



ARMY LISTS

ITALY

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The lists are divided into three sections, Maximus, Magna and Pacto. Within each section are the following lists:

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 Italian Hill Tribes 	500 to 290 BCE	 Later Campanian 	335 to 211 BCE
 Umbrian 	500 to 290 BCE	 Mid-Republican Roman 	275 to 100 BCE
• Etruscan	500 to 280 BCE	 Later Republican Roman 	105 to 20 BCE
 Magna Graecia 	500 to 267 BCE	 Spartacus Slave Revolt 	73 to 71 BCE
Early Campanian	500 to 264 BCE	 Early Imperial Roman 	20 BCE to 268 CE
Apulian	500 to 203 BCE	 Imperial Roman 	269 to 396 CE
Bruttian	500 to 203 BCE	 Foederate Roman 	397 to 460 CE
 Lucanian 	500 to 203 BCE	 Later Foederate Roman 	461 to 476 CE
 Camillan Roman 	400 to 275 BCE		

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: ¼ to ¾ 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 ¼ to ¾ 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. 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.

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HISTORICAL INTRODUCTION

At the start of the 5th 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 4th 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 3rd 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 2nd 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.

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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.

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MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

	Army Co.	mmander	Sub-ge	eneral	Ally general		
Type of 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



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 330 BCE
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Coastal, Mountains
Internal Allied Generals	0-2	Any Instinctive	САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY	Average	-	Short Spear		90	Melee Expert (23)	4	4,6
	Formed Loose	Protected	-	Short Spear	-	90		12	4,0
Infantry of 1st class	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8	6,8
	Formed Close	Protected	-			27		24	0,0
Infantry of 2nd or 3rd class	INFANTRY	Average	-	I and Char		76	Orb (2)	8	6,8
	Tribal Close	Protected	-	Long Spear	-	70	O10 (2)	80	
Slingers of 4th or 5th class	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Jilligers of 4ur of Jul class	Skirmisher	Unprotected	Sling		Compat Sily	50	-	9	0,9
Javelinmen of 4th or 5th	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
class	Skirmisher	Unprotected	Javelin	-	Compat Sily	20	-	27	

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

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



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 290 BCE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains
Internal Allied Generals	0-2	Any Instinctive	Самр	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY	Average	-	Short Spear		90	Melee Expert (23)	0	4,6
	Formed Loose	Protected	-	onor spear	-	90		8	4,0
Picked warriors	INFANTRY	Superior	Unskilled	Chart Crans		97	Shoot & Charge (8)	0	6
LICKEU WAITIOIS	Formed Loose	Protected	Javelin	Short Spear	-	9/		18	0
Warriora	INFANTRY	Average	Unskilled	Short Spear		70	Shoot or Charge (6)	16	6,8,9
Warriors	Formed Loose	Protected	Javelin	- Short Spear	-	70	Shoot & Charge (6)	120	- 0,0,9
Skirmishers	INFANTRY	Average	Experienced		Cambat Chry	25	-	0	6.0
	Skirmisher	Unprotected	Javelin	-	Combat Shy	25		27	6,9

NOTES

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

CHANGES FROM LAST VERSION

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



ARMY COMMANDER		1	Any Instinctive			DATES		500 BCE to 290 BCE			
SUB-GENERALS		1-3	Any Instinctive			TERRAIN		Mountains			
Internal Allied Genera	ALS					САМР		Unfortified; Poor or Average			
	ТүрЕ										
	TRAINING AN	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	FORMATION	1	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Cavalry	CAVALRY	<i>[</i>	Average	-	Short Spear	-	90	Melee Expert (23)	4	4,6	
	Formed Loc	se	Protected	-			90		12	4,0	
Hoplites	INFANTR'	Y	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8	6,8	
Tiophies	Formed Clo	se	Protected	-					24		
Javelinmen	INFANTR'	Y	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	8	600	
Javenninen	Formed Loc	se	Protected	Javelin	Short spear	-	70	SHOOL & Charge (0)	80	6,8,9	
Clingon	INFANTR'	Y	Average	Experienced		Combat Shy	35		0	6,9	
Slingers	Skirmishe	r	Unprotected	Sling	-	Comoat sny	33	-	9	- 0,9	
Cleirmiching involinmen	INFANTR'	Y	Average	Experienced		Combat Chr	25		0	6,9	
Skirmishing javelinmen	Skirmishe	r	Unprotected	Javelin		Combat Shy		-	27	0,9	

Changes from last version

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; Camillan Roman

ETRUSCAN



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 280 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Coastal, Mountains
Internal Allied Generals	0-1	Any Instinctive	САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Cavalry	CAVALRY	Average	-	Short Spear		90	Melee Expert (23)	4	4,6
	Formed Loose	Protected	-	31101t Spear		70	Iviciec Expert (20)	12	4,0
Infantry of 1st class	INFANTRY	Average	-	Long Spear S	Shove, Shield Cover	99	Orb (2)	8	6,8
	Formed Close	Protected	-			77		24	0,0
Infantry of 2nd or 3rd class	INFANTRY	Average	-	Long Spear	-	76	Orb (2)	8	6,8
	Tribal Close	Protected	-			70		80	0,0
Reclassify infanty of 1st, 2nd	INFANTRY	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)	0	6
or 3rd class with pilum	Formed Close	Protected	Javelin	Long Spear	Siliela Covei	90	O10 (2)	Any	0
Slingers of 4th or 5th class	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Simgers of 4th of Jul class –	Skirmisher	Unprotected	Sling	-	Combat Sily	30	-	9	0,9
Javelinmen of 4th or 5th	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
class	Skirmisher	Unprotected	Javelin		Combat Shy		-	27	0,9

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

MAGNA GRAECIA



500 TO 267 B€E

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



ARMY COMMANDER		1	Any Instinctive			DATES		500 BCE to 267 BCE		
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Coastal		
Internal Allied Genera	LS	0-1	Any Instinctive			САМР		Unfortified or Flexible;	Poor or Ave	erage
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATIO	ON	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Greek cavalry	CAVALR	Y	Average	Unskilled	Short Spear		95	Shoot & Charge (10)	4	4,6
GIECK Cavally	Formed Lo	ose	Protected	Javelin	Short Spear		70	Shoot & Charge (10)	12	4,0
Tyrant's bodyguard	INFANTE	RΥ	Superior	-	Long Spear	Shove, Shield Cover	146	Orb (3)	0	6
Drilled	Drilled Clo	ose	Protected	-	Long Spear	Bilove, Biliela Gover	140	010 (0)	6	
Citizen hoplites For	INFANTE	RΥ	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	12	6,8
	Formed Cl	ose	Protected	-	Long Spear	Shove, Shield Cover		O10 (2)	48	0,0
Mercenary hoplites (from	INFANTE	RΥ	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	6,8
400 BCE)	Drilled Clo	ose	Protected	-			104	O10 (2)	18	
Italian mercenaries	INFANTE	RΥ	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	6,8,9
Italian mercenanes	Formed Lo	ose	Protected	Javelin	Short Spear		70	SHOOL & Charge (0)	18	0,0,7
Levied citizens	INFANTE	RΥ	Poor	-	Long Spear	Shove	57	Orb (1)	0	6,8,9
Levied Citizens =	Formed Cl	ose	Protected	-	Long Spear	SHOVE	37	O10 (1)	36	0,0,9
Light horse	CAVALR	Υ	Average	Experienced			47	Cantabrian (16),	0	4,6
Light horse	Skirmish	er	Unprotected	Javelin	-	-	4/	Combat Shy (-4)	12	4,0
Upgrade light horse as	CAVALR	Υ	Average	Experienced			55	Cantabrian (20)		4,6
"Tarentine" (from 350 BCE)	Skirmish	er	Protected	Javelin	-	-	33	Calitatiliali (20)	Any	4,0
Archers	INFANTE	RΥ	Average	Experienced		Combat Shy	40		0	6,9
Archers	Skirmish	er	Unprotected	Bow	-	Combat Sily	40	-	9	0,9
Slingers	INFANTE	RΥ	Average	Experienced		Combat Shy	35		0	6,9
Juligets	Skirmish	er	Unprotected	Sling	<u>-</u>	Compatibility		<u>-</u>	9	U, ž

Combat Shy

25

Experienced

Javelin

INFANTRY

Skirmisher

Javelinmen

Average

Unprotected

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

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



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 264 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
Internal Allied Generals			САМР	Unfortified; Poor or Average
ТүрЕ				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	4	4,6
Cavally	Formed Loose	Protected	Javelin	- Short Spear		101	Shoot & Charge (11)	12	4,0
Light cavalry	CAVALRY	Average	Experienced			102	-	0	4,6
Ligit cavally	Formed Flexible	Protected	Javelin	-	-	102		6	-1 ,0
Hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8	6,8
Tiophies	Formed Close	Protected	-					40	0,0
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Cl + 0x Cl (6)	8	6,8,9
Javenninen	Formed Loose	Protected	Javelin	Short spear	-	70	Shoot & Charge (6)	60	0,0,9
Skirmishing cavalry	CAVALRY	Average	Experienced			55	Cantabrian (20)	0	4,6
Skiillisiiiig Cavally	Skirmisher	Protected	Javelin	<u>-</u>	-	JJ	Cantaorian (20)	6	- 4,0
Skirmichora	INFANTRY	Average	Experienced		Combat Chy	25		0	6.0
Skirmishers	Skirmisher	Unprotected	Javelin		Combat Shy	25	-	27	6,9

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

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



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 203 BCE
Sub-Generals	1-3	Any Instinctive	Terrain	Mountains
Internal Allied Generals			Самр	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	4	4,6
Tullioured cavally	Formed Loose	Protected	Javelin	= Short Spear		101	Shoot & Charge (11)	8	
Light cavalry	CAVALRY	Average	Experienced			102		8	4,6
	Formed Flexible	Protected	Javelin	-		102		16	4,0
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear		97	Shoot & Charge (8)	0	6
	Formed Loose	Protected	Javelin		-			18	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	12	6,8,9
Javeninnen	Formed Loose	Protected	Javelin					96	
Skirmishing cavalry	CAVALRY	Average	Experienced			55	Cantabrian (20)	0	4,6
	Skirmisher	Protected	Javelin	<u>-</u>			Cantaonan (20)	6	
Skirmichare	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
Skirmishers	Skirmisher	Unprotected	Javelin	-	Comoat Sny	25	-	27	

Notes

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

CHANGES FROM LAST VERSION

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



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 203 BCE
Sub-Generals	0-3	Any Instinctive	TERRAIN	Mountains
Internal Allied Generals			САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	M in	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	_	131	Shoot & Charge (14)	0	4,6
	Formed Loose	Protected	Javelin			101		8	
Light cavalry	CAVALRY	Average	Experienced		_	102	_	4	4,6
Ligit Cavally	Formed Flexible	Protected	Javelin	-		102		8	
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear		97	Shoot & Charge (8)	0	6
TICKCU WAIIIUIS	Formed Loose	Protected	Javelin		-	<i></i>		18	_ 0
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	_	70	Shoot & Charge (6)	18	6,8,9
Javeniiiieii	Formed Loose	Protected	Javelin					108	
Skirmishing cavalry	CAVALRY	Average	Experienced		_	55	Cantabrian (20)	0	4,6
	Skirmisher	Protected	Javelin					6	4,0
Skirmicharc	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
Skirmishers	Skirmisher	Unprotected	Javelin		Combat Shy	25	-	27	

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

LUCANIAN



500 TO 203 B€E

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 javelinemen. 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



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 203 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Mountains
Internal Allied Generals			САМР	Unfortified; Poor or Average
Type				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	M[in	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	4	4,6
	Formed Loose	Protected	Javelin			101	(14)	8	, 0
Light cavalry	CAVALRY	Average	Experienced		_	102	-	8	4,6
Ligiit Cavaily	Formed Flexible	Protected	Javelin			104		12	
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	Shield Cover	104	Shoot & Charge (8)	0	6
ricked warnors	Formed Loose	Protected	Javelin		Jiliela Covei	104		18	
	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	12	6,8,9
Javeniniich	Formed Loose	Protected	Javelin			/ 0		96	
Upgrade javelinmen as	INFANTRY	Average	Unskilled	Short Spear	Shield Cover	75	Shoot & Charge (6)		6,8,9
armoured	Formed Loose	Protected	Javelin					Up to half	
Skirmiching cavalry	CAVALRY	Average	Experienced			55	Cantabrian (20)	0	4,6
Skirmishing cavalry	Skirmisher	Protected	Javelin				Cantaonan (20)	6	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	bat Shy 25	-	0	6,9
	Skirmisher	Unprotected	Javelin	-	Compat Sny			27	- 0,7

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

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



ARMY COMMANDER	RMY COMMANDER 1		Any Instinctive			DATES		400 BCE to 275 BCE			
SUB-GENERALS		0-3 Any Instinctive			TERRAIN		Standard, Coastal				
INTERNAL ALLIED GENE	RALS	0-1 Any Instinctive			САМР		Unfortified; Poor or Av	erage			
	ТүрЕ										
	TRAINING ANI	QUALITY C	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	M IN			
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Cavalry	CAVALRY	Average	-	Short Spear		90	Melee Expert (23)	4	4,6		
Cavally	Formed Loos	e Protected	-	31101t Spear		<i></i>	Tvicice Expert (20)	12	4,0		
LEGIONS COMPRISING 1/3	3 - Front rank	HASTATI AND $2/3$ -	REAR RANKS PRINC	CIPES AND TRIARI	I WITH ASSOCIATEI	LEVES					
Hastati	INFANTRY	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)	18	6,9		
nastau	Formed Clos	e Protected	Javelin	Long Spear	Silieia Covei	90	O10 (2)	90	- 0,9		
Principes and triarii	INFANTRY	Average	-	Long Spage	Shield Cover	91	Orb (2)	-			
	Formed Clos	e Protected	-	Long Spear	Silicia Covei	91	Orb (2)	See note			
Leves	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9		
Leves	Skirmisher	Unprotected	Javelin	-		20		30	- 0,9		
Pedites extraordinarii	INFANTRY	Superior	Unskilled	Clarat Carana		118	Shoot & Charge (8),	0	4		
redites extraordinarii	Drilled Flexib	le Protected	Javelin	Short Spear	-	110	Orb (3)	4	- 4		
Italian infants	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	600		
Italian infantry	Formed Loos	e Protected	Javelin	Short Spear	-	70	Shoot & Charge (0)	12	6,8,9		
Accensi	INFANTRY	Poor	-	Long Spear		52		0	6,8		
Accellat	Formed Clos	e Protected	-	Long Spear	-	<i>J</i> 2		12			
Rorarii	INFANTRY	Poor	Experienced		Combat Shy	17		0	6,9		
orarii	Skirmisher	Unprotected	Javelin	_	Compat Sny	1/	-	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 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

SAMNITE



396 TO 272 B€E

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



ARMY COMMANDER	ARMY COMMANDER		Any Professional			DATES		396 BCE to 272 BCE			
SUB-GENERALS		0-3	Any Professional			TERRAIN		Mountains			
INTERNAL ALLIED GENER	KALS			CAMP Unfortifie		Unfortified or Flexible;	fortified or Flexible; Poor or Average				
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	O PTIONAL	Min		
NAME	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Armoured cavalry	CAVALRY	Y	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	0	4,6	
7 minoured cavalry	Formed Loc	ose	Protected	Javelin	31101t Spear		101	Shoot & Charge (14)	6	- 4, 0	
Light cavalry	CAVALRY	Y	Average	Experienced			102		4	4,6	
ligiit cavally	Formed Flex	ible	Protected	Javelin		-	102	-	8	1,0	
	INFANTR	Y	Superior	Unskilled	Short Spear		4.4.0	Melee Expert (22),	0		
Linen Legion or equivalent	Drilled Flexi	ible	Protected	Javelin		-	118	Shoot & Charge (8), Orb (3)	24	6,8	
Samnite foot	INFANTR	Y	Average	Unskilled	Chart Craar		80	Shoot & Charge (6),	12	6,8	
	Formed Flex	ible	Protected	Javelin	Short Spear	-		Orb (2)	90	0,0	
Upgrade Samnite foot	INFANTR	Y	Average	Unskilled	Short Spear	_	80	Melee Expert (16), Shoot & Charge (6),	0	6,8	
opgrade bannine root	Formed Flex	ible	Protected	Javelin	Silote Spear		00	Orb (2)	32	٥,٥	
Chirmichina cavalar	CAVALR	Y	Average	Experienced			55	Cantabrian (20)	0	4,6	
Skirmishing cavalry	Skirmishe	r	Protected	Javelin	_	-	55	Cantabrian (20)	6		
Involinmen	INFANTR	Y	Average	Experienced	Short Spaar		33	-	0	6,9	
avelinmen	Skirmishe	r	Unprotected	Tarrelin	Short Spear	-			27	0,9	

Javelin

Skirmisher

Unprotected

SAMNITE



ALLIES

Roman allies - Camillan 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

LATER CAMPANIAN



335 TO 211 B€E

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



ARMY COMMANDER	1	Any			DATES		335 BCE to 211 BCE		
SUB-GENERALS	1-	3 Any			TERRAIN		Standard, Coastal		
Internal Allied Gener	RALS				Самр		Unfortified; Poor or Ave	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY Formed Loose	Superior Protected	Unskilled Javelin	Short Spear	-	131	Shoot & Charge (14)	4 12	4,6
Before 275 BCE - Legi	ONS COMPRISING	1/3 - FRONT RANK H	iastati and $2/3$ -	REAR RANKS PRI	NCIPES AND TRIARII				
Hastati	INFANTRY Formed Close	Average Protected	Charge Only Javelin	Long Spear	Shield Cover	96	Orb (2)	9 120	6,9
Principes and triarii	INFANTRY Formed Close	Average Protected	-	Long Spear	Shield Cover	91	Orb (2)	- See note	
FROM 275 BCE - LEGION	s comprising 2/	5 hastati, 2/5 prin	ICIPES AND 1/5 - T	RIARII					
Hastati and principes	INFANTRY Drilled Close	Average Protected	-	Impact Weapon	Shield Cover	87	Melee Expert (16), Orb	10 120	4,8
Triarii in a combined unit with hastati & principes	INFANTRY Drilled Close	Average Protected	-	_	Shield Cover	75	Melee Expert (16), Orb (2)	See note	
Triarii	INFANTRY Drilled Close	Average Protected	-	Long Spear	Shove, Shield Cover	104	Orb (2)	- See note	2,4
Skirmishing cavalry	CAVALRY Skirmisher	Average Protected	Experienced Javelin		-	55	Cantabrian (20)	0 6	4,6
Skirmishers	INFANTRY Skirmisher	Average Unprotected	Experienced Javelin	_	Combat Shy	25	-	0 27	6,9

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 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

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; 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



ARMY COMMANDER		1 Any				DATES		275 BCE to 100 BCE		
SUB-GENERALS	0	-3 Any				TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	1.5 0	-1 Any	(represents unco	ooperative consul)		Самр		Unfortified or Fortified;	Poor, or Av	erage
	ТүрЕ									
	TRAINING AND		QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	M in	
NAME	Formation		PROTECTION	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	MAX	UG SIZE
Elephants (from 200 BCE)	ELEPHANTS		Average	-	_	_	220	_	0	2
Liephants (nom 200 BCL)	Tribal Loose		Protected	-	-		220		2	
Cavalry	CAVALRY		Average	Unskilled	Short Spear		95	Melee Expert (23),	0	4,6
Cavally	Formed Loose	2	Protected	Javelin	Short Spear	-	70	Shoot & Charge (10)	8	4,0
LEGIONS										
	INFANTRY		Average	-	T	C1 · 11 C	0.7	Melee Expert (16), Orb	16	4.60
Hastati & principes	Drilled Close		Protected	-	Impact Weapon	Shield Cover	87	(2)	80	4,6,8
Triarii in a combined with	INFANTRY		Average	-		Shield Cover	75	Melee Expert (16), Orb		
hastati & principes	Drilled Close		Protected	-	-	Shield Cover	/3	(2)	See note	-
UPGRADE LEGIONS AS VETI	ERAN									
Value 1 sateti 0x main in a	INFANTRY		Superior	-	T.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	C1::11 C	122	Melee Expert (22), Orb	0	160
Veteran hastati & principes	Drilled Close		Protected	-	Impact Weapon	Shield Cover	122	(3)	16	4,6,8
Veteran hastati & principes	INFANTRY		Superior	-	Impact Weapon	Shield Cover	122	Melee Expert (22), Orb	0	4,6,8
(from 207 to 197 BCE)	Drilled Close		Protected	-	Impact weapon	Siliela Covei	122	(3)	8	4,0,0
Veteran triarii in a combined	INFANTRY		Superior	-		Shield Cover	105	Melee Expert (22), Orb		
unit	Drilled Close		Protected	-	-	Siliela Covei	100	(3)	See note	
Triarii	INFANTRY		Superior	-	I C	C1 C1:.11 C	1.16	0.1. (0)		4
i riarii	Drilled Close		Protected	-	Long Spear	Shove, Shield Cover	146	Orb (3)	See note	4
Pedites extraordinarii	INFANTRY		Superior	Unskilled	Short Spear		118	Shoot & Charge (8),	0	4
I CUITES EXTIAOIUIIIAIII	Drilled Flexible	е	Protected	Javelin	SHOIL Speal	-	110	Orb (3)	4	4
Italian infantry	INFANTRY		Average	Unskilled	Short Spear		85	Shoot & Charge (6),	0	6,8,9
	Drilled Flexible	e	Protected	Javelin	Short Spear	-	00	Orb (2)	12	0,0,7

MID REPUBLICAN ROMAN

M	ORT	EM
ET C	LOR	IAM

INFANTRY	Average	-	Impact Weapon		72		0	6,8,9
Formed Loose	Protected	-	iiiipact weapoii		12		9	0,0,7
INFANTRY	Average	-		Daynetating Chargers	80		0	6,8,9
Formed Flexible	Protected	-	-	Devastating Chargers		-	9	0,0,9
INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	6,8,9
Tribal Flexible	Protected	Javelin	Short Spear	-	70	JHOOL & CHarge (0)	9	0,0,9
INFANTRY	Average	-	Long Spaar	Shove	90	Orb (2)	0	6,8
Drilled Close	Protected	-	Long Spean	SHOVE	77	O10 (2)	8	0,0
CAVALRY	Average	Skilled			67	Combat Shy (1)	0	4,6
Skirmisher	Unprotected	Javelin	-	-	07	Combat 311y (-4)	6	4,0
CAVALRY	Average	Experienced	-		17	Cantabrian (16),	0	4,6
Skirmisher	Unprotected	Javelin			4/	Combat Shy (-4)	6	4,0
INFANTRY	Average	Experienced		Combat Chry	25			6
Skirmisher	Unprotected	Javelin	-	Collidat Sily	20	-	See note	0
INFANTRY	Average	Experienced	Short Spear		30	Shoot & Charge (7)		6
Skirmisher	Protected	Javelin	Short Spear	-	39	Shoot & Charge (7)	All or none	0
INFANTRY	Average	Skilled			70	Combat Shy (1)	0	6,9
Skirmisher	Unprotected	Bow	-	-	70	Combat Sily (-4)	9	0,9
INFANTRY	Average	Experienced		Combat Shy	0.F		0	6,9
Skirmisher	Unprotected	Sling	-	Comoat sny	30	-	9	• 6,9
	Formed Loose INFANTRY Formed Flexible INFANTRY Tribal Flexible INFANTRY Drilled Close CAVALRY Skirmisher CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY	Formed Loose INFANTRY Average Formed Flexible INFANTRY Average Tribal Flexible INFANTRY Average Tribal Flexible INFANTRY Average Drilled Close CAVALRY Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher INFANTRY Average Skirmisher Average Skirmisher Average INFANTRY Average	Formed Loose INFANTRY Average Formed Flexible INFANTRY Average Infled Close Protected INFANTRY Average Infled Close Infled C	Formed Loose INFANTRY Average Formed Flexible INFANTRY Average Unskilled INFANTRY Average Skilled Skirmisher Unprotected INFANTRY Average Experienced Skirmisher INFANTRY Average Skirmisher INFANTRY Average Skirmisher INFANTRY Average Skirmisher INFANTRY Average Skilled Skirmisher INFANTRY Average Skilled Skirmisher INFANTRY Average Skilled Skirmisher Experienced INFANTRY Average Skilled Skirmisher Experienced	Formed Loose INFANTRY Average Formed Flexible INFANTRY Average INFANTRY Average INFANTRY Tribal Flexible INFANTRY Average Drilled Close CAVALRY Skirmisher Unprotected INFANTRY Average Experienced Skirmisher Unprotected INFANTRY Average Experienced Skirmisher Unprotected INFANTRY Average Experienced Skirmisher INFANTRY Average Skilled Skirmisher INFANTRY Average Skilled Skirmisher INFANTRY Average Skilled Skirmisher INFANTRY Average Experienced Skilled Skirmisher INFANTRY Average Experienced Skilled Skirmisher Unprotected Bow Combat Shy	Formed Loose Protected - Impact Weapon - 72 INFANTRY Average - Devastating Chargers 80 INFANTRY Average Unskilled - Tribal Flexible Protected Javelin	Formed Loose Protected - Impact Weapon - 72 INFANTRY Average - Devastating Chargers 80 INFANTRY Average Unskilled INFANTRY Average Unskilled INFANTRY Average - Long Spear Shove 99 Orb (2) CAVALRY Average Skilled - 67 CAVALRY Average Experienced Javelin Unprotected Javelin Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Skilled - 70 INFANTRY Average Skilled - 70 Combat Shy (-4) INFANTRY Average Skilled - 70 Combat Shy (-4) INFANTRY Average Experienced Skilled - 70 Combat Shy (-4)	Formed Loose Protected - Impact Weapon - 72 - 9 INFANTRY Average - Devastating Chargers 80 - 9 INFANTRY Average Unskilled Information of the protected Javelin Infantry Average Skilled CAVALRY Average Experienced Infantry Average Infantry Infantry Average Infantry Infantry Average Infantry Infantry Infantry Average Infantry Infantr

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.



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



ARMY COMMANDER		Any Professional			DATES		105 BCE to 20 BCE		
Sub-Generals	0	-3 Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	1.S 0	-1 Any Professional			САМР		Fortified; Poor, Average	or Superio	or
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Heavy cavalry	CAVALRY	Average	Unskilled	Short Spear	<u>-</u>	95	Melee Expert (23),	0	4,6
	Formed Loose	Protected	Javelin			,,,	Shoot & Charge (10)	8	1,0
Legionaries	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb	18	4,6,8
Legionaries	Drilled Flexible	Protected	-	impact weapon	Silicia Cover	72	(2)	80	7,0,0
Upgrade legionaries to	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb	0	4,6,8
veteran	Drilled Flexible	Protected	-	impact vveapon	Sincia Cover	127	(3)	24	1,0,0
Caesar's Xth Legion (from 59	INFANTRY	Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (28), Orb		4,6,8
to 45 BCE)	Drilled Flexible	Protected	-		Silicia Gover	107	(4)	8	-1,0,0
Spanish scutarii (only	INFANTRY	Average	-	Impact Weapon	_	72	_	0	6,8,9
western armies)	Formed Loose	Protected	-	impact weapon		72		9	0,0,7
Thracian foot (only eastern	INFANTRY	Average	-		Devastating Chargers	70	Melee Expert (16)	0	6,8,9
armies)	Formed Loose	Protected	-		Devastating Chargers	70	Tvicice Expert (10)	9	0,0,7
Gallic foot (only Italy or	INFANTRY	Average	-		Devastating Chargers	80		0	6,8,9
western armies)	Formed Flexibl	Protected	-	_	Devastating Chargers	00		18	0,0,7
Archers	INFANTRY	Average	Experienced			48	Combat Shy (-14)	0	6,8
(only eastern armies)	Tribal Loose	Unprotected	Bow	-	-	40	Collidat Sily (-14)	8	0,0
Bolt shooters	ARTILLERY	Average	Experienced			116	Barricados (16)	0	234
Doit silooteis –	Skirmisher	Unprotected	Light Art	-	<u>-</u>	110	16 Barricades (16)	4	2,3,4
Light cavalry	CAVALRY	Average	Experienced			47	Cantabrian (16),	0	4,6
Light cavally	Skirmisher	Unprotected	Javelin	-	-	4/	Combat Shy (-4)	8	4,∪

67

Combat Shy (-4)

Skilled

Javelin

Average

Unprotected

CAVALRY

Skirmisher

Numidian cavalry (only Italy

or western armies)



Syrian horse archers (only	CAVALRY	Average	Experienced	_		57	Combat Shy (-4)	0	4,6
eastern armies from 42 BCE)	Skirmisher	Unprotected	Bow			07	Collidat Sily (-4)	18	4,0
	CAVALRY	Average	Experienced						
Upgrade horse archers	Skirmisher	Unprotected	Bow	- -	Cantabrian	73	Combat Shy (-4)	All or none	4,6
Velites (before 80 BCE)	INFANTRY	Average	Experienced	Short Spear		39	Shoot & Charge (7)	0	6,9
Vehices (Delote of DCE)	Skirmisher	Protected	Javelin	Short Spear	-	39	Shoot & Charge (7)	9	0,9
Javelinmen	INFANTRY	Average	Experienced		Combat Shy	25		0	6,9
Javenninen	Skirmisher	Unprotected	Javelin	-	Combat Sily	20		9	0,9
Archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6,9
Auchers	Skirmisher	Unprotected	Bow	- -	Combat Sily	40	-	9	0,9
Slingare	INFANTRY	Average	Experienced		Combat Shy	35		0	6,9
Slingers	Skirmisher	Unprotected	Sling	-	Combat Sily	30	-	9	0,9
Cretan archers (only Italy or	INFANTRY	Average	Skilled		70	70 Combat Shy (-4)	0	6,9	
eastern armies)	Skirmisher	Unprotected	Bow	-	- /0		70 Combat Sily (-4)		0,9

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)



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

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



ARMY COMMANDER		1	Instinctive: Crixus, T	alented; Spartacus, 1	Legendary	DATES		73 BCE to 71 BCE		_
SUB-GENERALS		1-3	Any Instictive			TERRAIN		Coastal, Mountains		
Internal Allied Genera	LS					САМР		Unfortified; Poor		
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	MAX	UG SIZE
ONLY IF C-IN-C IS SPARTAG	cus									
Cavalry	CAVALR	Υ	Average	-	Short Spear		90	Melee Expert (23)	0	4
Cavally	Formed Lo	ose	Protected	-	Short Spear	-	90	Meiee Expert (23)	4	4
Ev aladiator alavos	INFANTF	RΥ	Superior	-			70	Fanatic (56),	0	4
Ex-gladiator slaves	Tribal Loc	ose	Protected	-	-	-	70	Melee Expert (22)	8	4
Slaves equipped with Roman	INFANTE	RΥ	Average	-	_	Devastating Chargers	60	_	16	6,8
arms	Tribal Loc	se	Protected	-	_	Devastating Chargers		_	64	0,0
ONLY IF C-IN-C IS CRIXUS										
Upgrade slaves equipped with Roman arms as Gauls	INFANTF	RΥ	Average	-	_	Devastating Chargers	70	_	16	6,8
or Germans	Tribal Flex	ible	Protected	-		Devastating Chargers	70		24	0,0
D I 1 . 1	INFANTE	Ϋ́	Poor	-		Daniel Champion	0.4		27	0.0.10
Poorly equipped slaves	Tribal Loc	se	Unprotected	-	-	Devastating Chargers	24	-	120	8,9,10
Women, children and old	INFANTE	Ϋ́	Poor	-		Combat Shy	11		10	10,12
men	Tribal Loc	se	Unprotected	-	-	Combat Sily	11	-	24	10,12
Slingers	INFANTE		Poor	Experienced	_	Combat Shy	27	_	0	6,9
	Skirmish		Unprotected	Sling		Combat Shy 2/	211		18	6,9
Javelinmen	INFANTE		Poor	Experienced	_	Combat Shy	17	-	0	6,9
	Skirmish	er	Unprotected	Javelin			**		27	<u> </u>

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



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



Combat Shy (-22)

80

ARMY COMMANDER	1	Any Professional			DATES		20 BCE to 268 CE	20 BCE to 268 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mou	ntains		
INTERNAL ALLIED GENER	(ALS				САМР		Fortified; Poor, Average	or Superio	or	
	ТүрЕ				_					
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min		
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE	
C 1	CAVALRY	Average	Unskilled	C1 . C		105	Melee Expert (23),	4	1.6	
Cavalry	Drilled Loose	Protected	Javelin	Short Spear	-	105	Shoot & Charge (10), Dismountable (5)	18	4,6	
Upgrade cavalry	CAVALRY	Superior	Unskilled	Short Spear	_	145	Melee Expert (32), Shoot & Charge (14),	0	4,6	
Opgrade cavally	Drilled Loose	Protected	Javelin			140	Dismountable (7)	8	4,0	
Equites catafractarii (from 100 CE)	CAVALRY	Average	-	Charging Lancer	_	115	Melee Expert (23)	0	4,6	
	Drilled Loose	Protected	-	Charging Lancer		110	Tvicice Expert (20)	6	-1, 0	
Legionaries	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2),	16	4,6,8	
	Drilled Flexible	Protected	-	mipact Weapon	Sincia Gover		Integral Shooters (6)	48	.,.,	
Upgrade legionaries to	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3),	0	4,6,8	
veteran	Drilled Flexible	Protected	-	impact Weapon	Siliela Covei	129	Integral Shooters (8)	24	4,0,0	
Upgrade legionaries to	INFANTRY	Exceptional	-	Inches at Mannan	Shield Cover	157	Melee Expert (27), Orb (3),	0	4,6,8	
Upgrade legionaries to Praetorian Guard	Drilled Flexible	Protected	-	Impact Weapon	Silleld Cover	137	Integral Shooters (10)	8	4,0,0	
Auxilia	INFANTRY	Average	e Unskilled Short Spear	_	85	Melee Expert (16), Shoot & Charge (6),	12	468		
1 YUAIIId	Drilled Flexible	Protected	Javelin	short spear	- 85	OJ	Orb (2)	32	4,6,8	
Auxiliary archers	INFANTRY	Average	Experienced	_	-	80	Combat Shy (-22)	0	6.8	

Bow

Auxiliary archers

Drilled Loose

Protected

NA	OPTEM
TA	
DIT	GLORIAM

Bolt shooters (see note)	ARTILLERY	Average	Experienced			116	Barricades (16)	0	2,3,4
Boit shooters (see note)	Skirmisher	Unprotected	Light Art	-	-	110	Darricades (10)	4	2,3,4
Light horse	CAVALRY	Average	Experienced			47	Cantabrian (16),	0	4,6
Light horse	Skirmisher	Unprotected	Javelin	-	-	4/	Combat Shy (-4)	12	4,0
Equites sagittarii	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6
. 0	Skirmisher	Unprotected	Bow	_	-	07	Combat Shy (-4)	12	4,0
Regrade legionaries as skirmishing lanciarii (from	INFANTRY	Average	Experienced	Short Spear	-	39	Melee Expert (10),		6,9
194 CE)	Skirmisher	Protected	Javelin			0)	Shoot & Charge (7)	Up to 1/3	
Archers	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6,8,9
Aicheis	Skirmisher	Unprotected	Bow	-	Combat Sily	40		18	0,0,9
Slingare	INFANTRY	Average	Experienced		Combat Shy	35		0	6,8,9
Slingers	Skirmisher	Unprotected	Sling	-	Combat Sily	30	-	9	0,0,9
Javelinmen	INFANTRY	Average	Experienced		- Combat Shy	25		0	6,8,9
	Skirmisher	Unprotected	Javelin	- -		20	-	9	0,0,9

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)



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.



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



Orb (3),

Integral Shooters (10)

8

ARMY COMMANDER	1	Any Professional			DATES		269 CE to 396 CE		
Sub-Generals	0-3	Any Professional			TERRAIN		Standard, Coastal, Mou	ntains	
Internal Allied Gener	ALS				Самр		Fortified; Poor, Average	or Superio	or
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Equites	CAVALRY	Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10),	4	4,6
Equitor	Drilled Loose	Protected	Javelin	Silore Spear		100	Dismountable (5)	16	1,0
Upgrade equites	CAVALRY	Superior	Unskilled	Short Spear	_	145	Melee Expert (32), Shoot & Charge (14),	0	4,6
opgrade equites	Drilled Loose	Protected	Javelin	Silore Spear		1 10	Dismountable (7)	8	1,0
Equites Illyricani, Dalmatae	CAVALRY	Average	Experienced	Chart Char		122	Shoot & Charge (10)	0	4,6
or similar	Drilled Flexible	Protected	Javelin	Short Spear		122	Shoot & Charge (10)	6	4,0
Equites catafractarii or	CAVALRY	Average	-	Long Spear	Devastating	187		0	4,6
clibinarii (western armies)	Drilled Close	ArmHrs/F Armoured	-	Long Spear	Chargers, Shove	107		6	4,0
Equites catafractarii or	CAVALRY	Average	-	Long Spear	Devastating	187	_	0	4,6
clibinarii (eastern armies)	Drilled Close	ArmHrs/F Armoured	-	Long Spear	Chargers, Shove	107		8	-1, 0
Hun mercenaries (from 388	CAVALRY	Average	Experienced	_	Melee Expert	109	Shoot & Charge (6)	0	4,6
CE)	Formed Flexible	Unprotected	Bow		Iviciee Expert	107	Shoot & Charge (0)	6	4,0
Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2),	24	4,6,8
Legionaries or auxilia	Drilled Flexible	Protected	-	impact vveapon	Bineia Gover	72	Integral Shooters (6)	64	1,0,0
Upgrade legionaries to	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3),	0	4,6,8
veteran	Drilled Flexible	Protected	-		Sincia Gover		Integral Shooters (8)	16	4,0,8
	INFANTRY	Exceptional	-				Melee Expert (27),	0	

Impact Weapon

Shield Cover

157

Drilled Flexible

Guard legionaries

Protected



								7	
Regrade legionaries or auxilia	INFANTRY	Average	Unskilled	Short Spear		85	Melee Expert (16), Shoot & Charge (6),		6,8
regrade regionaries of auxilia	Drilled Flexible	Protected	Javelin	Short Spear	-	00	Orb (2)	Any	
FROM 298 CE IN WESTERN	N ARMIES, 324 CE	IN EASTERN ARMIES	3						
Upgrade auxilia to auxilia	INFANTRY	Superior	Unskilled	Short Spear	-	118	Melee Expert (22), Shoot & Charge (8),	0	6,8
palatina	Drilled Flexible	Protected	Javelin				Orb (3)	24	٠,٠
Re-equip legionaries or	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)		6,8
auxilia	Drilled Flexible	Protected	Darts	Short Spear	Silicia Covei	<i>)</i> /	O10 (2)	See note	
Re-equip guard legionaries or	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)		6.8
auxilia palatina	Drilled Flexible	Protected	Darts	Briore Spear	Biliela Gover	102	010 (0)	See note	٥,٥
Armoured auxilia sagittarii	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	6,8
(eastern armies)	Drilled Loose	Protected	Bow	_	-	00	Controat Stry (-22)	8	0,0
Auxilia sagittarii	INFANTRY	Average	Experienced	-	_	58	Combat Shy (-14)	0	6,8
	Drilled Loose	Unprotected	Bow					8	
Gothic foot (eastern armies	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	6,8,9
from 360 CE)	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),	0	4,6
	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	8	
Equites sagittarii (western	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16),	0	4,6
armies)	Skirmisher	Unprotected	Bow				Combat Shy (-4)	6	
Equites sagittarii (eastern	CAVALRY	Average	Experienced	-	-	57	Cantabrian (16),	0	4,6
armies)	Skirmisher	Unprotected	Bow				Combat Shy (-4)	12	
Regrade legionaries as skirmishing lanciarii (to 323	INFANTRY	Average	Experienced	Short Spear	-	39	Melee Expert (10),		6,9
CE)	Skirmisher	Protected	Javelin				Shoot & Charge (7)	Up to 1/3	- /-



Archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.0
	Skirmisher	Unprotected	Bow	<u>-</u>	Combat Sily	40	-	18	0,9
Skirmishers with javelins	INFANTRY	Average	Experienced		Combat Shy	25		0	6.0
	Skirmisher	Unprotected	Javelin	-	Combat Sny	20	-	9	0,9

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 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.



397 TO 460 €E

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



ARMY COMMANDER	ARMY COMMANDER		Any Professional			DATES		397 CE to 460 CE			
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains		
INTERNAL ALLIED GENER	ALS	0-1	Any Professional (We	estern armies only)		Самр		Unfortified or Fortified	; Poor or Ave	erage	
	Түре										
	TRAINING AN	D	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	Formation	r	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE	
Equites	CAVALRY	,	Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10),	6	4.6	
Equitor	Drilled Loos	se	Protected	Javelin	onore opear		100	Dismountable (5)	12	1,0	
I In any de la suite a	CAVALRY	,	Superior	Unskilled	Short Spear	-	145	Melee Expert (32),	0	4,6	
Upgrade equites	Drilled Loos	se	Protected	Javelin			140	Shoot & Charge (14), Dismountable (7)	6	4,0	
Replace upgraded equites	CAVALRY	•	Superior	Experienced	Short Spear	-	175	Shoot & Charge (14)		4,6	
with bucellarii	Drilled Loos	se	Protected	Bow			170		All or none	:,·	
Equites Illyricani, Dalmatae	CAVALRY	r	Average	Experienced	Short Spear	-	122	Shoot & Charge (10)	0	4,6	
or similar	Drilled Flexib	ole	Protected	Javelin	Short Spear		122		8	- 4,0	
Foederate cavalry	CAVALRY	r	Average	-	Short Spear		90	Melee Expert (23)	4	4,6	
1 Octiciate cavairy	Formed Loo	se	Protected	-	Short Spear		70	Wielee Expert (20)	12	4,0	
Regrade foederate cavalry	CAVALRY	r	Average	Unskilled	Short Spear		95	Melee Expert (23),		4,6	
regrade rocuciate cavarry	Formed Loo	se	Protected	Javelin	Short Spear		70	Shoot & Charge (10)	Any	4,0	
Upgrade foederate cavalry	CAVALRY	r	Superior	-		Devastating Chargers	131	Melee Expert (32)		4,6	
opgiade locdelate cavally	Formed Loo	se	Protected	-	-	Devastating Chargers	101	Wielee Expert (02)	Up to half	4,0	
Equites alani or similar	CAVALRY		Average	-	Charging Lancer	·	115	Melee Expert (23)	0	4,6	
Lquites alaili oi siiililal	Drilled Loos	se	Protected	-	Charging Lancer	Г -	113	Meiee Expert (23)	6		
Alan or Hun mercenaries	CAVALRY		Average	Experienced	_	Melee Expert	109	Shoot & Charge (6)	0	4,6	
lan or Hun mercenaries	Formed Flexi	ble	Unprotected	Bow	-	Meice Pyheir	109	Snoot & Charge (6)	8	₹,0	

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		•		•	•				200
Foederate infantry	INFANTRY	Average	-	_	Devastating Chargers	70	_	0	6,8
- Tocaciate infantity	Tribal Flexible	Protected	-		Devastating Chargers	, 0		24	0,0
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77	_		6,8
opgrade roederate finantity	Tribal Flexible	Protected	-	Short Spear	Devastating Chargers	, ,		Up to half	
Equites Mauri or similar	CAVALRY	Average	Experienced	_	_	47	Cantabrian (16),	0	4,6
Equites iviatin or similar	Skirmisher	Unprotected	Javelin			17	Combat Shy (-4)	8	1,0
Archers	INFANTRY	Average	Experienced	_	Combat Shy	40	_	0	6,9
Aucticis	Skirmisher	Unprotected	Bow	_	Combat Sily	40		18	0,2
WESTERN ARMIES ONLY:									
Lagionarias or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)	8	4,6,8
Legionaries or auxilia	Drilled Flexible	Protected	Darts	Short Spear	Silieid Cover	97		40	4,0,0
Upgrade legionaries or	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	6,8
auxilia to palatina	Drilled Flexible	Protected	Darts	Short Spear	Silieid Cover	132	O10 (3)	8	0,0
Auxiliary archers	INFANTRY	Average	Experienced			58	Combat Shy (-14)	0	6
	Drilled Loose	Unprotected	Bow		<u>-</u>	50	Compatibily (-14)	6	
Equites sagittarii	CAVALRY	Average	Experienced	-		57	Cantabrian (16),	0	4,6
Lquites sagittain	Skirmisher	Unprotected	Bow			07	Combat Shy (-4)	6	4,0
EASTERN ARMIES ONLY:									
Environ dilainanii	CAVALRY	Average	-	I C	Devastating	187	-	0	4,6
Equites clibinarii	Drilled Close	ArmHrs/F Armoured	-	Long Spear	Chargers, Shove	18/		8	4,0
Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)	16	4,6,8
Legionaries of auxilia	Drilled Flexible	Protected	Darts	Short Spear	Silieid Covei	21	O10 (2)	60	4,0,0
Upgrade legionaries or	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	6,8
auxilia to palatina	Drilled Flexible	Protected	Darts	Short Spear	Silicia Cover	102	010 (5)	16	0,0
Protected auxilia sagittarii	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	6,8
Tiotected auxilia sagittarii	Drilled Loose	Protected	Bow	-	<u>-</u>		Contract Sity (-22)	8	
Auxilia sagittarii	INFANTRY	Average	Experienced	_	_	58	Combat Shy (-14)	0	6,8
Tunilla sagillalli	Drilled Loose	Unprotected	Bow	-	<u>-</u>	Jo	Controat only (-14)	8	U,U
Equites sagittarii	CAVALRY	Average	Experienced		_	57	Cantabrian (16),	0	4,6
Equites sagitialli	Skirmisher	Unprotected	Bow	<u>-</u>	<u>-</u>	07	Combat Shy (-4)	12	-1 ,0

Version 2022.01: 1st Janaury 2022

MAXIMUS



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



125

Shield Cover

Shoot & Charge (10)

Any

6

6,8

ARMY COMMANDER	1	Any Professional			DATES		461 CE to 476 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mou	untains	
Internal Allied Genera	ALS 0-2	Any			Самр		Unfortified or Fortified	; Poor or Ave	erage
	Түре				•				
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Equites	CAVALRY Formed Loose	Average Protected	Unskilled Javelin	Short Spear	-	95	Shoot & Charge (10), Dismountable (5)	0 6	4,6
Regrade equites as bucellarii	CAVALRY Drilled Loose	Superior Protected	Unskilled Javelin	Short Spear	-	145	Shoot & Charge (14), Dismountable (7)	0 6	4,6
Regrade bucellarii	CAVALRY Drilled Loose	Superior Protected	Experienced Bow	Short Spear	-	175	Shoot & Charge (14)	Any	4,6
Foederate cavalry	CAVALRY Formed Loose	Average Protected	-	Short Spear	-	90	Melee Expert (23)	4 12	4,6
Regrade foederate cavalry	CAVALRY Formed Loose	Average Protected	Unskilled Javelin	Short Spear	-	95	Melee Expert (23), Shoot & Charge (10)	Any	4,6
Upgrade foederate cavalry	CAVALRY Formed Loose	Superior Protected	-	_	Devastating Chargers	131	Melee Expert (32)	Up to half	4,6
Equites Alani or similar	CAVALRY Drilled Loose	Average Protected	-	Charging Lancer	-	115	Melee Expert (23)	0 6	4,6
Armoured horse archers	CAVALRY Formed Flexible	Average Protected	Experienced Bow		-	125	Melee Expert (23)	0 12	4,6
Regrade armoured horse archers as Hun mercenaries	CAVALRY Formed Flexible	Average Unprotected	Experienced Bow	_	Melee Expert	109	Shoot & Charge (6)	0 12	4,6

Short Spear

Experienced

Bow

Experienced

Darts

CAVALRY

Formed Flexible

INFANTRY

Formed Close

Regrade Hun mercenaries

Legionaries and auxilia

Average

Protected

Average

Protected

LATER FOEDERATE ROMAN

ORIAM

	INFANTRY	Augrage	Experienced					0		
Auxiliary archers		Average	Experienced	_	-	54	Combat Shy (-14)	0	6	
	Formed Loose	Unprotected	Bow				30111040011) (11)	6		
Foederate infantry	INFANTRY	Average	-		Devastating Chargers	70	-	8	6,8	
Toederate illiandy	Tribal Flexible	Protected	-	- -	Devastating Chargers	70		48	0,0	
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77			6,8	
	Tribal Flexible	Protected	-	Short Spear	Devastating Chargers	//		Up to half		
Equites Mauri or similar	CAVALRY	Average	Experienced	_		47	Cantabrian (16),	0	4,6	
Equites iviauri or similar	Skirmisher	Unprotected	Javelin	-	-	47	Combat Shy (-4)	8		
Equitor cagittarii	CAVALRY	Average	Experienced			57	Cantabrian (16),	0	4,6	
Equites sagittarii	Skirmisher	Unprotected	Bow	-	-	37	Combat Shy (-4)	8		
Archers	INFANTRY	Average	Experienced	_	Combat Shy	40	-	0	6.0	
	Skirmisher	Unprotected	Bow	- -	Combat Sily	40		18	6,9	

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



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

	Army Co	mmander	Sub-ge	eneral	Ally general		
Type of 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



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 330 BCE
Sub-Generals	0-2	Any Instinctive	TERRAIN	Coastal, Mountains
Internal Allied Generals	0-2	Any Instinctive	Самр	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY	Average	-	Short Spear		90	Melee Expert (23)	4	1
Cavally	Formed Loose	Protected	-	31101t Spear	-	90	Meiee Expert (23)	8	
Infantry of 1st class	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	4	1
	Formed Close	Protected	-			22		16	т
Infantry of 2nd or 3rd class	INFANTRY	Average	-	I C		76	Orb (2)	4	4
illianity of Zhd of Shd class	Tribal Close	Protected	-	Long Spear	-	70		56	
Clingary of 1th or 5th class	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Slingers of 4th or 5th class	Skirmisher	Unprotected	Sling	-	Combat Sily	40	-	6	4,0
Javelinmen of 4th or 5th	INFANTRY	Average	Experienced		Combat Chy	28		0	1.6
class	Skirmisher	Unprotected	Javelin	-	Combat Shy	28	-	18	4,6

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

ITALIAN HILL TRIBES



Army Commander	1	Any Instinctive	DATES	500 BCE to 290 BCE
Sub-Generals	0-3	Any Instinctive	Terrain	Mountains
Internal Allied Generals	0-2	Any Instinctive	Самр	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	0	1
Cavally	Formed Loose	Protected	-	- Short spear		70		4	- 4
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8)	0	1
TICKEU WAIIIOIS	Formed Loose	Protected	Javelin			97		12	- 4
Marriara	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	10	4,6
Warriors	Formed Loose	Protected	Javelin	Short spear	-	70		80	
Skirmishers	INFANTRY	Average	Experienced		Combat Chy	20	-	0	1.6
	Skirmisher	Unprotected	Javelin	-	Combat Shy	28		18	4,6

NOTES

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

CHANGES FROM LAST VERSION

UMBRIAN



RMY COMMANDER		Any Instinctive			DATES		500 BCE to 290 BCE		
	1-3	Any Instinctive			TERRAIN		Mountains		
ALS					САМР		Unfortified; Poor or Average		
Түрв									
TRAINING AN	D	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Formation		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
CAVALRY		Average	-	Short Spear		90	Malee Expert (23)	4	1
Formed Loos	se	Protected	-	Short Spear	-	70	iviciee Expert (20)	8	,
INFANTRY	7	Average	-	Long Spear	Showa Shield Cover	99	Orb (2)	4	1
Formed Clos	se	Protected	-		Shove, Sincia Cover	22	O10 (2)	16	т
INFANTRY	7	Average	Unskilled	Short Spaar		70	Shoot & Charge (6)	4	4,6
Formed Loos	se	Protected	Javelin	Short Spear	-	70	SHOOL & Charge (0)	54	4,0
INFANTRY	7	Average	Experienced		Combat Shy	12		0	4,6
Skirmisher		Unprotected	Sling	-	Compat sny	43	-	6	4,0
INFANTRY	7	Average	Experienced		Combat Shy	28	_	0	4,6
Skirmisher		Unprotected	Javelin	_	Compat Shy	28	-	18	4,0
	TYPE TRAINING AN FORMATION CAVALRY Formed Loos INFANTRY Formed Clos INFANTRY Formed Loos INFANTRY Skirmisher INFANTRY	1-3 A	1-3 Any Instinctive TYPE TRAINING AND QUALITY FORMATION PROTECTION CAVALRY Average Formed Loose Protected INFANTRY Average Formed Close Protected INFANTRY Average Formed Loose Protected INFANTRY Average Formed Loose Protected INFANTRY Average Formed Loose Protected INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Average	1-3 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY CAVALRY Average - Formed Loose Protected - INFANTRY Average - Formed Close Protected - INFANTRY Average Unskilled Formed Loose Protected Javelin INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced	1-3 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY MELEE WEAPONRY CAVALRY Average - Short Spear Formed Loose Protected - Long Spear Formed Close Protected - Short Spear INFANTRY Average Unskilled Short Spear Formed Loose Protected Javelin INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced	THE TRAIN CAMP TYPE TRAINING AND QUALITY SHOOTING SKILL MANDATORY FORMATION PROTECTION WEAPONRY MELEC WEAPONRY CHARACTERISTICS CAVALRY Average - Short Spear Formed Loose Protected - Long Spear INFANTRY Average - Long Spear Formed Close Protected - Short Spear INFANTRY Average - Short Spear Formed Loose Protected - Combat Shy INFANTRY Average Unskilled Short Spear INFANTRY Average Experienced Sling INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced Skirmisher Spear - Combat Shy	1-3 Any Instinctive Terrain Camp Type Training and Quality Shooting Skill Mandatory Base Formation Protection Weaponry Melec Weaponry Characteristics PTS CAVALRY Average - Short Spear - 90 INFANTRY Average - Long Spear Shove, Shield Cover 99 Formed Close Protected - Short Spear - 70 INFANTRY Average Unskilled Short Spear - 70 INFANTRY Average Experienced Sling INFANTRY Average Experienced Sling INFANTRY Average Experienced - Combat Shy 28	1-3 Any Instinctive Terrain Mountains	TYPE TRAINING AND QUALITY SHOOTING SKILL MANDATORY BASE OPTIONAL MIN FORMATION PROTECTION WEAPONRY MELEC WEAPONRY CHARACTERISTICS PTS CHARACTERISTICS MAX CAVALRY Average - Short Spear - 90 Melec Expert (23) 8 INFANTRY Average - Long Spear Shove, Shield Cover Protected - 10 INFANTRY Average Unskilled Formed Loose Protected - 5hort Spear - 70 Shoot & Charge (6) 54 INFANTRY Average Experienced Sling - Combat Shy 43 - 0 INFANTRY Average Experienced - Combat Shy 28 - 0 INFANTRY Average Experienced - Combat Shy 28 - 0 INFANTRY Average Experienced - Combat Shy 28 - 0

CHANGES FROM LAST VERSION

ETRUSCAN



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 280 BCE
Sub-Generals	0-3	Any Instinctive	Terrain	Coastal, Mountains
Internal Allied Generals	0-1	Any Instinctive	Самр	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Cavalry	CAVALRY	Average	-	Short Spear		90	Melee Expert (23)	4	1
Cavany	Formed Loose	Protected	-	= Short Spear		70		8	
Infantry of 1st class	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	4	1
illiality of 15t class	Formed Close	Protected	-		Silove, Silicia Cover	ラブ	O10 (2)	16	4
Infantry of 2nd or 3rd class	INFANTRY	Average	-	Long Spear		76	Orb (2)	4	1
illianuy of Znd of 3rd class	Tribal Close	Protected	-			70	O10 (2)	56	- 4
Reclassify infanty of 1st, 2nd	INFANTRY	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)		1
or 3rd class with pilum	Formed Close	Protected	Javelin	Long Spear	Siliela Covel	90	Orb (2)	Any	- 4
Slingers of 4th or 5th class	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Slingers of 4th or 5th class	Skirmisher	Unprotected	Sling	_	Compat Sily	40	-	6	
Javelinmen of 4th or 5th	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
class	Skirmisher	Unprotected	Javelin		Comoat Sny	28	-	18	4,0

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

MAGNA GRAECIA



4,6

12

						•					
ARMY COMMANDER		1	Any Instinctive			DATES		500 BCE to 267 BCE			
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Coastal			
Internal Allied Genera	ALS	0-1	Any Instinctive			Самр		Unfortified or Flexible; Poor or Average			
	ТүрЕ										
	Training ani	D	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min		
Name	FORMATION		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Sizi	
Greek cavalry	CAVALRY		Average	Unskilled	Short Spear		95	Shoot & Charge (10)	4	4	
Greek cavally	Formed Loos	e	Protected	Javelin	Short Spear	-	90	Shoot & Charge (10)	8	- 4	
Tyrant's bodyguard	INFANTRY	•	Superior	-	Long Spear	Shove, Shield Cover	146	Orb (3)	0	4	
Tylalit's bodyguard	Drilled Close	e	Protected	-	Long Spear	Shove, Shireta Cover	1,0	O10 (5)	4	4	
Citizen hoplites	INFANTRY	•	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	8	4	
Siuzen nopines	Formed Clos	е	Protected	-				O10 (2)	32	7	
Mercenary hoplites (from	INFANTRY		Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	4	
400 BCE)	Drilled Close	е	Protected	-		Bilove, Biliela Gover	104	O10 (2)	12	7	
Italian mercenaries	INFANTRY	•	Average	Unskilled	Short Spear	_	70	Shoot & Charge (6)	0	4,6	
Trailair increenanes	Formed Loos	e	Protected	Javelin	Short Spear	-	70	SHOOL & Charge (0)	12	7,0	
Levied citizens	INFANTRY	•	Poor	-	Long Spear	Shove	57	Orb (1)	0	4,6	
Levieu ciuzens	Formed Clos	е	Protected	-	Long Spear	SHOVE	07	010 (1)	24	7,0	
Light horse	CAVALRY		Average	Experienced	_	_	55	Cantabrian (16),	0	4	
Light horse	Skirmisher		Unprotected	Javelin			00	Combat Shy (-4)	8	7	
Upgrade light horse as	CAVALRY		Average	Experienced			63	Cantabrian (20)		4	
"Tarentine" (from 350 BCE)	Skirmisher		Protected	Javelin	-	<u>-</u>	00	Calitauliali (20)	Any	7	
Archers	INFANTRY		Average	Experienced	_	Combat Shy	50	_	0	4,6	
1 Helicio	Skirmisher		Unprotected	Bow		Comoat only			6	- 7,∪	
Clingare	INFANTRY		Average	Experienced		Combat Shy	13		0	16	

Combat Shy

Combat Shy

43

28

Sling

Experienced

Javelin

Unprotected

Average

Unprotected

Skirmisher

INFANTRY

Skirmisher

Slingers

Javelinmen

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

EARLY CAMPANIAN



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 264 BCE
SUB-GENERALS	0-3	Any Instinctive	Terrain	Standard, Coastal
INTERNAL ALLIED GENERALS			САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	4	1
Cavally	Formed Loose	Protected	Javelin			101	Shoot & Charge (14)	8	
Light cavalry	CAVALRY	Average	Experienced			102		0	1
Ligiti Cavally	Formed Flexible	Protected	Javelin			104		4	
Hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	4	1
	Formed Close	Protected	-			<i></i>	O10 (2)	24	'
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	4	4,6
Javeniiiieii	Formed Loose	Protected	Javelin	short spear				40	4,0
Skirmiching cavalry	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	1
Skirmishing cavalry	Skirmisher	Protected	Javelin				(20)	4	
Skirmichare	INFANTRY	Average	Experienced		Combat Shy	28		0	16
Skirmishers	Skirmisher	Unprotected	Javelin	-	Compat Sny	40	-	18	4,6

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

APULIAN



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 203 BCE
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Mountains
Internal Allied Generals			САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	4	4
	Formed Loose	Protected	Javelin	= Short Spear	-	101	Jiloot & Charge (14)	4	
Light cavalry	CAVALRY	Average	Experienced			102		4	1
Ligit cavally	Formed Flexible	Protected	Javelin		-	102		12	4
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear		97	Shoot & Charge (8)	0	1
TICKCU WAITIOIS	Formed Loose	Protected	Javelin		_	91	SHOOL & Charge (0)	12	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	8	4,6
Javenninen	Formed Loose	Protected	Javelin	= Short spear	-	70		64	4,0
Skirmishing cavalry	CAVALRY	Average	Experienced	_		63	Cantabrian (20)	0	1
Skiiilisiiliig Cavaliy	Skirmisher	Protected	Javelin	-	-	03	Carraorian (20)	4	4
Skirmichare	INFANTRY	Average	Experienced		Combat Shy	28		0	1.6
Skirmishers	Skirmisher	Unprotected	Javelin	-	Comoat Sny	20	-	18	4,6

Notes

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

CHANGES FROM LAST VERSION

BRUTTIAN



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 203 BCE
Sub-Generals	0-3	Any Instinctive	TERRAIN	Mountains
Internal Allied Generals			САМР	Unfortified; Poor or Average

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	0	1
	Formed Loose	Protected	Javelin			101	Shoot & Charge (14)	4	
Light cavalry	CAVALRY	Average	Experienced			102		4	1
Ligiit cavairy	Formed Flexible	Protected	Javelin			102		4	4
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear		97	Shoot & Charge (8)	0	1
TICKCU WAIIIUIS	Formed Loose	Protected	Javelin			<i>J</i> /	Shoot & Charge (0)	12	
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	12	4,6
Javeniiiieii	Formed Loose	Protected	Javelin					72	4,0
Skirmiching cavalry	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	1
Skirmishing cavalry	Skirmisher	Protected	Javelin	_	-	03	Calitauliali (20)	4	4
Skirmichare	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
Skirmishers	Skirmisher	Unprotected	Javelin	-	Collibat Sily	28	-	18	4,0

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

LUCANIAN



ARMY COMMANDER	1	Any Instinctive	DATES	500 BCE to 203 BCE
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Mountains
Internal Allied Generals			САМР	Unfortified; Poor or Average
ТүрЕ				

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	M in	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	4	1
	Formed Loose	Protected	Javelin			101	(14)	4	
Light cavalry	CAVALRY	Average	Experienced		_	102		4	1
Ligiit Cavaii y	Formed Flexible	Protected	Javelin			102	-	8	
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	Shield Cover	104	Shoot & Charge (8)	0	1
ricked warnors	Formed Loose	Protected	Javelin		Silicia Covei	104		12	7
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	8	4,6
Javemillien	Formed Loose	Protected	Javelin				Shoot & Charge (0)	64	4,0
Upgrade javelinmen as	INFANTRY	Average	Unskilled	Short Spear	Shield Cover	75	Shoot & Charge (6)		4,6
armoured	Formed Loose	Protected	Javelin					Up to half	4,0
Skirmiching cavalry	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	1
Skirmishing cavalry	Skirmisher	Protected	Javelin				(20)	4	4
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	28		0	16
	Skirmisher	Unprotected	Javelin	-	Collidat Sily	20	-	18	4,6

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

CAMILLAN ROMAN



ARMY COMMANDER		1	Any Instinctive			DATES		400 BCE to 275 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied Geni	ERALS	0-1	Any Instinctive			САМР		Unfortified; Poor or Av	erage	
	ТүрЕ									
	TRAINING AN	ND OT	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	1	PROTECTION	Weaponry	Melee Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG SIZE
Cavalry	CAVALRY		Average	-	Short Spear	_	90	Melee Expert (23)	4	4
Cavany	Formed Loc	se	Protected	-	Short Spear		70	Wielee Expert (20)	8	,
Legions comprising 1/	3 - Front ran	қ На	STATI AND $2/3$ - R	ear ranks Princ	CIPES AND TRIARI	I WITH ASSOCIATEI	LEVES			
Hastati	INFANTR'	Y	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)	12	6
Mastau	Formed Clo	se	Protected	Javelin	Long Spear	Silieia Covei	90	O10 (2)	60	0
Principes and triarii	INFANTR'	Y	Average	-	I ong Chapr	Shield Cover	91	Orb (2)	-	
i inicipes and tham	Formed Clo	se	Protected	-	Long Spear	Silieia Covei	91	O10 (2)	See note	
Leves	INFANTR'	Y	Average	Experienced		Combat Shy	28		0	4,6
reves	Skirmishe	r	Unprotected	Javelin	-	Combat Sily	20	-	20	4,0
Pedites extraordinarii	INFANTR	Y	Superior	Unskilled	Clarat Carasa		118	Shoot & Charge (8),	0	4
redites extraordinam	Drilled Flexi	ble	Protected	Javelin	Short Spear	-	110	Orb (3)	4	4
Italian infants	INFANTR'	Y	Average	Unskilled	Chart Craar		70	Shoot & Charge (6)	0	4,6
Italian infantry	Formed Loc	se	Protected	Javelin	Short Spear	-	70	Shoot & Charge (0)	8	4,0
Accensi	INFANTR'	Y	Poor	-	I ong Chapr		52		0	4
Accellat	Formed Clo	se	Protected	-	Long Spear	-	34	-	8	4
Rorarii	INFANTR'	Y	Poor	Experienced		Combat Shy	20		0	4,6
NOIAIII	Skirmishe	r	Unprotected	Javelin		Collidat Sily	20	-	See note	4,0

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

SAMNITE



SUB-GENERALS 0-3 Any Professional TERRAIN Mountains	
Internal Allied Generals Camp Unfortified o	or Flexible; Poor or Average
Type Training and Ohality Shooting Skill Mandatory Rase Option	nat. Min

	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	_	131	Shoot & Charge (14)	0	4
Tuillouica cavally	Formed Loose	Protected	Javelin			101		4	
Light cavalry	CAVALRY	Average	Experienced		_	102	_	4	1
Ligiti Cavally	Formed Flexible	Protected	Javelin			102		4	
Linen Legion or equivalent	INFANTRY	Superior	Unskilled	Short Spear	<u> </u>	118	Melee Expert (22), Shoot & Charge (8),	0	4
	Drilled Flexible	Protected	Javelin				Orb (3)	16	,
Samnite foot	INFANTRY	Average	Unskilled	Short Spear	_	80	Shoot & Charge (6),	8	4
	Formed Flexible	Protected	Javelin				Orb (2)	60	
Upgrade Samnite foot	INFANTRY	Average	Unskilled	Short Spear		80	Melee Expert (16), Shoot & Charge (6),	0	4
	Formed Flexible	Protected	Javelin				Orb (2)	20	,
Skirmishing cavalry	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	1
JAIIIIISIIIII Cavally	Skirmisher	Protected	Javelin					4	
Javelinmen	INFANTRY	Average	Experienced	Short Spear		35	_	0	4.6
Javeninien	Skirmisher	Unprotected	Javelin					18	, 0

SAMNITE



ALLIES

Roman allies - Camillan 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

LATER CAMPANIAN



ARMY COMMANDER	1	Any			DATES		335 BCE to 211 BCE		
SUB-GENERALS	1-3	Any			Terrain		Standard, Coastal		
Internal Allied Gener	RALS				Самр		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M andatory	BASE	OPTIONAL	Min	
Name	FORMATION	Ркотестю	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE
Cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	4	4
Cavally	Formed Loose	Protected	Javelin	Short spear	-	131	31100t & Charge (14)	8	4
BEFORE 275 BCE - LEGI	ONS COMPRISING	l/3 - frønt rank h	ASTATI AND $2/3$ -	REAR RANKS PRI	NCIPES AND TRIARII				
TT	INFANTRY	Average	Charge Only	I C	Shield Cover	06	0.1 (0)	6	6
Hastati	Formed Close	Protected	Javelin	Long Spear	Shield Cover	96	Orb (2)	78	0
Dringings and triggii	INFANTRY	Average	-	Lang Chapt	Shield Cover	91	Orb (2)	-	
Principes and triarii	Formed Close	Protected	-	Long Spear	Siliela Covei	91	O10 (2)	See note	
FROM 275 BCE - LEGION	s comprising 2/5	HASTATI, 2/5 PRINC	CIPES AND 1/5 - T	RIARII					
III- and and antonion	INFANTRY	Average	-	T XX	C1::11 C	87	Melee Expert (16), Orb	8	4
Hastati and principes	Drilled Close	Protected	-	Impact Weapon	Shield Cover	8/	(2)	80	4
Triarii in a combined unit	INFANTRY	Average	-		Shield Cover	75	Melee Expert (16), Orb		
with hastati & principes	Drilled Close	Protected	-	-	Siliela Covei	73	(2)	See note	
Triarii	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	-	2,4
	Drilled Close	Protected	-	Long Spear	Silove, Siliela Cover	104	O10 (2)	See note	∠,4
Skirmiching coupley	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	4
Skirmishing cavalry	Skirmisher	Protected	Javelin	_	-	US	Cantaonan (20)	4	- 4
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
NIIIIIII 11011010	Skirmisher	Unprotected	Javelin	-	Compatibily	40	-	18	4,0

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

MID REPUBLICAN ROMAN



ARMY COMMANDER	1	Any			DATES		275 BCE to 100 BCE		
SUB-GENERALS	0-	3 Any			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	LS 0-	1 Any (represents unco	poperative consul)		Самр		Unfortified or Fortified	; Poor, or Av	erage
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Elephants (from 200 BCE)	ELEPHANTS	Average	-			220		0	2
Elephants (nom 200 BCE)	Tribal Loose	Protected	-	-	-	220	-	2	
Cavalry	CAVALRY	Average	Unskilled	Short Spear		95	Melee Expert (23),	0	4
Cavally	Formed Loose	Protected	Javelin	- Short Spear	-	90	Shoot & Charge (10)	4	4
LEGIONS									
	INFANTRY	Average	-		01 - 11 - 0	0.7	Melee Expert (16),	8	,
Hastati & principes	Drilled Close	Protected	-	Impact Weapon	Shield Cover	87	Orb (2)	56	4
Triarii in a combined with	INFANTRY	Average	-		C1::11 C	75	Melee Expert (16),		
hastati & principes	Drilled Close	Protected	-	-	Shield Cover	/3	Orb (2)	See note	
UPGRADE LEGIONS AS VETI	ERAN								
	INFANTRY	Superior	-	T	C1 · 11 C	400	Melee Expert (22),	0	4
Veteran hastati & principes	Drilled Close	Protected	-	Impact Weapon	Shield Cover	122	Orb (3)	12	4
Veteran hastati & principes	INFANTRY	Superior	-	I 111	C1.:.1.1 C	100	Melee Expert (22),	0	4
(from 207 to 197 BCE)	Drilled Close	Protected	-	Impact Weapon	Shield Cover	122	Orb (3)	4	4
Veteran triarii in a combined	INFANTRY	Superior	-		Shield Cover	105	Melee Expert (22),		
unit	Drilled Close	Protected	-	-	Siliela Covei	105	Orb (3)	See note	
T · · ·	INFANTRY	Superior	-	I C	C1	1.16	0.1 (0)		4
Triarii	Drilled Close	Protected	-	Long Spear	Shove, Shield Cover	146	Orb (3)	See note	4
Pedites extraordinarii	INFANTRY	Superior	Unskilled	Chart Char		118	Shoot & Charge (8),	0	2,3
redites extraordinarii	Drilled Flexible	Protected	Javelin	Short Spear	-	110	Orb (3)	3	2,3
Italian infantar	INFANTRY	Average	Unskilled	Chart Char		85	Shoot & Charge (6),	0	4,6
Italian infantry	Drilled Flexible	Protected	Javelin	Short Spear	-	80	Orb (2)	8	4,0

MID REPUBLICAN ROMAN

T/	ARTEM
TA	CICETAI
Den	<u>GLORLAIV</u>

INFANTRY	Average	-	Impact Weapon		72		0	4,6
Formed Loose	Protected	-	impact weapon	-	12	-	6	4,0
INFANTRY	Average	-		Daynetating Chargers	80		0	4,6
Formed Flexible	Protected	-	<u>-</u>	Devastating Chargers	00	-	6	4,0
INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	4,6
Tribal Flexible	Protected	Javelin	Short Spear	-	70	Shoot & Charge (0)	6	4,0
INFANTRY	Average	-	Long Chapr	Chorro	00	Orb (2)	0	
Drilled Close	Protected	-	Long Spear	Shove	77	O10 (2)	4	4
CAVALRY	Average	Skilled			0.1	Combat Shy (1)	0	1
Skirmisher	Unprotected	Javelin	-	-	04	Combat Sny (-4)	4	4
CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1
Skirmisher	Unprotected	Javelin	-	-	55	Combat Shy (-4)	4	4
INFANTRY	Average	Experienced		Cambat Chy	20			4
Skirmisher	Unprotected	Javelin	-	Combat sny	20	-	See note	4
INFANTRY	Average	Experienced	Chart Char		40	Shoot or Charge (7)		1
Skirmisher	Protected	Javelin	Short Spear	-	42	SHOOL & Charge (1)	All or none	4
INFANTRY	Average	Skilled			03	Combat Shy (1)	0	4,6
Skirmisher	Unprotected	Bow	<u>-</u>	-	70	Collidat Sily (-4)	6	4,0
INFANTRY	Average	Experienced		Combat Chy	12		0	4,6
Skirmisher	Unprotected	Sling	_	Combat sny	43	-	6	4,0
	Formed Loose INFANTRY Formed Flexible INFANTRY Tribal Flexible INFANTRY Drilled Close CAVALRY Skirmisher CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY	Formed Loose INFANTRY Average Formed Flexible INFANTRY Average Tribal Flexible INFANTRY Average Tribal Flexible INFANTRY Average Drilled Close CAVALRY Average Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected INFANTRY Average	Formed Loose INFANTRY Average Formed Flexible INFANTRY Average Unskilled Tribal Flexible INFANTRY Average Tribal Flexible INFANTRY Average Drilled Close CAVALRY Average Skirmisher Unprotected Skirmisher Unprotected Unprotected Skirmisher Unprotected INFANTRY Average Experienced Skirmisher Unprotected Infantry Average Experienced Skirmisher Unprotected Infantry Average Experienced Skirmisher Unprotected Infantry Average Skirmisher Unprotected Skirmisher Unprotected Infantry Average Skirmisher INFANTRY Average Skilled Skirmisher Unprotected Bow INFANTRY Average Experienced	Formed Loose INFANTRY Average Formed Flexible INFANTRY Average Unskilled INFANTRY Average Skilled Skirmisher Unprotected INFANTRY Average Experienced Skirmisher INFANTRY Average Skirmisher INFANTRY Average Skirmisher INFANTRY Average Skilled Skirmisher INFANTRY Average Skilled Skirmisher INFANTRY Average Skilled Skirmisher Average Experienced Skirmisher Experienced Skirmisher Experienced Experienced Skirmisher Experienced Experienced Experienced Experienced Experienced Experienced Experienced	Formed Loose INFANTRY Average Formed Flexible INFANTRY Average INFANTRY Average INFANTRY Tribal Flexible INFANTRY Average Drilled Close CAVALRY Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Skirmisher Skirmisher Unprotected Javelin INFANTRY Average Skilled Skirmisher Average Experienced Scombat Shy	Formed Loose Protected - Impact Weapon - 72 INFANTRY Average - Devastating Chargers 80 INFANTRY Average Unskilled Short Spear - 70 INFANTRY Average - Long Spear Shove 99 Drilled Close Protected Javelin - Skirmisher Unprotected Javelin - 55 INFANTRY Average Experienced Skirmisher Unprotected Javelin - 55 INFANTRY Average Experienced Skirmisher Unprotected Javelin - 65 INFANTRY Average Experienced Skirmisher Unprotected Javelin - 65 INFANTRY Average Experienced Skirmisher Unprotected Javelin - 65 INFANTRY Average Experienced Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Skilled - 60 INFANTRY Average Experienced S	Formed Loose Protected - Impact Weapon - 72 INFANTRY Average - Devastating Chargers 80 INFANTRY Average Unskilled Tribal Flexible Protected Javelin INFANTRY Average Unskilled Tribal Flexible Protected Javelin INFANTRY Average - Long Spear Shove 99 Orb (2) CAVALRY Average Skilled - Skilled Skirmisher Unprotected Javelin INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Skilled - Combat Shy (-4) INFANTRY Average Skilled - 93 Combat Shy (-4) INFANTRY Average Skilled - 93 Combat Shy (-4) INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow	Formed Loose Protected - Impact Weapon - 72

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



Army Commander	1	Any Professional			DATES		105 BCE to 20 BCE		
SUB-GENERALS	0-	3 Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	1LS 0-	1 Any Professional			САМР		Fortified; Poor, Average	or Superio	or
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Name	Formation	Protection	Weaponry	Melee Weaponry	Characteristics	PTS	Characteristics	Max	UG SIZE
Honny covoley	CAVALRY	Average	Unskilled	Short Spear		95	Melee Expert (23),	0	1
Heavy cavalry	Formed Loose	Protected	Javelin	Short spear	-	90	Shoot & Charge (10)	4	4
Logiopprios	INFANTRY	Average	-	Image at Wash an	Shield Cover	92	Melee Expert (16),	12	1
Legionaries	Drilled Flexible	Protected	-	Impact Weapon	Silieia Covei	92	Orb (2)	56	4
Upgrade legionaries to	INFANTRY	Superior	-	Image at Wash an	Shield Cover	129	Melee Expert (22),	0	1
veteran	Drilled Flexible	Protected	-	Impact Weapon	Silieia Cover	129	Orb (3)	16	— 4
Caesar's Xth Legion (from 59	INFANTRY	Exceptional	-	I 137	C1::11 C	157	Melee Expert (27),	0	4

LATER REPUBLICAN ROMAN



Syrian horse archers (only	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	4
eastern armies from 42 BCE)	Skirmisher	Unprotected	Bow		_	70	Comoat Jily (-4)	12	
Upgrade horse archers	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1
opgrade norse archers –	Skirmisher	Unprotected	Bow	-	Cantaunan	00	Combat sily (-4)	All or none	
Velites (before 80 BCE)	INFANTRY	Average	Experienced	Short Spear		42	Shoot & Charge (7)	0	4,6
ventes (before 60 BCE)	Skirmisher	Protected	Javelin	Short spear	-	42	SHOOL & Charge (1)	6	4,0
Javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	4,6
Javeninnen	Skirmisher	Unprotected	Javelin	· <u>-</u>	Combat sny	20	-	6	4,0
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Archers	Skirmisher	Unprotected	Bow	-	Combat sny	30	-	6	4,0
Clinagara	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Slingers	Skirmisher	Unprotected	Sling	-	Combat sny	43	-	6	4,0
Cretan archers (only Italy or	INFANTRY	Average	Skilled			93	Combat Shy (-4)	0	16
eastern armies)	Skirmisher	Unprotected	Bow	-	-	93	Compat Sny (-4)	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

SPARTACUS SLAVE REVOLT



ARMY COMMANDER		1	Instinctive: Crixus, T	alented; Spartacus, 1	Legendary	DATES		73 BCE to 71 BCE		
SUB-GENERALS		1-3	Any Instictive			TERRAIN		Coastal, Mountains		
Internal Allied Genera	LS					САМР		Unfortified; Poor		
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	M in	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
ONLY IF C-IN-C IS SPARTAG	cus									
Cavalry	CAVALR	Y	Average	-	Short Spear		90	Melee Expert (23)	0	4
Cavally	Formed Lo	ose	Protected	-	Short Spear	-	90	Meiee Expert (23)	4	4
Example distant alarma	INFANTF	Υ	Superior	-			70	Fanatic (56),	0	4
Ex-gladiator slaves	Tribal Loc	se	Protected	-	-	-	70	Melee Expert (22)	4	4
Slaves equipped with Roman	INFANTE	Ϋ́	Average	-	<u>.</u>	Devastating Chargers	60	_	8	Л
arms	Tribal Loc	se	Protected	-	_	Devastating Chargers		_	44	7
ONLY IF C-IN-C IS CRIXUS										
Upgrade slaves equipped with Roman arms as Gauls	INFANTF	ĽΥ	Average	-	_	Devastating Chargers	70	_	8	4
or Germans	Tribal Flex	ble	Protected	-		Devastating Chargers	70		16	,
D 1 · 11	INFANTE	Υ	Poor	-		D	0.4		18	4.6
Poorly equipped slaves	Tribal Loc	se	Unprotected	-		Devastating Chargers	24	-	80	4,6
Women, children and old	INFANTE	Ϋ́	Poor	-		Combat Shy	11		6	6
men	Tribal Loc		Unprotected	-	_	Comoat Sily	11	_	12	
Slingers	INFANTE		Poor	Experienced	_	Combat Shy	35	_	0	4,6
	Skirmish		Unprotected	Sling					12	1,0
Javelinmen	INFANTE		Poor	Experienced	_	Combat Shy	20	-	0	4,6
	Skirmish	er	Unprotected	Javelin					18	.,.

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

EARLY IMPERIAL ROMAN



Combat Shy (-22)

80

ARMY COMMANDER	1	Any Professional			DATES		20 BCE to 268 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mou	ntains	
INTERNAL ALLIED GENER	RALS				САМР		Fortified; Poor, Average	or Superio	or
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALRY	Average	Unskilled	Short Spear	_	105	Melee Expert (23), Shoot & Charge (10),	4	4
	Drilled Loose	Protected	Javelin			100	Dismountable (5)	12	·
Upgrade cavalry	CAVALRY	Superior	Unskilled	Short Spear	_	145	Melee Expert (32), Shoot & Charge (14),	0	4
Opgrade cavarry	Drilled Loose	Protected	Javelin	Short Spear		140	Dismountable (7)	4	7
Equites catafractarii (from	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	4
100 CE)	Drilled Loose	Protected	-	Charging Lancer		110	Wielee Expert (20)	4	
Legionaries	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2),	8	4
	Drilled Flexible	Protected	-	impact Weapon	bineia dovei		Integral Shooters (6)	32	·
Upgrade legionaries to	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3)	0	4
veteran	Drilled Flexible	Protected	-	impact Weapon	Siliela Covei	127	Integral Shooters (8)	16	
Upgrade legionaries to	INFANTRY	Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (27), Orb (3),	0	1
Praetorian Guard	Drilled Flexible	Protected	-	- Impact Weapon	Siliela Covei	107	Integral Shooters (10)	4	
Auxilia	INFANTRY	Average	Unskilled	Short Spear	_	85	Melee Expert (16), Shoot & Charge (6),	8	1
/ tuxiiid	Drilled Flexible	Protected	Javelin	Short Spear	-	00	Orb (2)	24	7

Experienced

Bow

Average

Protected

INFANTRY

Drilled Loose

Auxiliary archers

EARLY IMPERIAL ROMAN

T/	ORTEM
L	CTODIAN
	GLUKLAIV

Bolt shooters (see note)	ARTILLERY	Average	Experienced	_	_	146	Barricades (16)	0	2,3
Doit shooters (see hote)	Skirmisher	Unprotected	Light Art	<u>-</u>	-	140	Dailicades (10)	3	2,3
Light horse	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1
Light horse	Skirmisher	Unprotected	Javelin	-	-	55	Combat Shy (-4)	8	4
Equites sagittarii	CAVALRY	Average	Experienced		_	70	Cantabrian (16),	0	1
Equites sagittain	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	8	4
Regrade legionaries as skirmishing lanciarii (from 194 CE)	INFANTRY	Average	Experienced	Short Spear	_	42	Melee Expert (10), Shoot & Charge (7)		4,6
	Skirmisher	Protected	Javelin					Up to 1/3	٦,∪
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Attriers	Skirmisher	Unprotected	Bow	-	Combat sily	50	-	12	4,0
Clingare	INFANTRY	Average	Experienced		Combat Shy	43		0	4,6
Slingers	Skirmisher	Unprotected	Sling	-	Combat sily	45	-	6	4,0
Javelinmen	INFANTRY	Average	Experienced	_	Combat Shy	28		0	4,6
	Skirmisher	Unprotected	Javelin		Combat Shy		-	6	4,0

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



Melee Expert (27),

Orb (3),

Integral Shooters (10)

0

ARMY COMMANDER	RMY COMMANDER				DATES		269 CE to 396 CE			
SUB-GENERALS	0-	-3 Any Professional			TERRAIN		Standard, Coastal, Mou	ntains		
Internal Allied Gener	ALS				Самр		Fortified; Poor, Average	or Superio	or	
	ТүрЕ				_					
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min		
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Equites	CAVALRY	Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10),	4	4	
	Drilled Loose	Protected	Javelin	F			Dismountable (5)	12		
Upgrade equites	CAVALRY	Superior	Unskilled	Short Spear		145	Melee Expert (32),	0	4	
	Drilled Loose	Protected	Javelin	Short Spear	-	140	Shoot & Charge (14), Dismountable (7)	4	4	
Equites Illyricani, Dalmatae	CAVALRY	Average	Experienced	Short Spear	_	122	Shoot & Charge (10)	0	1	
or similar	Drilled Flexible	Protected	Javelin	Short Spear	_	122	Shoot & Charge (10)	4		
Equites catafractarii or	CAVALRY	Average	-	Long Spear	Devastating	187		0	4	
clibinarii (western armies)	Drilled Close	ArmHrs/F Armoured	-	Long Spear	Chargers, Shove	107		4	- +	
Equites catafractarii or	CAVALRY	Average	-	Long Spear	Devastating	187		0	4	
clibinarii (eastern armies)	Drilled Close	ArmHrs/F Armoured	-	Long Spear	Chargers, Shove	107		4	- 4	
Hun mercenaries (from 388	CAVALRY	Average	Experienced		Melee Expert	109	Shoot & Charge (6)	0	4	
CE)	Formed Flexible	Unprotected	Bow	-	ivielee Expert	109	Shoot & Charge (0)	4	- 4	
Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2),	16	4	
	Drilled Flexible	Protected	-	mipaet Weapon	Sincia Gover	72	Integral Shooters (6)	43	,	
Upgrade legionaries to	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3)	0	4	
	Drilled Flexible	Protected	-	impace Weapon	pon Shield Cover	147	Integral Shooters (8)	12	,	

Impact Weapon

Shield Cover

157

Exceptional

Protected

INFANTRY

Drilled Flexible

Guard legionaries

IMPERIAL ROMAN



									-
Regrade legionaries or auxilia	INFANTRY	Average	Unskilled	Short Spear		85	Melee Expert (16), Shoot & Charge (6),		4
regrade regionaries or auxina	Drilled Flexible	Protected	Javelin	onore opear	-	00	Orb (2)	Any	-
FROM 298 CE IN WESTERN	N ARMIES, 324 CE	IN EASTERN ARMIES	3						
Upgrade auxilia to auxilia	INFANTRY	Superior	Unskilled	Short Spear	-	118	Melee Expert (22), Shoot & Charge (8),	0	4
palatina	Drilled Flexible	Protected	Javelin				Orb (3)	16	
Re-equip legionaries or	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)		4
auxilia	Drilled Flexible	Protected	Darts	Short Spear	Silicia Covei	71	O10 (2)	See note	
Re-equip guard legionaries or	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)		4
auxilia palatina	Drilled Flexible	Protected	Darts	Briore Bpear	Billeta Gever	102	010 (0)	See note	•
Armoured auxilia sagittarii	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	4
(eastern armies)	Drilled Loose	Protected	Bow	_	-	00	Controat Sity (-22)	4	
Auxilia sagittarii	INFANTRY	Average	Experienced	_	_	58	Combat Shy (-14)	0	4
	Drilled Loose	Unprotected	Bow					4	<u> </u>
Gothic foot (eastern armies	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	4,6
from 360 CE)	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),	0	4
	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	4	
Equites sagittarii (western	CAVALRY	Average	Experienced	_	-	70	Cantabrian (16),	0	4
armies)	Skirmisher	Unprotected	Bow				Combat Shy (-4)	4	
Equites sagittarii (eastern	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16),	0	4
armies)	Skirmisher	Unprotected	Bow				Combat Shy (-4)	8	
Regrade legionaries as skirmishing lanciarii (to 323	INFANTRY	Average	Experienced	Short Spear	-	42	Melee Expert (10),		4,6
CE)	Skirmisher	Protected	Javelin	- p			Shoot & Charge (7)	Up to 1/3	

IMPERIAL ROMAN



Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.6
	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	12	4,0
Skirmishers with javelins	INFANTRY	Average	Experienced		Combat Chy	20		0	16
	Skirmisher	Unprotected	Javelin	-	Combat Shy	28	-	6	4,0

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 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



ARMY COMMANDER		1	Any Professional			DATES		397 CE to 460 CE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genera	ALS	0-1	Any Professional (Western armies only)		САМР		Unfortified or Fortified; Poor or Average			
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		M ANDAT 0 RY	BASE	O PTIONAL	Min	
Name	Formatio	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Equites	CAVALR	Y	Average	Unskilled	Short Spear	_	105	Melee Expert (23), Shoot & Charge (10),	4	4
	Drilled Loc	ose	Protected	Javelin	Silvie op car		100	Dismountable (5)	8	·
Upgrade equites	CAVALR	Y	Superior	Unskilled	Short Spear		145	Melee Expert (32), Shoot & Charge (14),	0	1
, ,	Drilled Loc	ose	Protected	Javelin	Short Spear	-	140	Dismountable (7)	4	4
Replace upgraded equites	CAVALR	Y	Superior	Experienced	Short Spear		175	Shoot & Charge (14)		4
with bucellarii	Drilled Loc	ose	Protected	Bow	Short Spear	-	170	Shoot & Charge (14)	All or none	7
Equites Illyricani, Dalmatae	CAVALR	Y	Average	Experienced	Short Spear		122	Shoot & Charge (10)	0	4
or similar	Drilled Flex	ible	Protected	Javelin	Short Spear		122	Shoot & Charge (10)	4	-
Foederate cavalry	CAVALR	Y	Average	-	Short Spear	<u>_</u>	90	Melee Expert (23)	4	Λ
- Couciate cavairy	Formed Lo	ose	Protected	-	Short Spear	_	<i></i>	Wielee Expert (20)	8	
Regrade foederate cavalry	CAVALR	Y	Average	Unskilled	Short Spear	<u>_</u>	95	Melee Expert (23),		4
regrade rocderate cavarry	Formed Lo		Protected	Javelin	Short Spear	_	70	Shoot & Charge (10)	Any	
Upgrade foederate cavalry	CAVALR	Y	Superior	-	_	Devastating Chargers	131	Melee Expert (32)		4
	Formed Lo	ose	Protected	-	_	Devastating Chargers	101	Wielee Expert (02)	Up to half	
Equites alani or similar	CAVALR	Y	Average	-	Charging Lancer	_	115	Melee Expert (23)	0	4
Equites atail of silillar	Drilled Loc	ose	Protected	-	Charging Lancer	-	110	TVICICE EXPERT (20)	4	
Alan or Hun mercenaries	CAVALR		Average	Experienced		Melee Expert	109	Shoot & Charge (6)	0	4
i dan on i fan increenantes	Formed Flex	ible	Unprotected	Bow		Ivided Expert	107	onor or onarge (0)	4	1

FOEDERATE ROMAN

N	OPTEM	7
L	CHIEN	Į
De	GLORIAN	ı

INFANTRY	Average	-		Daynetating Chargers	70		0	4
Tribal Flexible	Protected	-	-	Devastating Chargers	70	-	16	4
INFANTRY	Average	-	Chart Char	Daynetating Chargers	77			4
Tribal Flexible	Protected	-	Short Spear	Devastating Chargers	//	-	Up to half	4
CAVALRY	Average	Experienced			55	Cantabrian (16),	0	4
Skirmisher	Unprotected	Javelin		<u>-</u>	00	Combat Shy (-4)	4	-
INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	12	4,0
INFANTRY	Average	Experienced	Short Span	Shield Cover	07	Orb (2)	4	4
Drilled Flexible	Protected	Darts	Short Spear	Siliela Covei	97	O10 (2)	24	4
INFANTRY	Superior	Experienced	Chart Char	Shield Cover	122	Orb (2)	0	4
Drilled Flexible	Protected	Darts	Short Spear	Siliela Covei	132	O10 (3)	4	4
INFANTRY	Average	Experienced			50	Combat Shy (14)	0	4
Drilled Loose	Unprotected	Bow	-	-	50	Combat Sily (-14)	4	4
CAVALRY	Average	Experienced			70	Cantabrian (16),	0	4
Skirmisher	Unprotected	Bow	_		70	Combat Shy (-4)	4	7
CAVALRY	Average	-	I and Char	Devastating	107		0	4
Drilled Close	ArmHrs/F Armoured	-	Long Spear	Chargers, Shove	10/	-	4	4
INFANTRY	Average	Experienced	Chart Char	Shield Cover	07	Orb (2)	8	1
Drilled Flexible	Protected	Darts	Short Spear	Siliela Covel	97	O10 (2)	40	4
INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	4
Drilled Flexible	Protected	Darts	Short Spear	Silieid Cover	102	O10 (5)	12	
INFANTRY	Average	Experienced			80	Combat Shy (22)	0	4
Drilled Loose	Protected	Bow	-	-	00	Collidat Sily (-22)	4	- 1
INFANTRY	Average	Experienced			58	Combat Shy (-14)	0	4
Drilled Loose	Unprotected	Bow		<u>-</u>	00	Control only (-14)	4	7
CAVALRY	Average	Experienced			70	Cantabrian (16),	0	4
Skirmisher	Unprotected	Bow	-	-	, 0	Combat Shy (-4)	8	ⅎ
	Tribal Flexible INFANTRY Tribal Flexible CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Drilled Flexible INFANTRY Drilled Flexible INFANTRY Drilled Loose CAVALRY Skirmisher CAVALRY Skirmisher CAVALRY Drilled Close INFANTRY Drilled Flexible INFANTRY Drilled Loose INFANTRY Drilled Loose INFANTRY Drilled Loose CAVALRY	Tribal Flexible INFANTRY Average Tribal Flexible CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Average Skirmisher INFANTRY Average INFANTRY Average Drilled Flexible INFANTRY Drilled Flexible INFANTRY Average Drilled Loose CAVALRY Skirmisher CAVALRY Skirmisher CAVALRY Average Drilled Close INFANTRY Average Drilled Flexible INFANTRY Superior Average Unprotected CAVALRY Average Unprotected CAVALRY Skirmisher CAVALRY Average Drilled Flexible INFANTRY Average Drilled Flexible INFANTRY Average Drilled Flexible INFANTRY Average Drilled Flexible INFANTRY Average Drilled Loose INFANTRY Average Drilled Loose INFANTRY Average Drilled Loose INFANTRY Average Unprotected INFANTRY Average Drilled Loose INFANTRY Average Unprotected Average Unprotected Average	Tribal Flexible INFANTRY Average Tribal Flexible CAVALRY Average Skirmisher INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected Skirmisher Unprotected Skirmisher Unprotected Skirmisher Unprotected Bow INFANTRY Average Experienced Darts INFANTRY Superior Drilled Flexible Protected Darts INFANTRY Average Experienced Drilled Loose Unprotected Bow CAVALRY Average Experienced Drilled Close INFANTRY Average Experienced Drilled Flexible Protected Darts INFANTRY Superior Experienced Drilled Flexible Protected Darts INFANTRY Average Experienced Drilled Flexible Protected Darts INFANTRY Average Experienced Drilled Loose Protected Bow INFANTRY Average Experienced Bow Experienced Drilled Loose Unprotected Bow Experienced Drilled Loose Experienced Drilled Loose Experienced Drilled Loose Experienced Bow Experienced Drilled Loose Experienced E	Tribal Flexible INFANTRY Average Tribal Flexible CAVALRY Average Skirmisher INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher INFANTRY Average Skirmisher Unprotected INFANTRY Average Bow INFANTRY Average INFANTRY Superior INFANTRY Drilled Flexible Protected Darts INFANTRY Average Experienced Darts Short Spear Short Spear Short Spear CAVALRY Average Experienced Bow CAVALRY Average Experienced Drilled Close INFANTRY Average Experienced Drilled Flexible Protected Darts Short Spear Short Spear Short Spear Short Spear Experienced Darts Short Spear Experienced Darts Short Spear INFANTRY Average Experienced Darts INFANTRY Average Experienced Darts INFANTRY Average Experienced Darts Short Spear Experienced Darts Short Spear Experienced Darts Short Spear Experienced Darts Experienced Darts Experienced Darts Short Spear Experienced Darts INFANTRY Average Experienced Darts INFANTRY Average Experienced Drilled Loose Protected Bow INFANTRY Average Experienced Drilled Loose Unprotected Bow CAVALRY Average Experienced Drilled Loose Experienced Experien	Tribal Flexible INFANTRY Average Tribal Flexible CAVALRY Average Skirmisher INFANTRY Average Skirmisher Unprotected INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Darts INFANTRY Superior Experienced Drilled Flexible INFANTRY Average Experienced Drilled Flexible INFANTRY Average Experienced Drilled Flexible INFANTRY Average Experienced Drilled Loose Unprotected Bow CAVALRY Average Experienced Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Short Spear Shield Cover Drilled Loose CAVALRY Average Experienced Short Spear Shield Cover Drilled Flexible Frotected Darts INFANTRY Average Experienced Darts Short Spear Shield Cover Drilled Flexible Frotected Darts Short Spear Shield Cover Shield Cover Short Spear Shield Cover Drilled Flexible Frotected Darts Short Spear Shield Cover Short Spear Shield Cover Short Spear Shield Cover Short Spear Shield Cover Short Spear Shield Cover Short Spear Shield Cover Short Spear Shield Cover Short Spear Shield Cover Short Spear Shield Cover Short Spear Shield Cover Short Spear Shield Cover	Tribal Flexible INFANTRY Average Tribal Flexible CAVALRY Average Skirmisher INFANTRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Unprotected Skirmisher Unprotected Skirmisher Unprotected Bow INFANTRY Average Experienced Drilled Flexible Protected Darts INFANTRY Superior Drilled Flexible Protected Darts INFANTRY Average Experienced Drilled Flexible Protected Darts INFANTRY Average Experienced Darts INFANTRY Average Experienced Darts INFANTRY Average Experienced Darts INFANTRY Average Experienced Drilled Loose Unprotected Bow CAVALRY Average Experienced Bow CAVALRY Average Experienced Bow CAVALRY Average INFANTRY Average Experienced Drilled Flexible Protected Darts Short Spear Shield Cover 132 Devastating Chargers, Shove INFANTRY Average Experienced Drilled Flexible Protected Darts Short Spear Shield Cover 70 187 Devastating Chargers, Shove INFANTRY Average Experienced Darts Short Spear Shield Cover 97 Shield Cover 97 Shield Cover 97 INFANTRY Average Experienced Darts INFANTRY Average Experienced Darts INFANTRY Average Experienced Drilled Flexible Protected Darts INFANTRY Average Experienced Drilled Loose INFANTRY Average Experienced Drilled Loose Unprotected Bow INFANTRY Average Experienced Drilled Loose Unprotected Bow	INFANTRY Average Frotected Frotect	INFANTRY Average Experienced Short Spear Shield Cover Shield Cover Short Spear Shield Cover Shield Cover Short Spear Shield Cover Sh

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



Any

ARMY COMMANDER		1	Any Professional			DATES		461 CE to 476 CE		
Sub-Generals		0-3	Any Professional			TERRAIN		Standard, Coastal, Mot	untains	
Internal Allied Genera	ALS	0-2	Any			САМР		Unfortified or Fortified	; Poor or Ave	erage
	ТүрЕ									
	TRAINING AN	ND O	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	M _{IN}	
Name	Formation	1	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Equites	CAVALRY	7	Average	Unskilled	Short Spear		95	Shoot & Charge (10),	0	4
Equites	Formed Loo	se	Protected	Javelin	31101t Spear		70	Dismountable (5)	4	-
Regrade equites as bucellarii	CAVALRY	<i>[</i>	Superior	Unskilled	Short Spear		145	Shoot & Charge (14),	0	4
regrade equites as ducenam	Drilled Loo	se	Protected	Javelin	Short Spear	-	140	Dismountable (7)	4	4
Regrade bucellarii	CAVALRY	7	Superior	Experienced	Short Spear		175	Shoot & Charge (14)		4
Regiade Odcenam	Drilled Loo	se	Protected	Bow	- Short Spear	-	170	SHOOL & Charge (14)	Any	4
Foederate cavalry	CAVALRY	7	Average	-	Short Spear		90	Melee Expert (23)	4	4
Toederate cavalry	Formed Loo	se	Protected	-	31101t Spear	-	90	Meiee Expert (20)	8	
Regrade foederate cavalry	CAVALRY	7	Average	Unskilled	Short Spear		95	Melee Expert (23),		4
Tregrade rocderate cavarry	Formed Loo	se	Protected	Javelin	31101t Spear		70	Shoot & Charge (10)	Any	-
Upgrade foederate cavalry	CAVALRY	<i>[</i>	Superior	-		Devastating Chargers	131	Melee Expert (32)		4
	Formed Loo	se	Protected	-	-	Devastating Chargers	131	Meiee Expert (32)	Up to half	- 4
Equites Alani or similar	CAVALRY	7	Average	-	Charging Lancer		115	Melee Expert (23)	0	4
Equites Main of Sillinar	Drilled Loo	se	Protected	-	Charging Lancer	-	110	Meiee Expert (20)	4	4
Armoured horse archers	CAVALRY	[Average	Experienced			125	Melee Expert (23)	0	1
Affiloured noise archers	Formed Flexi	ible	Protected	Bow	-	-	120	Meiee Expert (25)	8	4
Regrade armoured horse	CAVALRY	[Average	Experienced		Melee Expert	109	Shoot Or Charge (6)	0	4
archers as Hun mercenaries	Formed Flexi	ible	Unprotected	Bow		Meiee Expert	109	Shoot & Charge (6)	8	- 4
Regrade Hun mercenaries	CAVALRY	(Average	Experienced			125	Shoot & Charge (10)		4
regiane tinii illercellalles	Formed Flevi	ihle	Protected	Boy	-	-	140	Shoot & Charge (10)	Any	4

Short Spear

Shield Cover

87

Bow

Experienced

Darts

Formed Flexible

INFANTRY

Formed Close

Legionaries and auxilia

Protected

Average

Protected

LATER FOEDERATE ROMAN



Auxiliary archers	INFANTRY	Average	Experienced	_		54	Combat Shy (-14)	0	
Auxiliary archers	Formed Loose	Unprotected	Bow	-	-	54	Collidat Sily (-14)	4	4
Foederate infantry	INFANTRY	Average	-	- Devastating Charg		70		4	
roederate illiandy	Tribal Flexible	Protected	-	-	Devastating Chargers	70	-	32	4
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77			
Opgrade roederate infantity	Tribal Flexible	Protected	-	Short Spear	Devastating Chargers	//	-	Up to half	
Equites Mauri or similar	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	
Equites iviauri or similar	Skirmisher	Unprotected	Javelin	_	-	55	Combat Shy (-4)	4	4
Davitas apaittarii	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	
Equites sagittarii	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	4	4
Archers	INFANTRY	Average	Experienced		Cambat Chry	50		0	16
	Skirmisher	Unprotected	Bow	- Combat Shy		<i>5</i> 0	-	12	4,6

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



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

	Army Co	mmander	Sub-ge	neral	Ally general		
Type of 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



1 Any Instinctive			DATES		500 BCE to 330 BCE			
0-2	Any Instinctive			TERRAIN		Coastal, Mountains		
LS 0-2	Any Instinctive			-				
ТүрЕ								
TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
CAVALRY	Average	-	Short Spear		90	Melee Evnert (23)	2	1,2
Formed Loose	Protected	-	Short Spear		70	Tvicice Expert (20)	4	1,2
INFANTRY	Average	-	Long Spear	Shove Shield Cover	99	Orh (2)	2	1,2
Formed Close	Protected	-		Shove, Siliela Cover	,,,	O10 (2)	8	1,4
INFANTRY	Average	-	Long Spear		76	Orh (2)	2	1,2
Tribal Close	Protected	-	Long Spear	-	70	O10 (2)	28	1,2
INFANTRY	Average	Experienced		Combat Shy	12		0	1,2
Skirmisher	Unprotected	Sling	-	Combat Sily	43	-	4	1,4
INFANTRY	Average	Experienced		Cambat Chy	20		0	1.0
Skirmisher	Unprotected	Javelin	-	Combat Shy		-	9	1,2
	TYPE TRAINING AND FORMATION CAVALRY Formed Loose INFANTRY Formed Close INFANTRY Tribal Close INFANTRY Skirmisher INFANTRY	O-2 Any Instinctive TYPE TRAINING AND QUALITY FORMATION PROTECTION CAVALRY Average Formed Loose Protected INFANTRY Average Formed Close Protected INFANTRY Average Tribal Close Protected INFANTRY Average Skirmisher Unprotected INFANTRY Average	O-2 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY CAVALRY Average - Formed Loose Protected - INFANTRY Average - Formed Close Protected - INFANTRY Average - INFANTRY Average - INFANTRY Average - INFANTRY Average - Skirmisher Unprotected Sling INFANTRY Average Experienced	O-2 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY MELEE WEAPONRY CAVALRY Average - Short Spear Formed Loose Protected - Long Spear Formed Close Protected - Long Spear INFANTRY Average - Long Spear Tribal Close Protected - Experienced INFANTRY Average Skirmisher Unprotected Sling INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced	TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY MELEE WEAPONRY CHARACTERISTICS CAVALRY Average - Short Spear - INFANTRY Average - Long Spear Shove, Shield Cover Fribal Close Protected - Long Spear - INFANTRY Average - Long Spear - INFANTRY Average - Long Spear - INFANTRY Average - Long Spear - Combat Shy Skirmisher Unprotected Sling - Combat Shy	O-2 Any Instinctive O-2 O-2	Coastal, Mountains Coastal, Mountains	O-2

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

ITALIAN HILL TRIBES



ARMY COMMANDER		Any Instinctive	Any Instinctive			DATES		500 BCE to 290 BCE		
SUB-GENERALS	0	-3 Any Instinctive			TERRAIN		Mountains			
INTERNAL ALLIED GENER	ÇALS 0	-2 Any Instinctive								
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min		
Name	Formation	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Cavalry	CAVALRY	Average	-	Short Spear	_	90	Melee Expert (23)	0	1,2	
Cavany	Formed Loose	Protected	-					4	1,2	
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear		97	Shoot & Charge (8)	0	1,2	
ricked warriors	Formed Loose	Protected	Javelin	31101t Spear	-)/	SHOOL & CHarge (0)	6	1,2	
Warriors	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	6	1,2	
Varriors	Formed Loose	Protected	Javelin	Short spear	-	70	Shoot & Charge (0)	40	1,2	
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2	
	Skirmisher	Unprotected	Javelin		Combat Shy	28	-	9		

Notes

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

CHANGES FROM LAST VERSION

UMBRIAN



ARMY COMMANDER		1 A	Any Instinctive			DATES		500 BCE to 290 BCE			
Sub-Generals		1-3 <i>I</i>	1-3 Any Instinctive			Terrain		Mountains			
INTERNAL ALLIED GENER	ALS					-					
	ТүрЕ										
	TRAINING AN	ID	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	Formation	ī	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Cavalry	CAVALRY	7	Average	-	Short Spear	_	90	Melee Expert (23)	2	1,2	
Cavairy	Formed Loo	se	Protected	-		-			4	1,4	
Hoplites	INFANTRY	Y	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	2	1,2	
Tiophtes	Formed Clos	se	Protected	-			22	O10 (2)	8	1,2	
Javelinmen	INFANTRY	Y	Average	Unskilled	Short Spans	-	70	Shoot & Charge (6)	2	1,2	
Javenninen	Formed Loo	se	Protected	Javelin	Short Spear		70		28	1,4	
Clingare	INFANTRY	Y	Average	Experienced		Combat Shy	43	-	0	1,2	
Slingers	Skirmisher		Unprotected	Sling	-	Comoat sny			4	1,2	
Skirmishing javelinmen	INFANTRY	Y	Average	Experienced	-	Combat Shy	28		0	1,2	
	Skirmisher		Unprotected	Javelin		Compat Sny	20	-	9		

ETRUSCAN



Army Commander		1	Any Instinctive			DATES		500 BCE to 280 BCE			
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Coastal, Mountains			
Internal Allied General	LS	0-1	Any Instinctive								
	ТүрЕ										
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE	
Cavalry	CAVALR	Y	Average	-	Short Spear		90	Melee Expert (23)	2	1,2	
Cavally	Formed Lo	ose	Protected	-	Short Spear		70		4	1,2	
Infantry of 1st class	INFANTR	Y	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	2	1,2	
illiantry of 1st class	Formed Cl	ose	Protected	-			77		8	1,2	
Infantry of 2nd or 3rd class	INFANTR	Ϋ́	Average	-	Long Spear	-	76	Orb (2)	2	1,2	
illianity of 2nd of 3rd class —	Tribal Clo	se	Protected	-			70	O10 (2)	28	1,4	
Reclassify infanty of 1st, 2nd	INFANTR	Ϋ́	Average	Charge Only	I ong Chapr	Shield Cover	96	Orb (2)		1,2	
or 3rd class with pilum	Formed Cl	ose	Protected	Javelin	Long Spear	Siliela Covel	90		Any		
Clingers of 4th or 5th class	INFANTR	Ϋ́	Average	Experienced	-	Combat Chy	43	-	0	1,2	
Slingers of 4th or 5th class	Skirmishe	er	Unprotected	Sling		Combat Shy	45		4	1,2	
Javelinmen of 4th or 5th	INFANTR	Υ	Average	Experienced		Combat Shy	28	-	0	1,2	
class	Skirmishe	er	Unprotected	Javelin	-				9	1,2	
ATTTEC										1	

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

MAGNA GRAECIA



ARMY COMMANDER	1	Any Instinctive			DATES		500 BCE to 267 BCE			
SUB-GENERALS		2 Any Instinctive			TERRAIN		Coastal			
Internal Allied Genera	LS 0-1	Any Instinctive								
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Mŧn		
NAME	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
Greek cavalry	CAVALRY	Average	Unskilled	Short Spear	_	95	Shoot & Charge (10)	2	1,2	
Greek cavarry	Formed Loose	Protected	Javelin	Short Spear	_	70	Shoot & Charge (10)	4	1,2	
Tyrant's bodyguard	INFANTRY	Superior	-	Long Spear	Shove, Shield Cover	146	Orb (3)	0	1,2	
	Drilled Close	Protected	-	Long Spear	Shove, Shireta Gover	140	010 (3)	2	1,2	
Citizen hoplites	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	99	Orb (2)	4	1,2	
Cidzen nopites	Formed Close	Protected	-	Long Spear	Dilove, Bilicia Gover			16	1,2	
Mercenary hoplites (from	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	0	1,2	
400 BCE)	Drilled Close	Protected	-		Direve, Biliera Gover	101	010 (2)	6	1,2	
Italian mercenaries	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	1,2	
	Formed Loose	Protected	Javelin			70		6	1,2	
Levied citizens	INFANTRY	Poor	-	Long Spear	Shove	57	Orb (1)	0	2,3	
Levied Chizens	Formed Close	Protected	-	Long Spear	SHOVE		. ,	12	2,0	
Light horse	CAVALRY	Average	Experienced	_		55	Cantabrian (16),	0	1,2	
	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	4	1,2	
Upgrade light horse as	CAVALRY	Average	Experienced	_	_	63	Cantabrian (20)		1,2	
"Tarentine" (from 350 BCE)	Skirmisher	Protected	Javelin				Gairtaorian (20)	Any	1,2	
Archers	INFANTRY	Average	Experienced	_	Combat Shy	50	_	0	1,2	
7 Herrers	Skirmisher	Unprotected	Bow		Comoat Dily			4	1,2	
Slingers	INFANTRY	Average	Experienced	_	Combat Shy	43	_	0	1,2	
	Skirmisher	Unprotected	Sling		Comoat only	10	<u>-</u>	4	1,4	
Javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2	
Javemmien	Skirmisher	Unprotected	Javelin	_	Comoat only	20	-	6	1,4	

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

EARLY CAMPANIAN



1	Any Instinctive			DATES		500 BCE to 264 BCE		
0-3	Any Instinctive	Any Instinctive		TERRAIN		Standard, Coastal		
ALS				-				
ТүрЕ								
TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
CAVALRY	Superior	Unskilled	Short Spear		121	Shoot & Charge (14)	2	1,2
Formed Loose	Protected	Javelin	Short Spear	_	101		4	1,4
CAVALRY	Average	Experienced	-		102	_	0	1,2
Formed Flexible	Protected	Javelin			102		2	1,2
INFANTRY	Average	-	I and Chark	Spear Shove, Shield Cover	99	Orb (2)	2	1,2
Formed Close	Protected	-	Long Spear			O10 (2)	14	1,2
INFANTRY	Average	Unskilled	Short Spaar		70	Shoot & Charge (6)	2	1,2
Formed Loose	Protected	Javelin	Short Spear	-	70		20	1,2
CAVALRY	Average	Experienced	_		62	Cantabrian (20)	0	1,2
Skirmisher	Protected	Javelin		-	US		2	1,2
INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
Skirmisher	Unprotected	Javelin	-			-	9	1,4
	TYPE TRAINING AND FORMATION CAVALRY Formed Loose CAVALRY Formed Flexible INFANTRY Formed Close INFANTRY Formed Loose CAVALRY Skirmisher INFANTRY	O-3 Any Instinctive TYPE TRAINING AND QUALITY FORMATION PROTECTION CAVALRY Superior Formed Loose Protected CAVALRY Average Formed Flexible Protected INFANTRY Average Formed Close Protected INFANTRY Average Formed Loose Protected CAVALRY Average Formed Close Protected INFANTRY Average Formed Loose Protected CAVALRY Average Skirmisher Protected INFANTRY Average Average Average Skirmisher Protected INFANTRY Average	ALS TYPE TRAINING AND CAVALRY FORMATION CAVALRY Formed Loose Formed Flexible Formed Flexible INFANTRY Formed Close Protected INFANTRY Average Formed Loose Protected INFANTRY Average Formed Close Protected INFANTRY Average Formed Loose Formed Close Frotected INFANTRY Average Formed Loose Frotected INFANTRY Average Formed Loose Frotected Formed Loose Frotected Formed Loose Frotected Formed Loose Frotected Javelin CAVALRY Average Experienced Skirmisher Protected Javelin Experienced Formed Loose Frotected Formed Loose Formed Loose Frotected Formed Loose Frotected Formed Loose Frotected Formed Loose Frotected Formed Loose Formed Loose Frotected Formed Loose Formed Lo	TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY MELEE WEAPONRY CAVALRY Superior Unskilled Javelin CAVALRY Average Experienced Formed Flexible Protected Javelin INFANTRY Average - Long Spear Formed Close Protected - Unskilled INFANTRY Average Unskilled Formed Loose Protected Javelin INFANTRY Average Unskilled Formed Loose Protected Javelin CAVALRY Average Experienced Skirmisher Protected Javelin CAVALRY Average Experienced Skirmisher Protected Javelin	ALS TYPE TRAINING AND PROTECTION WEAPONRY FORMATION CAVALRY Formed Loose Protected Formed Flexible INFANTRY Formed Close Protected INFANTRY Formed Loose Protected INFANTRY Average Formed Loose INFANTRY Average Formed Loose INFANTRY Average Formed Loose Protected Javelin CAVALRY Average Formed Loose Protected Javelin CAVALRY Average Experienced Short Spear - Shove, Shield Cover Short Spear - CAVALRY Formed Loose Frotected Javelin CAVALRY Average Experienced Skirmisher Frotected Javelin CAVALRY Average Experienced Skirmisher Frotected Frotected Faverienced Faverienced Faverienced Combat Shy	O-3 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY MELEE WEAPONRY CHARACTERISTICS PTS CAVALRY Superior Unskilled Short Spear - 131 CAVALRY Average Experienced 102 Formed Flexible Protected Javelin INFANTRY Average - Long Spear Shove, Shield Cover 99 INFANTRY Average Unskilled Short Spear - 70 INFANTRY Average Formed Close Protected 500 Short Spear - 70 INFANTRY Average Unskilled Short Spear - 70 CAVALRY Average Experienced - 63 Skirmisher Protected Javelin - 63 Skirmisher Protected Javelin - 63 INFANTRY Average Experienced 63 INFANTRY Average Experienced 63 Skirmisher Protected Javelin - Combat Shy 28	ALS TYPE TRAINING AND QUALITY SHOOTING SKILL CHARACTERISTICS PTS CHARACTERISTICS CAVALRY Superior Unskilled Formed Loose Protected Javelin INFANTRY Average Formed Close Protected Javelin INFANTRY Average Unskilled Formed Loose Protected Javelin CAVALRY Average Experienced - Long Spear Shove, Shield Cover Protected Javelin INFANTRY Average Unskilled Short Spear - 70 Shoot & Charge (6) CAVALRY Average Experienced - 70 Shoot & Charge (6) INFANTRY Average Experienced Short Spear - 63 Cantabrian (20) INFANTRY Average Experienced 63 Cantabrian (20) INFANTRY Average Experienced - Combat Shy 28 -	ALS TYPE TRAINING AND PROTECTION WEAPONRY MELECULARY Superior Unskilled Formed Loose Protected Javelin INFANTRY Average Formed Close Protected Javelin INFANTRY Average Experienced Formed Loose Protected Javelin INFANTRY Average Experienced Skirmisher Protected Javelin Protected Javelin Short Spear - 100 Shoot & Charge (6) Short Spear - 100 Shoot & Charge (6) 20 Cantabrian (20) 2 Skirmisher Protected Javelin 63 Cantabrian (20) 2 INFANTRY Average Experienced Skirmisher Protected Javelin 63 Cantabrian (20) 2 INFANTRY Average Experienced Skirmisher Protected 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

APULIAN



ARMY COMMANDER		1	Any Instinctive			DATES		500 BCE to 203 BCE			
Sub-Generals		1-3	Any Instinctive			TERRAIN		Mountains			
Internal Allied Geni	ERALS										
	ТүрЕ										
	TRAINING AND	D	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
NAME	Formation		Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE	
Armoured cavalry	CAVALRY		Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	2	1,2	
	Formed Loos	e	Protected	Javelin	Short Spear	-	101		4	1,4	
Light cavalry	CAVALRY		Average	Experienced	-	-	102	-	2	1,2	
Light Cavally	Formed Flexib	ole	Protected	Javelin					6	1,4	
Picked warriors	INFANTRY	•	Superior	Unskilled	Short Spear	-	97	Shoot & Charge (8)	0	1,2	
TICKEU WAITIOIS	Formed Loos	e	Protected	Javelin			97	Shoot & Charge (0)	6	1,2	
Javelinmen	INFANTRY	•	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	4	1,2	
javeiiiiiieii	Formed Loos	e	Protected	Javelin		-	70		32		
Chimpaighin a garralmy	CAVALRY		Average	Experienced			63	Cantabrian (20)	0	1,2	
Skirmishing cavalry	Skirmisher		Protected	Javelin	-	-			2	1,2	
Skirmishers	INFANTRY		Average	Experienced	_	Combat Shy	28		0	1.0	
	Skirmisher		Unprotected	Javelin				-	9	1,2	
Notes										1	

Notes

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

CHANGES FROM LAST VERSION

BRUTTIAN



ARMY COMMANDER	1	Any Instinctive			DATES		500 BCE to 203 BCE				
SUB-GENERALS	0-3	Any Instinctive	Any Instinctive			TERRAIN		Mountains			
INTERNAL ALLIED GENER	RALS										
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min			
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	0	1,2		
	Formed Loose	Protected	Javelin	Short Spear				4	1,2		
Light cavalry	CAVALRY	Average	Experienced	-	-	102	_	2	1,2		
Ligite cavairy	Formed Flexible	Protected	Javelin			102	_	4	1,2		
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear		97	Shoot & Charge (8)	0	1,2		
ricked warriors	Formed Loose	Protected	Javelin		-	71	Shoot & Charge (0)	6	1,4		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	6	1,2		
javenimen	Formed Loose	Protected	Javelin	Short Spear	_			36	1,2		
Skirmishing cavalry	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	1,2		
Skirinishing Cavalry	Skirmisher	Protected	Javelin	-		03		2	1,2		
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	28		0	1,2		
	Skirmisher	Unprotected	Javelin				<u>-</u>	9	1,4		

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

LUCANIAN



ARMY COMMANDER		1 Any Instinctive	Any Instinctive			DATES		500 BCE to 203 BCE			
Sub-Generals		0-3 Any Instinctive			TERRAIN		Mountains				
INTERNAL ALLIED GENE	RALS										
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Мім			
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE		
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spear	_	131	Shoot & Charge (14)	2	1,2		
Allioured Cavally	Formed Loose	Protected	Javelin	Snort Spear		101	51100t & Charge (14)	4	1,2		
Light cavalry	CAVALRY	Average	Experienced		-	102	-	2	1,2		
Ligit cavally	Formed Flexibl	e Protected	Javelin			102		4	1,2		
Picked warriors	INFANTRY	Superior	Unskilled	Short Spear	Shield Cover	104	Shoot & Charge (8)	0	1,2		
TICKED WAITIOIS	Formed Loose	Protected	Javelin			104	Shoot & Charge (0)	6	1,2		
Javelinmen	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	4	1,2		
Javeninien	Formed Loose	Protected	Javelin			70		32	1,2		
Upgrade javelinmen as	INFANTRY	Average	Unskilled	Short Spear	Shield Cover	75	Shoot & Charge (6)		1,2		
armoured	Formed Loose	Protected	Javelin	Short Spear	Silicia Covei	73		Up to half	1,2		
Skirmishing cavalry	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	1,2		
	Skirmisher	Protected	Javelin	-	-	03		2	- 1,2		
Skirmishers	INFANTRY	Average	Experienced		C 1 + C1	28		0	1,2		
2KIIIIIIIIIIII	Skirmisher	Unprotected	Javelin	-	Combat Shy		-	9	1,4		

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

CAMILLAN ROMAN



ARMY COMMANDER	1	Any Instinctive			DATES		400 BCE to 275 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal		
Internal Allied General	LS 0-1	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	O PTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	2	1,2
Gavany	Formed Loose	Protected	-	Bifore Spear		, ,	Tricles Empere (20)	4	1,2
Legions comprising 1/3 -	FRONT RANK HA	ASTATI AND $2/3$ - R	ear ranks Princ	CIPES AND TRIARI	II WITH ASSOCIATEI	LEVES			
Hastati	INFANTRY	Average	Charge Only	Long Spear	Shield Cover	96	Orb (2)	6	3
Tiastau	Formed Close	Protected	Javelin	Long Spear Shield Cover	70	O10 (2)	30		
Principes and triarii	INFANTRY	Average	-	Long Spear	Shield Cover	91	Orb (2)	-	
	Formed Close	Protected	-	zong opear	omera Gover	7.1	010 (2)	See note	
Leves	INFANTRY	Average	Experienced		Combat Shy	28	_	0	1,2
Leves	Skirmisher	Unprotected	Javelin	_	Combat Sily	20		10	1,2
Pedites extraordinarii	INFANTRY	Superior	Unskilled	Chart Span		118	Shoot & Charge (8),	0	1
redites extraordinarii	Drilled Flexible	Protected	Javelin	Short Spear	-	110	Orb (3)	1	- 1
Italian infantry	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	1,2
Italian illianu y	Formed Loose	Protected	Javelin	Short Spear	-	70	Shoot & Charge (0)	4	1,4
Accensi	INFANTRY	Poor	-	Long Spear	_	52	_	0	2,3
1 10001101	Formed Close	Protected	-	Long open				4	2,0
Rorarii	INFANTRY	Poor	Experienced		Combat Shy	Combat Shy 20	20 -	0	1,2,3
- 12-20-0-	Skirmisher	Unprotected	Javelin		Common only			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

SAMNITE



ARMY COMMANDER		1 Any Professional			DATES		396 BCE to 272 BCE			
Sub-Generals		0-3 Any Professional			TERRAIN		Mountains			
Internal Allied Gener	ALS									
	ТүрЕ				•					
	TRAINING ANI	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
Name	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG SIZE	
Armoured cavalry	CAVALRY	Superior	Unskilled	Short Spaar		131	Shoot & Charge (11)	0	1,2	
7 minourcu cavany	Formed Loos	e Protected	Javelin	Short Spear	-	131	CHARACTERISTICS Shoot & Charge (14) - Melee Expert (22), Shoot & Charge (8), Orb (3) Shoot & Charge (6),	2	1,2	
Light cavalry	CAVALRY	Average	Experienced			102		2	1,2	
agiit Cavaiiy	Formed Flexib	le Protected	Javelin		-	102	-	4	1,2	
Linen Legion or equivalent	INFANTRY	Superior	Unskilled	Short Spear	_	118		0	1,2	
	Drilled Flexib	le Protected	Javelin	Short Spear		110	•	ACTERISTICS WAX O 2 Charge (14) Expert (22), Charge (8), Orb (3) Charge (6), Orb (2) Expert (16), Charge (6), Orb (2) O Charge (6), Orb (7) O Charge (6), O C	8	1,2
Samnite foot	INFANTRY	Average	Unskilled	Short Spear		80	Shoot & Charge (6),	4	1,2	
	Formed Flexib	le Protected	Javelin	Short Spear	-	00	Orb (2)	30	1,2	
Upgrade Samnite foot	INFANTRY	Average	Unskilled	Short Spear	_	80	Melee Expert (16), Shoot & Charge (6),	0	1,2	
opgrade bannine root	Formed Flexib	le Protected	Javelin	onore opear		00	Orb (2)	12	1,2	
Chiemaichina annalar	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	1,2	
Skirmishing cavalry	Skirmisher	Protected	Javelin	-	-	US	Cantaonan (20)	2	— 1 <i>,</i> ∠	
Invaliance	INFANTRY	Average	Experienced	Chart Char		35		0	1.0	
velinmen	Skirmisher	Unprotected	Javelin	Short Spear	-	30	-	9	1,2	

SAMNITE



ALLIES

Roman allies - Camillan 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

LATER CAMPANIAN



								~	
ARMY COMMANDER	1	Any			DATES		335 BCE to 211 BCE		
SUB-GENERALS	1-3	Any			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENER	(ALS								
	Түре								
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Mŧn	
Name	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Cavalry	CAVALRY	Superior	Unskilled	Short Spear		131	Shoot & Charge (14)	2	1,2
Cavally	Formed Loose	Protected	Javelin	Short spear	-	131	31100t & Charge (14)	4	1,2
BEFORE 275 BCE - LEGIO	ONS COMPRISING 1	/3 - front rank h	ASTATI AND $2/3$ -	REAR RANKS PRI	NCIPES AND TRIARII				
I In atati	INFANTRY	Average	Charge Only	I and Coase	Shield Cover	96	O.1- (2)	6	3
Hastati	Formed Close	Protected	Javelin	Long Spear	Shield Cover	90	Orb (2)	39	- 5
Principes and triarii	INFANTRY	Average	-	Long Spear	Shield Cover	91	Orb (2)	-	
Timerpes and tham	Formed Close	Protected	-	Long Spear	Silicia Gover	71	O10 (2)	See note	
FROM 275 BCE - LEGION	S COMPRISING 2/5	HASTATI, 2/5 PRINC	CIPES AND 1/5 - T	RIARII					
Hastati and principes	INFANTRY	Average	-	Impact Weapon	Shield Cover	87	Melee Expert (16),	4	2
Hastati and principes	Drilled Close	Protected	-	impact weapon	Smeia Cover	0/	Orb (2)	40	
Triarii in a combined unit	INFANTRY	Average	-		Shield Cover	75	Melee Expert (16),		
with hastati & principes	Drilled Close	Protected	-	-	Silieid Cover	7.0	Orb (2)	See note	
Triarii	INFANTRY	Average	-	Long Spear	Shove, Shield Cover	104	Orb (2)	-	
THAIH	Drilled Close	Protected	-	Long Spear	Silove, Silicia Cover	104	O10 (2)	See note	
Skirmishing cavalry	CAVALRY	Average	Experienced			63	Cantabrian (20)	0	1,2
Skillinshing Cavally	Skirmisher	Protected	Javelin	-	-	05	Cantaonan (20)	2	1,2
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
OMITITIONICIS	Skirmisher	Unprotected	Javelin	-	Compatibility	20	-	9	1,4

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

MID REPUBLICAN ROMAN



ARMY COMMANDER		1	Any			DATES		275 BCE to 100 BCE		
SUB-GENERALS		0-3	Any			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	LS	0-1	Any (represents unco	operative consul)						
	ТүрЕ					•				
	TRAINING AN	D	QUALITY	SHOOTING SKILL		Mandatory	BASE	O PTIONAL	Min	
Name	Formation		PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Elephants (from 200 BCE)	ELEPHANT	S	Average	-			220		0	1
Elephants (Holli 200 BCE)	Tribal Loose	2	Protected	-	-	-	220	-	1	1
Cavalry	CAVALRY		Average	Unskilled	Short Spear		95	Melee Expert (23),	0	1,2
Cavairy	Formed Loos	se	Protected	Javelin	31101t Spear	-	90	Shoot & Charge (10)	4	1,4
LEGIONS										
II 0	INFANTRY		Average	-	T . 137	C1 · 11 C	0.7	Melee Expert (16),	6	1.0
Hastati & principes	Drilled Clos	e	Protected	-	Impact Weapon	Shield Cover	87	Orb (2)	28	1,2
Triarii in a combined with	INFANTRY	,	Average	-		C1::11 C	75	Melee Expert (16),		
hastati & principes	Drilled Clos	е	Protected	-	-	Shield Cover	/3	Orb (2)	See note	
UPGRADE LEGIONS AS VETI	ERAN									
7.7. 1	INFANTRY		Superior	-		91 - 11 - 9	100	Melee Expert (22),	0	4.0
Veteran hastati & principes	Drilled Clos	е	Protected	-	Impact Weapon	Shield Cover	122	Orb (3)	6	1,2
Veteran hastati & principes	INFANTRY	,	Superior	-	T . 117	C1 · 11 C	100	Melee Expert (22),	0	1.0
(from 207 to 197 BCE)	Drilled Clos	е	Protected	-	Impact Weapon	Shield Cover	122	Orb (3)	2	1,2
Veteran triarii in a combined	INFANTRY	•	Superior	-		Shield Cover	105	Melee Expert (22),		
unit	Drilled Clos	е	Protected	-	-	Shield Cover	105	Orb (3)	See note	
T · · ·	INFANTRY	,	Superior	-	I C	C1	1.16	0.1 (0)		4.0
Triarii	Drilled Clos	е	Protected	-	Long Spear	Shove, Shield Cover	146	Orb (3)	See note	1,2
D. ditaturdi:	INFANTRY		Superior	Unskilled	Clarat Caraca		110	Shoot & Charge (8),	0	1
Pedites extraordinarii	Drilled Flexib	le	Protected	Javelin	Short Spear	-	118	Orb (3)	1	1
Italian infantry	INFANTRY	,	Average	Unskilled	Short Spear		85	Shoot & Charge (6),	0	1,2
Italiali lillälluy	Drilled Flexib	le	Protected	Javelin	Short Spear	-	00	Orb (2)	4	1,4

MID REPUBLICAN ROMAN

M	OR	G K N	M
ET	GLE	RLA	M

Spanish scutarii (from 218	INFANTRY	Average	-	Impact Weapon	_	72	_	0	1,2
BCE)	Formed Loose	Protected	-	impact weapon		7 21		4	1,2
Gallic foot	INFANTRY	Average	-		Devastating Chargers	80		0	1,2
	Formed Flexible	Protected	-		Devastating Chargers	00		4	1,4
Illyrian foot	INFANTRY	Average	Unskilled	Short Spear		70	Shoot & Charge (6)	0	1,2
	Tribal Flexible	Protected	Javelin	Short Spear	-	70	SHOOL & CHarge (0)	4	1,4
Thureophoroi	INFANTRY	Average	-	Long Spear	Shove	99	Orb (2)	0	1,2
	Drilled Close	Protected	-	Long Spear	SHOVE	77	O10 (2)	4	1,4
Numidian cavalry (from 202	CAVALRY	Average	Skilled			84	Combat Shy (1)	0	1,2
BCE)	Skirmisher	Unprotected	Javelin	<u>-</u>	-	04	Combat Sily (-4)	2	1,4
Illyrian or Spanish cavalry	CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1,2
mynan or Spanish Cavany	Skirmisher	Unprotected	Javelin	-	-	55	Combat Shy (-4)	2	1,4
Leves	INFANTRY	Average	Experienced		Combat Shy	28			1,2
Leves	Skirmisher	Unprotected	Javelin	- -	Collidat Sily	20	-	See note	1,4
Upgrade leves to velites	INFANTRY	Average	Experienced	Short Spear		42	Shoot & Charge (7)		1,2
(from 209 BCE)	Skirmisher	Protected	Javelin	Short Spear	-	42	Shoot & Charge (7)	All or none	1,4
Cratan archard	INFANTRY	Average	Skilled			93	Combat Shy (1)	0	1,2
Cretan archers	Skirmisher	Unprotected	Bow	-	-	93	Compatibility (-4)	4	1,4
Slingers	INFANTRY	Average	Experienced		Combat Chy	43		0	1,2
	Skirmisher	Unprotected	Sling	-	Combat Shy	43	Combat Shy (-4)	4	1,4

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



ARMY COMMANDER		1	Any Professional			DATES		105 BCE to 20 BCE		
SUB-GENERALS		0-3	Any Professional			TERRAIN		Standard, Coastal		
INTERNAL ALLIED GENERA	LS	0-1	Any Professional							
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATIO	N	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Heavy cavalry	CAVALR		Average	Unskilled	Short Spear	_	95	Melee Expert (23),	0	1,2
	Formed Lo		Protected	Javelin	Short Spear		70	Shoot & Charge (10)	4	1,2
Legionaries	INFANTE		Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16),	6	1,2
	Drilled Flex		Protected	-	impact vv capon	Differe Gover	, , ,	Orb (2)	28	1,2
Upgrade legionaries to	INFANTE		Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22),	0	1,2
veteran	Drilled Flex		Protected	-	Impact vveapon	Sincia Gover	127	Orb (3)	8	1,2
Caesar's Xth Legion (from 59	INFANTE		Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (27),	0	1,2
to 45 BCE)	Drilled Flex		Protected	-	impact vveapon		107	Orb (3)	4	1,2
Spanish scutarii (only	INFANTF	Y	Average	-	Impact Weapon	_	72	_	0	1,2
western armies)	Formed Lo		Protected	-	impact vveapon		7 2		4	1,2
Thracian foot (only eastern	INFANTE	Y	Average	-	_	Devastating Chargers	70	Melee Expert (16)	0	1,2
armies)	Formed Lo		Protected	-		Devastating Chargers	, 0	Tylelee Expert (10)	4	1,2
Gallic foot (only Italy or	INFANTE		Average	-	_	Devastating Chargers	80	_	0	1,2
western armies)	Formed Flex	xible	Protected	-		Devastating Chargers	00		6	1,2
Archers	INFANTE		Average	Experienced	_	_	48	Combat Shy (-14)	0	1,2
(only eastern armies)	Tribal Loc	se	Unprotected	Bow			10	Comoat Sily (11)	4	1,2
Bolt shooters	ARTILLEF		Average	Experienced	_	_	146	Barricades (16)	0	1,2
	Skirmish		Unprotected	Light Art	_		140	Darricades (10)	2	1,2
Light cavalry	CAVALR		Average	Experienced			55	Cantabrian (16),	0	1,2
Light cavany	Skirmish		Unprotected	Javelin				Combat Shy (-4)	3	1,4
Numidian cavalry (only Italy	CAVALR		Average	Skilled			84	Combat Shy (-4)	0	1,2
or western armies)	Skirmish	er	Unprotected	Javelin	_	-	07	Collibat 511y (-4)	3	1,4

LATER REPUBLICAN ROMAN



Syrian horse archers (only	CAVALRY	Average	Experienced	_	_	70	Combat Shy (-4)	0	1,2
eastern armies from 42 BCE)	Skirmisher	Unprotected	Bow		_	70	Comoat sity (-4)	6	1,2
Upgrade horse archers	CAVALRY	Average	Experienced		Cantabrian	86	Combat Shy (-4)		1,2
— — — — — — — — — — — — — — — — — — —	Skirmisher	Unprotected	Bow	-	Calitaulian	00	Combat sily (-4)	All or none	1,4
Velites (before 80 BCE)	INFANTRY	Average	Experienced	Short Spear	_	42	Shoot & Charge (7)	0	1,2
ventes (before 60 BCE)	Skirmisher	Protected	Javelin	Short spear	-	42	SHOOL & Charge (1)	4	1,4
Javelinmen	INFANTRY	Average	Experienced		Combat Shy	28		0	1,2
	Skirmisher	Unprotected	Javelin		Combat sily	20	-	4	1,4
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Archers	Skirmisher	Unprotected	Bow	-	Combat sny	30	-	4	1,4
Clinagara	INFANTRY	Average	Experienced		Combat Shy	43		0	1,2
Slingers	Skirmisher	Unprotected	Sling	-	Combat sny	43	-	4	1,4
Cretan archers (only Italy or	INFANTRY	Average	Skilled			93	Combat Shy (-4)	0	1,2
eastern armies)	Skirmisher	Unprotected	Bow		93	Compat Sny (-4)	4	1,4	

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

SPARTACUS SLAVE REVOLT



ARMY COMMANDER		1	Instinctive: Crixus, T	alented; Spartacus,	Legendary	DATES		73 BCE to 71 BCE		
SUB-GENERALS		1-3	Any Instictive			TERRAIN		Coastal, Mountains		
Internal Allied Genera	LS									
	ТүрЕ									
	TRAINING A	AND	QUALITY	SHOOTING SKILL		M andat o ry	BASE	OPTIONAL	Min	
Name	FORMATIO	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
ONLY IF C-IN-C IS SPARTAG	cus									
C1	CAVALR	Y	Average	-	Clarate Carrer		90	Malaa Farrant (22)	0	1
Cavalry	Formed Lo	ose	Protected	-	Short Spear	-	90	Melee Expert (23)	1	1
T 1 1 1	INFANTI	RY	Superior	-			70	Fanatic (56),	0	1.0
Ex-gladiator slaves	Tribal Loc	ose	Protected	-	-	-	70	Melee Expert (22)	4	1,2
Slaves equipped with Roman	INFANTI	RY	Average	-		Devastating Chargers	60		6	1,2
arms	Tribal Loc	ose	Protected	-		Devastating Chargers	00		22	1,2
ONLY IF C-IN-C IS CRIXUS										
Upgrade slaves equipped with Roman arms as Gauls	INFANTI	RY	Average	-		Devastating Chargers	70		4	1,2
or Germans	Tribal Flex	ible	Protected	-	•	Devastating Chargers	70	-	8	1,2
D 1 · 11	INFANTE	RY	Poor	-		D	0.4		10	2.0
Poorly equipped slaves	Tribal Loc	ose	Unprotected	-	-	Devastating Chargers	24	-	40	2,3
Women, children and old	INFANTI		Poor	-		Combat Shy	11		3	2,3
men	Tribal Loc		Unprotected	-	-	Combat Sily	11	-	6	2,0
Slingers	INFANTI		Poor	Experienced	_	Combat Shy	35	-	0	1,2,3
	Skirmish		Unprotected	Sling		Comoutony			6	1,2,0
Javelinmen	INFANTI		Poor	Experienced	_	Combat Shy	20	-	0	1,2,3
y	Skirmish	er	Unprotected	Javelin					9	-,-,-

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

EARLY IMPERIAL ROMAN



ARMY COMMANDER	1	Any Professional			DATES		20 BCE to 268 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mou	ntains	
INTERNAL ALLIED GENER	ÇALS								
	TYPE TRAINING AND	Quality	Shooting Skill		- Mandat o ry	BASE	O PTIONAL	Min	
NAME	Formation	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	MAX	UG SIZE
Cavalry	CAVALRY	Average	Unskilled	Short Spear	-	105	Melee Expert (23), Shoot & Charge (10),	2	1,2
,	Drilled Loose	Protected	Javelin	ı			Dismountable (5)	6	,
Upgrade cavalry	CAVALRY	Superior	Unskilled	Short Spear	_	145	Melee Expert (32), Shoot & Charge (14)	0	1,2
opgiade cavally	Drilled Loose	Protected	Javelin			110	Dismountable (7)	4	1,2
Equites catafractarii (from 100 CE)	CAVALRY Drilled Loose	Average Protected	-	Charging Lancer	-	115	Melee Expert (23)	0 2	1,2
Logionovica	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16),	6	1,2
Legionaries	Drilled Flexible	Protected	-	Impact weapon	Silield Cover	92	Integral Shooters (6)	16	— 1 <i>,</i> ∠
Upgrade legionaries to	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22),	0	1,2
veteran	Drilled Flexible	Protected	-	mipact Weapon	Siliela Covei	127	Integral Shooters (8)	8	1,2
Upgrade legionaries to	INFANTRY	Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (27),	0	1,2
Praetorian Guard	Drilled Flexible	Protected	-	miipact Weapoii	Siliela Covei	107	Integral Shooters (10)	4	— 1,∠
A11:-	INFANTRY	Average	Unskilled	Short Spear		85	Melee Expert (16),	4	1.2
Auxilia	Drilled Flexible	Protected	Javelin	Short Spear	-	OJ	Orb (2)	MAX 2 6 0 4 0 2 6 16 0 8 0 4 4 4	1,2
Auxiliary archers	INFANTRY	Average	Experienced	_	-	80	Combat Shy (-22)		1,2
	Drilled Loose	Protected	Bow			30	Melee Expert (23) Melee Expert (16), Orb (2), Integral Shooters (6) Melee Expert (22), Orb (3), Integral Shooters (8) Melee Expert (27), Orb (3), Integral Shooters (10) Melee Expert (16), Shoot & Charge (6),	4	-,

EARLY IMPERIAL ROMAN

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LV	OKIEM
Bar	'GLORIAM

A DITH I PDM								
ARTILLERY	Average	Experienced			146	Barricades (16)	0	1,2
Skirmisher	Unprotected	Light Art	- -	-	140	Dallicades (10)	2	1,2
CAVALRY	Average	Experienced			55	Cantabrian (16),	0	1,2
Skirmisher	Unprotected	Javelin	- -	-	55	Combat Shy (-4)	4	1,2
CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
Skirmisher	Unprotected	Bow	- -	-		Combat Shy (-4)	4	1,2
aries as INFANTRY Average Experienced Short Spear -	<u>.</u>	42	Melee Expert (10),		1,2			
Skirmisher	Protected	Javelin	Short Spear	-	72	Shoot & Charge (7)	Up to 1/3	1,2
INFANTRY	Average	Experienced		Combat Shir	50		0	1,2
Skirmisher	Unprotected	Bow	- -	Combat sily	30	-	6	1,2
INFANTRY	Average	Experienced		Combat Shy	12		0	1,2
Skirmisher	Unprotected	Sling	-	Combat sily	43	-	4	1,2
INFANTRY	Average	Experienced		Combat Shir	20		0	1,2
Skirmisher	Unprotected	Javelin	- -	Compat Sily	<i>4</i> 0	-	4	1,4
	Skirmisher CAVALRY Skirmisher CAVALRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY Skirmisher INFANTRY	Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected CAVALRY Average Skirmisher Unprotected INFANTRY Average Skirmisher Protected INFANTRY Average Skirmisher Unprotected INFANTRY Average	Skirmisher Unprotected Light Art CAVALRY Average Experienced Skirmisher Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced	Skirmisher Unprotected Light Art CAVALRY Average Experienced Skirmisher Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced	Skirmisher Unprotected Light Art CAVALRY Average Experienced Skirmisher Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced Scombat Shy	Skirmisher Unprotected Light Art CAVALRY Average Experienced Skirmisher Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced Skirmisher Unprotected Sling	Skirmisher Unprotected Light Art CAVALRY Average Experienced Skirmisher Unprotected Javelin CAVALRY Average Experienced CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Protected Javelin Short Spear - 42 Melee Expert (10), Shoot & Charge (7) INFANTRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced Skirmisher Unprotected Sling INFANTRY Average Experienced Skirmisher Unprotected Sling	Skirmisher Unprotected Light Art CAVALRY Average Experienced Skirmisher Unprotected Javelin CAVALRY Average Experienced Skirmisher Unprotected Bow INFANTRY Average Experienced Skirmisher Protected Javelin INFANTRY Average Experienced Skirmisher Unprotected Bow Short Spear Combat Shy (-4) Average Experienced Short Spear Combat Shy Average Experienced Skirmisher Unprotected Bow Combat Shy Average Experienced Skirmisher Unprotected Sling Combat Shy Average Experienced Skirmisher Unprotected Sling Combat Shy Average Experienced Skirmisher Unprotected Sling Combat Shy Average Experienced Scombat Shy Average Experienced Combat Shy Average Experienced Ocean Average Combat Shy Average Experienced Ocean Average Combat Shy Average Experienced Ocean Average Ocean Av

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



ARMY COMMANDER		Any Professional			DATES		269 CE to 396 CE			
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mountains			
INTERNAL ALLIED GENER	ALS									
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL		Mandatory	BASE	OPTIONAL	Min		
NAME	FORMATION	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE	
Equites	CAVALRY	Average	Unskilled	Short Spear	<u>-</u>	105	Melee Expert (23), Shoot & Charge (10),	2	1,2	
1	Drilled Loose	Protected	Javelin	Silvio o p cui		200	Dismountable (5)	6	/	
Upgrade equites	CAVALRY Superior Unskilled	Short Spear	_	145	Melee Expert (32), Shoot & Charge (14),	0	1,2			
opgrade equitor	Drilled Loose	Protected	Javelin	onore opear			Dismountable (7)	4	1)2	
Equites Illyricani, Dalmatae	CAVALRY	Average	Experienced	Short Spage		122	Shoot & Charge (10)	0	1,2	
or similar	Drilled Flexible	Protected	Javelin	Short Spear	-	122	Shoot & Charge (10)	2	1,2	
Equites catafractarii or	CAVALRY	Average	-	Long Spear	Devastating	187	_	0	1,2	
clibinarii (western armies)	Drilled Close	ArmHrs/F Armoured	-	Long Spear	Chargers, Shove	107		2	1,2	
Equites catafractarii or	CAVALRY	Average	-	Long Spear	Devastating	187	_	0	1,2	
clibinarii (eastern armies)	Drilled Close	ArmHrs/F Armoured	-	Long open	Chargers, Shove	107		4	1,2	
Hun mercenaries (from 388	CAVALRY	Average	Experienced		Melee Expert	109	Shoot & Charge (6)	0	1,2	
CE)	Formed Flexible	Unprotected	Bow	-	Meice Expert	107	SHOOL & Charge (0)	2	1,4	
Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover	92	Melee Expert (16), Orb (2),	8	1,2	
Degranates of auxilia	Drilled Flexible	Protected	-	impace Weapon	Sincia Gover	, 2	Integral Shooters (6)	22	1,2	
Upgrade legionaries to	INFANTRY	Superior	-	Impact Weapon	Shield Cover	129	Melee Expert (22), Orb (3),	0	1,2	
veteran	Drilled Flexible	Protected	-	- impact weapon	Silieia Cover	147	Integral Shooters (8)	6	1,2	
Guard legionaries	INFANTRY	Exceptional	-	Impact Weapon	Shield Cover	157	Melee Expert (27), Orb (3),	0	1,2	
Guard legionaries	Drilled Flexible	Protected	-	impact weapon	Sineia Covei	15/	Integral Shooters (10)	4	1,4	

IMPERIAL ROMAN



Regrade legionaries or auxilia	INFANTRY	Average	Unskilled	Short Spear		85	Melee Expert (16), Shoot & Charge (6),		1,2
regrade regionaries or auxilia	Drilled Flexible	Protected	Javelin	onore opear		00	Orb (2)	Any	1,2
FROM 298 CE IN WESTERN	N ARMIES, 324 CE	IN EASTERN ARMIES	S						
Upgrade auxilia to auxilia	INFANTRY	Superior	Unskilled	Short Spear	-	118	Melee Expert (23), Shoot & Charge (9),	0	1,2
palatina	Drilled Flexible	Protected	Javelin				Orb (3)	8	/
Re-equip legionaries or	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)		1,2
auxilia	Drilled Flexible	Protected	Darts	Short Spear	Silicia Covei	71	O10 (2)	See note	1,2
Re-equip guard legionaries or	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)		1,2
auxilia palatina	Drilled Flexible	Protected	Darts	Briore Bpear	Billeta Gover	102	010 (0)	See note	1,2
Armoured auxilia sagittarii	INFANTRY	Average	Experienced	_	_	80	Combat Shy (-22)	0	1,2
(eastern armies)	Drilled Loose	Protected	Bow	_		00	Controat Stry (-22)	2	1,2
Auxilia sagittarii	INFANTRY	Average	Experienced		_	58	Combat Shy (-14)	0	1,2
	Drilled Loose	Unprotected	Bow					2	
Gothic foot (eastern armies	INFANTRY	Average	Unskilled	Short Spear	-	70	Shoot & Charge (6)	0	1,2
from 360 CE)	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),	0	1,2
	Skirmisher	Unprotected	Javelin				Combat Shy (-4)	2	
Equites sagittarii (western	CAVALRY	Average	Experienced	_	-	70	Cantabrian (16),	0	1,2
armies)	Skirmisher	Unprotected	Bow				Combat Shy (-4)	2	
Equites sagittarii (eastern	CAVALRY	Average	Experienced	-	-	70	Cantabrian (16),	0	1,2
armies)	Skirmisher	Unprotected	Bow				Combat Shy (-4)	4	
Regrade legionaries as skirmishing lanciarii (to 323	INFANTRY	Average	Experienced	Short Spear	-	42	Melee Expert (10),		1,2
CE)	Skirmisher	Protected	Javelin	ı "			Shoot & Charge (7)	Up to 1/3	

IMPERIAL ROMAN



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Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1.0
	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	6	1,2
Skirmishers with javelins	INFANTRY	Average	Experienced		Combat Shy	28		0	1.2
Skirinishers with Javenins	Skirmisher	Unprotected	Tavelin	-	Collidat Sily	20	-	4	1,4

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 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, Mo	untains	
Internal Allied Gener	ALS	0-1	Any Professional (We	stern armies only)						
	ТүрЕ									
	TRAINING AT	ND	QUALITY	SHOOTING SKILL		M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATION	N	Protection	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	Characteristics	MAX	UG SIZE
Equites	CAVALRY	(Average	Unskilled	Short Spear	_	105	Melee Expert (23), Shoot & Charge (10),	2	1,2
	Drilled Loo	se	Protected	Javelin	onore opear	-	100	Dismountable (5)	4	1,4
II 1	CAVALRY	7	Superior	Unskilled	C1 C	-	145	Melee Expert (32), Shoot & Charge (14), Dismountable (7)	0	1.0
Upgrade equites	Drilled Loo	se	Protected	Javelin	Short Spear				2	1,2
Replace upgraded equites	CAVALRY	<i>l</i>	Superior	Experienced	Short Spear		175	Shoot & Charge (14)		1,2
with bucellarii	Drilled Loo	se	Protected	Bow	Short Spear	-	170	Siloot & Charge (14)	All or none	1,2
Equites Illyricani, Dalmatae	CAVALRY	Z	Average	Experienced	Short Spear	_	122	Shoot & Charge (10)	0	1,2
or similar	Drilled Flexi	ble	Protected	Javelin	Short Spear	_	122	Silout & Charge (10)	4	1,2
Foederate cavalry	CAVALRY	Z	Average	-	Short Spear		90	Melee Expert (23)	2	1,2
	Formed Loc	ose	Protected	-	Short Spear		70	Wielee Expert (20)	4	1,2
Regrade foederate cavalry	CAVALRY	Z	Average	Unskilled	Short Spear		95	Melee Expert (23),		1,2
Regiade locderate cavally	Formed Loc	ose	Protected	Javelin	Short Spear	-	70	Shoot & Charge (10)	Any	1,2
Upgrade foederate cavalry	CAVALRY	Z.	Superior	-		Devastating Chargers	121	Melee Expert (32)		1,2
Opgrade roederate cavarry	Formed Loc	se	Protected	-		Devastating Chargers	131	Meiee Expert (32)	Up to half	1,2
Equites alani or similar	CAVALRY	Z	Average	-	Charging Lancer		115	Malaa Expart (23)	0	1,2
Equites atain of similar	Drilled Loo	se	Protected	-	- Charging Lancer	-	113	Melee Expert (23)	2	1,4
Alan or Hun marcanaries	CAVALRY	{	Average	Experienced		Malaa Eynart	109	Shoot & Charge (6)	0	1,2
Alan or Hun mercenaries	Formed Flex	ible	Unprotected	Bow	-	Melee Expert	109	Shoot & Charge (6)	4	1,4

FOEDERATE ROMAN

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		•		•	•				200
Foederate infantry	INFANTRY	Average	-	_	Devastating Chargers	70	_	0	1,2
- Octobate manay	Tribal Flexible	Protected	-		Devastating Chargers	, 0		0 8	1,2
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77	_		1,2
	Tribal Flexible	Protected	-	Short Spear	Devastating Chargers	, ,	-	Up to half	1,2
Equites Mauri or similar	CAVALRY	Average	Experienced	_	_	55	Cantabrian (16),	0	1,2
Equites iviauri or similar	Skirmisher	Unprotected	Javelin	_			Combat Shy (-4)	3	1,2
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
Archers	Skirmisher	Unprotected	Bow	-	Combat Sily	50	-	6	1,4
WESTERN ARMIES ONLY:									
Legionaries or auxilia	INFANTRY	Average	Experienced	Chart Char	Shield Cover	97	Orb (2)	2	1,2
Legionaries of auxilia	Drilled Flexible	Protected	Darts	Short Spear	Snieid Cover	97	Orb (2)	14	1,4
Upgrade legionaries or	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	1,2
auxilia to palatina	Drilled Flexible	Protected	Darts	Short Spear	Silieid Cover	132	O10 (3)	4	1,4
Auxiliary archers	INFANTRY	Average	Experienced	_	_	58	Combat Shy (-14)	0	1.2
Tuxinary archers	Drilled Loose	Unprotected	Bow		<u>-</u>	50	Contract Stry (-14)	2	1,2
Equites sagittarii	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1.2
Lquites sagittain	Skirmisher	Unprotected	Bow	-	_	70	Combat Shy (-4)	2	1,2
EASTERN ARMIES ONLY:									
Environ dilainanii	CAVALRY	Average	-	I C	Devastating	187		0	1.0
Equites clibinarii	Drilled Close	ArmHrs/F Armoured	-	Long Spear	Chargers, Shove	18/	-	2 1,2 0 1,2 2 1,2 0 4 1,2	1,2
Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover	97	Orb (2)	6	1,2
Legionaries of auxilia	Drilled Flexible	Protected	Darts	Short Spear	Silieid Covei	21	Orb (2)	20	1,4
Upgrade legionaries or	INFANTRY	Superior	Experienced	Short Spear	Shield Cover	132	Orb (3)	0	1,2
auxilia to palatina	Drilled Flexible	Protected	Darts	Short Spear	Silieid Covei	102	O10 (5)	66	1,2
Protected auxilia sagittarii	INFANTRY	Average	Experienced			80	Combat Shy (-22)	0	1,2
Trotected auxilia sagittarii	Drilled Loose	Protected	Bow	-	-	80	Collidat Sily (-22)	4	1,4
Auxilia sagittarii	INFANTRY	Average	Experienced			58	Combat Shy (-14)	0	1,2
Turina sagillani	Drilled Loose	Unprotected	Bow	<u>-</u>	<u>-</u>	J0		4	1,4
Equites sagittarii	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1,2
Equites sagitialli	Skirmisher	Unprotected	Bow	-	-	7.0	Combat Shy (-4)	4	1,4

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



Army Commander	1	Any Professional			DATES		461 CE to 476 CE		
SUB-GENERALS	0-3	Any Professional			TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genera	ALS 0-2	2 Any							
	ТүрЕ				_				
	TRAINING AND	QUALITY	SHOOTING SKILL		M ANDAT OR Y	BASE	OPTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Melee Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Equites	CAVALRY	Average	Unskilled	Short Spear	-	95	Shoot & Charge (10),	0	1,2
Equites	Formed Loose	Protected	Javelin	Short Spear		90	Dismountable (5)	2	1,2
Regrade equites as bucellarii	CAVALRY	Superior	Unskilled	Short Spear		145	Shoot & Charge (14),	0	1,2
Regiade equites as oucenain	Drilled Loose	Protected	Javelin	Short Spear	-	140	Dismountable (7)	2	1,2
Regrade bucellarii	CAVALRY	Superior	Experienced	Short Spear		175	Shoot & Charge (14)		1,2
Regrade ducenam	Drilled Loose	Protected	Bow	Short Spear	-	1/3	SHOOL & Charge (14)	Any	1,2
Foederate cavalry	CAVALRY	Average	-	Short Spear	-	90	Melee Expert (23)	2	1,2
roederate cavalry	Formed Loose	Protected	-			90	Meiee Expert (23)	4	1,2
Regrade foederate cavalry	CAVALRY	Average	Unskilled	Short Spear	-	95	Melee Expert (23),		1,2
Regiate locuelate cavally	Formed Loose	Protected	Javelin			70	Shoot & Charge (10)	Any	1,2
Upgrade foederate cavalry	CAVALRY	Superior	-		Devastating Chargers	131	Melee Expert (32)		1,2
Opgrade roederate cavarry	Formed Loose	Protected	-	-		101	Meiee Expert (32)	Up to half	1,2
Equites Alani or similar	CAVALRY	Average	-	Charging Lancer		115	Melee Expert (23)	0	1,2
Equites Alain of Sillinar	Drilled Loose	Protected	-	- Charging Lancer	-	110	Meiee Expert (23)	2	1,2
Armoured horse archers	CAVALRY	Average	Experienced			125	Malaa Expart (22)	0	1,2
Allifoured Horse archers	Formed Flexible	Protected	Bow	-	-	125	Melee Expert (23)	4	1,2
Regrade armoured horse	CAVALRY	Average	Experienced		Melee Expert	109	Shoot & Charge (6)	0	1,2
archers as Hun mercenaries	Formed Flexible	Unprotected	Bow	<u>-</u>	Meiee Expert	109	Shoot & Charge (0)	4	1,2
Regrade Hun mercenaries	CAVALRY	Average	Experienced			125	Shoot & Charge (10)		1,2
Regiade Full mercenaries	Formed Flexible	Protected	Bow	-	-	125	Shoot & Charge (10)	Any	1,2
Legionaries and auxilia	INFANTRY	Average	Experienced	Short Spear	Shiold Cover	87		2	1,2
regionalies and auxina	Formed Close	Protected	Darts	- Short Spear	Shield Cover	۵/	-	14	1,4
Auxiliary archers	INFANTRY	Average	Experienced			54	Combat Shy (14)	0	1,2
Auxiliary archers	Formed Loose	Unprotected	Bow	-	-	54	Combat Shy (-14)	2	1,4

LATER FOEDERATE ROMAN

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Foederate infantry	INFANTRY	Average	-	_	Devastating Chargers	70		2	1,2
	Tribal Flexible	Protected	-	- -	Devastating Chargers	70		16	1,2
Upgrade foederate infantry	INFANTRY	Average	-	Short Spear	Devastating Chargers	77			1,2
Opgrade roederate infantry	Tribal Flexible	Protected	-	Short Spear	Devastating Chargers	//	-	Up to half	1,4
Equites Mauri or similar	CAVALRY	Average	Experienced		-	55	Cantabrian (16),	0	1,2
Equites Mauri or similar	Skirmisher	Unprotected	Javelin	-		55	Combat Shy (-4)	3	
Equitor or cittorii	CAVALRY	Average	Experienced			70	Cantabrian (16),	0	1.0
Equites sagittarii	Skirmisher	Unprotected	Bow	-	-	70	Combat Shy (-4)	3	1,2
Archers	INFANTRY	Average	Experienced		Combat Shy	50		0	1,2
	Skirmisher	Unprotected	Bow	- <u>-</u>	Combat Sny	50	-	6	1,4

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