

at Lancaster Point

Marian 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 (2x villages make a small town)

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

Hill 6pts

Pond/Marsh 4pts

Ploughed fields 3pts

6" of hedges 4pts

Generals:

➤ 250pts – 2 Generals

➤ 500pts – 3 Generals

➤ +1 General – 10pts

1-3 re-rolls – 10pts each

Legionaires :

➤ Raw **7pts** 3/5 shock, weak **0-12**

➤ Regular **8pts** 3/5 shock, steady **20-40**

➤ Veterans **14pts** 3/5 shock, Brutal, solid **0-8**

Roman Cavalry:

➤ Heavy **14pts** 3/5 mounted spear, steady **0-4**

➤ Light javelin **10pts** 5/7 Javelin, steady **0-4**

Roman Missile

➤ Velites before 80BC **7pts** 5/7 Javelin, Skirmisher, steady **4-8**

Auxiliary Infantry:

➤ Gladiators **10pts** 4/6 Shock armour breaker (1), solid (max 2 bases) **0-4**

➤ Ligurian **6pts** 4/6 Shock, impetuous, steady **0-6**

➤ Rhaetian **8pts** 4/6 Shock, impetuous, Solid **0-6**

➤ Sarmatian **5pts** 4/6 Shock, impetuous, weak **0-8**

➤ Spanish **4pts** 4/6 Shock impetuous, poor **0-12**

➤ Spanish **10pts** 3/5 shock impetuous, Solid **0-4**

➤ Illyrian **6pts** 4/6 Impact impetuous, steady **0-6**

➤ Thracian **8pts** 5/7 shock, armour breaker (1) Impetuous, steady **0-6**

- Nubians **3pts** 5/7 impact, impetuous, weak **0-8**

Auxiliary Cavalry: (12 bases max)

- Gallic **14pts** 4/6 Shock, impetuous, mounted spear, steady **0-6**
- Germanic **16pts** 3/5 Shock, impetuous, mounted spear, Solid **0-4**
- Spanish **11pts** 4/6 Shock, impetuous, mounted spear, weak **0-6**
- Italian **10pts** 4/6 Shock, impetuous, mounted spear, poor **0-6**
- Macedonian **12pts** 5/7 Shock, Mounted spear, Steady **0-8**
- Numidian **10pts** 5/7 shock, mounted spear, poor **0-8**
- Thracian **14pts** 4/6 shock, impetuous, Mounted spear, steady **0-6**
- Illyrian **14pts** 5/7 shock, mounted spear, Solid **0-8**
- Cappadocian **11pts** 5/7 shock, impetuous, mounted spear, Weak **0-8**
- Syrian horse archers **9pts** 6/8 bow, skirmishers, steady **0-4**

Auxiliary Missile:

- Balearic slingers **7pts** 6/8 slings, skirmishers, Solid **0-4**
- Greek slingers **5pts** 6/8 slings, skirmishers, steady **0-4**
- Numidian slingers **4pts** 6/8 slings, skirmishers, weak **0-4**
- Numidian archers **5pts** 6/8 Bows, skirmishers, weak **0-4**
- Gallic archers **8pts** 6/8 Bows, skirmishers, solid **0-4**
- Greek archers **6pts** 6/8 Bows, skirmishers, Steady **0-4**
- Pontic archers **3pts** 6/8 bows weak **0-6**
- Pontic archers **4pts** 6/8 Bows, skirmishers, poor **0-4**
- Cretan archers **8pts** 6/8 Bows, skirmishers, solid **0-4**
- Germanic javelin **7pts** 6/8 Javelin, skirmishers, solid **0-4**
- Numidian javelin **4pts** 6/8 Javelin skirmishers, weak **0-4**
- Greek javelin **5pts** 6/8 Javelin skirmishers, steady **0-4**
- Spanish javelin **3pts** 6/8 Javelin skirmishers poor **0-4**

Elephants:

- African Elephants **18pts** 2/4 armour breaker (1) Terror **0-1**

Artillery: (3 artillery max)

- Ballista **10pts** 5/7 field artillery **0-3**
- Scorpion **8pts** 5/7 light artillery **0-3**

Allies:

- Bithynian
- Galatian
- Arab Nomad
- Judean
- Armenian
- Numidian
- Moorish