

SLAVE REVOLT 135 – 71 BCE

(version July 2012)

CORE

This army list covers the armies of the Italian and Sicilian slave revolts, most famously the Third Servile War personified by Spartacus. The main targets of these revolts were the Republican Roman armies of the Polybian and Marian periods.

Players must choose a First (135-132 BCE), Second (104-100 BCE) or Third Servile War (73-71 BCE) army as choices and restrictions differ.

A Slave Revolt army must include a general and at least two units of Former Slaves.

Strategy Rating: d3*

Climate: Forested or Hilly

*the Strategy Rating is generated before the game begins

ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include at least 2 units of former slaves 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:	None

COMMAND

A Slave Revolt army must include a general and may include up to 2 sub-commanders.

General

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

Upgrades: None

Up to 2 Sub-commanders

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

Upgrades: One sub-commander 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.

Players may select up to 10 units from the Core section and must select at least two units of Former Slaves as compulsory troops. First Servile War armies must also take two units of Light Infantry as compulsory troops.

Former Slaves

Models per unit: 20-50

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

Weapons: Hand Weapon

Armour: Shield

Special Rules: Vengeful

Upgrades: May be armed with javelins at a cost of 1 pt per model.

May be armed with throwing spears at a cost of 1 pt per model.

Every second may take light armour or may exchange shields for large shields, upgrading ARM to 5+, at a cost of 2 pts per model.

Up to a third of the unit may be upgraded to trained slaves (use the profile below) at a cost of 4 pts per model. Trained slaves are always placed in the foremost ranks.

Trained Slaves

Models per unit: 15-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	6	7	9

Weapons: Hand Weapon

Armour: Shield

Special Rules: Vengeful

Upgrades: May be armed with javelins at a cost of 1 pt per model.

May be armed with throwing spears at a cost of 1 pt per model.

May take light armour or may exchange shields for large shields, upgrading ARM to 5+, at a cost of 2 pts per model.

Trained Light Infantry (First Servile War only)

Models per unit: 15-30

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

Weapons: Javelins, Hand Weapon

Armour: Shield

Special Rules: Vengeful

Upgrades: Up to one unit may be upgraded to the general's bodyguard – they have a HtH skill of 4, DL 7 and ML 8, and the bodyguard unit rule at a cost of 7 pts per model. They may take long spears and the offensive spearmen unit rule at a cost of 2 pts per model.

Up to 2 units of Gallic/German ex-Slaves (Third Servile War only)

Models per unit: 15-32

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

Weapons: Hand Weapon, Javelins

Armour: Shield

Special Rules: Limited Missiles, Vengeful, Warband, Woodsmen

Upgrades: None

Available only to Third Servile War armies. If open order, a warband unit may contain a maximum of 25 models.

EPIGRUM SUPPORT CRONLUM

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.

Up to 2 units of Axemen (First Servile War only) Models per unit: 12-24

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

Weapons: Two-handed Axe
 Armour: None
 Special Rules: Vengeful
 Upgrades: None

Up to 2 units of Light Infantry (Second Servile War only) Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	2	6	4+	1	6	6	8

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

Up to 1 unit of Light Cavalry (Second Servile War only) Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	5+	4+	1	5	7	19

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Vengeful
 Upgrades: May skirmish (and come from the skirmish allocation) at a cost of 1 pt per model. Skirmishers lose the vengeful rule.

Up to 2 units of Medium Cavalry (Second Servile War only) Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	4+	4+	1	5	7	22

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

Former War Veterans/Gladiators (Third Servile War only) Models per unit: 15-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	7	7	11

Weapons: Hand Weapon
 Armour: Shield
 Special Rules: Expert Swordsmen, Vengeful
 Upgrades: May exchange shields for large shields, upgrading ARM to 5+ at a cost of 2 pts per model, or large shield and light armour, upgrading ARM to 4+ at a cost of 4 pts per model.
 May be armed with javelins at a cost of 1 pt per model.
 May be armed with throwing spears or pila at a cost of 1 pt per model.
 May be Steady at a cost of 3 pts per model.

Up to 1 unit of Gallic/German Cavalry (Third Servile War only) Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	5+	4+	1	5	8	25

Weapons: Hand Weapon, Long or Throwing Spear
 Armour: Shield
 Special Rules: Vengeful, Warband
 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.

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: Every second unit may exchange javelins for slings or self bows.
 May add buckler (ARM 6) and hand weapon at a cost of 1 pt per model.

ALLIES

None

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