

Roman Army Lists

(Beta lists)

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Legend

CGP= Heavy Chariots; **CGL**= Light Chariots; **CF**= Scythed Chariots; **CP**= Heavy Cavalry; **CM**= Medium Cavalry; **CL**= Light Cavalry; **FP**= Heavy Infantry; **FL**= Light Infantry; **S**= Skirmishers; **T**= Missile Troops, **EL**= Elephants ; **ART**= Artillery

M= Movement; **VBU**= Basic Unit Value; **I**= Impetus Bonus, **D**= Discipline; **VD**= Demoralization Value; **VDT**= Total Demoralization Value; **Pts**= Point cost per unit

(*) Unit that can include general

Late Roman Western Army 307 -425 AD

Still to be feared, with a strong central political and military control. This strong central command structure would diminish as allied contingents formed larger parts of the armies fielded.

Nr	Type	Description	M	VBU	I	D	VD	Pts	Notes
2-4	CM(*)	Equites	10	5	2	B	3	23	
0-1	CP	Catafractarii	8	6	3	B	3	28	
2-4	CL	Equites Illyricani	12	3	1	B	1	18	
0-2	CL	Equites Sagittarii	12	3	0	B	1	22	Composite Bow B
2-8	FP(*)	Legionaries	5	5	1	B	3	18	
2-8	FL	Auxilia Palatina	8	5	1	B	2	20	
0-1	T	Auxilia Sagittarii	6	3	0	B	1	16	Short Bow A
0-6	FL	Auxilia Comitatensis	8	4	1	B	1	16	
0-6	S	Archers	8	2	0	B	1	12	Short Bow B
0-1	ART	Ballista	3	1	0	B	1	15	Artillery B
0-1	ART	Carroballista	6	1	0	B	1	18	Artillery B. Counts as a mounted target
0-1 Allied Warband Contingent (Alamannic etc.)									
1-2	FP(*)	Elite Warriors	5	5	5	C	3	17(13)	Impetuous
2-4	FP	Warriors	5	5	4	C	2	16(12)	Impetuous
0-2	S	Archers	8	2	0	B	1	12	Short Bow B
0-2	S	Skirmishers	8	2	0	B	1	12	Javelin
0-1 Frankish Allied Contingent									
2-8	FP(*)	Warriors	5	5	4	C	2	19(14)	Impetuous, <i>Francisca</i>
0-2	S	Archers	8	2	0	B	1	12	Short Bow B
0-1 Allied Nomad Contingent (Huns, Alans etc.)									
1-3	CM(*)	Noble Cavalry	10	5	2	B	3	23	
2-4	CL	Followers	12	3	1	B	2	25	Composite Bow B
0-2	FP	Vassal Warband	5	4	1	C	2	8	
0-2	FL	Vassal Warband	8	3	1	C	1	8	
0-2	S	Skirmisher	8	2	0	B	1	12	Short Bow B
0-1 Allied Cavalry Contingent (Visigoths etc.)									
1-4	CP(*)	Nobles	10	6	4	C	3	22	Impetuous
0-4	CM	Cavalry	10	4	1	C	2	13	
2-4	FP	Warriors	5	4	4	C	2	10(8)	Impetuous
1-2	S	Skirmishers	8	2	0	B	1	12	Short Bow B
0-2	S	Skirmishers	8	2	0	B	1	12	Javelin

Command structure is good (20pts) or Average (12pts).

Notes

- Each separate allied contingent must represent different nation or race.
- Arm Legionaries with Darts (plumbata). New unit cost 21 pts.
- Each Allied Contingent must form a separate command with its own general. A Roman army with allied contingents may not have a Good Command structure.
- Darts and Francisca are tactically similar weapons to pilum. (A ranged weapon used immediately before melee to cause casualties and disorder.) These troops use the same rule as pilum (6.6).
- Allied troops classed as Warriors or Elite Warriors may form large units. Elite Warriors may be combined with warriors to form a large unit.

Late Roman Eastern Army 307 -425 AD

Still to be feared, with a strong central control. This strong central command structure would diminish as allied contingents formed larger parts of the armies fielded.

Nr	Type	Description	M	VBU	I	D	VD	Pts	Notes
1-4	CP(*)	Catafractarii	8	6	3	B	3	28	
0-2	CM(*)	Equites	10	5	2	B	3	23	
2-4	CL	Equites Illyricani	12	3	1	B	1	18	
1-4	CL	Equites Sagittarii	12	3	0	B	1	22	Composite Bow B
2-8	FP(*)	Legionaries	5	5	1	B	3	18	
2-8	FL	Auxilia Palatina	8	5	1	B	2	20	
0-2	T	Auxilia Sagittarii	6	3	0	B	1	16	Short Bow A
0-6	FL	Auxilia Comitatus	8	4	1	B	1	16	
0-6	S	Archers	8	2	0	B	1	12	Short Bow B
0-1	ART	Ballista	3	1	0	B	1	15	Artillery B
0-1	ART	Carroballista	6	1	0	B	1	18	Artillery B. Counts as a mounted target
0-2 Allied Nomad or Arab Contingent (Huns, Alans Arab etc.)									
1-3	CM(*)	Noble Cavalry	10	5	1	B	3	27	Composite Bow B
2-4	CL	Followers	12	3	1	B	2	25	Composite Bow B
0-2	FP	Vassal Warband	5	4	1	C	2	8	
0-2	FL	Vassal Warband	8	3	1	C	1	8	
0-2	S	Skirmisher	8	2	0	B	1	12	Short Bow B
0-1 Allied Cavalry Contingent (Visigoths, Ostrogoths etc.)									
1-4	CP(*)	Nobles	10	5	3	C	3	15	Imp. -Only if Contingent not Armenian
1-2	CP(*)	Nobles	8	6	2	C	3	22	Only if Contingent Armenian
0-6	CM	Cavalry	10	4	1	C	2	13	
0-4	FP	Warriors	5	5	4	C	2	14(11)	Impetuous
0-2	S	Skirmishers	8	2	0	B	1	12	Short Bow B

Command structure is good (20pts) or Average (12pts).

Notes

- Each separate allied contingent must represent different nation or race.
- Upgrade up to 2 Units of Catafractarii with VBU=7. New unit cost 33pts.
- Arm Legionaries with Darts (plumbata). New unit cost 21 pts.
- Each Allied Contingent must form a separate command with its own general. A Roman army with allied contingents may not have a Good Command structure.
- Darts are tactically similar weapons to pilum. (A ranged weapon used immediately before melee to cause casualties and disorder.) These troops use the same rule as pilum (6.6).
- Allied troops classed as Warriors may form large units. Elite Warriors may be combined with warriors to form a large unit.

Patrician Roman Army 425 493 AD

The strong central command had broken down in the west. The central armies are largely made up of barbarian mercenaries (Foederati) with the traditionally Roman troops forming local or regional forces. A true 'Pick and Mix' army

Nr	Type	Description	M	VBU	I	D	VD	Pts	Notes
1-2	CP(*)	Equites cataphractarii	8	6	3	B	3	28	
1-4	CP	Foederati	10	4	3	B	2	20	
2-4	FP	Foederati	5	5	4	B	1	14	Impetuous
0-2	CL	Mercenary Huns	12	3	1	B	1	25	Composite Bow B
0-3 Roman Contingent (Provincial or Regional)									
0-2	FP(*)	Legionaries	5	5	1	B	3	21	long spear
0-2	FL	Auxilia Palatina	8	4	1	B	2	16	
0-1	T	Mercenary Archers	6	3	0	C	1	11	Short bow A
0-2	S	Skirmishers	8	2	0	B	1	12	Short bow B or javelin
0-1	ART	Ballista	3	1	0	B	1	15	Artillery B
0-1	ART	Carroballista	6	1	0	B	1	18	Artillery B. Counts as a mounted target
0-1 Allied Warband Contingent (Alamannic etc.)									
1-2	FP(*)	Elite Warriors	5	5	5	C	3	17(13)	Impetuous
2-4	FP	Warriors	5	5	4	C	2	16(12)	Impetuous
0-2	S	Archers	8	2	0	B	1	12	Short Bow B
0-2	S	Skirmishers	8	2	0	B	1	12	Javelin
0-1 Frankish Allied Contingent									
2-8	FP(*)	Warriors	5	5	4	C	2	19(14)	Impetuous, <i>Francisca</i>
0-2	S	Archers	8	2	0	B	1	12	Short Bow B
0-2 Allied Nomad Contingent (Huns, Arab, Alans etc.)									
1-3	CM(*)	Noble Cavalry	10	5	2	B	3	23	
2-4	CL	Followers	12	3	1	B	2	25	Composite Bow B
0-2	FP	Vassal Warband	5	4	1	C	2	8	
0-2	FL	Vassal Warband	8	3	1	C	1	8	
0-2	S	Skirmisher	8	2	0	B	1	12	Short Bow B
0-2 Allied Cavalry Contingent (Ostrogoths etc.)									
1-4	CP(*)	Nobles	10	5	3	C	3	15	Imp. -Only if Contingent not Armenian
1-2	CP(*)	Nobles	8	6	2	C	3	22	Only if Contingent Armenian
0-6	CM(*)	Cavalry	10	4	1	C	2	13	
0-4	FP	Warriors	5	5	4	C	2	14(11)	Impetuous
0-2	S	Skirmishers	8	2	0	B	1	12	Short Bow B

Command structure is Average (12pts) or Poor(0).

Notes

- Each separate allied contingent must represent different nation or race.
- Army with more than one allied contingent must have a Poor Command Structure.
- One Roman Contingent may form a command with the CinC and the Foederati troops.
- Each Allied Contingent must form a separate command with its own general.
- Francisca are tactically similar weapons to pilum. (A ranged weapon used immediately before melee to cause casualties and disorder.) These troops use the same rule as pilum (6.6).
- Allied troops classed as Warriors may form large units. Elite Warriors may be combined with warriors to form a large unit.