

# LATER REPUBLICAN ROMAN THIRD SERVILE WAR 73-71 BCE

(version July 2012)

This list covers the armies of Rome in the war against Spartacus and the slave revolt of 73-71 BCE.

A Third Servile War army must include a general and at least one unit of Untrained Legionaries and one unit of Conscript Legionaries.

Strategy Rating: 2

Climate: Fertile

## ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include at least 1 unit of untrained and 1 unit of conscript legionaries 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 3 skirmish The number of support plus skirmish selections must not exceed the number of core selections
Allies:	None

## COMMAND

A Third Servile War 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, MOUNTED	60
PRAETOR	8 + 1	8 + 1	+1		FREE

Upgrades: May be upgraded to Crassus (or perhaps another quality general) at a cost of 20 points. This allows regular legionaries to be used as core troops.

Unless Crassus is the general must roll two dice for traits and choose the lowest result.

### Up to 2 Sub-commanders

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

Upgrades: May be mounted at a cost of 10 pts per model.

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

## CORE

Players may select up to 10 units from the Core section and must select at least one unit of Untrained Legionaries and one unit of Conscript Legionaries as compulsory troops.

### 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: Hand Weapon, Pila  
 Armour: Light Armour, Large Shield  
 Special Rules: None  
 Upgrades: May replace pila with javelins at no cost.

### Conscript Legionaries

Models per unit: 15-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	2	5+	4+	1	5	6	7

Weapons: Hand Weapon, Pila  
 Armour: Large Shield  
 Special Rules: None  
 Upgrades: May add Light Armour upgrading ARM to 4+ at a cost of 2 pts per model.

## SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Support units may be chosen.

### Regular 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: Hand Weapon, Pila  
 Armour: Light Armour, Large Shield  
 Special Rules: Drilled, Expert Swordsmen, Legion, Steady  
 Upgrades: May replace pila with javelins at no cost.

### Roman or Italian Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	4+	4+	1	6	8	25

Weapons: Hand Weapon, Long or Throwing Spear  
 Armour: Light Armour, Shield  
 Special Rules: None  
 Upgrades: None

### Up to 1 battery 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 CREW	4	6	4+	2	7	7	52*

Weapons: Hand Weapon  
 Armour: Light Armour  
 Special Rules: Bolt Shooter - Range: 90cm; Kill 3+; D3 shots; no ARM save  
 Upgrades: None

\* Each Scorpio costs 52 points.

# EPIGRUM V. CRONITUM

## 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.

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: Javelins, Improvised Weapons

Armour: None

Special Rules: None

Upgrades: May add buckler (ARM 6) and hand weapon at a cost of 1 pt per model.

Up to one unit may exchange javelins for slings.

Up to one unit may exchange javelins for self bows.

## ALLIES

None

Many thanks to Captain Herbal and A. D. for putting this army list together.