

REPUBLICAN ROME (POLYBIAN) 280 BCE – 105 BCE

(version April 24th, 2019 - changed Allies %, added elephant, Numidian cavalry points change)

This army list covers the Republican Roman armies from the military lessons learnt in the war against Pyrrhus to the Marian reforms. The description of Roman armies is from the writings of Polybius though the exact date of the change is unknown. The main historical enemies of these Roman armies were the Carthaginians, Gauls, Italiot or Siciliot Hoplites, Bruttians, Campanians, Lucanians, Illyrians, Syracusans, Seleucids, Galatians, Hellenistic Greeks, Later Macedonians, Pergamenes, Spanish, Numidians, and Sicilian and Italian slave armies of the Servile Wars. The citizen army of the Roman Republic was organised in deference to the heavy infantry which formed a triplex acies (triple battle order) of three lines: the hastati, the younger men, in front; then the principes, men in the prime of life; and finally the triarii, the most experienced troops. If a battle was said to have gone 'down to the triarii', it meant it was a very close run situation.

There are some restrictions when selecting your heavy infantry units; these are detailed under each entry in the Compulsory Troops section. A Polybian Republican Roman army must include a consul or tribune, at least two units of Hastati and one of Principes.

Strategy Rating: 4*

Climate: Fertile

*if representing an early army of this period Strategy Rating drops to 2. The higher Strategy Rating should be used for armies from 208 CE onwards.

ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include 2 units of hastati and 1 of principes May include up to 7 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 3 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 troops from the Allies section

COMMAND

A Republican 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
TRIBUNES	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

*if the Heroic Leader trait is generated for a sub-commander, he may choose Devotio instead.

Devotio: adds +2 to ATTACKS 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 Troops section. At least two units of Hastati, and one of Principes must be taken. Note the unit restrictions and requirements under the Principes and Triarii entries.

Up to 4 units of Hastati

Models per unit: 10-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	15

Weapons: Hand Weapon, Pilum

Armour: Large Shield

Special Rules: Expert Swordsmen, Maniple

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

May downgrade HTH to 2 and DL and ML to 6 at a reduction of 5 pts per model. Such units may not be drilled and do not have the expert swordsmen rule.

Up to 4 units of Principes

Models per unit: 10-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	4+	4+	1	7	7	17

Weapons: Hand Weapon, Pilum or Long Spear

Armour: Light Armour, Large Shield

Special Rules: Expert Swordsmen, Maniple

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

May be Steady at a cost of 3 pts per model.

All Principes in the army must be armed with Pilum or Long Spear; you may not have some units armed with one and some armed with the other. For every unit of Principes chosen, at least one unit of Hastati must be in the army.

Up to 2 units of Triarii

Models per unit: 10-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	4+	4+	1	8	8	24

Weapons: Hand Weapon, Long Spear

Armour: Light Armour, Large Shield

Special Rules: Drilled, Maniple, Offensive Spearmen, Relentless (rule 6 only), Steady

Upgrades: None

For each unit of Triarii chosen as core troops, at least two units of Principes must be in the army. There must be at least one unit of Triarii in the army if more than 2 Hastati are taken.

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.

Allied Italian Infantry

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

Weapons: Hand Weapon, Throwing Spear

Armour: Shield

Special Rules: None

Upgrades: May add light armour upgrading ARM to 5 at a cost of 2 pts per model.
Up to 1 unit of Extraordinarii may be taken, upgrading HtH to 4, and DL and ML to 8 at a cost of 6 pts per model.

Up to 2 units of Roman Medium Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	18	4+	1	3	4+	4+	1	5	8	24

Weapons: Hand Weapon, Long Spear

Armour: Light Armour, Shield

Special Rules: Impetuous Cavalry

Upgrades: None

Up to 1 unit of Accensi

Models per unit: 10-24

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

Weapons: Hand Weapon, Long Spear

Armour: Large Shield

Special Rules: Irregular

Upgrades: None

The Accensi are poorly documented and disappear from our sources after the First Punic War. An army containing them may not include Velites and it may only select Medium Cavalry and Allied Italian Infantry from the Support section of the list. The army's strategy rating drops to 2.

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.

Leves

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 shields upgrading ARM to 6 at a cost of 1 pt per model.

If Leves are included then no Velites may be selected in the army and the army strategy rating drops to 2.

Velites

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	12

Weapons: Hand Weapon, Javelins, Throwing Spear

Armour: Shield

Special Rules: None

Upgrades: None

Up to 1 unit of Mercenary Archers

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	12

Weapons: Hand Weapon, Composite Bow

Armour: Buckler

Special Rules: None

Upgrades: None

Up to 1 unit of Balearic Slingers

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

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.

Up to 1 unit of Syracusan or Trallian 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: Improvised Weapon, Sling

Armour: None

Special Rules: None

Upgrades: May add bucklers upgrading ARM to 6 at a cost of 1 pt 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 Spanish, Numidian or Hellenistic Greek allies. Allied cavalry may only be selected if Roman Medium Cavalry is also taken.

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	23

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

Hellenistic 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

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: May add Long Spears at a cost of 1 pt per model.
 May be Drilled at a cost of 1 pt per model.

Hellenistic 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

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

Spanish Scutarii

Models per unit: 12-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	5+	4+	1	7	7	14

Weapons: Hand Weapon, Throwing Spear
 Armour: Large Shield
 Special Rules: Woodsmen
 Upgrades: May replace throwing spears with heavy javelins at no cost, or, may add javelins at a cost of 1 pt per model.

Up to 1 African Elephants

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

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

Small numbers of elephants were employed by the Romans in the East from the Second Macedonian War c. 200 BCE.

Up to 1 unit of Spanish Light Cavalry

Models per unit: 6-12

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

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

Weapons: Hand Weapon, Throwing or Long Spear
 Armour: Light Armour, Shield
 Special Rules: None
 Upgrades: May add light armour, upgrading ARM to 4+, at a cost of 2 pts per model.

REPUBLICAN ROMAN ALLIES

Republican 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 - for every unit of Princeps chosen, one unit of Hastati must also be taken. Republican Roman allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander

Up to 1 unit of principes

Up to 2 units of allied Italian infantry

Up to 2 units of hastati

Up to 1 unit of leves or velites

Up to 1 unit of Roman medium cavalry