

EARLY ROMAN C.600 TO 400 BCE

(version July, 2011)

This list covers the armies of Rome in its founding years. The Etruscan military system was employed until the Camillian reforms. The list may also serve some other Latin tribes. Enemies include Italiots (Early Hoplite Greek), other Latin tribes and Etruscans.

An Early Roman army must include a General and at least one unit of First Class Citizens and at least two units of Second or Third Class Citizens.

Strategy Rating: 2

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least one unit of First Class Citizens and at least two units of Second or Third Class Citizens
May include up to 7 other core troop selections
- Support:** May include up to 3 support
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 4 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 25% of the points available may be spent on troops from the Allies section

COMMAND

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

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SENIOR GENERAL	9 + 2	9 + 2	+3	ARMY GENERAL,, HEROIC LEADER	50
GENERAL	8 + 1	8 + 1	+2		FREE

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profile.

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SUB-COMMANDER	8 + 1	8 + 1	+2	HEROIC LEADER	55

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profile. If Heroic Leader is generated as a trait, the sub-commander has the Devotio trait (see next page).

Generals and sub-commanders may be on foot, but if so must be in a unit of First Class Citizens. May be on a horse at a cost of 10 points. If the player wishes, this removes the Heroic Leader trait.

Devotio: adds +1 to ATTACKS (for a total of +3) but deducts 5cm from maximum command range. Must remain with a unit for the entire battle and may not leave it. However, he is killed in combat on a 5 or 6 instead of a 6 (see page 118).

CORE

Players may select up to 10 units from the Core section. An Early Roman army must include at least one unit of First Class Citizens and two units of Second or Third Class Citizens. You must field at least one unit of Second or Third Class Citizens for every additional unit of First Class Citizens.

First Class Citizens

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	4+	4+	1	7	7	16

- Weapons:** Long Spear, Hand Weapon
Armour: Light Armour, Large Shield
Special Rules: Phalanx (Classical)
Upgrades: May add Heavy Armour upgrading ARM to 3+, but reducing MR to 8, at a cost of 4 pts per model.

Second or Third Class Citizens

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	6	6	12

- Weapons:** Long Spear, Hand Weapon
Armour: Large Shield
Special Rules: Phalanx (Classical)
Upgrades: Second Class Citizens may add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

Second and Third Class Citizens were supporting troops to the First Class Citizens, less well trained and of lower experience.

SUPPORT

For every unit of First Class Citizens (Second or Third if Umbrian) selected from the Core Troops section one unit may be selected from the Support Troops section.

Up to 2 units of Citizen Cavalry

Models per unit: 6-10

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	1	3	5+	4+	1	7	7	19

- Weapons:** Hand Weapon, Javelin
Armour: Light Armour
Special Rules: None
Upgrades: May add heavy armour upgrading ARM to 4+ at a cost of 2 pts per model.
 May replace javelins with Throwing Spear at a cost of 1 pt per model

Up to 1 unit of Light Cavalry Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	15	4+	1	2	6	4+	1	5	6	13

Weapons: Improvised Weapon, Javelin
 Armour: None
 Special Rules: None
 Upgrades: None

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen. The total number of Slinger units may not exceed the number of Javelinmen units.

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	6	8

Weapons: Javelins, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: May add shield and hand weapon, upgrading ARM to 6, at a cost of 1 pt per model.

Slings 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, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: None

ALLIES

Up to 25% of the points available may be spent on troops from the Allies section. May choose one of the following:

Etruscans

Italian Hill Tribes

EARLY ROMAN ALLIES

Early Roman allies may be taken by other armies as indicated in their army list. They are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander

1-2 units of Second Class Citizens

Up to 1 unit of First Class Citizens

Up to 1 unit of Javelinmen

Umbrians

This list is also suited to represent the armies of the Umbrians. First Class Citizens may not be selected. Second and Third Class Citizens should be fielded in Open Order and are NOT phalanx.

Second or Third Class Citizens Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	5+	4+	1	6	6	11

Weapons: Long Spear, Hand Weapon
 Armour: Large Shield
 Special Rules: Offensive Spearmen
 Upgrades: Second Class Citizens may add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

Many thanks to Warren Gleeson and Mike Evans for putting this army list together.