

at Lancaster Point

Camillan Roman

Terrain

@ 250pts you have 13pts of terrain

@ 500pts you have 25pts of terrain

Each terrain feature measures 6" x 6", multiple terrain features may be combined to make larger areas.

Village 10pts

River 8pts

Rivers run across width of table, x2 runs along length of table, x3 runs from corner to corner of table.

Bridge 12pts

Dense woods 6pts

Light woods 4pts

Hill 6pts

Pond/Marsh 4pts

Ploughed fields 3pts

6" of hedges 4pts

Commanders

➤ 250pts – 2 Commanders

➤ 500pts – 3 Commanders

➤ +1 Commander – 10pts

1-3 re-rolls – 10pts each

Cavalry

➤ Equites **12pts** 4/6 MS, Steady **0-2**

➤ Equites populous **9pts** 6/8 MS, Fast, Weak **0-4**

Infantry

➤ Hastatii **6pts** 4/6 shock, Steady **10-20**

➤ Principii **8pts** 3/5 shock, Steady **10-20**

➤ Triarii **14pts** 3/5 S1, AB1, Solid **5-10**

➤ Rorarii **6pts** 5/7 S2, Steady **0-4**

➤ Antesignani **8pts** 5/7, shock, brutal, Steady **0-1**

Missile

➤ Velites **5pts** 6/8 javelin, skirmishers, Steady **10-20**

➤ Slingers **5pts** 6/8 slings, skirmishers, Steady **0-4**

➤ Cretans **10pts** 6/8 bows (AB1), skirmishers, Steady **0-4**

Italian allies (use the Samnite list) max 50pts per 250pts of army. May only take warriors, tribesmen or either type of tribal cavalry.
Gallic allies, max 50pts per 250pts of army.

The Republican Roman army is incredibly unwieldy with the play test rules as it doesn't allow for a flexible command structure. Instead, for now, allow any unit in the army to operate up to its maximum move from any other unit that has a commander attached. Skirmishers may operate up to their maximum move from any unit in the army.