



EARLY IMPERIAL ROME

The following Army Organisation List (AOL) will enable you to build a Early Imperial Roman army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document. This is Version 8, January 2018. Feedback and observations are most welcome.

By around 30 BC. Octavian, Caesars adopted son was the dominate force in Rome and in 27 BC was granted the new title Augustus by the Senate. A new period of Roman history was underway. This period is characterised by the classic Roman Legionary in lorica segmentata armour, armed with pilum and a large curved rectangular shield. Rome's legions saw plenty of war & conquest during this period, establishing existing borders and pushing the empire still further. Rome's emperors rose and fell, assassination and power struggles became commonplace. With the glory of Rome firmly in place, she reached her zenith leaving a military and archaeological legacy that endures to this day.

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army.
Strategy Intervention Points are automatically pooled in an EIR army.

LEGIONARIES

At least 25% of the points value of the army must be Legionaries.

AUXILIARY FORMATIONS

Up to 50% of the points value of the army may be selected from supporting formations.

ALLIED FORMATIONS

Up to 35% of the points value of the army may be selected from the allies list

LEGENDS OF WAR

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War. Alternatively you can increase the size of your army with extra formations.

PERSONALITIES OF WAR

There are plenty of Roman titles and personalities. These entries represent a few of them.

0-1 CONSUL OR PROCONSUL

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	-	Army General Loyal	2	10"	150

Equipment: As unit

Armour Value: As unit

Options: He may add up to 2 additional Strategy Intervention Points for 20 points each

May add 1 Strike for 10 points

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

LEGATE

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	-	Army General Loyal	2	10"	130

Equipment: As unit

Armour Value: As unit

Options: May add 1 additional Strategy Intervention Point for 20 points
May add 1 Strike for 10 points

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: May act as the Army General if a Consul is not in the army or is killed during the battle.

AQUILIFER OR IMAGIFER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	Army Standard	-	-	80

Equipment: As unit

Armour Value: As unit

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: Increases the Army Generals Zone of Control by 5".

TRIBUNES OR AUXILIARY PREFECT

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	1	-	-	-	50

Equipment: As unit

Armour Value: As unit

Options: May take 1 Strategy Intervention Point for 20 points
May add 1 Strike for 10 points
A Tribune may have a Zone of Command for 20 points and/or an additional life for 20 points

Tribunes could have larger commands and so I have used the Prefect as more of an option for the Auxiliary formations

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3.

Special: Both Prefect and Tribune may use Pooled Strategy Intervention Points

LEGIONARIES

0 -1 VETERAN LEGIONARY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	Drilled	21

Equipment: Hand weapon, pilum, light armour and large shield.

Options: May be made KA4 for 4 points per model

Special: Unless all your legionaries are veteran, you may only take 1 unit of veterans and they should be the smallest, or equal smallest unit of legionaries

LEGIONARY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	3	Regular	Drilled	16

Equipment: Hand weapon, pilum, light armour and large shield.

LEGIONARY RECRUIT

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	3	Regular	-	11

Equipment: Hand weapon, pilum, light armour and large shield.

Options: May be Drilled at 2 points per model

0-1 PRAETORIAN GUARD

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	Drilled Loyal	21

Equipment: Hand weapon, pilum, light armour and large shield.

Special: The Praetorian Guard should be the smallest, or equal smallest unit of legionaries

The Praetorian Guard served in the field and also were involved in political manoeuvrings in Rome - our entry here covers the warriors on the field of battle. They could alternatively represent a particularly Loyal formation of Legionaries.

The Legionary Formations are led by a Centurion and all Legion formations must include one. This is an upgrade to the leader model but he does now benefit from Divine Intervention.

CENTURION (LEADER UPGRADE)

Mo	L	S	Abilities	SIPS	ZOC	Pts
+1	1	-	-	-	-	20

Equipment: As unit

Armour Value: As unit

Formation: Personality
Must remain with his formation

Special: If the Centurion is alive, he may use pooled Strategy Intervention Points on his unit

While alive, the Centurion adds +1 to the Morale value of the unit he commands.

AUXILIARY FORMATIONS

The Auxiliaries fought well for Rome, but they were paid less. We reflect this with a lower Morale value. Make use of Prefects or other Commanders to keep them fighting in the line!

AUXILIARY CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	3	Regular	-	16

Equipment: Horse, sword, throwing spear, javelins, light armour and shield

Options: May be Drilled for 2 points per model

AUXILIARY LIGHT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	2	Light	-	13

Equipment: Horse, hand weapon, javelins and shield

Options: May have throwing spear at 1 point per model

Special: May change into Skirmish formation

AUXILIARY HORSE ARCHER CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Light	-	12

Equipment: Horse, hand weapon and short bow.

Special: May change into Skirmish formation

Options: May have a shield at 1 point per model

AUXILIARY REGULAR INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	Regular	-	10

Equipment: Hand weapon, throwing spear, javelin, light armour and shield.

Options: May be Drilled at 2 points per model

Options: May upgrade to large shield at 1 point per model

AUXILIARY LIGHT INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	8

Equipment: Hand weapon, javelins and shield.

Special: May change into Skirmish formation

Options: May take throwing spear at 1 point per model

May take light armour at 1 point per model

AUXILIARY ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	0	Light	-	8

Equipment: Sword and bow.

Special: May change into Skirmish formation

Options: May have light armour at 1 point per model.

May have a buckler at 1 point per model.

SCORPIO

CA	SA	KA	Mo	AV	Formation	Lives	Pts
3	3	3	7	2	Artillery	3	50

Equipment: The crew are armed with hand weapons and have as many Strikes as Lives remaining should they enter combat.

Scorpio Effects:

Effective range: 24"

Long Range: 48"

Armour Penetration: 2

Killing Ability: 3

Special: The Scorpio may be turned on the spot and still shoot, but with a -1 to the Shooting Ability. It now faces in this direction so will need to turn again if not shooting straight ahead in subsequent turns.

The Scorpio can be moved and has a move of 4" but cannot shoot when it moves. Should the Scorpio lose one or more lives, its move is halved for the remainder of the game.

Should the crew hit the target, the Scorpio will cause D3+1 hits. Should the target be a Skirmish formation or individual personality, the Scorpio will cause D3 hits.

CARROBALLISTA UPGRADE

The Scorpio may be mounted in a cart pulled by draft animals for 20 points. This was called a carroballista.

A carroballista may be moved a maximum of 7" and is not limited by loss of lives. The Durability is increased to 8. Use a two-horse chariot base. Other rules as per the Scorpio.

I have included the carroballista as at least one company makes the model.

0-1 CATAPHRACTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	-	24

Equipment: Horse, sword, kontos, light armour and barding

Options: May take shield for 1 point per model

May swap kontos for bow and buckler or take in addition for 3 points per model

May be Drilled for 2 points per model

Special: If armed with bow and buckler may skirmish

May count a Combat Rank Bonus of 1

In the early part of this period cataphracts were rare although become more common in the later Roman period. We have included the entry for the period 150AD (approx) onward.

0-1 CONTARII

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	Drilled Shock Charge Bonus 1	21

Equipment: Horse, sword, kontos and light armour

Options: May take buckler for 1 point per model

May upgrade to heavy armour for 1 point per model

Formed as a reaction to the steppe armies shock cavalry, these became one of the elite Roman cavalry formations. Again, like the cataphracts, relatively rare in the early part of the period.

AUXILIARY SLINGERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	0	Skirmish	-	7

Equipment: Sword and sling.

Options: May have light armour at 1 point per model.

May have a buckler at 1 point per model.

ALLIED FORMATIONS

Roman personalities (except Centurions) may accompany allied formations and any benefits may be applied.

Early Imperial Rome may select Personalities and formations from the Celtic Warband and Early German Armies Army Organisation List - If using any tribal variations, you can only select from one type of tribe.

Legends of War can only be used if agreed in advance.

As they have embraced Rome, Warband Personalities can use pool their Strategy Intervention Points with the Roman ones.

LEGENDS OF WAR

AQUILIFER OR IMAGIFER SACRED STANDARD

Any friendly Roman Legionary unit within 15" of the Army Standard receives +1 to their Combat Result.

Should the Army Standard Bearer be killed or the unit he is with be destroyed, dispersed or otherwise removed from play then all Roman units within 15" must take an immediate Morale test. If failed, they are considered to be routing, and will flee in the Resolution phase.

Points Cost : 50

THE STANDARDS

Roman Legions and cohorts fought valiantly for their standards. If a suitable standard bearer (Signifier) model is included in a Legionary Formation then they always may reroll a failed Combat Morale Test (including any dice used from Strategy Intervention Points).

Should the formation fail the test and flee from combat, the standard is lost on a 4+ and worth 10 points to the enemy when calculating bragging rights at the end of the game.

All Legionary formations must be upgraded if you select this Legend of War.

Points Cost per formation: 30

FEATURE RULES

TESTUDO

Legionaries are able to use a special formation called the testudo.

To form a testudo, the unit must contain at least eight models.

In the Movement phase, declare the unit is forming a testudo. They must pass a Command Test.

If successful, the unit may not double pace, but has an Armour value of 5 against shooting attacks for as long as it remains in the testudo formation even if casualties reduce it below eight.

The unit cannot enter woods, cross walls, fences and hedges or enter dense terrain when in testudo.

Should the unit be charged while in testudo, the formation is broken up, the unit becomes disordered and loses any combat rank bonus, although they otherwise fight normally.

A unit cannot charge when in testudo, although it may declare a charge and then attempt to change out of testudo as follows.

When wishing to change back from a testudo formation, they must pass a Command test in the Movement phase.

If the test is failed when forming into, or changing from, the testudo formation, the unit cannot move nor do nothing else that Round of Play. The testudo is lost and should the unit have declared a charge, the charge is failed as the unit stumbles forward.

LOYAL

A Personality with the Loyal ability who is placed with a Loyal formation must remain with it through the battle. Should the formation flee, it may use the Personalities Morale Value (if higher than its own) when attempting to Rally. You should advise your opponent when placing the Personality.



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