

MIDDLE IMPERIAL ROME C.180 – 285 CE

(version July 21st, 2012)

This army list covers Middle Imperial Roman armies from the death of Marcus Aurelius to Diocletian. It was a chaotic era for Rome, with some emperors lasting mere months, often assassinated. The main historical enemies of these Roman armies include the Sarmatians, Ancient Germans, Vandals, Moors, Caledonians, Picts, Early Franks and other Roman armies.

A Middle Imperial Roman army must include a general and at least one unit of Legionaries and one unit of Auxiliary Infantry, or two units of Auxiliary Infantry.

Strategy Rating: 3

Climate: Fertile

ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include 1 unit of legionaries and 1 of auxiliary infantry, or 2 of auxiliary infantry 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 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 Middle Imperial Roman army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
EMPEROR/ LEGATE	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

If the army is led by the Emperor, he must be mounted. Any unit he joins gains the bodyguard unit rule.

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
PREFECT	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 one unit of Legionaries and one of Auxiliary Infantry, or two units of Auxiliary Infantry, 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

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.

Auxiliary Infantry

Models per unit: 12-30

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 or Long Spear, Sword
 Armour: Shield
 Special Rules: Legion
 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.
 May replace shield with light armour and spear with two handed weapons at a cost of 1 pt per model.

All units in the army must operate in open or closed order; you may not have a mix of both. Two handed weapon-armed troops may represent Palestinian auxiliaries reputed to use heavy clubs.

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

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.

Legionary/Auxiliary 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 or Long 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.

The number of Legionary/Auxiliary Cavalry units must not be greater than the number of Legionary and Auxiliary Infantry units combined.

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 Veteran Legionaries

Models per unit: 10-24

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

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.

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	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.
 May skirmish at a cost of 1 pt per model. MR becomes 12.

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/Auxiliary 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 1 unit 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.
 One unit of slingers may upgrade to Palestinians with Shoot 3+ and ML 7 at a cost of 5 pts per model. Must not be the only auxiliary skirmishers in the army.

ALLIES

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

Ancient Germans
 Early Franks

Early Arabs
 Sarmatians (see CoE, pg 170)

MIDDLE IMPERIAL ROMAN ALLIES

Middle Imperial 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 2 units of Legionary/Auxiliary cavalry*
 Up to 1 unit of Roman/Auxiliary light cavalry
 Up to 1 unit of auxiliary skirmishers (may not upgrade)

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

* The number of Legionary/Auxiliary Cavalry units must not be greater than the number of Legionary and Auxiliary Infantry units combined.