

WAR & CONQUEST

CAESARIAN ROMAN ARMY 105 - 25 BC

The following army organisation list (AOL) will enable you to build a Caesarian or Late Roman Republic army for War & Conquest. This is version 3, August 2020.

Please refer to the army organisation list introduction document.

As with all our lists, we welcome feedback and comments.

The list was originally prepared by Mike 'Gaius Panicus' Bruck- thanks Mike!

INTRODUCTION

The last century BC was a time of dramatic change for Rome and for her armies. This is the era of Marius, Sulla, Pompey, Caesar, Cleopatra, Antony and Octavian. It is arguably the best documented and most read about period of ancient military history. The following army-organization list will enable you to build a Caesarian Roman Army for War & Conquest.

Early in the period the Roman Army saw dramatic change from a citizen-levy army to a professional army. The maniples of the Republican Roman Army were replaced with the cohort, a larger formation. All legionaries within the army were now armed alike at State or the General's expense.

This is an infantry strong army, its strength in its legionary heavy infantry and their ability to march, fight and dig. Auxiliaries such as cavalry and skirmish troops were provided by mercenaries or recruited locally. As the 1st century BC drew to a close, these auxiliaries became more "Romanized" and eventual became the Auxiliary units of the Imperial Army. But during this period they still dressed and fought in native style.

The period begins with panic in Rome over the invasion of the great German peoples, the Cimbri and Tutores. It was Marius with his "new-modeled" Roman army that defeated the Germans and began a period of nearly 100 years of warfare in which Rome fought all comers and too often itself. The period ends with victory of Octavian over Antony and his creation of the Principate or Roman Empire.

Raise your legions, march to war; "Alea iacta est", the die is cast.

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 Caesarian Roman army .

LEGION FORMATIONS

At least **50%** of the point value of the army must be legionaries.

AUXILIARY FORMATIONS

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

LEGENDS OF WAR

Assuming they are being used, up to **25%** of the point 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

The general is an Imperator and this can represent Caesar, Pompey or any other general.

The Legate can represent a sub-commander or an army general of lesser ability, such as Brutus.

The Senior Centurion is included as a personality. Caesar made a lot of fuss about his Centurions, but rarely ever mentioned a Tribune.

0-1 IMPERATOR

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	1	Army General	2	10"	170

Equipment: As unit

Armour Value: As unit

Options: May add up to 2 additional Strategy Intervention Points 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.

The Imperator could be a Consul, former Consul or Pro-Consul, Dictator, another senior Roman Officer or a high ranking Senator. Caesar held the rank of Pro-Consul during his conquest of Gaul.

LEGATE

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	-	2	10"	140

Equipment: As unit

Armour Value: As unit

Options: May add an 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: The Legate may act as the Army General if the Imperator is not with the army or if he is killed during the battle. If more than one Legate is in the army with this ability then you should nominate who is taking command.

The Legate was a senior Roman Officer of the Senatorial Class, appointed by the Imperator.

0-2 SENIOR CENTURION

Mo	L	S	Abilities	SIPS	ZOC	Pts
-	2	2	-	-	-	70

Equipment: As unit

Armour Value: As unit

Options:

Formation: Personality

A senior Centurion must accompany a non-raw legionary unit. They must be placed in the unit at the start of the battle and remain there throughout.

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

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

Caesar mentions several Centurions by name in his writings. It would be a disgrace to field a Caesarian Roman Army without 1 or 2 of these key personalities.

AQUILIFER

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

Equipment: As unit

Armour Value: As unit

Options:

Formation: Personality

The Aquilifer will be placed with a Legionary or Veteran Legionary Formation at the start of the game and will remain with it throughout the battle.

Special: The Eagle is the army standard of the Caesarian Roman Army. Any Imperator or Legate within 4" of the Aquifier will have their Zone of Control increased by 5". The Standards Legend of War rule also applies to the Aquifier and should be added to his points value if used.

The Aquilifer carries the Eagle, the symbol of the Legion. The Aquilifer was usually attached to the first cohort of the Legion. Marius is credited with establishing the Eagle as the standard Legionary insignia.

LEGION FORMATIONS

LEGIONARY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	Drilled	14

Equipment: Hand weapon, pila (heavy throwing spear), light armor and large shield.

Options:

VETERAN LEGIONARY

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

Equipment: Hand weapon, pila, light armor and large shield

Options:

RAW LEGIONARY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	6	3	Regular	-	9

Equipment: Hand weapon, pila, light armor and large shield.

Options:

The Legionary Formations are led by a Centurion (or a Senior Centurion from the Personalities section) and all Legion formations must include one.

The Centurion is an upgrade to the leader model but he does not 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

AUXILIARIES

GALLIC/SPANISH/GERMAN HEAVY CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	Warband Undisciplined	15

Equipment: Horse, hand weapon, javelins, and shield

Options: May take Light Armour (except Germans) at 1 point per model.

NUMIDIAN/SPANISH LIGHT CAVALRY

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

Equipment: Horse, javelins and shield.

Options:

Special: May change into Skirmish formation.

0-1 GREEK HEAVY CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	Drilled	18

Equipment: Horse, hand weapon, thrusting spear, light armor and shield.

Options:

THUREOPHOROI

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	-	11

Equipment: Hand weapon, thrusting spear, large shield

Options: May take Light Armour at 1 point per model.

IMITATION LEGIONARY/SPANISH SCUTARII

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	-	10

Equipment: Hand weapon, throwing spear, large shield

Options: May take 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.

Special: May Skirmish

SKIRMISH INFANTRY

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

Equipment: Javelins

Options: The unit may exchange javelins for slings at no additional points cost. The unit may exchange javelins for bows at 1 point per model. May have a buckler at 1 point per model.

0-1 CRETAN ARCHERS

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

Equipment: Hand weapon and bow

Options: The unit may have bucklers at +1 pt per model

0-1 BALEARIC SLINGERS

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

Equipment: Sling and hand weapon

Options: The unit may have bucklers at +1 pt per model

0-2 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.

The Roman armies of the late Republic did not use artillery in pitched battles but did use it in sieges and fieldworks.

LEGENDS OF WAR

Publisher Note- There are no Legends of War Personalities as yet, but this is the time of Julius Caesar and Pompey, so you can expect some (and ideas are welcome!), after all, when it comes to legends, Julius wrote the book!

PERSONALITY UPGRADES

Some Roman Generals and Commanders fought particularly bravely. The Imperator and Legate may each add an additional strike for 10 points each.

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 still fail the test and flee, the standard is lost on a 4+ and worth 10 points to the enemy when calculating bragging rights at the end of the game (page 159).

All Legionary, Veteran and Raw formations must be upgraded if you select this Legend of War. The points value per formation is 35 points.

Version 3 footnote- not play tested this yet, so feedback most welcome!

CAESARIAN FEATURE RULES

ROMAN COHORTS

A characteristic of Roman armies was their deployment in multiple lines. Roman Cohorts do not test for routed or fleeing Roman Cohorts if they are of equal or lower morale.

TESTUDO

Roman Legionary units other than "Raw" 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 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.



Scarab Miniatures Limited 2020