

LATE IMPERIAL ROME C.285 – 382 CE

(version July 15th, 2012)

CORE

This army list covers Late Imperial Roman armies from the military and political reforms of Diocletian to the disaster at Adrianople. The main historical enemies of these Roman armies were the the Visigoths, Ostrogoths, Vandals, Alans, Huns, Armenians, Sassanids, Early Franks, Dark Age Scots, Picts, Early Saxons and other Roman armies.

A Late Imperial Roman army must include a general and at least one unit of Pedes.

Strategy Rating: 2

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include 1 unit of pedes
May include up to 9 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 30% of the points available may be spent on troops from the Allies section

COMMAND

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

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
PREFECT/DUX	9 + 2	9 + 2	+2	ARMY GENERAL	50
TRIBUNUS	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
PRAEPOSITUS	8 + 1	8 + 1	+1	NONE	55

Upgrades: May be mounted on a horse at a cost of 10 pts

Players may select up to 10 units from the Core Troops section. At least one unit of Pedes must be taken.

Pedes

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	14

- Weapons:** Hand Weapon, Throwing Spear or Pilum
- Armour:** Large Shield
- Special Rules:** Expert Swordsmen, Shieldwall
- Upgrades:** May be Drilled at a cost of 1 pt per model.
May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.
May add javelins or darts at a cost of 1 pt per model.
May downgrade HTH to 2 and DL and ML to 6 at a reduction of 6 pts per model. Such units may not be drilled and are not expert swordsmen.

All pedes and elite infantry in the army must be armed with Pilum or Throwing Spear; you may not have some units armed with one and some armed with the other.

Auxiliary Infantry

Models per unit: 12-32

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

- Weapons:** Throwing Spear, Sword
- Armour:** Shield
- Special Rules:** Shieldwall
- Upgrades:** May add light armour upgrading ARM to 5+ at a cost of 2 pts per model.
May be Drilled at a cost of 1 pt per model.
May add javelins or darts at a cost of 1pt per model.

All units in the army must operate in open or closed order; you may not have a mix of both.

Roman Medium Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	4+	4+	1	7	7	28

- Weapons:** Hand Weapon, Throwing Spear
- Armour:** Light Armour, Shield
- Special Rules:** Shock Cavalry
- Upgrades:** May be drilled at a cost of 2 pts per model.
May add javelins at a cost of 1pt per model.
May exchange spear for kontos 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 6 Support units may be chosen.

Up to 1 unit of Elite Infantry

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	4+	4+	1	8	8	19

Weapons: Hand Weapon, Throwing Spear or Pilum
 Armour: Light Armour, Large Shield
 Special Rules: Expert Swordsmen, Shieldwall
 Upgrades: May be Drilled at a cost of 1 pt per model.
 May be Steady at a cost of 3 pts per model.
 May add javelins or darts at a cost of 1 pt per model.

All pedes and elite infantry in the army must be armed with Pilum or Throwing Spear; you may not have some units armed with one and some armed with the other.

Numeri

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	11

Weapons: Hand Weapon, Javelins or Throwing Spears
 Armour: Shield
 Special Rules: Limited missiles
 Upgrades: If the throwing spear option is taken, the unit loses the limited missiles unit rule.

All units of numeri in the army must be armed with Javelins or Throwing Spear; you may not have some units armed with one and some armed with the other.

Auxiliary Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	10	4+	1	2	N/A	4+	1	7	7	9

Weapons: Composite Bow, Sword
 Armour: None
 Special Rules: Support archers
 Upgrades: May be Drilled at a cost of 1 pt per model.
 May add light armour upgrading ARM to 6 at a cost of 1pt per model.

Up to 1 unit of Elite 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	7	8	39

Weapons: Throwing Spear, Sword
 Armour: Light Armour, Shield
 Special Rules: Drilled, Shock Cavalry
 Upgrades: May add javelins at a cost of 1pt per model.

Roman Light Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	2	5+	4+	1	7	7	20

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.
 May exchange javelins and shields for composite bows, downgrading ARM to 6 (or 5+ if light armour is taken), at no cost.
 Up to one unit in skirmish order may be scouts at a cost of 1 pt per model.

Up to 2 units of Catafractarii

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

Weapons: Sword, Kontos
 Armour: Heavy Armour, Shield
 Special Rules: Cataphracts
 Upgrades: May add full metal barding upgrading ARM to 2+, but reducing MR to 15, at a cost of 4 pts per model.
 May add composite bows at a cost of 2pts per model.

Up to 2 batteries of Scorpions

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*

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

*Each Scorpio costs 52 pts. One battery of scorpions 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*

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 scorpions or ballistae may be taken per two units of infantry chosen as core troops.

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.

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

Weapons: Hand Weapon, Javelins

Armour: Shield

Special Rules: None

Upgrades: May add throwing spears at a cost of 1pt per model.

Auxiliary Skirmishers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	6	4+	1	5	5	8

Weapons: Javelins, Sword

Armour: Shield

Special Rules: None

Upgrades: May replace javelins with slings at no cost.

ALLIES

Up to 30% of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

Early Alan
Early Visigothic

Early Frankish
Huns

LATE ROMAN ALLIES

Late 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. Late Roman allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander

Up to 2 units of auxiliary infantry

Up to 1 unit of auxiliary archers

Up to 1 unit of catafractarii

Up to 1 unit of auxiliary skirmishers

Up to 2 units of pedes

Up to 2 units of Roman medium cavalry

Up to 1 unit of Roman light cavalry

Up to 1 unit of infantry skirmishers