

## Late Imperial Roman 307AD - 425AD

## Die is Cast Army list

Compulsory Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
General 2/2						free			
upgrade general to 3/3						50	0	1	
upgrade general to 4/4						100	0	1	
Legionaries	Regular	Medium infantry	Average	Seasoned	Pilum or javelin, sword, shield	6	24	72	Legion. Shieldwall.
downgrade legionaries to militia			Raw	Poor	Javelin, shield	4	0	any unit	Shieldwall.
upgrade legionaries to elite			Steady	Veteran	Pilum, dart, sword, shield	9	0	any unit	Legion. Shieldwall.
Auxiliary infantry	Regular	Medium infantry	Raw	Poor	Javelin, sidearm, shield	3	12	96	Loose.
Equities alares	Regular	Heavy cavalry	Steady	Seasoned	Javelin, sword, shield	11	6	48	
Equities Illyricani	Regular	Light cavalry	Average	Seasoned	Javelin, sword, shield	8	6	24	
Optional Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
Legion standard 2/0						50	0	1	
Additional sub-commander 2/2						100	0	2	
Guard cavalry	Regular	Heavy cavalry	Guard	Elite	Javelin, sword, shield	14	0	18	
Guard infantry	Regular	Heavy infantry	Guard	Veteran	Pilum, dart, sword, shield	13	0	12	Legion. Shieldwall.
Light bolt shooter	Regular	Artillery	Steady	Seasoned		22	0	-	Max one per unit of legionaries.
Cataphracts	Regular	Super cavalry	Average	Seasoned	Lance, sword	14	0	16	
Clibanari	Regular	Extra cavalry	Average	Seasoned	Lance, bow, sword	14	0	24	
Equites contartiorum	Regular	Heavy cavalry	Steady	Seasoned	Lance, sword	9	0	6	
Horse archers	Regular	Light cavalry	Average	Seasoned	Bow, shield	8	0	12	
Upgrade any cavalry to Steady			Steady			+2 pts	0	24	
Archers to be mixed with legionary units	Regular	Medium infantry	Average	Seasoned	Bow, sword, shield	5	0	36	Legion.
Auxiliary archers	Regular	Medium infantry	Raw	Poor	Bow, shield	3	0	48	May be mixed in with auxiliary infantry.
Upgrade any auxiliary infantry/archers to elite			Steady	Veteran		+3 pts	0	any unit	
Legionary skirmishers	Regular	Light infantry	Average	Seasoned	Bow or javelin, shield	4	0	12	
upgrade legionary skirmishers to slings					Sling, shield	5	0	6	
upgrade legionary skirmishers to crossbow					Crossbow, shield	6	0	6	
Feoderatii infantry	Warrior	Medium infantry	Average	Seasoned	Javelin, shield	3	50	120	Not required.
Feoderatii noble cavalry	Warrior	Heavy cavalry	Steady	Veteran	Javelin, sword, shield	10	10	12	Not required.
Feoderatii light cavalry	Warrior	Light cavalry	Average	Seasoned	Bow, javelin, shield	7	0	24	

Each unit

+10

Units marked Not Required do not have to be used. But if any are, the minimums apply.