Camillian Roman 275BC - 105BC

Die is Cast Army list

Compulsory Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
General 2/2						free			
Roman cavalry	Regular	Heavy cavalry	Steady	Seasoned	Javelin, sword, shield	11	6	12	
Italian cavalry	Regular	Medium cavalry	Steady	Seasoned	Javelin, sword, shield	9	6	24	
upgrade Italian cavalry to heavy		Heavy cavalry	Steady	Seasoned	Javelin, sword, shield	10	-	any	
upgrade Italian heavy cavalry to guard		Heavy cavalry	Steady	Veteran	Javelin, sword, shield	11	-	6	
Roman velites	Regular	Light infantry	Steady	Seasoned	LTS, javelin	5	10	30	
alternate velite equipment					Javelin, shield	5	-	-	All or none
Roman hastati or principes	Regular	Heavy infantry	Steady	Seasoned	Pilum, sword, shield	8	40	120	Legion
Roman triarii	Regular	Heavy infantry	Steady	Veteran	LTS, sword, shield	9	10	30	Legion
Optional Troops	Training	Role	Morale	Fighting	Equipment	Points	Minimum	Maximum	Notes
Cult ramon and an 1/1				Ability		value	0	1	
Sub-commander 1/1	D1	M - 1: : (t	A	C1	Included about	50	0	1 50	T
Latin allied infantry	Regular	Medium infantry	Average	Seasoned	Javelin, shield Javelin, shield	3 5	0		Loose.
upgrade Latin infantry to heavy		Heavy infantry	Average	Seasoned		5 8	0	up to half	
upgrade heavy Latin infantry to guard Cretan archers	Dogular	Heavy infantry	Steady	Veteran	Javelin, sword, shield Bow	8 4	0	12 12	Elite shots.
	Regular	Light infantry Light infantry	Average	Seasoned Seasoned	Sling, shield	4 5	0	12	Effice shots.
Slingers	Regular	Light infantry	Average	Seasoned	Jillig, Silleid	3	U	12	
Numidian cavalry	Warrior	Light cavalry	Average	Seasoned	Javelin, shield	7	0	30	Elite shots.
upgrade Numidian cavalry to nobles			Steady	Veteran	Javelin, sword, shield	10	0	12	Elite shots.
Numidian javelinmen	Warrior	Light infantry	Average	Seasoned	Javelin, shield	3	15	30	Not required.
Numidian archers	Warrior	Light infantry	Average	Seasoned	Bow	2	0	10	
upgrade Numidian archers to slingers					Sling, shield	4	0	10	
Gallic cavalry	Warrior	Medium cavalry	Raw	Seasoned	Javelin, sword, shield	5	0	6	
Gallic infantry	Warrior	Medium infantry	Raw	Seasoned	Javelin, sword, shield	2	0	20	Loose.
Spanish cavalry	Warrior	Medium cavalry	Average	Seasoned	Javelin, sword, shield	6	0	12	
change Spanish cavalry to light		Light cavalry				6	0	up to half	
Spanish infantry	Warrior	Medium infantry	Raw	Poor	Pilum, sword, shield	3	0	50	Loose.
Spanish skirmishers	Warrior	Light infantry	Raw	Poor	Javelin, shield	2	0	25	
Elephants	Warrior	Elephant	Average	Seasoned	2 crew with either javelins or bows in howdah	40	1	1	
Pergamene heavy cavalry	Regular	Heavy cavalry	Average	Seasoned	Lance	8	6	12	Not required.
upgrade Pergamene cavalry to extra heavy		Extra-heavy cavalry				10	0	8	
Pergamene or Italian light cavalry	Warrior	Light cavalry	Average	Seasoned	Javelin, shield	8	0	6	
Pergamene peltasts	Regular	Medium infantry	Average	Seasoned	LTS, javelin, sidearm, shield	5	12	24	Not required. Loose.

Each unit +10

Numidians, Gauls, Spanish or Pergamene can only be used on their own, not together. Except that up to 12 Numidian non-noble cavalry can be used with other nationalities. Not required means that you don't have to use them but if you do use them, the minimums apply.