

MARIAN ROMAN C.105 – 25 BCE

(version April 10th, 2019)

This army list covers Roman armies the reforms of Marius until those of Augustus. Marius was a senior subordinate to Metellus in the Jugurthine War and returned to North Africa in 107 as Consul to ultimately win the conflict.

Perhaps the key reform of the Roman military was the recruitment amongst the proletarii, men who lacked significant property, who were traditionally only conscripted in times of dark crisis, such as Hannibal's invasion. Marius' administrative reforms transformed the Roman military machine from a citizen militia to a professional standing army recruited from volunteers.

A Marian Roman army must include a general and at least two units of Legionaries.

It must be designated as a Western, Eastern, North African or Middle Eastern army as this affects the choice of Support Troops, Skirmishers and Allies.

Strategy Rating: 4

Climate: Fertile

ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include 2 units of legionaries May include up to 8 other core
Support:	May include up to 6 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 20% of the points available may be spent on Allies

COMMAND

A Marian Roman army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
CONSUL/PRO 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
TRIBUNE	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 Troops section. At least two units of Legionaries must be taken.

Legionaries

Models per unit: 12-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	16

Region: All
 Weapons: Hand Weapon, Pilum
 Armour: Large Shield
 Special Rules: Drilled, Expert Swordsmen, Legion
 Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.
 May exchange pila for javelins at no cost.
 May be steady at a cost of 3 pts per model.

Raw Legionaries

Models per unit: 12-30

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

Region: All
 Weapons: Hand Weapon, Pilum
 Armour: Large Shield
 Special Rules: None
 Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.
 May exchange pila for javelins at no cost.

Veteran Legionaries

Models per unit: 12-30

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

Region: All
 Weapons: Hand Weapon, Pilum
 Armour: Light Armour, Large Shield
 Special Rules: Drilled, Expert Swordsmen, Legion, Steady
 Upgrades: May exchange pila for javelins at no cost.

Galatian, Numidian or Spanish Imitation Legionaries

Models per unit: 12-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	12

Region: All
 Weapons: Hand Weapon, Pilum
 Armour: Large Shield
 Special Rules: None
 Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.
 May exchange pila for javelins at no cost.

The number of Imitation Legionary units may not exceed the number of Legionary plus Raw Legionary plus Veteran Legionary units.

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. Galatian/Gallic and Germanic Warbands or Cavalry may not be chosen in the same army.

Gallic or Galatian Warband

Models per unit: 20-50

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

Region: Western or Eastern
 Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Allies, Limited Missiles, Warband, Woodsmen
 Upgrades: None

If open order, a warband unit may contain a maximum of 25 models.

Germanic Warband

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	12

Region: Western
 Weapons: Hand Weapon, Throwing Spear
 Armour: Shield
 Special Rules: Allies, Warband, Woodsmen
 Upgrades: None

Hellenistic/Thracian Thureophoroi

Models per unit: 10-30

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

Region: Eastern or Middle Eastern
 Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Allies
 Upgrades: Hellenistic troops may add Long Spears at a cost of 1 pt per model.
 Hellenistic troops may be Drilled at a cost of 1 pt per model.

Up to 1 unit of Germanic Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	4	5+	4+	1	6	8	33

Region: Western
 Weapons: Swords, Throwing Spears, Javelins
 Armour: Shield
 Special Rules: Allies, Warband
 Upgrades: None

Up to 1 unit of Gallic Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	5+	4+	1	6	7	31

Region: Western

Weapons: Hand Weapon, Javelins

Armour: Shield

Special Rules: Allies , Warband

Upgrades: May add light armour, upgrading ARM to 4+ at a cost of 2pts per model.

Up to 1 unit of Spanish Medium 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	6	7	33

Region: Western

Weapons: Hand Weapon, Throwing or Long Spear

Armour: Light Armour, Shield

Special Rules: Allies

Upgrades: May add light armour, upgrading ARM to 4+, at a cost of 2 pts per model.

Up to 1 unit of 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

Region: All

Weapons: Long or Throwing Spear

Armour: Light Armour, Shield

Special Rules: None

Upgrades: None

Up to 1 unit of Greek Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	6	7	24

Region: Eastern or Middle Eastern

Weapons: Javelins, Throwing Spear, Hand Weapon

Armour: Light Armour

Special Rules: Allies

Upgrades: May upgrade to heavy armour upgrading ARM to 4+ at a cost of 2 pts per model.

Galatian, Numidian or Spanish Imitation Legionaries

Models per unit: 12-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	12

Region: All

Weapons: Hand Weapon, Pilum

Armour: Large Shield

Special Rules: None

Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.
May exchange pila for javelins at no cost.

The number of Imitation Legionary units may not exceed the number of Legionary plus Raw Legionary plus Veteran Legionary units. The entry is purposely repeated here.

Up to 1 unit of Arab Camelry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	15	4+	1	3	6	4+	1	6	6	17

Region: Middle Eastern
 Weapons: Hand Weapon, Javelins
 Armour: None
 Special Rules: Allies, Terrifying to horses
 Upgrades: May add shields, increasing ARM to 5+, at a cost of 2 pts per model.
 May add composite bows at a cost of 2 pts per model.

Up to 1 unit of Syrian Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	6	4+	1	6	6	22

Region: Middle Eastern
 Weapons: Hand Weapon, Composite Bow
 Armour: None
 Special Rules: Allies, Feigned Flight
 Upgrades: May add shields, increasing ARM to 5+, at a cost of 2 pts per model.

Up to 2 units of Syrian Infantry

Models per unit: 16-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	6	4+	1	6	6	9

Region: Middle Eastern
 Weapons: Hand Weapons, Javelins
 Armour: Shield
 Special Rules: Allies
 Upgrades: May add Long Spears at a cost of +1 pt per model.

Up to 2 units of Syrian or Pontic Archers

Models per unit: 16-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	2	N/A	4+	1	6	6	9

Region: Eastern or Middle Eastern
 Weapons: Improvised Weapon, Composite Bow
 Armour: None
 Special Rules: Allies
 Upgrades: None

Numidian Light Infantry

Models per unit: 10-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	2	6	4+	1	6	6	7

Region: North Africa
 Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Allies
 Upgrades: None

Up to 1 unit of Armenian Cataphracts

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

Region: Eastern or Middle Eastern
 Weapons: Sword, Kontos
 Armour: Light Armour, Shield, Full Metal Barding
 Special Rules: Allies, 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 batteries of Scorpis

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*

Region: All
 Weapons: Sword
 Armour: Light Armour
 Special Rules: Scorpis – Range: 90cm; KILL 3+; D3 shots; no ARM save
 Upgrades: None

*Each Scorpis costs 52 pts. One battery of scorpis or ballistae may be taken per two units of infantry 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*

Region: All
 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 scorpis or ballistae may be taken per two units of infantry chosen as core troops.

Up to 1 African Elephant

Models per unit: 1

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	4 + CREW	4	6/4+ (FRONT)	2+	5	7	7	200

Region: North Africa
 Weapons: Two crew with Hand Weapons and Javelins
 Armour: Howdah
 Special Rules: Terrifying
 Upgrades: None

May only be taken if Numidian Light Infantry are taken.

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.

Up to 1 unit of Infantry Skirmishers

Models per unit: 8-15

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

Region: Any
 Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: May add throwing spears at a cost of 1pt per model.

May represent Velites - up to 80 BCE - or superior Thracian, German or Illyrian fighters.

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

Region: Any
 Weapons: Javelins, Slings or Self Bows, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: Every second unit may upgrade to Composite Bow at a cost of 1pt per model.

Up to 1 unit of Cretan Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	3+	1	3	6	4+	1	7	7	15

Region: Western
 Weapons: Hand Weapon, Composite Bow
 Armour: Buckler
 Special Rules: None
 Upgrades: None

Hellenistic, Bithynian or Thracian Peltasts

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	6	4+	1	6	6	9

Region: Western
 Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: None

Up to 1 unit of Balearic Slings

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	3+	1	3	N/A	4+	1	5	7	13

Region: Western
 Weapons: Hand Weapon, Sling
 Armour: None
 Special Rules: None
 Upgrades: May add bucklers upgrading ARM to 6 at a cost of 1 pt per model.

Thracian or Bithynian Light Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	3	5+	4+	1	5	6	24

Region: Eastern
 Weapons: Javelins, Improvised Weapon
 Armour: Buckler
 Special Rules: Cantabrian Circle
 Upgrades: None

Up to 1 unit of Numidian Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	3	5+	4+	1	7	7	25

Region: North African
 Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Feigned Flight
 Upgrades: None

Up to 1 unit of Spanish Light Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	3	5+	4+	1	6	7	22

Region: Western
 Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: May add throwing spear at a cost of 2 pts per model.

ALLIES

Up to 20% of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

Later Numidian (North African only)
 Early Arab (Middle Eastern only)

Galatian (Eastern only)

MARIAN ROMAN ALLIES

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

Up to 1 sub-commander
 Up to 2 units of raw legionaries
 Up to 1 unit of skirmishers

Up to 2 units of legionaries
 Up to 1 unit of infantry skirmishers