

## Early Imperial Roman 25BC - 193AD

## 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	36	96	Legion
upgrade legionaries to veterans				Veteran		9	0	any	Legion
Equities alares	Regular	Heavy cavalry	Steady	Seasoned	Javelin, sword, shield	11	12	36	
Auxiliary infantry	Regular	Heavy infantry	Average	Seasoned	Javelin, sword, shield	6	24	64	Loose.
upgrade auxiliary infantry with slings					Javelin, sling, sword, shield	8	-	All or none	
Optional Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
Legion standard 2/0						50	0	1	
upgrade general to 3/3						50	0	1	
upgrade general to 4/4						100	0	1	
Additional commanders 2/2						100	0	2	
Praetorian cavalry	Regular	Heavy cavalry	Guard	Elite	Javelin, sword, shield	14	0	18	
Praetorian infantry	Regular	Heavy infantry	Guard	Veteran	Pilum, sword, shield	11	0	24	Legion.
Light bolt shooter	Regular	Artillery	Steady	Seasoned	2 crew	22	0	-	Max one per unit of legionaries.
Equites contartiorum	Regular	Heavy cavalry	Steady	Seasoned	Lance, sword	9	0	18	
Cataphracts	Regular	Super cavalry	Steady	Seasoned	Lance, sword	15	0	12	
Auxiliary archers	Regular	Heavy infantry	Average	Seasoned	Bow	5	0	24	Loose.
Light javelin cavalry	Warrior	Light cavalry	Average	Seasoned	Javelin, shield	6	0	12	
Light horse archers	Warrior	Light cavalry	Average	Seasoned	Bow, shield	5	0	12	
Gallic allies	Warrior	Medium infantry	Average	Seasoned	Javelin, sword, shield	6	0	20	Loose.
Client cataphracts	Warrior	Cataphract	Average	Veteran	Lance, sword	13	0	12	Ally.
Client horse archers	Warrior	Light cavalry	Raw	Poor	Bow	3	12	24	1. Ally.
Client archers	Warrior	Light infantry	Raw	Poor	Bow	1	24	36	1. Ally.
Client javelinmen	Warrior	Light infantry	Raw	Poor	Javelin, shield	2	0	12	Ally.
Client pikes	Regular	Medium infantry	Raw	Poor	Pike, shield	3	0	24	Ally.
Gladiators	Warrior	Heavy infantry	Average	Veteran	Javelin, sword, shield	6	0	20	
Numidian cavalry	Warrior	Light cavalry	Average	Seasoned	Javelin, shield	7	0	12	Elite shots
Sarmatian cavalry	Warrior	Heavy cavalry	Steady	Veteran	Lance, sword, bow	9	10	15	Ally.
Upgrade Sarmatian cavalry		Extra cavalry				11	-	All or none	Ally.
Fixed battlefield defences					Covers a distance of 12	48	0	4	

Each unit

+10

1. Minimums apply only if any client troops are use.

Minimum on Sarmatian cavalry only applies if any Sarmatians are used.