

## Marian Roman 105BC - 25BC

## Die is Cast Army list

Compulsory Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
General 2/2						free			
Legionaries	Regular	Heavy infantry	Steady	Seasoned	Pilum, sword, shield	8	72	120	Legion
Upgrade legionaries to veterans				Veteran		9	0	48	Legion
Downgrade new legionaries			Average			7	-	any	Legion
Gallic cavalry	Warrior	Medium cavalry	Steady	Veteran	Javelin, sword, shield	8	6	24	
Upgrade Gallic cavalry to heavy		Heavy cavalry				7	0	24	

Optional Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
Legion standard 2/0						50	0	1	
upgrade general to 4/3						75	0	1	
Additional commanders 2/2						100	0	2	
Ally general 1/1						50	0	2	
Praetorians	Regular	Heavy infantry	Guard	Elite	Pilum, sword, shield	11	0	12	Legion
Numidian cavalry	Warrior	Light cavalry	Average	Seasoned	Javelin, shield	7	0	12	Elite shots.
Numidian javelinmen	Warrior	Light infantry	Average	Seasoned	Javelin, shield	3	0	12	
Numidian archers	Warrior	Light infantry	Average	Seasoned	Bow	2	0	12	
upgrade Numidian archers to slingers					Sling, shield	4	0	12	
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	
Gallic infantry	Warrior	Medium infantry	Average	Seasoned	Javelin, sword, shield	3	0	30	Loose. Wild charge
Allied cavalry	Regular	Heavy cavalry	Average	Seasoned	Javelin, sword, shield	10	6	15	1. Allies
Allied pikes	Regular	Medium infantry	Average	Seasoned	Pike, shield	5	24	48	1. Allies. Phalanx.
Upgrade allied pikes to heavy		Heavy infantry				7	-	All or none	1. Allies. Phalanx.
Allied peltasts	Regular	Medium infantry	Average	Seasoned	Javelin, LTS, shield	5	12	36	1. Allies. Loose.
Arab mercenaries	Warrior	Light cavalry	Raw	Poor	Javelin, shield	6	0	30	Allies
Mount Arab mercenaries on camels		Light camels			May have bow instead of javelin, shield.	4	-	Up to half	Allies
Elephants	Warrior	Elephant	Average	Seasoned	2 crew with either javelins or bows in howdah	40	0	1	Allies.
Fixed battlefield defences					Covers a distance of 12	48	0	4	

Each unit

+10

1. Units so marked must have the minimums if any marked 1. are used.