Shield Cover	104	Shoot & Charge (8)	0	4
	Formed Loose	Protected	Javelin						
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	8	4,6
	Formed Loose	Protected	Javelin						
Upgrade javelinmen as armoured	INFANTRY	Average	Unskilled	Short Spear	Shield Cover	75	Shoot & Charge (6)	Up to half	4,6
	Formed Loose	Protected	Javelin						
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	0	4
	Skirmisher	Protected	Javelin						
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin						

## ALLIES

Bruttian allies  
 Roman allies - Camillan Roman (298 to 290 BCE)

## NOTES

A command may not have more than one UG of picked warriors.  
 Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# CAMILLAN ROMAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	400 BCE to 275 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY Formed Loose	Average Protected	- -	Short Spear	-	90	Melee Expert (23)	4 8	4

## LEGIONS COMPRISING 1/3 - FRONT RANK HASTATI AND 2/3 - REAR RANKS PRINCIPES AND TRIARII WITH ASSOCIATED LEVES

Hastati	INFANTRY Formed Close	Average Protected	Charge Only Javelin	Long Spear	Shield Cover	96	Orb (2)	12 60	6
Principes and triarii	INFANTRY Formed Close	Average Protected	- -	Long Spear	Shield Cover	91	Orb (2)	- See note	
Leves	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 20	4,6

-----									
Pedites extraordinarii	INFANTRY Drilled Flexible	Superior Protected	Unskilled Javelin	Short Spear	-	118	Shoot & Charge (8), Orb (3)	0 4	4
Italian infantry	INFANTRY Formed Loose	Average Protected	Unskilled Javelin	Short Spear	-	70	Shoot & Charge (6)	0 8	4,6
Accensi	INFANTRY Formed Close	Poor Protected	- -	Long Spear	-	52	-	0 8	4
Rorarii	INFANTRY Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	20	-	0 See note	4,6

## ALLIES

Italian Hill Tribe allies  
Samnite allies (only in 340 BCE)

# CAMILLAN ROMAN



## NOTES

SPECIAL RULE: Legions must deploy in 3 ranks. Hastati must be easily distinguished from principes and triarii. The numbers in the list reflect the total number of hastati, principes and triarii.

ANTI-ELEPHANT WEAPONS. FOR SCENARIO GAMES refighting the Battle of Asculum (279 CE) the Romans may have 1 TuG of 2 Flaming Pigs, Infantry, Poor, Unprotected, Tribal Loose, Expendables, Combat Shy. They are only effective against Elephants and are destroyed if contacted by any other enemy TuG. The Romans may also have 1 TuG of 2 anti-elephant wagons - Chariots, Average, Protected, Formed Close, Long Spear, Experienced Javelins. They move at War Wagon speed and cannot skirmish or run away.

The number of rorarii cannot exceed the number of leves.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# SAMNITE



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	396 BCE to 272 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	0	4
	Formed Loose	Protected	Javelin					4	
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	4	4
	Formed Flexible	Protected	Javelin					4	
Linen Legion or equivalent	INFANTRY	Superior	Unskilled	Short Spear	-	118	Melee Expert (22), Shoot & Charge (8), Orb (3)	0	4
	Drilled Flexible	Protected	Javelin					16	
Samnite foot	INFANTRY	Average	Unskilled	Short Spear	-	80	Shoot & Charge (6), Orb (2)	8	4
	Formed Flexible	Protected	Javelin					60	
Upgrade Samnite foot	INFANTRY	Average	Unskilled	Short Spear	-	80	Melee Expert (16), Shoot & Charge (6), Orb (2)	0	4
	Formed Flexible	Protected	Javelin					20	
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	0	4
	Skirmisher	Protected	Javelin					4	
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	35	-	0	4,6
	Skirmisher	Unprotected	Javelin					18	

# SAMNITE



## ALLIES

Roman allies - Camillian Roman (only in 340 BCE)

Campanian allies - Early Campanian (from 326 to 304 BCE)

Apulian allies (before 281 BCE)

Volsci and/or Hernici allies - Italian Hill Tribes (before 281 BCE)

Etruscan allies (from 311 to 295 BCE)

Umbrian allies (from 296 to 295 BCE)

Gallic allies - Lowland Gallic (from 296 to 295 BCE)

## NOTES

A Samnite army in 296 BCE may have Gallic, Etruscan and Umbrian allies. In 295 BCE two commands of Gallic allies (up to 4 UG in each) may be chosen (representing the army at Sentinum). Otherwise only one ally is permitted.

## CHANGES FROM LAST VERSION

None.



# LATER CAMPANIAN



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	335 BCE to 211 BCE
<b>SUB-GENERALS</b>	1-3	Any	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE		TRAINING AND FORMATION		QUALITY PROTECTION	SHOOTING SKILL WEAPONRY		MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE				
Cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	4	4				
	Formed Loose	Protected	Javelin					8					
<b>BEFORE 275 BCE - LEGIONS COMPRISING 1/3 - FRONT RANK HASTATI AND 2/3 - REAR RANKS PRINCIPES AND TRIARII</b>													
Hastati	INFANTRY	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)	6	6				
	Formed Close	Protected	Javelin					78					
Principes and triarii	INFANTRY	Average	-	Long Spear	Shield Cover	91	Orb (2)	-	See note				
	Formed Close	Protected	-										
<b>FROM 275 BCE - LEGIONS COMPRISING 2/5 HASTATI, 2/5 PRINCIPES AND 1/5 - TRIARII</b>													
Hastati and principes	INFANTRY	Average	-	Impact Weapon	Shield Cover	87	Melee Expert (16), Orb (2)	8	4				
	Drilled Close	Protected	-					80					
Triarii in a combined unit with hastati & principes	INFANTRY	Average	-	-	Shield Cover	75	Melee Expert (16), Orb (2)	-	See note				
	Drilled Close	Protected	-										
Triarii	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	-	2,4				
	Drilled Close	Protected	-					See note					
<b>-----</b>													
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	0	4				
	Skirmisher	Protected	Javelin					4					
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6				
	Skirmisher	Unprotected	Javelin					18					

# LATER CAMPANIAN



## NOTES

Before 275 BCE SPECIAL RULE: Legions must deploy in 3 ranks, with hastati in the front rank. The ranks may be redressed as a prompted action after deployment.  
From 275 BCE a maximum of 1 triarii may be taken for each 4 hastati and principes. Instead of deploying separately, 1 triarii may be combined with 4 hastati and principes into a TuG of 5.

The numbers in the list reflect the total number of hastati, principes and triarii.

## HISTORICAL NOTES

This list reflects Campanian armies after the integration with Rome and that adopted Roman fighting techniques. The exact date is uncertain, hence the overlap with the Early Campanian list. In 216 BCE the Campanian city of Capua joined Hannibal. In contrast the city of Nola remained defiant. Capua fell to the Romans in 211 BCE after a long siege.

## TROOP NOTES

Campanian troops adopted Roman fighting techniques and methods.

## HISTORICAL ENEMIES

Samnite; Later Campanian; Mid Republican Roman; Later Carthaginian

## CHANGES FROM LAST VERSION

None.

# MID REPUBLICAN ROMAN



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	275 BCE to 100 BCE
<b>SUB-GENERALS</b>	0-3	Any	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any (represents uncooperative consul)	<b>CAMP</b>	Unfortified or Fortified; Poor, or Average

NAME	TYPE		TRAINING AND FORMATION		QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX					
Elephants (from 200 BCE)	ELEPHANTS	Average	-	-	-	220	-	0	2			
	Tribal Loose	Protected	-	-	-	-	-	2	2			
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Melee Expert (23), Shoot & Charge (10)	0	4			
	Formed Loose	Protected	Javelin	-	-	-	-	4	4			
<b>LEGIONS</b>												
Hastati & principes	INFANTRY	Average	-	Impact Weapon	Shield Cover	87	Melee Expert (16), Orb (2)	8	4			
	Drilled Close	Protected	-	-	-	-	-	56	4			
Triarii in a combined with hastati & principes	INFANTRY	Average	-	-	Shield Cover	75	Melee Expert (16), Orb (2)	-	-			
	Drilled Close	Protected	-	-	-	-	-	See note	-			
<b>UPGRADE LEGIONS AS VETERAN</b>												
Veteran hastati & principes	INFANTRY	Superior	-	Impact Weapon	Shield Cover	122	Melee Expert (22), Orb (3)	0	4			
	Drilled Close	Protected	-	-	-	-	-	12	4			
Veteran hastati & principes (from 207 to 197 BCE)	INFANTRY	Superior	-	Impact Weapon	Shield Cover	122	Melee Expert (22), Orb (3)	0	4			
	Drilled Close	Protected	-	-	-	-	-	4	4			
Veteran triarii in a combined unit	INFANTRY	Superior	-	-	Shield Cover	105	Melee Expert (22), Orb (3)	-	-			
	Drilled Close	Protected	-	-	-	-	-	See note	-			
<b>-----</b>												
Triarii	INFANTRY	Superior	-	Long Spear	Shove, Shield Cover	146	Orb (3)	-	4			
	Drilled Close	Protected	-	-	-	-	-	See note	4			
Pedites extraordinarii	INFANTRY	Superior	Unskilled	Short Spear	-	118	Shoot & Charge (8), Orb (3)	0	2,3			
	Drilled Flexible	Protected	Javelin	-	-	-	-	3	2,3			
Italian infantry	INFANTRY	Average	Unskilled	Short Spear	-	85	Shoot & Charge (6), Orb (2)	0	4,6			
	Drilled Flexible	Protected	Javelin	-	-	-	-	8	4,6			

# MID REPUBLICAN ROMAN



Spanish scutarii (from 218 BCE)	INFANTRY	Average	-	Impact Weapon	-	72	-	0	4,6
	Formed Loose	Protected	-					6	
Gallic foot	INFANTRY	Average	-	-	Devastating Chargers	80	-	0	4,6
	Formed Flexible	Protected	-					6	
Illyrian foot	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	4,6
	Tribal Flexible	Protected	Javelin					6	
Thureophoroi	INFANTRY	Average	-	Long Spear	Shove	99	Orb (2)	0	4
	Drilled Close	Protected	-					4	
Numidian cavalry (from 202 BCE)	CAVALRY	Average	Skilled	-	-	84	Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Illyrian or Spanish cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Leves	INFANTRY	Average	Experienced	-	Combat Shy	28	-		4
	Skirmisher	Unprotected	Javelin					See note	
Upgrade leves to velites (from 209 BCE)	INFANTRY	Average	Experienced	Short Spear	-	42	Shoot & Charge (7)		4
	Skirmisher	Protected	Javelin					All or none	
Cretan archers	INFANTRY	Average	Skilled	-	-	93	Combat Shy (-4)	0	4,6
	Skirmisher	Unprotected	Bow					6	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	

## ALLIES

Spanish - Celtiberian allies (in Spain from 212 BCE)

Spanish - Iberian allies (in Spain from 212 BCE)

Spanish - Lusitanian allies (in Spain from 212 BCE)

Numidian allies - Numidian or Moorish (in Africa from 204 to 202 BCE)

Aitolian allies - Hellenistic Greek (in Greece from 198 to 189 BCE)

Attalid Pergamene allies (in Asia from 190 to 189 BCE)

# MID REPUBLICAN ROMAN



## NOTES

Triarii may be deployed separately or combined with the hastati and principes. If combined, the hastati, principes and triarii form a TuG of 5, 4 hastati and principes and 1 triarii.

The number of triarii cannot exceed 1/4 of the number of hastati and principes. The army cannot have more leves or velites than hastati and principes.

Hastati, principes and triarii may be downgraded to represent unenthusiastic allied, raw, slave or penal legions.

Armies must be chosen as Italy, Gaul, Spain, Africa, Greece (from 200 BCE) or Asia (from 190 BCE), reflecting their campaign history. Spanish and Gauls can only be used in Italy, Gaul, Spain or Africa. Elephants can be used Greece or Asia at any date, but only from 153BCE in Spain, Gaul, Italy or Africa. Cretans, thureophoroi and Illyrians can only be used in Greece or Asia.

## CHANGES FROM LAST VERSION

Increased number of veterans at end of 2nd Punic War.

# LATER REPUBLICAN ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	105 BCE to 20 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Professional	<b>CAMP</b>	Fortified; Poor, Average or Superior

NAME	TYPE		TRAINING AND FORMATION		QUALITY	SHOOTING SKILL		MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	PROTECTION	FORMATION	WEAPONRY	WEAPONRY	WEAPONRY	WEAPONRY	WEAPONRY	WEAPONRY	WEAPONRY	WEAPONRY	WEAPONRY	WEAPONRY	WEAPONRY
Heavy cavalry	Average	CAVALRY	Unskilled	Short Spear	-	95	Melee Expert (23), Shoot & Charge (10)	0	4				
	Protected	Formed Loose	Javelin					4					
Legionaries	Average	INFANTRY	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2)	12	4				
	Protected	Drilled Flexible	-					56					
Upgrade legionaries to veteran	Superior	INFANTRY	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3)	0	4				
	Protected	Drilled Flexible	-					16					
Caesar's Xth Legion (from 59 to 45 BCE)	Exceptional	INFANTRY	-	Impact Weapon	Shield Cover	157	Melee Expert (27), Orb (3)	0	4				
	Protected	Drilled Flexible	-					4					
Spanish scutarii (only western armies)	Average	INFANTRY	-	Impact Weapon	-	72	-	0	4,6				
	Protected	Formed Loose	-					6					
Thracian foot (only eastern armies)	Average	INFANTRY	-	-	Devastating Chargers	70	Melee Expert (16)	0	4,6				
	Protected	Formed Loose	-					6					
Gallic foot (only Italy or western armies)	Average	INFANTRY	-	-	Devastating Chargers	80	-	0	4,6				
	Protected	Formed Flexible	-					12					
Archers (only eastern armies)	Average	INFANTRY	Experienced	-	-	48	Combat Shy (-14)	0	4				
	Unprotected	Tribal Loose	Bow					4					
Bolt shooters	Average	ARTILLERY	Experienced	-	-	146	Barricades (16)	0	2,3				
	Unprotected	Skirmisher	Light Art					3					
Light cavalry	Average	CAVALRY	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4				
	Unprotected	Skirmisher	Javelin					4					
Numidian cavalry (only Italy or western armies)	Average	CAVALRY	Skilled	-	-	84	Combat Shy (-4)	0	4				
	Unprotected	Skirmisher	Javelin					4					

# LATER REPUBLICAN ROMAN



Syrian horse archers (only eastern armies from 42 BCE)	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	0 12	4
Upgrade horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	4
Velites (before 80 BCE)	INFANTRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	42	Shoot & Charge (7)	0 6	4,6
Javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 6	4,6
Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	4,6
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 6	4,6
Cretan archers (only Italy or eastern armies)	INFANTRY Skirmisher	Average Unprotected	Skilled Bow	-	-	93	Combat Shy (-4)	0 6	4,6

## ALLIES

Numidian allies - Numidian or Moorish (in Italy in 90 BCE or Africa from 49 to 46 BCE or in Africa or Spain from 45 to 33 BCE)

Bithynian allies (in Asia from 88 to 75 BCE)

Galatian allies (in Asia from 74 to 31 BCE)

Nomadic Arab allies - Pre-Islamic Arab (in Syria from 64 to 53 BCE)

Jewish allies (in Syria and Egypt from 63 to 38 BCE)

Aeduan allies - Lowland Gallic (Caesar in Gaul in 52 BCE)

Armenian allies (in Asia from 53 to 36 BCE)

# LATER REPUBLICAN ROMAN



## NOTES

Western armies campaigned in Gaul, Italy, Spain and Africa. Eastern armies campaigned in Greece, Asia, Syria or Egypt.  
Marius, Sulla and Caesar must be either Talented or Legendary generals. If the Xth legion are present, Caesar must be the Army Commander.  
Numidian allies outside Africa cannot include elephants.  
At this date, bolt shooters must be deployed separately and may not be attached to legions.  
Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.



# SPARTACUS SLAVE REVOLT



<b>ARMY COMMANDER</b>	1	Instinctive: Crixus, Talented; Spartacus, Legendary	<b>DATES</b>	73 BCE to 71 BCE
<b>SUB-GENERALS</b>	1-3	Any Instictive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE	
		FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
<b>ONLY IF C-IN-C IS SPARTACUS</b>											
Cavalry	CAVALRY	Formed Loose	Average Protected	- -		Short Spear	-	90	Melee Expert (23)	0 4	4
-----											
Ex-gladiator slaves	INFANTRY	Tribal Loose	Superior Protected	- -			-	70	Fanatic (56), Melee Expert (22)	0 4	4
Slaves equipped with Roman arms	INFANTRY	Tribal Loose	Average Protected	- -			Devastating Chargers	60	-	8 44	4
<b>ONLY IF C-IN-C IS CRIXUS</b>											
Upgrade slaves equipped with Roman arms as Gauls or Germans	INFANTRY	Tribal Flexible	Average Protected	- -			Devastating Chargers	70	-	8 16	4
-----											
Poorly equipped slaves	INFANTRY	Tribal Loose	Poor Unprotected	- -			Devastating Chargers	24	-	18 80	4,6
Women, children and old men	INFANTRY	Tribal Loose	Poor Unprotected	- -			Combat Shy	11	-	6 12	6
Slingers	INFANTRY	Skirmisher	Poor Unprotected	Experienced Sling	-		Combat Shy	35	-	0 12	4,6
Javelinmen	INFANTRY	Skirmisher	Poor Unprotected	Experienced Javelin	-		Combat Shy	20	-	0 18	4,6

# SPARTACUS SLAVE REVOLT



## NOTES

SPECIAL RULE: Any unit that Spartacus joins, fights in the front rank and remains with becomes fanatic which must be proactively pointed out to opponents at the beginning of setting up.

## CHANGES FROM LAST VERSION

None.

# EARLY IMPERIAL ROMAN



ARMY COMMANDER		1	Any Professional		DATES	20 BCE to 268 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN	Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS					CAMP	Fortified; Poor, Average or Superior			
NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	4 12	4
	Drilled Loose	Protected	Javelin						
Upgrade cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0 4	4
	Drilled Loose	Protected	Javelin						
Equites catafractarii (from 100 CE)	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0 4	4
	Drilled Loose	Protected	-						
Legionaries	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2), Integral Shooters (6)	8 32	4
	Drilled Flexible	Protected	-						
Upgrade legionaries to veteran	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3) Integral Shooters (8)	0 16	4
	Drilled Flexible	Protected	-						
Upgrade legionaries to Praetorian Guard	INFANTRY	Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (27), Orb (3), Integral Shooters (10)	0 4	4
	Drilled Flexible	Protected	-						
Auxilia	INFANTRY	Average	Unskilled	Short Spear	-	85	Melee Expert (16), Shoot & Charge (6), Orb (2)	8 24	4
	Drilled Flexible	Protected	Javelin						
Auxiliary archers	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0 4	4
	Drilled Loose	Protected	Bow						

# EARLY IMPERIAL ROMAN



Bolt shooters (see note)	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Light horse	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16),	0	4
	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	8	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16),	0	4
	Skirmisher	Unprotected	Bow				Combat Shy (-4)	8	
Regrade legionaries as skirmishing lanciarii (from 194 CE)	INFANTRY	Average	Experienced	Short Spear	-	42	Melee Expert (10),		4,6
	Skirmisher	Protected	Javelin				Shoot & Charge (7)	Up to 1/3	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	4,6
	Skirmisher	Unprotected	Sling					6	
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					6	

## ALLIES

Jewish client allies - Jewish (in Syria to 6 CE and from 66 to 73 CE)

Nabatean allies (in Syria to 106 CE)

Edessan or Emessan allies - Parthian Vassal States (in Syria)

Commagene allies (in Syria)

Armenian allies (in Syria)

Batavian or other German allies - Early German (in Germany from 16 BCE to 16 CE)

# EARLY IMPERIAL ROMAN



## NOTES

**SPECIAL RULE.** Instead of being deployed separately, bolt shooters may be attached to a unit of legionaries. Add "Experienced-Light Artillery" shooting to the normal characteristics of one base of a legionary TuG, and use a ballistae base for this (e.g. 3 legionaries and 1 ballistae as a TuG of 4). Note that this base is still a legionary: an infantry base not an artillery base. The TuG moves at BWg speeds (but may double move) and with any move the TuG may abandon the bolt shooters, in which case replace the artillery base with a normal legionary base and revert to infantry speeds for movement thereafter. A UG with artillery is missile-focused and will require a card to charge, but can abandon the artillery and charge at infantry speeds. This special rule should be explained to opponents as soon as the first TuG of this type is deployed.

Cavalry dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

Legionaries, veteran legionaries, Praetorian Guard, auxilia and auxiliary archers may be equipped with Caltrops.

Integral shooters may only be chosen after 138 CE.

Commagene and Jewish allies may be used together from 69 to 71 CE. Otherwise only one external ally may be chosen.

Allied contingents from this list may not include Praetorians. Legionaries do not have to be taken in an allied contingent from this list.

## CHANGES FROM LAST VERSION

Artillery special rule clarified. Cavalry compulsory.

# IMPERIAL ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	269 CE to 396 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Fortified; Poor, Average or Superior

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Equites	CAVALRY	Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	4 12	4
	Drilled Loose	Protected	Javelin						
Upgrade equites	CAVALRY	Superior	Unskilled	Short Spear	-	145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0 4	4
	Drilled Loose	Protected	Javelin						
Equites Illyricani, Dalmatae or similar	CAVALRY	Average	Experienced	Short Spear	-	122	Shoot & Charge (10)	0 4	4
	Drilled Flexible	Protected	Javelin						
Equites catafractarii or clibinarii (western armies)	CAVALRY	Average	-	Long Spear	Devastating Chargers, Shove	187	-	0 4	4
	Drilled Close	ArmHrs/F Armoured	-						
Equites catafractarii or clibinarii (eastern armies)	CAVALRY	Average	-	Long Spear	Devastating Chargers, Shove	187	-	0 4	4
	Drilled Close	ArmHrs/F Armoured	-						
Hun mercenaries (from 388 CE)	CAVALRY	Average	Experienced	-	Melee Expert	109	Shoot & Charge (6)	0 4	4
	Formed Flexible	Unprotected	Bow						
Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2), Integral Shooters (6)	16 43	4
	Drilled Flexible	Protected	-						
Upgrade legionaries to veteran	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3), Integral Shooters (8)	0 12	4
	Drilled Flexible	Protected	-						
Guard legionaries	INFANTRY	Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (27), Orb (3), Integral Shooters (10)	0 4	4
	Drilled Flexible	Protected	-						

# IMPERIAL ROMAN



Regrade legionaries or auxilia	INFANTRY	Average	Unskilled	Short Spear	-	85	Melee Expert (16), Shoot & Charge (6), Orb (2)		4
	Drilled Flexible	Protected	Javelin					Any	
<b>FROM 298 CE IN WESTERN ARMIES, 324 CE IN EASTERN ARMIES</b>									
Upgrade auxilia to auxilia palatina	INFANTRY	Superior	Unskilled	Short Spear	-	118	Melee Expert (22), Shoot & Charge (8), Orb (3)	0	4
	Drilled Flexible	Protected	Javelin					16	
Re-equip legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)		4
	Drilled Flexible	Protected	Darts					See note	
Re-equip guard legionaries or auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)		4
	Drilled Flexible	Protected	Darts					See note	
-----									
Armoured auxilia sagittarii (eastern armies)	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow					4	
Auxilia sagittarii	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	4
	Drilled Loose	Unprotected	Bow					4	
Gothic foot (eastern armies from 360 CE)	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	4,6
	Tribal Flexible	Protected	Javelin					8	
Bolt shooters (see note)	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	2,3
	Skirmisher	Unprotected	Light Art					3	
Equites mauri or similar	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Equites sagittarii (western armies)	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Equites sagittarii (eastern armies)	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	
Regrade legionaries as skirmishing lanciarii (to 323 CE)	INFANTRY	Average	Experienced	Short Spear	-	42	Melee Expert (10), Shoot & Charge (7)		4,6
	Skirmisher	Protected	Javelin					Up to 1/3	

# IMPERIAL ROMAN



Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
Skirmishers with javelins	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	4,6
	Skirmisher	Unprotected	Javelin					6	

## ALLIES

Armenian allies (in Syria or Asia from 296 to 298 CE)

Nomadic Arab allies - Later Pre-Islamic Bedouin (in Syria or Asia from 305 CE)

Tervingi allies (Western army in Illyricum in 324 CE)

Armenian allies (in Syria from 325 to 363 CE)

## NOTES

**SPECIAL RULE - BOLT SHOOTERS.** Instead of being deployed separately, bolt shooters may be attached to a unit of legionaries (who haven't been regraded or re-equipped). Add "Experienced-Light Artillery" shooting to the normal characteristics of one base of a legionary TuG, and use a ballistae base for this (e.g. 3 legionaries and 1 ballistae as a TuG of 6). Note that this base is still a legionary: an infantry base not an artillery base. The TuG moves at BWg speeds (but may double move) and with any move the TuG may abandon the bolt shooters, in which case replace the artillery base with a normal legionary base and revert to infantry speeds for movement thereafter. A UG with artillery is missile-focused and will require a card to charge, but can abandon the artillery and charge at infantry speeds. This special rule should be explained to opponents as soon as the first TuG of this type is deployed.

**SPECIAL RULE - CLUBMEN (from 269 to 350 CE):** If the enemy army could have any cavalry with ArmHrs/Fully Armoured; one Impact Weapon, Melee Expert legionary base per TuG can be converted to 2-Handed Cut & Crush at no additional cost. The base must be clearly distinguished from other legionaries.

Western armies were based in Britain, Gaul, Spain, Africa, Italy and Illyricum. The army of Licinius in 324 CE is treated as a Western army in Illyricum although it was defeated at Adrianople. Eastern armies were based in Thrace, Macedonia/Greece, Pontus, Asia, Syria or Egypt.

No more than half the TuGs may be Superior or Exceptional.

Cavalry dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

The introduction of darts was gradual and started with guard or palatina units. As a result from 307 to 350 CE only two TuGs of guard legionaries or palatina may be regraded. From 351 to 380 CE up to half TuGs may be regraded. From 381 CE any TuGs may be regraded.

Only one external ally may be chosen.

## CHANGES FROM LAST VERSION

Artillery special rule clarified. Arab ally changed to Later Pre-Islamic Bedouin.



# FOEDERATE ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	397 CE to 460 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Professional (Western armies only)	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Equites	CAVALRY	Average	Unskilled			105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	4	4
	Drilled Loose	Protected	Javelin	Short Spear	-				
Upgrade equites	CAVALRY	Superior	Unskilled			145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	4
	Drilled Loose	Protected	Javelin	Short Spear	-				
Replace upgraded equites with bucellarii	CAVALRY	Superior	Experienced			175	Shoot & Charge (14)	All or none	4
	Drilled Loose	Protected	Bow	Short Spear	-				
Equites Illyricani, Dalmatae or similar	CAVALRY	Average	Experienced			122	Shoot & Charge (10)	0	4
	Drilled Flexible	Protected	Javelin	Short Spear	-				
Foederate cavalry	CAVALRY	Average	-			90	Melee Expert (23)	4	4
	Formed Loose	Protected	-	Short Spear	-				
Regrade foederate cavalry	CAVALRY	Average	Unskilled			95	Melee Expert (23), Shoot & Charge (10)	Any	4
	Formed Loose	Protected	Javelin	Short Spear	-				
Upgrade foederate cavalry	CAVALRY	Superior	-			131	Melee Expert (32)	Up to half	4
	Formed Loose	Protected	-	-	Devastating Chargers				
Equites alani or similar	CAVALRY	Average	-			115	Melee Expert (23)	0	4
	Drilled Loose	Protected	-	Charging Lancer	-				
Alan or Hun mercenaries	CAVALRY	Average	Experienced			109	Shoot & Charge (6)	0	4
	Formed Flexible	Unprotected	Bow	-	Melee Expert				

# FOEDERATE ROMAN



Foederate infantry	INFANTRY	Average	-	-	Devastating Chargers	70	-	0	4
	Tribal Flexible	Protected	-	-				16	
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77	-		4
	Tribal Flexible	Protected	-					Up to half	
Equites Mauri or similar	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	
<b>WESTERN ARMIES ONLY:</b>									
Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)	4	4
	Drilled Flexible	Protected	Darts					24	
Upgrade legionaries or auxilia to palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	4
	Drilled Flexible	Protected	Darts					4	
Auxiliary archers	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	4
	Drilled Loose	Unprotected	Bow					4	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
<b>EASTERN ARMIES ONLY:</b>									
Equites clibinarii	CAVALRY	Average	-	Long Spear	Devastating Chargers, Shove	187	-	0	4
	Drilled Close	ArmHrs/F Armoured	-					4	
Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)	8	4
	Drilled Flexible	Protected	Darts					40	
Upgrade legionaries or auxilia to palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	4
	Drilled Flexible	Protected	Darts					12	
Protected auxilia sagittarii	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	4
	Drilled Loose	Protected	Bow					4	
Auxilia sagittarii	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	4
	Drilled Loose	Unprotected	Bow					4	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					8	

# FOEDERATE ROMAN



## ALLIES

Burgundi allies (only in Gaul from 411 to 415 CE)

Gothic allies - (only in Gaul or Spain from 412 to 419 CE)

Visigothic allies - Tolosan Visigoth (only in Gaul or Spain from 420 to 421 or from 450 CE)

Alan allies (only in Gaul in 412 CE)

Hun allies - Hunnic (Western armies from 423 to 439 CE)

Ostrogothic allies - Greuthingi or Early Ostrogoth (Eastern armies )

Nomadic Arab allies - Later Pre-Islamic Bedouin (Eastern armies )

Burgundi allies (only in Gaul from 443 to 456 CE)

Alan allies (only in Gaul from 450 CE)

## NOTES

Legionaries, veteran legionaries, guard legionaries, auxilia, auxilia sagitarii, armoured auxilia sagitarii and auxilia palatina may be equipped with Caltrops. This list covers Western armies until 460 CE and Eastern armies until 440 CE. Western armies were based in Britain, Gaul, Spain, Africa, Italy and Illyricum. Eastern armies were based in Thrace, Macedonia/Greece, Pontus, Asia, Syria or Egypt.

An internal ally represents an Eastern army supporting a Western army. This is only permitted to armies in Italy and in Africa from 431 CE to 441 CE

A western army under Aetius from 425 CE to 439 CE may have two contingents of Hun allies. If a second contingent is taken then legionaries or auxilia are no longer mandatory.

Only one external ally may be taken for Eastern armies. Western armies may take up to two external allies.

No more than half the Infantry TuGs may be Superior.

Cavalry dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

Garrison or Pseudocomitatenses should be represented as auxilia or legionaries downgraded to Poor.

## CHANGES FROM LAST VERSION

Arab ally changed to Later Pre-Islamic Bedouin.

# LATER FOEDERATE ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	461 CE to 476 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any	<b>CAMP</b>	Unfortified or Fortified; Poor or Average

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Equites	CAVALRY	Average	Unskilled	Short Spear	-	95	Shoot & Charge (10), Dismountable (5)	0	4
	Formed Loose	Protected	Javelin					4	
Regrade equites as bucellarii	CAVALRY	Superior	Unskilled	Short Spear	-	145	Shoot & Charge (14), Dismountable (7)	0	4
	Drilled Loose	Protected	Javelin					4	
Regrade bucellarii	CAVALRY	Superior	Experienced	Short Spear	-	175	Shoot & Charge (14)		4
	Drilled Loose	Protected	Bow					Any	
Foederate cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	4	4
	Formed Loose	Protected	-					8	
Regrade foederate cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Melee Expert (23), Shoot & Charge (10)		4
	Formed Loose	Protected	Javelin					Any	
Upgrade foederate cavalry	CAVALRY	Superior	-	-	Devastating Chargers	131	Melee Expert (32)		4
	Formed Loose	Protected	-					Up to half	
Equites Alani or similar	CAVALRY	Average	-	Charging Lancer	-	115	Melee Expert (23)	0	4
	Drilled Loose	Protected	-					4	
Armoured horse archers	CAVALRY	Average	Experienced	-	-	125	Melee Expert (23)	0	4
	Formed Flexible	Protected	Bow					8	
Regrade armoured horse archers as Hun mercenaries	CAVALRY	Average	Experienced	-	Melee Expert	109	Shoot & Charge (6)	0	4
	Formed Flexible	Unprotected	Bow					8	
Regrade Hun mercenaries	CAVALRY	Average	Experienced	-	-	125	Shoot & Charge (10)		4
	Formed Flexible	Protected	Bow					Any	
Legionaries and auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	87	-	4	4
	Formed Close	Protected	Darts					28	

# LATER FOEDERATE ROMAN



Auxiliary archers	INFANTRY	Average	Experienced	-	-	54	Combat Shy (-14)	0	4
	Formed Loose	Unprotected	Bow					4	
Foederate infantry	INFANTRY	Average	-	-	Devastating Chargers	70	-	4	4
	Tribal Flexible	Protected	-					32	
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77	-		4
	Tribal Flexible	Protected	-					Up to half	
Equites Mauri or similar	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Javelin					4	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	4
	Skirmisher	Unprotected	Bow					4	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	4,6
	Skirmisher	Unprotected	Bow					12	

## ALLIES

Visigothic allies - Tolosan Visigoth (only in Spain)

Eastern Roman Empire allies - Eastern Later Roman (only in Italy before 470 CE)

## NOTES

Equites dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

Armies in Spain must take more foederate infantry than legionaries or auxiliaries, cannot take more than 2 cavalry UGs equipped with bows and cannot take more than 1 sub-general.

## CHANGES FROM LAST VERSION

None.



# PACTO ARMY LISTS

## CALCULATING POINTS

Army points are calculated as follows:

### GENERALS - PACTO

Type of general	Army Commander		Sub-general		Ally general	
	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive
Legendary	640	560	n/a	n/a	320	280
Talented	460	360	340	280	260	240
Competent	280	220	240	180	120	100
Mediocre	160	100	160	100	40	20

### CAMPS

Camps are not included in Pacto games.

### UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

### NOTES

1. Points values for skirmishers in Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
2. For further details on how points are calculated visit the Mortem et Gloriam website.

# EARLY ROMAN OR LATIN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 330 BCE
<b>SUB-GENERALS</b>	0-2	Any Instinctive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	2	1,2
	Formed Loose	Protected	-					4	
Infantry of 1st class	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	2	1,2
	Formed Close	Protected	-					8	
Infantry of 2nd or 3rd class	INFANTRY	Average	-	Long Spear	-	76	Orb (2)	2	1,2
	Tribal Close	Protected	-					28	
Slings of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	
Javelinmen of 4th or 5th class	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					9	

## ALLIES

Italian Hill Tribe allies  
 Campanian allies - Early Campanian (only Latin from 340 to 338 BCE)

## NOTES

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# ITALIAN HILL TRIBES



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 290 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive		

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	0 4	1,2
	Formed Loose	Protected	-						
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8)	0 6	1,2
	Formed Loose	Protected	Javelin						
Warriors	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	6 40	1,2
	Formed Loose	Protected	Javelin						
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0 9	1,2
	Skirmisher	Unprotected	Javelin						

## NOTES

A command may not have more than one UG of picked warriors.

## CHANGES FROM LAST VERSION

None.



# UMBRIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 290 BCE
<b>SUB-GENERALS</b>	1-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	2 4	1,2
	Formed Loose	Protected	-						
Hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	2 8	1,2
	Formed Close	Protected	-						
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	2 28	1,2
	Formed Loose	Protected	Javelin						
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0 4	1,2
	Skirmisher	Unprotected	Sling						
Skirmishing javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0 9	1,2
	Skirmisher	Unprotected	Javelin						

## CHANGES FROM LAST VERSION

None.

# ETRUSCAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 280 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Cavalry	CAVALRY	Average	-						2	1,2
	Formed Loose	Protected	-	Short Spear	-	90	Melee Expert (23)	4		
Infantry of 1st class	INFANTRY	Average	-						2	1,2
	Formed Close	Protected	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8		
Infantry of 2nd or 3rd class	INFANTRY	Average	-						2	1,2
	Tribal Close	Protected	-	Long Spear	-	76	Orb (2)	28		
Reclassify infantry of 1st, 2nd or 3rd class with pilum	INFANTRY	Average	Charge Only							1,2
	Formed Close	Protected	Javelin	Long Spear	Shield Cover	96	Orb (2)	Any		
Slings of 4th or 5th class	INFANTRY	Average	Experienced						0	1,2
	Skirmisher	Unprotected	Sling	-	Combat Shy	43	-	4		
Javelinmen of 4th or 5th class	INFANTRY	Average	Experienced						0	1,2
	Skirmisher	Unprotected	Javelin	-	Combat Shy	28	-	9		

## ALLIES

Samnite allies (only from 396 BCE)

Gallic allies - Lowland Gallic (only from 396 BCE)

## NOTES

Samnite and Gallic allies may be taken together.

## CHANGES FROM LAST VERSION

None.

# MAGNA GRAECIA



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 267 BCE
<b>SUB-GENERALS</b>	0-2	Any Instinctive	<b>TERRAIN</b>	Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Greek cavalry	CAVALRY	Average	Unskilled				95	Shoot & Charge (10)	2	1,2
	Formed Loose	Protected	Javelin	Short Spear	-				4	
Tyrant's bodyguard	INFANTRY	Superior	-				146	Orb (3)	0	1,2
	Drilled Close	Protected	-	Long Spear	Shove, Shield Cover				2	
Citizen hoplites	INFANTRY	Average	-				99	Orb (2)	4	1,2
	Formed Close	Protected	-	Long Spear	Shove, Shield Cover				16	
Mercenary hoplites (from 400 BCE)	INFANTRY	Average	-				104	Orb (2)	0	1,2
	Drilled Close	Protected	-	Long Spear	Shove, Shield Cover				6	
Italian mercenaries	INFANTRY	Average	Unskilled				70	Shoot & Charge (6)	0	1,2
	Formed Loose	Protected	Javelin	Short Spear	-				6	
Levied citizens	INFANTRY	Poor	-				57	Orb (1)	0	2,3
	Formed Close	Protected	-	Long Spear	Shove				12	
Light horse	CAVALRY	Average	Experienced				55	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin	-	-				4	
Upgrade light horse as "Tarentine" (from 350 BCE)	CAVALRY	Average	Experienced				63	Cantabrian (20)		1,2
	Skirmisher	Protected	Javelin	-	-				Any	
Archers	INFANTRY	Average	Experienced				50	-	0	1,2
	Skirmisher	Unprotected	Bow	-	Combat Shy				4	
Slings	INFANTRY	Average	Experienced				43	-	0	1,2
	Skirmisher	Unprotected	Sling	-	Combat Shy				4	
Javelinmen	INFANTRY	Average	Experienced				28	-	0	1,2
	Skirmisher	Unprotected	Javelin	-	Combat Shy				6	

# MAGNA GRAECIA



## ALLIES

Spartan allies - Later Spartan (Tarentum from 343 to 338 BCE)

Apulian allies (Tarentum from 290 to 282 BCE)

Lucanian allies (Tarentum from 290 to 282 BCE)

## NOTES

Apulian allies may not be taken with Lucanian allies.

## CHANGES FROM LAST VERSION

None.

# EARLY CAMPANIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 264 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	2	1,2	
	Formed Loose	Protected	Javelin					4		
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	0	1,2	
	Formed Flexible	Protected	Javelin					2		
Hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	2	1,2	
	Formed Close	Protected	-					14		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	2	1,2	
	Formed Loose	Protected	Javelin					20		
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	0	1,2	
	Skirmisher	Protected	Javelin					2		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2	
	Skirmisher	Unprotected	Javelin					9		

## ALLIES

Roman allies - Early Roman or Latin (343 BCE)

Roman allies - Camillan Roman (343 BCE)

Latin allies -Early Roman or Latin (from 342 to 338 BCE)

## NOTES

The Roman ally must either be taken from the Early Roman or Latin list or from the Camillan Roman list.

Cavalry are optional in a Mamertine army and only one UG of cavalry may be selected that cannot be better than Average quality.

## CHANGES FROM LAST VERSION

None.

# APULIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 203 BCE
<b>SUB-GENERALS</b>	1-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear		-	131	Shoot & Charge (14)	2	1,2
	Formed Loose	Protected	Javelin						4	
Light cavalry	CAVALRY	Average	Experienced		-	-	102		2	1,2
	Formed Flexible	Protected	Javelin						6	
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear		-	97	Shoot & Charge (8)	0	1,2
	Formed Loose	Protected	Javelin						6	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		-	70	Shoot & Charge (6)	4	1,2
	Formed Loose	Protected	Javelin						32	
Skirmishing cavalry	CAVALRY	Average	Experienced		-	-	63	Cantabrian (20)	0	1,2
	Skirmisher	Protected	Javelin						2	
Skirmishers	INFANTRY	Average	Experienced		-	Combat Shy	28		0	1,2
	Skirmisher	Unprotected	Javelin						9	

## NOTES

A command may not have more than one UG of picked warriors.

## CHANGES FROM LAST VERSION

None.

# BRUTTIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 203 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear		-	131	Shoot & Charge (14)	0	1,2
	Formed Loose	Protected	Javelin						4	
Light cavalry	CAVALRY	Average	Experienced		-	-	102		2	1,2
	Formed Flexible	Protected	Javelin						4	
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear		-	97	Shoot & Charge (8)	0	1,2
	Formed Loose	Protected	Javelin						6	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		-	70	Shoot & Charge (6)	6	1,2
	Formed Loose	Protected	Javelin						36	
Skirmishing cavalry	CAVALRY	Average	Experienced		-	-	63	Cantabrian (20)	0	1,2
	Skirmisher	Protected	Javelin						2	
Skirmishers	INFANTRY	Average	Experienced		-	Combat Shy	28		0	1,2
	Skirmisher	Unprotected	Javelin						9	

## ALLIES

Lucanian allies (from 334 to 326 BCE)

## NOTES

A command may not have more than one UG of picked warriors.

## CHANGES FROM LAST VERSION

None.

# LUCANIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	500 BCE to 203 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	2	1,2	
	Formed Loose	Protected	Javelin					4		
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	2	1,2	
	Formed Flexible	Protected	Javelin					4		
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	Shield Cover	104	Shoot & Charge (8)	0	1,2	
	Formed Loose	Protected	Javelin					6		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	4	1,2	
	Formed Loose	Protected	Javelin					32		
Upgrade javelinmen as armoured	INFANTRY	Average	Unskilled	Short Spear	Shield Cover	75	Shoot & Charge (6)		1,2	
	Formed Loose	Protected	Javelin					Up to half		
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	0	1,2	
	Skirmisher	Protected	Javelin					2		
Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2	
	Skirmisher	Unprotected	Javelin					9		

## ALLIES

Bruttian allies

Roman allies - Camillan Roman (298 to 290 BCE)

## NOTES

A command may not have more than one UG of picked warriors.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.



# CAMILLAN ROMAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	400 BCE to 275 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive		

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	2	1,2
	Formed Loose	Protected	-					4	
<b>LEGIONS COMPRISING 1/3 - FRONT RANK HASTATI AND 2/3 - REAR RANKS PRINCIPES AND TRIARII WITH ASSOCIATED LEVES</b>									
Hastati	INFANTRY	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)	6	3
	Formed Close	Protected	Javelin					30	
Principes and triarii	INFANTRY	Average	-	Long Spear	Shield Cover	91	Orb (2)	-	See note
	Formed Close	Protected	-						
Leves	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					10	
<b>-----</b>									
Pedites extraordinarii	INFANTRY	Superior	Unskilled	Short Spear	-	118	Shoot & Charge (8), Orb (3)	0	1
	Drilled Flexible	Protected	Javelin					1	
Italian infantry	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	1,2
	Formed Loose	Protected	Javelin					4	
Accensi	INFANTRY	Poor	-	Long Spear	-	52	-	0	2,3
	Formed Close	Protected	-					4	
Rorarii	INFANTRY	Poor	Experienced	-	Combat Shy	20	-	0	1,2,3
	Skirmisher	Unprotected	Javelin					See note	

## ALLIES

Italian Hill Tribe allies  
Samnite allies (only in 340 BCE)

# CAMILLAN ROMAN



## NOTES

SPECIAL RULE: Legions must deploy in 3 ranks. Hastati must be easily distinguished from principes and triarii. The numbers in the list reflect the total number of hastati, principes and triarii.

ANTI-ELEPHANT WEAPONS. FOR SCENARIO GAMES refighting the Battle of Asculum (279 CE) the Romans may have 1 TuG of 1 base of Flaming Pigs, Infantry, Poor, Unprotected, Tribal Loose, Expendables, Combat Shy. They are only effective against Elephants and are destroyed if contacted by any other enemy TuG. The Romans may also have 1 TuG of 1 base of anti-elephant wagons - Chariots, Average, Protected, Formed Close, Long Spear, Experienced Javelins. They move at War Wagon speed and cannot skirmish or run away.

The number of rorarii cannot exceed the number of leves.

Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# SAMNITE



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	396 BCE to 272 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Mountains
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	-	131	Shoot & Charge (14)	0	1,2	
	Formed Loose	Protected	Javelin					2		
Light cavalry	CAVALRY	Average	Experienced	-	-	102	-	2	1,2	
	Formed Flexible	Protected	Javelin					4		
Linen Legion or equivalent	INFANTRY	Superior	Unskilled	Short Spear	-	118	Melee Expert (22), Shoot & Charge (8), Orb (3)	0	1,2	
	Drilled Flexible	Protected	Javelin					8		
Samnite foot	INFANTRY	Average	Unskilled	Short Spear	-	80	Shoot & Charge (6), Orb (2)	4	1,2	
	Formed Flexible	Protected	Javelin					30		
Upgrade Samnite foot	INFANTRY	Average	Unskilled	Short Spear	-	80	Melee Expert (16), Shoot & Charge (6), Orb (2)	0	1,2	
	Formed Flexible	Protected	Javelin					12		
Skirmishing cavalry	CAVALRY	Average	Experienced	-	-	63	Cantabrian (20)	0	1,2	
	Skirmisher	Protected	Javelin					2		
Javelinmen	INFANTRY	Average	Experienced	Short Spear	-	35	-	0	1,2	
	Skirmisher	Unprotected	Javelin					9		

# SAMNITE



## ALLIES

Roman allies - Camillian Roman (only in 340 BCE)

Campanian allies - Early Campanian (from 326 to 304 BCE)

Apulian allies (before 281 BCE)

Volsci and/or Hernici allies - Italian Hill Tribes (before 281 BCE)

Etruscan allies (from 311 to 295 BCE)

Umbrian allies (from 296 to 295 BCE)

Gallic allies - Lowland Gallic (from 296 to 295 BCE)

## NOTES

A Samnite army in 296 BCE may have Gallic, Etruscan and Umbrian allies. In 295 BCE two commands of Gallic allies (up to 4 UG in each) may be chosen (representing the army at Sentinum). Otherwise only one ally is permitted.

## CHANGES FROM LAST VERSION

None.

# LATER CAMPANIAN



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	335 BCE to 211 BCE
<b>SUB-GENERALS</b>	1-3	Any	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL	MANDATORY	BASE	OPTIONAL	MIN	UG SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	
Cavalry	CAVALRY	Superior	Unskilled			131	Shoot & Charge (14)	2	1,2
	Formed Loose	Protected	Javelin	Short Spear	-			4	

## BEFORE 275 BCE - LEGIONS COMPRISING 1/3 - FRONT RANK HASTATI AND 2/3 - REAR RANKS PRINCIPES AND TRIARII

Hastati	INFANTRY	Average	Charge Only			96	Orb (2)	6	3
	Formed Close	Protected	Javelin	Long Spear	Shield Cover			39	
Principes and triarii	INFANTRY	Average	-			91	Orb (2)	-	See note
	Formed Close	Protected	-	Long Spear	Shield Cover				

## FROM 275 BCE - LEGIONS COMPRISING 2/5 HASTATI, 2/5 PRINCIPES AND 1/5 - TRIARII

Hastati and principes	INFANTRY	Average	-			87	Melee Expert (16), Orb (2)	4	2
	Drilled Close	Protected	-	Impact Weapon	Shield Cover			40	
Triarii in a combined unit with hastati & principes	INFANTRY	Average	-			75	Melee Expert (16), Orb (2)	-	See note
	Drilled Close	Protected	-	-	Shield Cover				
Triarii	INFANTRY	Average	-			104	Orb (2)	-	See note
	Drilled Close	Protected	-	Long Spear	Shove, Shield Cover				

## -----

Skirmishing cavalry	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	1,2
	Skirmisher	Protected	Javelin	-	-			2	
Skirmishers	INFANTRY	Average	Experienced			28	-	0	1,2
	Skirmisher	Unprotected	Javelin	-	Combat Shy			9	

# LATER CAMPANIAN



## NOTES

Before 275 BCE SPECIAL RULE: Legions must deploy in 3 ranks, with hastati in the front rank. The ranks may be redressed as a prompted action after deployment.  
From 275 BCE triarii can either be 1-base TuGs sitting behind two 2-base Tugs of hastati and principes or grouped together into 2-base TuGs.

## CHANGES FROM LAST VERSION

None.

# MID REPUBLICAN ROMAN



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	275 BCE to 100 BCE
<b>SUB-GENERALS</b>	0-3	Any	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any (represents uncooperative consul)		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Elephants (from 200 BCE)	ELEPHANTS	Average	-	-	-	220	-	0	1	
	Tribal Loose	Protected	-	-	-			1		
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Melee Expert (23), Shoot & Charge (10)	0	1,2	
	Formed Loose	Protected	Javelin					4		
<b>LEGIONS</b>										
Hastati & principes	INFANTRY	Average	-	Impact Weapon	Shield Cover	87	Melee Expert (16), Orb (2)	6	1,2	
	Drilled Close	Protected	-					28		
Triarii in a combined with hastati & principes	INFANTRY	Average	-	-	Shield Cover	75	Melee Expert (16), Orb (2)		See note	
	Drilled Close	Protected	-							
<b>UPGRADE LEGIONS AS VETERAN</b>										
Veteran hastati & principes	INFANTRY	Superior	-	Impact Weapon	Shield Cover	122	Melee Expert (22), Orb (3)	0	1,2	
	Drilled Close	Protected	-					6		
Veteran hastati & principes (from 207 to 197 BCE)	INFANTRY	Superior	-	Impact Weapon	Shield Cover	122	Melee Expert (22), Orb (3)	0	1,2	
	Drilled Close	Protected	-					2		
Veteran triarii in a combined unit	INFANTRY	Superior	-	-	Shield Cover	105	Melee Expert (22), Orb (3)		See note	
	Drilled Close	Protected	-							
<b>-----</b>										
Triarii	INFANTRY	Superior	-	Long Spear	Shove, Shield Cover	146	Orb (3)		1,2	
	Drilled Close	Protected	-					See note		
Pedites extraordinarii	INFANTRY	Superior	Unskilled	Short Spear	-	118	Shoot & Charge (8), Orb (3)	0	1	
	Drilled Flexible	Protected	Javelin					1		
Italian infantry	INFANTRY	Average	Unskilled	Short Spear	-	85	Shoot & Charge (6), Orb (2)	0	1,2	
	Drilled Flexible	Protected	Javelin					4		

# MID REPUBLICAN ROMAN



Spanish scutarii (from 218 BCE)	INFANTRY	Average	-	Impact Weapon	-	72	-	0	1,2
	Formed Loose	Protected	-					4	
Gallic foot	INFANTRY	Average	-	-	Devastating Chargers	80	-	0	1,2
	Formed Flexible	Protected	-					4	
Illyrian foot	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	1,2
	Tribal Flexible	Protected	Javelin					4	
Thureophoroi	INFANTRY	Average	-	Long Spear	Shove	99	Orb (2)	0	1,2
	Drilled Close	Protected	-					4	
Numidian cavalry (from 202 BCE)	CAVALRY	Average	Skilled	-	-	84	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Illyrian or Spanish cavalry	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Leves	INFANTRY	Average	Experienced	-	Combat Shy	28	-		1,2
	Skirmisher	Unprotected	Javelin					See note	
Upgrade leves to velites (from 209 BCE)	INFANTRY	Average	Experienced	Short Spear	-	42	Shoot & Charge (7)		1,2
	Skirmisher	Protected	Javelin					All or none	
Cretan archers	INFANTRY	Average	Skilled	-	-	93	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	

## ALLIES

Spanish - Celtiberian allies (in Spain from 212 BCE)

Spanish - Iberian allies (in Spain from 212 BCE)

Spanish - Lusitanian allies (in Spain from 212 BCE)

Numidian allies - Numidian or Moorish (in Africa from 204 to 202 BCE)

Aitolian allies - Hellenistic Greek (in Greece from 198 to 189 BCE)

Attalid Pergamene allies (in Asia from 190 to 189 BCE)



# MID REPUBLICAN ROMAN



## NOTES

Triarii can either be 1-base TuGs sitting behind two 2-base TuGs of hastati and principes or grouped together into 2-base TuGs.

The number of triarii cannot exceed 1/4 of the number of hastati and principes. The army cannot have more leves or velites than hastati and principes.

Hastati, principes and triarii may be downgraded to represent unenthusiastic allied, raw, slave or penal legions.

Armies must be chosen as Italy, Gaul, Spain, Africa, Greece (from 200 BCE) or Asia (from 190 BCE), reflecting their campaign history. Spanish and Gauls can only be used in Italy, Gaul, Spain or Africa. Elephants can be used Greece or Asia at any date, but only from 153BCE in Spain, Gaul, Italy or Africa. Cretans, thureophoroi and Illyrians can only be used in Greece or Asia.

## CHANGES FROM LAST VERSION

Increased number of veterans at end of 2nd Punic War.

# LATER REPUBLICAN ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	105 BCE to 20 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Professional		

NAME	TYPE	TRAINING AND	QUALITY	SHOOTING SKILL		MANDATORY	BASE	OPTIONAL	MIN	UQ SIZE
	FORMATION	PROTECTION	WEAPONRY	MELEE WEAPONRY	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX		
Heavy cavalry	CAVALRY	Average	Unskilled				95	Melee Expert (23), Shoot & Charge (10)	0	1,2
	Formed Loose	Protected	Javelin	Short Spear	-				4	
Legionaries	INFANTRY	Average	-				92	Melee Expert (16), Orb (2)	6	1,2
	Drilled Flexible	Protected	-	Impact Weapon	Shield Cover				28	
Upgrade legionaries to veteran	INFANTRY	Superior	-				129	Melee Expert (22), Orb (3)	0	1,2
	Drilled Flexible	Protected	-	Impact Weapon	Shield Cover				8	
Caesar's Xth Legion (from 59 to 45 BCE)	INFANTRY	Exceptional	-				157	Melee Expert (27), Orb (3)	0	1,2
	Drilled Flexible	Protected	-	Impact Weapon	Shield Cover				4	
Spanish scutarii (only western armies)	INFANTRY	Average	-				72		0	1,2
	Formed Loose	Protected	-	Impact Weapon	-				4	
Thracian foot (only eastern armies)	INFANTRY	Average	-				70	Melee Expert (16)	0	1,2
	Formed Loose	Protected	-		-	Devastating Chargers			4	
Gallic foot (only Italy or western armies)	INFANTRY	Average	-				80		0	1,2
	Formed Flexible	Protected	-		-	Devastating Chargers			6	
Archers (only eastern armies)	INFANTRY	Average	Experienced				48	Combat Shy (-14)	0	1,2
	Tribal Loose	Unprotected	Bow		-				4	
Bolt shooters	ARTILLERY	Average	Experienced				146	Barricades (16)	0	1,2
	Skirmisher	Unprotected	Light Art		-				2	
Light cavalry	CAVALRY	Average	Experienced				55	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin		-				3	
Numidian cavalry (only Italy or western armies)	CAVALRY	Average	Skilled				84	Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin		-				3	

# LATER REPUBLICAN ROMAN



Syrian horse archers (only eastern armies from 42 BCE)	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	0 6	1,2
Upgrade horse archers	CAVALRY Skirmisher	Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	1,2
Velites (before 80 BCE)	INFANTRY Skirmisher	Average Protected	Experienced Javelin	Short Spear	-	42	Shoot & Charge (7)	0 4	1,2
Javelinmen	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	-	Combat Shy	28	-	0 4	1,2
Archers	INFANTRY Skirmisher	Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 4	1,2
Slingers	INFANTRY Skirmisher	Average Unprotected	Experienced Sling	-	Combat Shy	43	-	0 4	1,2
Cretan archers (only Italy or eastern armies)	INFANTRY Skirmisher	Average Unprotected	Skilled Bow	-	-	93	Combat Shy (-4)	0 4	1,2

## ALLIES

Numidian allies - Numidian or Moorish (in Italy in 90 BCE or Africa from 49 to 46 BCE or in Africa or Spain from 45 to 33 BCE)

Bithynian allies (in Asia from 88 to 75 BCE)

Galatian allies (in Asia from 74 to 31 BCE)

Nomadic Arab allies - Pre-Islamic Arab (in Syria from 64 to 53 BCE)

Jewish allies (in Syria and Egypt from 63 to 38 BCE)

Aeduan allies - Lowland Gallic (Caesar in Gaul in 52 BCE)

Armenian allies (in Asia from 53 to 36 BCE)

# LATER REPUBLICAN ROMAN



## NOTES

Western armies campaigned in Gaul, Italy, Spain and Africa. Eastern armies campaigned in Greece, Asia, Syria or Egypt.  
Marius, Sulla and Caesar must be either Talented or Legendary generals. If the Xth legion are present, Caesar must be the Army Commander.  
Numidian allies outside Africa cannot include elephants.  
At this date, bolt shooters must be deployed separately and may not be attached to legions.  
Only one external ally may be taken.

## CHANGES FROM LAST VERSION

None.

# SPARTACUS SLAVE REVOLT



<b>ARMY COMMANDER</b>	1	Instinctive: Crixus, Talented; Spartacus, Legendary	<b>DATES</b>	73 BCE to 71 BCE
<b>SUB-GENERALS</b>	1-3	Any Instictive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UG SIZE
	ONLY IF C-IN-C IS SPARTACUS									

Cavalry	CAVALRY	Formed Loose	Average Protected	-	Short Spear	-	90	Melee Expert (23)	0 1	1
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Ex-gladiator slaves	INFANTRY	Tribal Loose	Superior Protected	-	-	-	70	Fanatic (56), Melee Expert (22)	0 4	1,2
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Slaves equipped with Roman arms	INFANTRY	Tribal Loose	Average Protected	-	-	Devastating Chargers	60	-	6 22	1,2
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ONLY IF C-IN-C IS CRIXUS

Upgrade slaves equipped with Roman arms as Gauls or Germans	INFANTRY	Tribal Flexible	Average Protected	-	-	Devastating Chargers	70	-	4 8	1,2
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Poorly equipped slaves	INFANTRY	Tribal Loose	Poor Unprotected	-	-	Devastating Chargers	24	-	10 40	2,3
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Women, children and old men	INFANTRY	Tribal Loose	Poor Unprotected	-	-	Combat Shy	11	-	3 6	2,3
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Slingers	INFANTRY	Skirmisher	Poor Unprotected	Experienced Sling	-	Combat Shy	35	-	0 6	1,2,3
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Javelinmen	INFANTRY	Skirmisher	Poor Unprotected	Experienced Javelin	-	Combat Shy	20	-	0 9	1,2,3
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# SPARTACUS SLAVE REVOLT



## NOTES

SPECIAL RULE: Any unit that Spartacus joins, fights in the front rank and remains with becomes fanatic which must be proactively pointed out to opponents at the beginning of setting up.

## CHANGES FROM LAST VERSION

None.

# EARLY IMPERIAL ROMAN



ARMY COMMANDER		1	Any Professional		DATES		20 BCE to 268 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS					TERRAIN		Standard, Coastal, Mountains			
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
	Cavalry	CAVALRY		Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	2
Drilled Loose		Protected	Javelin	6						
Upgrade cavalry	CAVALRY		Superior	Unskilled	Short Spear	-	145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	1,2
	Drilled Loose	Protected	Javelin	4						
Equites catafractarii (from 100 CE)	CAVALRY		Average	-	Charging Lancer	-	115	Melee Expert (23)	0	1,2
	Drilled Loose	Protected	-	2						
Legionaries	INFANTRY		Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2), Integral Shooters (6)	6	1,2
	Drilled Flexible	Protected	-	16						
Upgrade legionaries to veteran	INFANTRY		Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3), Integral Shooters (8)	0	1,2
	Drilled Flexible	Protected	-	8						
Upgrade legionaries to Praetorian Guard	INFANTRY		Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (27), Orb (3), Integral Shooters (10)	0	1,2
	Drilled Flexible	Protected	-	4						
Auxilia	INFANTRY		Average	Unskilled	Short Spear	-	85	Melee Expert (16), Shoot & Charge (6), Orb (2)	4	1,2
	Drilled Flexible	Protected	Javelin	12						
Auxiliary archers	INFANTRY		Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow	4						

# EARLY IMPERIAL ROMAN



Bolt shooters (see note)	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Light horse	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	4	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Bow				Combat Shy (-4)	4	
Regrade legionaries as skirmishing lanciarii (from 194 CE)	INFANTRY	Average	Experienced	Short Spear	-	42	Melee Expert (10),		1,2
	Skirmisher	Protected	Javelin				Shoot & Charge (7)	Up to 1/3	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Slings	INFANTRY	Average	Experienced	-	Combat Shy	43	-	0	1,2
	Skirmisher	Unprotected	Sling					4	
Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					4	

## ALLIES

Jewish client allies - Jewish (in Syria to 6 CE and from 66 to 73 CE)

Nabatean allies (in Syria to 106 CE)

Edessan or Emessan allies - Parthian Vassal States (in Syria)

Commagene allies (in Syria)

Armenian allies (in Syria)

Batavian or other German allies - Early German (in Germany from 16 BCE to 16 CE)



# EARLY IMPERIAL ROMAN



## NOTES

**SPECIAL RULE.** Instead of being deployed separately, bolt shooters may be attached to a unit of legionaries. Add "Experienced-Light Artillery" shooting to the normal characteristics of one base of a legionary TuG, and use a ballistae base for this (e.g. 3 legionaries and 1 ballistae as a TuG of 2). Note that this base is still a legionary: an infantry base not an artillery base. The TuG moves at BWg speeds (but may double move) and with any move the TuG may abandon the bolt shooters, in which case replace the artillery base with a normal legionary base and revert to infantry speeds for movement thereafter. A UG with artillery is missile-focused and will require a card to charge, but can abandon the artillery and charge at infantry speeds. This special rule should be explained to opponents as soon as the first TuG of this type is deployed.

Cavalry dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

Legionaries, veteran legionaries, Praetorian Guard, auxilia and auxiliary archers may be equipped with Caltrops.

Integral shooters may only be chosen after 138 CE.

Commagene and Jewish allies may be used together from 69 to 71 CE. Otherwise only one external ally may be chosen.

Allied contingents from this list may not include Praetorians. Legionaries do not have to be taken in an allied contingent from this list.

## CHANGES FROM LAST VERSION

Artillery special rule clarified. Cavalry compulsory.

# IMPERIAL ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	269 CE to 396 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>				

NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
Equites	CAVALRY	Drilled Loose	Average Protected	Unskilled Javelin	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	2 6	1,2
	CAVALRY	Drilled Loose	Superior Protected	Unskilled Javelin	Short Spear	-	145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0 4	1,2
Equites Illyricani, Dalmatae or similar	CAVALRY	Drilled Flexible	Average Protected	Experienced Javelin	Short Spear	-	122	Shoot & Charge (10)	0 2	1,2
	CAVALRY	Drilled Close	Average ArmHrs/F Armoured	-	Long Spear	Devastating Chargers, Shove	187	-	0 2	1,2
Equites catafractarii or clibinarii (western armies)	CAVALRY	Drilled Close	Average ArmHrs/F Armoured	-	Long Spear	Devastating Chargers, Shove	187	-	0 4	1,2
	CAVALRY	Formed Flexible	Average Unprotected	Experienced Bow	-	Melee Expert	109	Shoot & Charge (6)	0 2	1,2
Hun mercenaries (from 388 CE)	INFANTRY	Drilled Flexible	Average Protected	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2), Integral Shooters (6)	8 22	1,2
	INFANTRY	Drilled Flexible	Superior Protected	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3), Integral Shooters (8)	0 6	1,2
Upgrade legionaries to veteran	INFANTRY	Drilled Flexible	Exceptional Protected	-	Impact Weapon	Shield Cover	157	Melee Expert (27), Orb (3), Integral Shooters (10)	0 4	1,2
	INFANTRY	Drilled Flexible	Exceptional Protected	-	Impact Weapon	Shield Cover	157	Melee Expert (27), Orb (3), Integral Shooters (10)	0 4	1,2

# IMPERIAL ROMAN



Regrade legionaries or auxilia	INFANTRY	Average	Unskilled	Short Spear	-	85	Melee Expert (16), Shoot & Charge (6), Orb (2)		1,2
	Drilled Flexible	Protected	Javelin					Any	
<b>FROM 298 CE IN WESTERN ARMIES, 324 CE IN EASTERN ARMIES</b>									
Upgrade auxilia to auxilia palatina	INFANTRY	Superior	Unskilled	Short Spear	-	118	Melee Expert (23), Shoot & Charge (9), Orb (3)	0	1,2
	Drilled Flexible	Protected	Javelin					8	
Re-equip legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)		1,2
	Drilled Flexible	Protected	Darts					See note	
Re-equip guard legionaries or auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)		1,2
	Drilled Flexible	Protected	Darts					See note	
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Armoured auxilia sagittarii (eastern armies)	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow					2	
Auxilia sagittarii	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	1,2
	Drilled Loose	Unprotected	Bow					2	
Gothic foot (eastern armies from 360 CE)	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	1,2
	Tribal Flexible	Protected	Javelin					4	
Bolt shooters (see note)	ARTILLERY	Average	Experienced	-	-	146	Barricades (16)	0	1,2
	Skirmisher	Unprotected	Light Art					2	
Equites mauri or similar	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					2	
Equites sagittarii (western armies)	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
Equites sagittarii (eastern armies)	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	
Regrade legionaries as skirmishing lanciarii (to 323 CE)	INFANTRY	Average	Experienced	Short Spear	-	42	Melee Expert (10), Shoot & Charge (7)		1,2
	Skirmisher	Protected	Javelin					Up to 1/3	

# IMPERIAL ROMAN



Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
Skirmishers with javelins	INFANTRY	Average	Experienced	-	Combat Shy	28	-	0	1,2
	Skirmisher	Unprotected	Javelin					4	

## ALLIES

Armenian allies (in Syria or Asia from 296 to 298 CE)

Nomadic Arab allies - Later Pre-Islamic Bedouin (in Syria or Asia from 305 CE)

Tervingi allies (Western army in Illyricum in 324 CE)

Armenian allies (in Syria from 325 to 363 CE)

## NOTES

**SPECIAL RULE - BOLT SHOOTERS.** Instead of being deployed separately, bolt shooters may be attached to a unit of legionaries (who haven't been regraded or re-equipped). Add "Experienced-Light Artillery" shooting to the normal characteristics of one base of a legionary TuG, and use a ballistae base for this (e.g. 1 legionary and 1 ballistae as a TuG of 2). Note that this base is still a legionary: an infantry base not an artillery base. The TuG moves at BWg speeds (but may double move) and with any move the TuG may abandon the bolt shooters, in which case replace the artillery base with a normal legionary base and revert to infantry speeds for movement thereafter. A UG with artillery is missile-focused and will require a card to charge, but can abandon the artillery and charge at infantry speeds. This special rule should be explained to opponents as soon as the first TuG of this type is deployed.

**SPECIAL RULE - CLUBMEN (from 269 to 350 CE):** If the enemy army could have any cavalry with ArmHrs/Fully Armoured; one Impact Weapon, Melee Expert legionary base per TuG can be converted to 2-Handed Cut & Crush at no additional cost. The base must be clearly distinguished from other legionaries.

Western armies were based in Britain, Gaul, Spain, Africa, Italy and Illyricum. The army of Licinius in 324 CE is treated as a Western army in Illyricum although it was defeated at Adrianople. Eastern armies were based in Thrace, Macedonia/Greece, Pontus, Asia, Syria or Egypt.

No more than half the TuGs may be Superior or Exceptional.

Cavalry dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

The introduction of darts was gradual and started with guard or palatina units. As a result from 307 to 350 CE only two TuGs of guard legionaries or palatina may be regraded. From 351 to 380 CE up to half TuGs may be regraded. From 381 CE any TuGs may be regraded.

Only one external ally may be chosen.

## CHANGES FROM LAST VERSION

Special rule for artillery clarified. Arab ally changed to Later Pre-Islamic Bedouin.

# FOEDERATE ROMAN



ARMY COMMANDER		1	Any Professional		DATES		397 CE to 460 CE			
SUB-GENERALS		0-3	Any Professional		TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENERALS		0-1	Any Professional (Western armies only)		MOUNTAINS		Standard, Coastal, Mountains			
NAME	TYPE	TRAINING AND FORMATION	QUALITY PROTECTION	SHOOTING SKILL WEAPONRY	MELEE WEAPONRY	MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
	Equites	CAVALRY		Average	Unskilled			105	Melee Expert (23), Shoot & Charge (10), Dismountable (5)	2
Drilled Loose			Protected	Javelin	Short Spear	-			4	
Upgrade equites	CAVALRY		Superior	Unskilled			145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	1,2
	Drilled Loose		Protected	Javelin	Short Spear	-			2	
Replace upgraded equites with bucellarii	CAVALRY		Superior	Experienced			175	Shoot & Charge (14)		1,2
	Drilled Loose		Protected	Bow	Short Spear	-			All or none	
Equites Illyricani, Dalmatae or similar	CAVALRY		Average	Experienced			122	Shoot & Charge (10)	0	1,2
	Drilled Flexible		Protected	Javelin	Short Spear	-			4	
Foederate cavalry	CAVALRY		Average	-			90	Melee Expert (23)	2	1,2
	Formed Loose		Protected	-	Short Spear	-			4	
Regrade foederate cavalry	CAVALRY		Average	Unskilled			95	Melee Expert (23), Shoot & Charge (10)		1,2
	Formed Loose		Protected	Javelin	Short Spear	-			Any	
Upgrade foederate cavalry	CAVALRY		Superior	-		Devastating Chargers	131	Melee Expert (32)		1,2
	Formed Loose		Protected	-	-				Up to half	
Equites alani or similar	CAVALRY		Average	-			115	Melee Expert (23)	0	1,2
	Drilled Loose		Protected	-	Charging Lancer	-			2	
Alan or Hun mercenaries	CAVALRY		Average	Experienced			109	Shoot & Charge (6)	0	1,2
	Formed Flexible		Unprotected	Bow	-	Melee Expert			4	

# FOEDERATE ROMAN



Foederate infantry	INFANTRY	Average	-	-	Devastating Chargers	70	-	0	1,2
	Tribal Flexible	Protected	-	-				8	
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77	-		1,2
	Tribal Flexible	Protected	-					Up to half	
Equites Mauri or similar	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Javelin					3	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow					6	
<b>WESTERN ARMIES ONLY:</b>									
Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)	2	1,2
	Drilled Flexible	Protected	Darts					14	
Upgrade legionaries or auxilia to palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	1,2
	Drilled Flexible	Protected	Darts					4	
Auxiliary archers	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	1,2
	Drilled Loose	Unprotected	Bow					2	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					2	
<b>EASTERN ARMIES ONLY:</b>									
Equites clibanarii	CAVALRY	Average	-	Long Spear	Devastating Chargers, Shove	187	-	0	1,2
	Drilled Close	ArmHrs/F Armoured	-					4	
Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)	6	1,2
	Drilled Flexible	Protected	Darts					20	
Upgrade legionaries or auxilia to palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	1,2
	Drilled Flexible	Protected	Darts					66	
Protected auxilia sagittarii	INFANTRY	Average	Experienced	-	-	80	Combat Shy (-22)	0	1,2
	Drilled Loose	Protected	Bow					4	
Auxilia sagittarii	INFANTRY	Average	Experienced	-	-	58	Combat Shy (-14)	0	1,2
	Drilled Loose	Unprotected	Bow					4	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16), Combat Shy (-4)	0	1,2
	Skirmisher	Unprotected	Bow					4	

# FOEDERATE ROMAN



## ALLIES

Burgundi allies (only in Gaul from 411 to 415 CE)

Gothic allies - (only in Gaul or Spain from 412 to 419 CE)

Visigothic allies - Tolosan Visigoth (only in Gaul or Spain from 420 to 421 or from 450 CE)

Alan allies (only in Gaul in 412 CE)

Hun allies - Hunnic (Western armies from 423 to 439 CE)

Ostrogothic allies - Greuthingi or Early Ostrogoth (Eastern armies )

Nomadic Arab allies - Later Pre-Islamic Bedouin (Eastern armies )

Burgundi allies (only in Gaul from 443 to 456 CE)

Alan allies (only in Gaul from 450 CE)

## NOTES

Legionaries, veteran legionaries, guard legionaries, auxilia, auxilia sagitarii, armoured auxilia sagitarii and auxilia palatina may be equipped with Caltrops. This list covers Western armies until 460 CE and Eastern armies until 440 CE. Western armies were based in Britain, Gaul, Spain, Africa, Italy and Illyricum. Eastern armies were based in Thrace, Macedonia/Greece, Pontus, Asia, Syria or Egypt.

An internal ally represents an Eastern army supporting a Western army. This is only permitted to armies in Italy and in Africa from 431 CE to 441 CE

A western army under Aetius from 425 CE to 439 CE may have two contingents of Hun allies. If a second contingent is taken then legionaries or auxilia are no longer mandatory.

Only one external ally may be taken for Eastern armies. Western armies may take up to two external allies.

No more than half the Infantry TuGs may be Superior.

Cavalry dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

Garrison or Pseudocomitatenses should be represented as auxilia or legionaries downgraded to Poor.

## CHANGES FROM LAST VERSION

Arab ally changed to Later Pre-Islamic Bedouin.

# LATER FOEDERATE ROMAN



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	461 CE to 476 CE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any		

NAME	TYPE		SHOOTING SKILL		MANDATORY CHARACTERISTICS	BASE PTS	OPTIONAL CHARACTERISTICS	MIN MAX	UQ SIZE
	TRAINING AND FORMATION	QUALITY PROTECTION	WEAPONRY	MELEE WEAPONRY					
Equites	CAVALRY	Average	Unskilled		-	95	Shoot & Charge (10), Dismountable (5)	0 2	1,2
	Formed Loose	Protected	Javelin	Short Spear					
Regrade equites as bucellarii	CAVALRY	Superior	Unskilled		-	145	Shoot & Charge (14), Dismountable (7)	0 2	1,2
	Drilled Loose	Protected	Javelin	Short Spear					
Regrade bucellarii	CAVALRY	Superior	Experienced		-	175	Shoot & Charge (14)	Any	1,2
	Drilled Loose	Protected	Bow	Short Spear					
Foederate cavalry	CAVALRY	Average	-		-	90	Melee Expert (23)	2 4	1,2
	Formed Loose	Protected	-	Short Spear					
Regrade foederate cavalry	CAVALRY	Average	Unskilled		-	95	Melee Expert (23), Shoot & Charge (10)	Any	1,2
	Formed Loose	Protected	Javelin	Short Spear					
Upgrade foederate cavalry	CAVALRY	Superior	-		-	131	Melee Expert (32)	Up to half	1,2
	Formed Loose	Protected	-	- Devastating Chargers					
Equites Alani or similar	CAVALRY	Average	-		-	115	Melee Expert (23)	0 2	1,2
	Drilled Loose	Protected	-	Charging Lancer					
Armoured horse archers	CAVALRY	Average	Experienced		-	125	Melee Expert (23)	0 4	1,2
	Formed Flexible	Protected	Bow	-					
Regrade armoured horse archers as Hun mercenaries	CAVALRY	Average	Experienced		-	109	Shoot & Charge (6)	0 4	1,2
	Formed Flexible	Unprotected	Bow	- Melee Expert					
Regrade Hun mercenaries	CAVALRY	Average	Experienced		-	125	Shoot & Charge (10)	Any	1,2
	Formed Flexible	Protected	Bow	-					
Legionaries and auxilia	INFANTRY	Average	Experienced		-	87	-	2 14	1,2
	Formed Close	Protected	Darts	Short Spear Shield Cover					
Auxiliary archers	INFANTRY	Average	Experienced		-	54	Combat Shy (-14)	0 2	1,2
	Formed Loose	Unprotected	Bow	-					



# LATER FOEDERATE ROMAN



Foederate infantry	INFANTRY	Average	-	-	Devastating Chargers	70	-	2	1,2
	Tribal Flexible	Protected	-	-				16	
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77	-		1,2
	Tribal Flexible	Protected	-					Up to half	
Equites Mauri or similar	CAVALRY	Average	Experienced	-	-	55	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Javelin	-	-		Combat Shy (-4)	3	
Equites sagittarii	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16),	0	1,2
	Skirmisher	Unprotected	Bow	-	-		Combat Shy (-4)	3	
Archers	INFANTRY	Average	Experienced	-	Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow	-				6	

## ALLIES

Visigothic allies - Tolosan Visigoth (only in Spain)

Eastern Roman Empire allies - Eastern Later Roman (only in Italy before 470 CE)

## NOTES

Equites dismount as Drilled Loose, Protected, Average (or Poor if downgraded to Poor), Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

Armies in Spain must take more foederate infantry than legionaries or auxiliaries, cannot take more than 2 cavalry UGs equipped with bows and cannot take more than 1 sub-general.

## CHANGES FROM LAST VERSION

None.