



## REPUBLICAN ROMAN

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

Please refer to the introductory online Army Organisation List guide document. This is Version 5, May 2016. Feedback and observations are most welcome.

### INTRODUCTION

*The Republican Roman Empire battled against Carthage and the Successors of Alexander. It has a long and chequered history. The Roman army successfully evolved and this list does not attempt to cover the entire period of the Republic or the reorganisations in detail although it should cover the most popular variations.*

## ARMY COMPOSITION

### PERSONALITIES OF WAR

Up to 25% of the points value of the army may be Personalities of War.

An Army General must be selected.

If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command.

Strategy Intervention Points are automatically pooled in a Republican Roman army

### LEGION FORMATIONS

At least 50% of the points value of the army must be selected from the Legion Formations. Refer to the Legion Composition Guidelines at the end of this list.

### SUPPORTING FORMATIONS

Up to 25% of the points value of the army may be selected from supporting formations

### ALLIED FORMATIONS

Up to 15% of the points value of the army may be selected from allied formations. Depending on the size of game you may be better served taking a complete allied army. As the Republican Roman lists are expanded we will add more selections for Numidians, Illyrians and Ligurians

### 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

### 0-2 CONSUL

Mo	L	S	Abilities	SIPS	ZOC	Pts
7	2	+1	Army General	2	10"	125

**Equipment:** As unit

**Armour Value:** As unit

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

**Formation:** Personality

May move independently with an Armour Value of 2

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

**Special:** If taken, he is the Army General.

*Two consuls could take to the field, taking it in turns each day to command the army. Therefore, before Battle Begins, if you have taken two consuls, one must be nominated as Army General. The other may take command should the first fall.*

### PRAETOR

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+1	Army General	2	10"	135

**Equipment:** As unit

**Armour Value:** As unit

**Options:** He may add up to 1 additional Strategy Intervention Point for 20 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 or Legate is not in the army or is killed during the battle.

### LEGATE

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	+2	Army General	1	10"	145

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add up to 2 additional Strategy Intervention Points for 20 points each.

**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 or Praetor is not in the army or is killed during the battle.

*For the sake of difference (and in lieu of a more suitable title) I have made the legate in the Republican Roman army a more military minded and 'up front and personal' kind of Roman to the Praetor. These two are pretty much interchangeable in terms of profile.*

**CAVALRY PREFECT**

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	-	70

**Equipment:** As unit**Armour Value:** As unit**Options:** May have Zone of Command of 10" for 20 points.

May take 1 Strategy Intervention Point at 20 points

**Formation:** Personality

Must be placed in a Regular or Light Formation of Roman or Italian cavalry and remain there throughout.

**TRIBUNES OR PREFECT**

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	-	60

**Equipment:** As unit**Armour Value:** As unit**Options:** May have Zone of Command of 10" for 20 points.

May take 1 Strategy Intervention Point at 20 points

**Formation:** Personality

Must be placed in a Regular or Light Formation of Roman or Italian infantry at the start of the battle and remain there throughout.

**ARMY STANDARD**

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+1	Army Standard	-	-	65

**Equipment:** As unit.**Armour Value:** As unit**Special:** Increases the Army Generals Zone of Control by 5"**Formation:** Personality

May move independently with an Armour Value of 2

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

*Should you have more than one Personality with the ability to become Army General, they may also take an army standard. This increases their Zone of Command when using Strategy Intervention Points, and should they become Army General during the battle due to the current incumbent having a misfortune, then they are suitably equipped to show their whereabouts on the battlefield.*

## LEGION FORMATIONS

### TRIARII

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

**Equipment:** Hand weapon, thrusting spear, light armour and large shield.

**Special:** No triarii unit may outnumber hastati or principes units in size. You may not have more Triarii units than principes units

### PRINCIPES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	-	12

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

**Options:** May be Drilled at 2 points per model.

**Special:** No principes unit may outnumber hastati units in size.

You may not have more Principes units than Hastati or Hastati Recruit units

### HASTATI

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

**Equipment:** Hand weapon, pilum, and large shield.

**Options:** May take light armour at 1 point per model.

May be Drilled at 2 points per model

### HASTATI RECRUITS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	6	2	Regular	-	8

**Equipment:** Hand weapon, pilum, and large shield.

**Options:** The unit may take Extra Armour for 20 points.

*On several occasions Rome levied formations at short notice and put them in the field. Use this category to represent them. I have used Extra Armour instead of light armour to represent the fact that not all may have been fully equipped- see Feature Rules*

### LEVES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	5	0	Skirmish	-	5

**Equipment:** Hand weapon and javelins.

**Options:** May take thrusting spear at 2 points per model

May take shield at 1 point per model

### VELITES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Skirmish	-	9

**Equipment:** Hand weapon, javelins, throwing weapon and shield.

**Special:** Cannot be included in the same army as leves

## SUPPORTING FORMATIONS

### ROMAN CAVALRY

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

**Equipment:** Horse, hand weapon, throwing spear, light armour and shield.

**Options:** The unit may take darts at 1 point per model.

**Special:** Before taking a second unit of Roman Cavalry you must take one unit of Italian cavalry and so on.

*As Roman cavalry was not so effective during this period, I have chosen to equip them with darts rather than javelins. This is purely for the game effect, rather than the physical item.*

### ITALIAN CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	Regular	-	14

**Equipment:** Horse, hand weapon, throwing spear and shield.

**Options:** May take darts at 1 point per model.  
The unit may take Light Armour for 1 point per model

**Special:** Before taking a second unit of Italian Cavalry you must take one unit of Roman cavalry and so on

*As Italian cavalry was not so effective during this period, I have chosen to equip them with darts rather than javelins. This is purely for the game effect, rather than the physical item. The extra armour is available to reflect the possibility they may have been more poorly armoured than their Roman counterpart.*

### ITALIAN SPEARMEN

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

**Equipment:** Hand weapon, throwing spear and shield.

**Options:** May exchange shield for large shield at 1 point per model.

The unit may take Extra Armour for 20 points

### THUREOPHOROI

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	11

**Equipment:** Hand weapon, thrusting spear, shield and javelins.

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

### PELTASTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Light	-	7

**Equipment:** Hand weapon, shield and javelins.

**TARENTINE CAVALRY**

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	4	3	7	2	Skirmish	Feign Flight	18

**Equipment:** Horse, hand weapon, shield and javelins

**SKIRMISH CAVALRY**

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

**Equipment:** Horse, shield and javelins.

**Options:** May replace shield and javelin with bow at no points cost

**SKIRMISH INFANTRY**

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	0	Skirmish	-	4

**Equipment:** Javelins

**Options:** May have a buckler at 1 point per model.

The unit may exchange javelins for slings at no additional points cost.

The unit may exchange javelins for bows at 1 point per model.

## ALLIED FORMATIONS

### 0-1 CRETAN ARCHER

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	4	3	7	0	Skirmish	-	11

**Equipment:** Hand weapon and bow.

**Special:** May not be the largest skirmish formation (or equal largest for that matter!)

**Options:** May have bucklers at 1 pt per model

### 0-1 BALEARIC SLINGERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	0	Skirmish	-	8

**Equipment:** Sling and hand weapon.

**Special:** May not be the largest skirmish formation (or equal largest for that matter!)

**Options:** May have bucklers at 1 point per model.

### GALLIC INFANTRY

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

**Equipment:** Hand weapon, shield and javelins.

**Special:** Undisciplined

### GALLIC CAVALRY

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

**Equipment:** Horse, hand weapon, javelins, light armour and shield.

**Special:** Undisciplined

### SPANISH CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	15

**Equipment:** Horse, hand weapon, throwing spear and javelins.

**Special:** May change into Skirmish formation.

**Options:** May have bucklers at 1 point per model

### SPANISH INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	10

**Equipment:** Hand weapon, throwing spear, javelins and shield.

**Options:** The unit may upgrade throwing spear to heavy throwing spear at 1 point per model.

### NUMIDIAN CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	Light	Feign Flight	16

**Equipment:** Horse, javelins and shield.

**Special:** May change into Skirmish formation.

## LEGENDS OF WAR

There is only one at this time, but this is also the place for Scipio and other commanders - both good and bad - suggestions please!

### ELEPHANTS

The Romans fielded elephants in several battles (against the Successor armies), although not enough times to make them compulsory in the army. However to make allowance for the eventuality in some historical battles, you can select African elephants from the Carthaginian list as a Legend of War.

## FEATURE RULES

### MANIPLE FORMATION

A characteristic of the Republican Roman armies was the *Maniple Formation*. The legion deployed in three lines consisting of maniples of different troop types, one behind the other, creating a 'chequerboard' effect. As these units became fatigued or depleted, they withdrew and others took their place. We are not sure how this was achieved on the battlefield, but the following rules attempts to reflect the concept.

There are a few ground rules.

You must attempt to deploy in three lines with Hastati formations in front, Principes behind them in a second line and then Triarii as the third line. These three types of legion formations are referred to as *Maniples* for the following rules. When using some deployment methods, it may be more difficult to achieve the three lines, but best endeavours please!

For a maniple to support another maniple in combat the following has to apply:

The *supporting* maniple must:

- Be entirely in the supported maniples Rear Zone (see page 20).
- Be in clear or uneven terrain with no worse terrain lying between it and the maniple it is supporting.
- Not be disordered or in combat
- The leader models must be within 8" of each other.
- Be capable of the leader model moving to where the leader model of the supported maniple is following a straight line- so there cannot be any other formations of troops, friend or foe, in the way.

The *supported* maniple must:

- Be in the Frontal Attack Zone of the supporting maniple.
- Be in clear or uneven terrain.
- Be engaged in combat to its Front Facing only.

The rules for Personalities and Strategy Intervention Points apply as normal.

Providing all these conditions are met, the Roman player may apply the following options to a maniple that has a *supporting maniple*.

- ❖ After a combat has been fought, a supported maniple may include ALL the Combat Rank bonus of the supporting maniple towards the Combat Result as well as its own. A maniple can only support one other maniple in this manner at any time and so you may have to make decisions as the combats are fought.
- ❖ When a supported maniple loses a combat and falls below its minimum size (page 83), rather than immediately remove the maniple from play and the enemy pursue, the maniple may still take a Combat Morale test. If this test is passed, although the maniple is now removed from play, the enemy may not pursue (even if normally obliged to). We assume the remaining Romans have sold their lives dearly, and delayed the enemy long enough for them to give pause and consider their options. Should the maniple fail the test, then continue as normal.
- ❖ A supporting maniple may attempt to swap positions with a maniple in combat during the Movement Phase. When applicable, this must be the maniple that provided support for the Combat Morale test. At the start of the Movement Phase the Roman player must declare their intention to swap when declaring charges. The supporting maniple must take a Command test. This is not modified by the proximity of enemy.  
If the test is failed, no swap will occur and the supporting maniple will become disordered due to confusion during the exchange of orders. The supporting maniple can do nothing else that Round of Play (the supported maniple will fight normally) and its support bonus will be lost.  
If the Command test is passed, the supported maniple in combat will swap positions with the supporting maniple.  
The supporting maniple will replace the supported maniple with its leader occupying the same position of the one withdrawing by simply exchanging positions. There should be sufficient frontage and space for the supporting maniple to swap into.  
The new maniple is considered to be charging the enemy formation (who are unable to react) and the enemy gains no bonuses for weapons being used in an opening round of combat. The enemy will also lose any Push and Shove bonus.

### **FLEEING MANIPLES AND VELITES**

Should a maniple or velites formation be fleeing and fail to rally, in any subsequent flee move should they contact another friendly maniple/velite formation they will not be dispersed. We assume the formation recognises friends and opens sufficient space for the fleeing unit to move through. A test for disorder should still be made if necessary, and so it is acceptable for a maniple to refuse to allow the fleeing troops through - in which case the fleeing formation is dispersed and removed from play as normal.

### EXTRA ARMOUR

It was not uncommon for some members of a formation to be well armoured in comparison to others, who may have little, or even no armour. Although we assume this was found in Warband style armies and hastily levied troops from the Dark Ages, it is also a good way to provide an Armour benefit to Combined Formations and other formations where only part of the unit may have been well armoured.

A formation with Extra Armour gains a +1 Armour Value while over half strength. Once it drops to half strength or less then the bonus is lost.

*To represent the formation on the tabletop, ensure some of the front rank models are equipped with armour or use some extra shields at the back of the unit to remind yourself and your opponent.*

### LEGION COMPOSITION GUIDELINES

During the period covered by this list the Roman army reorganised. A legion consisted of triarii, principes and hastati maniples, plus either leves or velites skirmish troops, depending on the time period. The size of the maniples also varied.

Where possible, you must take one maniple of triarii, principes and hastati before taking another.

However as this can cause minor problems when creating smaller forces, the following Legion Composition rules apply when selecting maniples -

If Leves are included in your army it is acceptable to only take a maniple of hastati and/or principes before taking triarii when raising subsequent maniples.

*Therefore an army could consist of two maniples of hastati and principes, and one triarii.*

If velites are taken you only need take one triarii unit for every two maniples of principes and hastati.

Again, if insufficient points are available, it is acceptable to field maniples of hastati and principes, and a second principes and/or hastati maniple, before considering triarii, we can assume they have been left behind guarding the camp.

*Therefore an army could consist of two maniples of hastati and principes or two hastati and one principes.*



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