

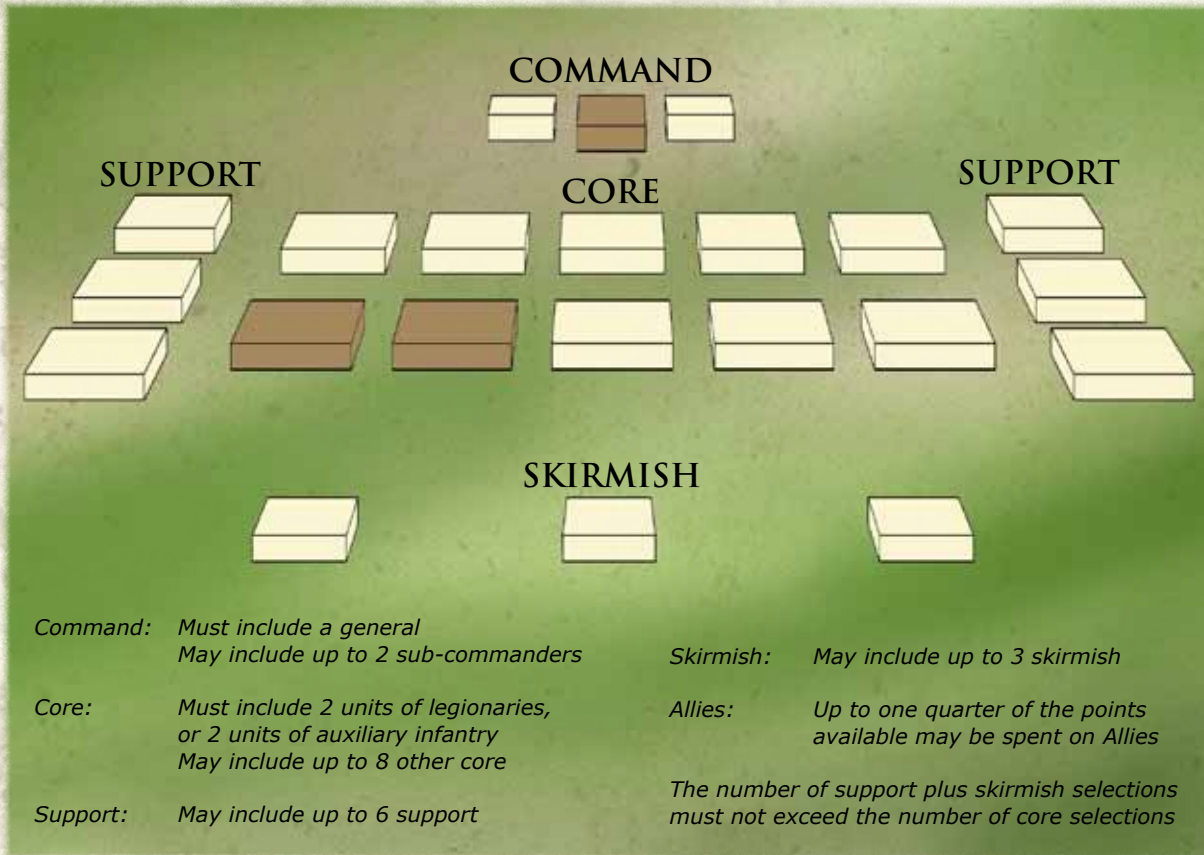
EARLY IMPERIAL ROMAN (WEST) 27 BCE – 180 CE

'...when [the Romans] come to a battle, the whole army is but one body, so well coupled together are their ranks, so sudden are their turnings about, so sharp their hearing as to what orders are given them, so quick their sight of the ensigns, and so nimble are their hands when they set to work; whereby it comes to pass that what they do is done quickly, and what they suffer they bear with the greatest patience.'

Josephus

Strategy Rating: 4

Climate: Fertile



Legionaries clash with native warbands in the south of Britain



The Early Imperial Roman army of this period is the one popularly recognised by most people. The legionaries are equipped with what is regarded as the classical Roman look, armoured in the lorica segmentata (although not all were armoured this way) and the rectangular scutum (shield) and armed with the pilum and gladius.

Marius is commonly credited as the man who created the professional Roman army (known to us as the Marian reforms), though some scholars argue that he simply formalised a process that had been practiced for many years. All legions were now recruited in the same way and the alae (contingents of allied troops) system was made redundant when all Italians were granted Roman citizenship. Service in the military was now a career.

The military reforms of Augustus were a key stage in propelling Rome from a great power to the dominant empire of the ancient world. The process of making the legions permanent units culminated under Rome's first emperor.

His reign saw an era of massive and brutal expansionism as he brought rival empires and great swathes of land under the Roman yoke, including Egypt, Noricum (modern Austria), Pannonia (western Hungary), Moesia (modern Serbia), part of Pontus, Galatia and Paphlagonia (all modern Turkey), and extended the empire's northern frontier to the Danube. Critically, this freed Italy from the danger of invasion by Alpine tribesmen that had plagued the republic. This is the era following destructive civil wars, the so-called "Pax Romana", two hundred years of "Roman Peace" that began to crumble with the death of Marcus Aurelius in 180 CE.

In the western part of the empire, enemies of Rome included the Illyrians, Thracians, Early Germans, Dacians, Ancient British, Caledonians and, last but not least, other Roman armies in the internal struggles of the period.

An EIR army must include a consul or legate and at least two units of legionaries, or at least two units of auxiliary infantry.

COMMAND

An Early Imperial Roman army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
CONSUL	9 + 2	9 + 2	+2	ARMY GENERAL	50
LEGATE	8 + 1	8 + 1	+1		FREE

Upgrades: May be mounted on a horse at a cost of 10 pts

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
TRIBUNES	8 + 1	8 + 1	+1	NONE	55

Upgrades: May be mounted on a horse at a cost of 10 pts



CORE

Players may select up to 10 units from the Core section with the following conditions: An Early Imperial Roman army must include at least two units of legionaries, or at least two units of auxiliary infantry.

Auxiliary Infantry

Models per unit: 10-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR CLOSED	10	4+	1	3	5+	4+	1	7	7	13

Weapons: Throwing Spear or Long Spear, Sword
 Armour: Light Armour, Shield
 Special Rules: Legion
 Upgrades: May be Drilled at a cost of 1 pt per model.
 May be Drilled and Steady at a cost of 4pts per model.
 May add javelins at a cost of 1pt per model.

All Auxiliary Infantry in the army must be armed with Throwing Spear or Long Spear; you may not have some units armed with one and some armed with the other. As there is some debate as to the exact role of the auxilia infantry, players may wish to field them as closed or open order. All auxiliary infantry must be fielded in the same manner.

Drilled and Steady auxilia units represent elite formations such as the Batavians.

Legionaries

Models per unit: 10-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	4+	4+	1	8	7	22

Weapons: Sword, Pilum
 Special Rules: Drilled, Expert Swordsmen, Legion, Steady
 Armour: Light Armour, Large Shield
 Upgrades: May add heavy armour upgrading ARM to 3+ but reducing MR to 8, at a cost of 3 pts per model.
 May replace pila with javelins at no cost.

Upgraded armour, with reinforced helmet and articulated arm greaves, was used by Trajan's troops in the Dacian wars. Similar archaeological finds of heavier armour, including leg greaves, have been discovered in many other areas.

Veteran Legionaries

Models per unit: 10-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	4+	4+	1	8	8	27

Weapons: Sword, Pilum
 Armour: Light Armour, Large Shield
 Special Rules: Drilled, Expert Swordsmen, Legion, Steady
 Upgrades: May add heavy armour upgrading ARM to 3+ but reducing MR to 8, at a cost of 3 pts per model.
 May replace pila with javelins at no cost.

The profile for veterans may be used to represent elite legionaries or Praetorians. The actual quality of the Praetorian Guard is a source of debate and players may wish to use the regular legionary profile for them instead.



'Just before contact a Roman unit delivered two massive shocks to the enemy – the physical shock of a volley of pila, and the shock to their morale of a hitherto silent and slow-moving enemy suddenly launching into a screaming charge.'

ADRIAN GOLDSWORTHY, THE COMPLETE ROMAN ARMY

Untrained Legionaries

Models per unit: 10-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	4+	4+	1	6	6	12

Weapons: Sword, Pilum
 Armour: Light Armour, Large Shield
 Special Rules: None
 Upgrades: May replace pila with javelins at no cost.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

Auxiliary Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	10	4+	1	2	6	4+	1	7	7	10

Weapons: Composite Bow, Sword
 Armour: Light Armour
 Special Rules: Support archers
 Upgrades: May be Drilled at a cost of 1 pt per model.

Numeri

Models per unit: 20-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	12	4+	1	3	6	4+	1	5	7	11

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Limited missiles, Warband (Numeri do not count as being reckless even if outside command range)
 Upgrades: None

Numeri represent regular or paid units fighting in their native styles, rather than allies. Often they were garrisoned in territories other than the one they were recruited in to discourage rebellion at home. Clubmen are represented on Trajan's Column, fighting alongside the auxiliary infantry. Other such troops are represented by the skirmisher options available.

Up to 1 unit of Horse Archers

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	2	5	4+	1	7	7	21

Weapons: Composite Bow, Sword
 Armour: Light Armour
 Special Rules: None
 Upgrades: None



Auxiliary Cavalry

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	4+	4+	1	7	7	26

Weapons: Throwing Spear, Sword
 Armour: Light Armour, Shield
 Special Rules: None
 Upgrades: May be Drilled at a cost of 2 pts per model.
 May add javelins at a cost of 1pt per model.

Cohort Cavalry

Models per unit: 6-10

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	4+	4+	1	6	7	23

Weapons: Throwing Spear, Sword
 Armour: Light Armour, Shield
 Special Rules: None
 Upgrades: May add javelins at a cost of 1pt per model.

These troops are part of the mixed auxiliary units, or cohorts equitatae. The cohorts equitatae were not as well trained as the specialist cavalry formations and used inferior horses.

Up to 1 unit of Elite Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	4+	4+	1	7	8	37

Weapons: Throwing Spear, Sword
 Armour: Light Armour, Shield
 Special Rules: Drilled
 Upgrades: May add javelins at a cost of 1pt per model.

This unit may represent a governor's singulares or "equites singulares Augusti" (personal cavalry of the emperor). The second was drawn from chosen men from all the cavalry units in a province and the third was formed from the finest cavalrymen in the empire. A further choice might be the cavalry arm of the Praetorian Guard.

Up to 1 unit of Contarii

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	4+	4+	1	7	7	30

Weapons: Sword, Kontos
 Armour: Light Armour, Shield
 Special Rules: Shock cavalry
 Upgrades: May add javelins at a cost of 1pt per model.

or

Up to 1 unit of Catafractarii

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	18	4+	1	3	3+	4+	1	7	7	31

Weapons: Sword, Kontos
 Armour: Light Armour, Shield, Full Metal Barding
 Special Rules: Cataphracts
 Upgrades: May add heavy armour, upgrading ARM to 2+ but reducing MR to 15, at a cost of 4 pts per model.

Note that these units may not use shields in conjunction with kontos in hand-to-hand combat. See the weapons' summary on page 83.



Up to 2 units of Marines

Models per unit: 8-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	10	4+	1	3	6	4+	1	7	7	10

Weapons: Sword, Javelins

Armour: Shield

Special Rules: None

Upgrades: May be Drilled at a cost of 1 pt per model.

May add throwing spears at a cost of 1pt per model.

May add light armour, upgrading ARM to 5+ at a cost of 2pts per model.

Skirmish order units may be no more than 15 models strong.

These troops represent marines hastily deployed for operations on land. Throughout this period, marines were fielded as regular legionaries so players may wish to use this profile, or the untrained legionaries' one, to represent marines instead of the one presented here.

Up to 2 batteries of Scorpios

Models per unit: 1-2 (2 crew per weapon)

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1 PER HIT	3	6	4+	2	7	7	52*

Weapons: Sword

Armour: Light Armour

Special Rules: Scorpio – Range: 90cm; KILL 3+; D3 shots; no ARM save

Upgrades: None

*Each Scorpio costs 52 pts. One battery of scorpios or ballistae may be taken per two units of Veteran Legionaries, Untrained Legionaries or Legionaries chosen as core troops.



Up to 2 batteries of Ballistae

Models per unit: 1-2 (3 crew per weapon)

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1 PER HIT	3	6	4+	3	7	7	73*

Weapons: Sword

Armour: Light Armour

Special Rules: Ballista – Range: 120; KILL 2+; D3 shots; no ARM save

Ballistae are too heavy and cumbersome to move at all. The MR value in the profile is for crew only.

Upgrades: None

*Each Ballista costs 73 pts. One battery of scorpios or ballistae may be taken per two units of Veteran Legionaries, Untrained Legionaries or Legionaries chosen as core troops.



SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 3 Skirmish units may be chosen.

Up to 1 unit of Slingers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Sling, Dagger

Armour: None

Special Rules: None

Upgrades: None

Up to 1 unit of Javelinmen

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Javelins, Dagger

Armour: None

Special Rules: None

Upgrades: None

Slingers and javelinmen represent hired troops from such areas as Spain or Greece.

Up to 1 unit of Moorish or Numidian Cavalry

Models per unit: 6-10

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	2	5+	4+	1	7	7	20

Weapons: Javelins, Sword

Armour: Shield

Special Rules: None

Upgrades: None



North African skirmishers, such as these Numidians, are ideal to represent javelinmen.



ALLIES

Up to one quarter of the points available may be spent on troops from the Allies section. Armies may only select one of British, Batavian, Gallic or Sarmatian allies. If any legionaries use heavy armour only Sarmatian allies may be taken. If the army represents one during the civil wars of this period, only the Civil Wars section may be used.

Ancient British Allies:	see page 157
Batavian Allies:	use Ancient German allies list (warbands may be upgraded to Chatti without fulfilling the veteran warband requirement), page 153
Civil Wars 69-70 CE:	see page 169
Gallic Allies:	see page 167
Sarmatian Allies:	see page 170

EARLY IMPERIAL ROMAN ALLIES

Early Imperial Roman allies may be taken by other armies as indicated in their army list. They do not have to take compulsory troops and they do not have to select core troops in order to gain access to support troops. They are otherwise bound by any restrictions in the parent list. Early Imperial Roman allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander	Up to 2 units of legionaries
Up to 2 units of auxiliary infantry	Up to one unit of auxiliary archers
Up to one unit of auxiliary cavalry	



Roman legionaries (Imago Militis)

