

# ETRUSCAN C.600 TO 270 BCE

(version July, 2011)

## CORE

This list covers Etruscan armies from its emergence as a military power circa 600 BCE to its conquest by Rome in 270 BCE. Etruscan armies consisted of the citizens of its individual cities fighting in Greek style phalanxes equipped as hoplites. A social system based upon economic classes raised "First Class" citizens supported by "Second Class" and "Third Class" citizens. Despite ruling Rome at the start of our period, Etruscan armies were not noted for their prowess on the battlefield, indeed most references to them detail their defeats.

An Etruscan army must include a general and at least one unit of First Class Citizen Hoplites and one unit of Second or Third Class Hoplites.

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 Citizen Hoplites and one unit of Second or Third Class Hoplites  
May include up to 8 other core troop selections
- Support:** May include up to 4 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 Etruscan 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.

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

Players may select up to 10 units from the Core section. An Etruscan army must include at least one unit of First Class Citizen Hoplites and one unit of Second or Third Class Hoplites. You must field at least one unit of Second or Third Class Hoplites for every unit of First Class Citizen Hoplites or Elite Citizen Hoplites.

#### First Class Citizen Hoplites

Models per unit: 16-32

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.  
Later Etruscan armies may replace long spear with pilum, losing the phalanx unit rule, at a cost reduction of -2 pts point per models.

#### 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.

### SUPPORT

For every unit selected from the Core Troops section one unit may be selected from the Support Troops section. A maximum of 4 Support choices may be made.

#### Up to 1 unit of First Class Elite Hoplites

Models per unit: 16-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	4+	4+	1	7	8	21

- Weapons:** Long Spear, Hand Weapon
- Armour:** Light Armour, Large Shield
- Special Rules:** Drilled, Phalanx (Classical)
- Upgrades:** May add Heavy Armour upgrading ARM to 3+, but reducing MR to 8, at a cost of 4 pts per model.  
May be made Bodyguard at a cost of 1 pt per model, but the general must be on foot and must accompany the unit for the entire battle (and is not allowed to leave it).  
In Later Etruscan armies may replace long spear with pilum, losing the phalanx unit rule, at a cost reduction of -2 pts point per models.

**Axemen** Models per unit: 10-18

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	6	4+	1	6	6	9

Weapons: Hand Weapon, Two Handed Axe  
 Armour: Light Armour  
 Special Rules: None  
 Upgrades: None

*Small units of axemen accompanied Citizen Hoplites to break enemy phalanx formation and to clear obstacles.*

**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	6	7	18

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 units of Elite Citizen Cavalry** Models per unit: 6-10

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	1	4	4+	4+	1	7	8	34

Weapons: Hand Weapon, Long or Throwing Spear  
 Armour: Light Armour  
 Special Rules: Steady  
 Upgrades: May be made Bodyguard at a cost of 1 pt per model, but only if the general is mounted on a horse and accompanies the unit for the entire battle (and is not allowed to leave it).

**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

**Up to 3 units of Light Chariots** Models per unit: 3-8

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	2	4	3+	4+	1	7	8	60

Weapons: Hand Weapon, Throwing Spear, Javelins  
 Armour: Light Armour, Shield  
 Special Rules: Fearsome  
 Upgrades: None

*Etruscan light chariots have one armed crewman and an unarmed driver.*

**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 Skirmisher 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	5	7

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

**Skirmishers** 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: Self Bow or 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:

- |                                    |                     |
|------------------------------------|---------------------|
| Gauls                              | Italian Hill Tribes |
| Italiot Greeks (use Siciliot list) | Samnites            |
| Syracuse                           | Umbrians            |

**ETRUSCAN ALLIES**

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

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|--------------------------------------|------------------------------------|
| 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         |

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