Romans

Yes I know... Romans are not what you'd call a figment of the imagination. So, what are they doing here you might well ask? Well, Warlords of Erehwon aims to encompass the whole realm of myth and folklore as well as pure fantasy, which naturally leads us to classical subjects and historical mythology. This list is based on the age of the Roman legions, which we'll acknowledge as lasting from the time of Augustus to the mid-third century. In other words, we are talking about Romans as they are commonly portrayed and understood in film, TV, etc.

This list is not strictly 'historical' in so far as I've constructed it to represent a warband as defined in the game. However, it uses historical troop types wielding historical weapons, and we will have to simply imagine how such a body of men has come about. Perhaps they are refugees from some disaster: the remnants of the 9th Legion fleeing the wrath of the Iceni Queen, or a band of survivors from the sorry defeat of Crassus at the hands of the Parthians. Maybe they are a small force dispatched to raid beyond the frontier, rescue Roman captives, or detain some trouble-making tribal chief.

Either way, I have taken the liberty of adding a Haruspex to turn the 'historical' warband into a fantasy one, should players wish to do so. I've also added gladiators and a few other romantic elements. Gladiators did actually take to the field on at least one occasion, but that was rather the exception. Anyone wishing to play a more accurately historical game can ignore such things.

I'm sure that anyone who has a yen to field Romans will be familiar enough with the subject to dispense with the usual Erehwonian summary of their place in literature, popular culture and history. If we choose to take our examples from history, then we already know what we are about and I shall spare you a potted history of the Julio-Claudian dynasty and its successors. If, on the other hand, our motivation comes from such sources as The Life of Bryan, Carry On Cleo, and Gladiator, then we are already primed with all we need to know. So, step forward Biggus Dickus... the mighty Hengist Pod by your side ... and titter ye not Lurkio... the Romans are here.

"Nec terrore! Nec terrore!"

Optio Ionnis

Our list includes a Centurion in the role of Warlord to head-up our gallant Romans. He might equally well be a senior officer of the senatorial class, a legate (Legates Legionis - who commanded a legion), tribune (Tribunus Laticlavius - his second in command), or equestrian tribune (staff officiers). Or he could be another character who finds himself in charge of your warband, perhaps a former soldier turned settler, maybe a rebel leader unfortunate to choose the wrong side in the Year of Four Emperors.

Our hero is more likely to be one of the senior Centurions or perhaps a battle-hardened veteran. Alternatively, he might have learned his fighting prowess as a private bodyguard or even a gladiator, but whatever his story we present him armed and armoured as we might expect a Roman officer to be. We've also allowed for our hero to ride a chariot, not a strictly historical option for a military force, but our hero has plainly seen the right movies.

The Haruspex may be imagined as the Priest of one or other of the many Roman cults that were popular with soldiers. Although the presence of a magic-wielding sorcerer is entirely fictional, the ancients believed in all kinds of magics and eagerly sought the omens before engaging in battle. We give our chap the usual choice of hangers-on, either mortal or spiritual, and leave it to players to fix upon suitable models for the latter.

Legionaries are represented in different guises to allow us to field our typical fighting men as well as veterans, heavily armoured troops, or work parties armed with the dolabra. Heavy legionaries are equipped with segmented manica to protect their sword arms, reinforced helmets and shoulder armour, and possibly with greaves as well. They were prominent during the time of Trajan's Dacian wars and their armour may have been developed to counter the fearsome double-handed falx of the Dacians (equivalent to a big axe).

Legionaries formed into work parties would wear their armour if they suspected trouble, keeping helmets and shields at hand. Hence I have allowed for lighter armour and an upgrade. I've armed them with the ubiquitous work-tool, the pick-axe-like 'dolabra' (big axe equivalent) as useful for hewing bone and piercing armour as for chopping wood and breaking stone.

The architypal weapon of the legionary is the sword combined with a heavy javelin - the pilum. I have included new rules for the pila because it is a characteristic weapon with a specific tactical role, which I've tried to reflect in terms of our game without creating a 'super weapon'.

Auxiliaries provide further infantry options in what is fundamentally an infantry-based warband. Unarmoured and lightly armoured missile troops take the form of slingers, archers and javelinmen. Our typical Auxiliary trooper wears a mail coat and a helmet, and he bears a shield and spear. In fact, he is as well-armoured as a legionary, even if he does not enjoy the same status: legionaries were Roman citizens - auxiliaries could earn citizenship by military service and this was one reason locals signed up.

Although one does not immediately think of cavalry when Romans are mentioned, their army included mounted units, which were called Alae or 'wings'. Alae were divided into Turmae - a Turma being roughly a squadron of 32 men. I've tried to represent a variety of historical cavalry types, although not all types would necessarily serve across the whole of the Roman Empire.

The most common kind of cavalry are Auxiliary cavalry equipped with a number of spears both to throw or thrust. A few units were equipped with a longer spear called the Contos, that was held in two hands. This type of long lance was probably inspired by Sarmatian cavalry encountered by Romans during the wars against the Dacians in what is modern Romania. I've added this option as a lance along with the option to carry swords.

Other cavalry units were equipped with heavier armour and some were designated as Cataphractarii or Clibanarii. It's not clear what the difference between these is - or even if there is any - but I've followed the suggestion that Clibararii were armed in a more eastern tradition and carried bows.

Gladiators give us an unusual fighting unit. The most heavily armoured have been given the slow rule, as well as the usual penalties, to represent the lumbering armour of the most heavily armoured gladiators. This has loose historical precedence and plenty of support from the movies and literature, 'Ave Imperator, morituri te salutant!'

Our Roman warband is favoured with artillery options in the form of the familiar Scorpion bolt-throwing engine and stone throwing Ballista.

Don't Point That Pilum at me!

The archetypical weaponry of the Roman legionary comprises a stout sword (gladius) and a brace of heavy javelins (pila - singular pilum). With a small diamond-shaped head and long, thin, iron shank the weighted pilum was designed to penetrate shields and armour (not to mention bodies).

Pila varied in weight, but we can think of them as 'heavy javelins' similar to other weighted missiles such as the Frankish Angon and later Roman Plumbata. Some pila incorporated a substantial lead weight to give them greater penetrating power, but others lacked this feature and

were lighter. Roman soldiers carried one heavy and one light version. Pila were held back until just before contact in order to cause the most damage, and also - one imagines - because their weight gave them only a limited range compared to conventional javelins.

The pilum is represented as follows. The pilum is a missile weapon which has no range and is only used during an exchange of missiles. The first time the unit throws its pila it counts as having an SV of 2. When the unit throws pila subsequently it counts as having an SV of 1. This represents the initial discharge of the heavier weapon, followed by subsequent use of the lighter weapon or discards. The pilum has been costed at 2pts.

Note that not all models of Roman legionaries are portrayed with their pila. Rarely are they blessed with more than one. It is left to players to decide whether to assume units carry pila or to field their troops 'as you see'. The usual rule in Warlords of Erehwon is to assume models armed with thrown missiles carry enough to last the whole battle, regardless of how many a model carries.

Alternatively, if players want to come to some mutually acceptable arrangement limiting the number of times a model or unit can throw pila, then that's entirely fine. I would sooner avoid the book-keeping myself, but 'never say never'. Imagine a situation where a last stand of legionaries is obliged to harbour its resources in the face of a relentless foe. Can we hold out until nightfall and sneak off under cover of darkness? O tempora o mores. (Which is your actual Latin for 'no more battered vegetables').

Rete

The Retiarius is the gladiator who fights with net (rete) and trident. Although gladiators certainly fought in real-life conflicts on occasion they certainly did so using more conventional arms. However, I've allowed for our gladiators to have nets as an option because it gives us an interesting and different combatant. The net is a hand-hurled missile weapon that can **only** be thrown as part of an exchange of missiles. Hits from a net cause no damage, but inflict a pin on the target in the usual way.

In addition, if the target is a warrior or mounted unit, make a D10 test against the total number of net hits scored. If successful then 1 opposing model cannot strike any blows at all during the ensuing hand-to-hand fighting, including in any follow-on combat. This model is chosen from the unit by the player that threw the net. The model is tangled in the net for the duration of the fighting, but is automatically freed at the conclusion of fighting if still alive. The net is costed at 1pt.

Note that I've used the rule developed for the bolas in the Lizardmen list, where it can be found together with examples should you seek further clarification. The same rule can equally be used for lariats or lassos.

CENTURION

Warlord Warriors Unit   *Points Value: 108*

Special: You must include one Centurion or Mounted Centurion in your warband and one only.

Unit: Centurion	Ag	Acc	Str	Res	Init	Co	Special
1 x Centurion with sword, medium armour	5	5	5	5(7)	8	8	Tough, Command, Follow, 3x HtH, Wound
2 x Bodyguard with sword, medium armour	5	5	5	5(7)	7	8	

Options	
•Give unit pila @2pts per model	•Give unit Disciplined rule @10pts
•Upgrade Centurion to Wounds 2 @14pts	•Add up to 2 Bodyguards @16pts each
•Upgrade Centurion to Tough 2 @10pts	

MOUNTED CENTURION

Warlord Mounted Unit   *Points Value: 134*

Special: You must include one Centurion or Mounted Centurion in your warband and one only.

Unit: Mounted Centurion	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Centurion with sword, medium armour	5	5	5	6(8)	8	8	Tough, Command, Follow, Fast 8, 3x HtH, Wound
2 x Mounted Bodyguard with sword, light armour	5	5	5	6(8)	7	8	Fast 8

Options	
•Give unit spears @Free per model	•Give unit Disciplined rule @10pts
•Upgrade Centurion to Wounds 2 @16pts	•Add up to 2 Bodyguards @24pts each
•Upgrade Centurion to Tough 2 @10pts	

HARUSPEX

Warriors Unit   *Points Value: 57*

Special: You can include a maximum of one Haruspex in your warband.

Unit: Haruspex	Ag	Acc	Str	Res	Init	Co	Special
1 x Haruspex with sword	5	5	5	5	7	8	Tough, Wound, Magic Level 1
0 x Acolytes with sword	5	5	5	5	7	7	
0 x Genii Spirits	5	5	5	5	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

Options	
•Give Haruspex dolabra (big axe) @free	•Give Haruspex and Acolytes light armour @5pts + a further 2pts per Acolyte model increasing Res to 5(6)
•Upgrade Haruspex to Magic Level 2 @25pts	
•Upgrade Haruspex to Magic Level 3 @50pts	•Add up to 4 Acolytes @ 10pts each **OR**
•Upgrade Haruspex to Tough 2 @10pts	Add up to 4 Genii Spirits @ 18pts each
•Give unit Divine Intervention rule @10pts	

ROMAN HERO

Warriors Unit   *Points Value: 85*

Special: You can include a maximum of one Roman Hero, Roman Mounted Hero or Roman Hero in Chariot in your warband.

Unit: Roman Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Roman Hero with sword, medium armour	5	5	6	6(8)	9	9	Tough 2, Hero, 3x HtH, Wound
Options							

- Give Hero pilum @2pts
- Give unit Disciplined rule @10pts
- Upgrade Hero to Wounds 2 @16pts
- Upgrade Hero to Wounds 3 @32pts
- Upgrade Hero to Tough 3 @10pts

MOUNTED ROMAN HERO

Mounted Unit   *Points Value: 95*

Special: You can include a maximum of one Roman Hero, Roman Mounted Hero or Roman Hero in Chariot in your warband.

Unit: Mounted Roman Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Roman Hero with sword, medium armour	5	5	6	7(9)	9	9	Tough 2, Hero, 3x HtH, Wound, Fast 8
Options							

- Give Hero spear @free
- Give Hero javelins @2pts
- Give unit Disciplined rule @10pts
- Upgrade Hero to Tough 3 @10pts
- Upgrade Hero to Wound 2 @18pts
- Upgrade Hero to Wound 3 @36pts

ROMAN HERO IN CHARIOT

Chariot Unit   *Points Value: 160*

Special: You can include a maximum of one Roman Hero, Roman Mounted Hero or Roman Hero in Chariot in your warband.

Unit: Roman Hero in Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Chariot with Roman Hero and crew pulled by two horses	3	-	-	10	-	-	Large, Tough 2, Fast 8, Irresistible Charge
1 x Roman Hero with sword, [medium armour]	[5]	5	6	[6(8)]	9	9	[Tough 2], Hero, 3x HtH, [Wound}
1 x Roman crew with sword	-	5	5	-	-	-	-
2 x Horse	-	-	-	-	-	-	-
Options							

- Give Hero and crew pilum @4pts
- Give unit Disciplined rule @10pts
- Upgrade Hero to Tough 3 @10pts
- Upgrade Hero to Wound 2 @16pts on foot only
- Upgrade Hero to Wound 3 @32pts on foot only
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge

ROMAN LEGIONARIES

Warriors Unit   *Points Value: 82*

Unit: Roman Legionaries	Ag	Acc	Str	Res	Init	Co	Special
1 x Roman Optio with sword, medium armour	5	5	5	5(7)	7	8	Tough
4 x Roman Legionary with sword, medium armour	5	5	5	5(7)	7	7	

Options		

• Give unit pila @2pts per model

• Give unit Disciplined rule @10pts

• Add up to 5 Roman legionaries @14pts each

LEGIONARY WORKING PARTY

Warriors Unit   *Points Value: 72*

Special: You can include a maximum of one Legionary Working Party in your warband.

Unit: Legionary Working Party	Ag	Acc	Str	Res	Init	Co	Special
1 x Roman Optio with dolabra (big axe), light armour	5	5	5	5(6)	7	8	Tough
4 x Roman Legionary with dolabra (big axe), light armour	5	5	5	5(6)	7	7	

Options		

• Give unit swords @Free per model

• Give unit Disciplined rule @10pts

• Give unit medium armour @2pts per model increasing Res to 5(7)

• Add up to 5 Legionaries with dolabra @12pts each

LEGIONARIES IN HEAVY ARMOUR

Warriors Unit   *Points Value: 77*

Special: You can include a maximum of one unit of Legionaries in Heavy Armour in your warband.

Unit: Legionaries in Heavy Armour	Ag	Acc	Str	Res	Init	Co	Special
1 x Roman Optio in heavy armour with sword, heavy armour	4	5	5	5(8)	6	8	Tough, Heavily Laden
4 x Roman Legionary in heavy armour with sword, heavy armour	4	5	5	5(8)	6	7	Heavily Laden

Options		

• Give unit pila @2pts per model

• Give unit Disciplined rule @10pts

• Add up to 5 Legionaries in heavy armour @13pts each

VETERAN LEGIONARIES

Warriors Unit   *Points Value: 100*

Special: You can include a maximum of one unit of Veteran Legionaries in your warband.

Unit: Veteran Legionaries	Ag	Acc	Str	Res	Init	Co	Special
1 x Veteran Optio with sword, medium armour	5	5	6	5(7)	7	8	Tough
4 x Veteran Legionary with sword, medium armour	5	5	6	5(7)	7	8	

Options		

• Give unit pila @2pts per model

• Give unit Disciplined rule @10pts

• Add up to 5 Veteran Legionaries @18pts each

ROMAN AUXILIARIES

Warriors Unit   *Points Value: 72*

Unit: Roman Auxiliaries	Ag	Acc	Str	Res	Init	Co	Special
1 x Auxiliary Decurion with sword, light armour	5	5	5	5(6)	7	8	Tough
4 x Auxiliary with sword, light armour	5	5	5	5(6)	7	7	

Options

• Give unit spears @Free per model   •Add up to 5 Roman Auxiliaries @12pts each

• Give unit medium armour @2pts per model increasing Res to 5(7)

AUXILIARY INFANTRY WITH BOWS

Warriors Unit   *Points Value: 72*

Unit: Auxiliary Infantry with Bows	Ag	Acc	Str	Res	Init	Co	Special
1 x Decurion with sword or axe, bow	5	5	5	5	7	8	Tough
4 x Bowman with sword or axe, bow	5	5	5	5	7	7	

Options

• Give unit light armour @2pts per model increasing Res to 5(6)   •Add up to 5 Bowmen @12pts each

AUXILIARY INFANTRY WITH JAVELINS

Warriors Unit   *Points Value: 72*

Unit: Auxiliary Infantry with Javelins	Ag	Acc	Str	Res	Init	Co	Special
1 x Decurion with sword, javelin	5	5	5	5	7	8	Tough
4 x Infantry with sword, javelin	5	5	5	5	7	7	

Options

• Give unit light armour @2pts per model increasing Res to 5(6)   •Add up to 5 Infantry with javelin @12pts each

AUXILIARY INFANTRY WITH SLINGS

Warriors Unit   *Points Value: 77*

Unit: Auxiliary Infantry with Slings	Ag	Acc	Str	Res	Init	Co	Special
1 x Decurion with sword, sling	5	5	5	5	7	8	Tough
4 x Slinger with sword, sling	5	5	5	5	7	7	

Options

• Give unit light armour @2pts per model increasing Res to 5(6)   •Add up to 5 Slingers @13pts each

ROMAN AUXILIARY CAVALRY - EQUITES

Mounted Unit   *Points Value: 72*

Unit: Auxiliary Cavalry	Ag	Acc	Str	Res	Init	Co	Special
1 x Decurion with spear, light armour	5	5	5	6(7)	7	8	Tough, Fast 8
2 x Cavalryman with spear, light armour	5	5	5	6(7)	7	7	Fast 8

Options

- Give unit swords @ free per model
- Give unit lances @1pt per model to make Contarii
- Add up to 2 Cavalrymen @20pts each

ROMAN CATAPHRACT CAVALRY - CATAPHRACTARII

Mounted Unit   *Points Value: 81*

Special: You can include a maximum of one Cataphract unit in your warband.

Unit: Cataphract Cavalry	Ag	Acc	Str	Res	Init	Co	Special
1 x Decurion with lance, medium armour	5	5	5	6(8)	7	8	Tough, Fast 8
2 x Cavalryman with lance, medium armour	5	5	5	6(8)	7	7	Fast 8

Options

- Give unit heavy armour @1pt per model increasing Res to 6(9) and adding Heavily Laden rule (no sprint)
- Add up to 2 Cavalrymen @23pts each
- Give unit bow @2pts per model only if also given heavy armour to make eastern Clibanarii

ROMAN HORSE ARCHERS - SAGITTARII

Mounted Unit   *Points Value: 78*

Special: You can include a maximum of one Horse Archer unit in your warband.

Unit: Horse Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Decurion with sword, bow, light armour	5	5	5	6(7)	7	8	Tough, Fast 8
2 x Horse Archer with sword, bow, light armour	5	5	5	6(7)	7	7	Fast 8

Options

- Add up to 2 Horse Archers 22pts each

LIGHT CAVALRY

Mounted Unit   *Points Value: 72*

Unit: Auxiliary Cavalry	Ag	Acc	Str	Res	Init	Co	Special
1 x Decurion with sword, javelin	5	5	5	6	7	8	Tough, Fast 8
2 x Cavalryman with sword, javelin	5	5	5	6	7	7	Fast 8

Options

- Add up to 2 Light Cavalry @20pts each

GLADIATORS

Warriors Unit   *Points Value: 82*

Unit: Gladiators	Ag	Acc	Str	Res	Init	Co	Special
1 x Gladiator Leader with sword	5	5	6	6	7	8	Tough
4 x Gladiator with sword	5	5	6	6	7	7	

Options

• Give unit light armour @2pts a model increasing Res to 6(7)

• Give unit medium armour @4pts a model increasing Res to 6(8)

• Give unit heavy armour @3pts a model increasing Res to 6(9) reducing Ag and Init by 1 and adding Heavily Laden rule

• Give unit Nets @1pts per model - not available to Gladiators in heavy armour

• Add up to 5 Gladiators @14pts each

ROMAN CATAPULT - SCORPION

Artillery Unit   *Points Value: 84*

Unit: Roman Catapult - Scorpion	Ag	Acc	Str	Res	Init	Co	Special
3 x Legionary crew with swords, medium armour, bolt throwing engine	5	5	5	5(7)	7	7	Large, Slow 3

Equipment

• 1 x Small Bolt Thrower

Options

• Give unit Large Bolt Thrower instead of Small Bolt Thrower @21pts

• Add up to 2 Legionary crew to unit @14pts each

ROMAN CATAPULT - BALLISTA

Artillery Unit   *Points Value: 96*

Unit: Roman Catapult - Ballista	Ag	Acc	Str	Res	Init	Co	Special
3 x Legionary crew with swords, medium armour, stone throwing engine	5	5	5	5(7)	7	7	Large, Slow 3

Equipment

• 1 x Small Stone Thrower

Options

• Give unit Large Stone Thrower instead of Small Stone Thrower @27pts

• Add up to 2 Legionary crew to unit @14pts each

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Pilum	-	-	-	1/2	Exchange of missiles only. SV2 first use.
Bow	0-10"	10-20"	-	0	
Sling	0-10"	10-20"	-	0	2x ranged attacks on Fire order
Javelin	0-10"	-	-	1	
Net	-	-	-	-	Exchange of missiles only. No Damage. Test number of hits to disable.
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire Order to Shoot, 3x Ranged SV3
Large Bolt Thrower	0-20"	20-40"	40-60"	5	Fire Order to Shoot, Unstoppable
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order required to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order required to shoot, D6 hits
Sword or Axe	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can be used for exchange of missiles
Lance	Hand-to-Hand Combat			1/3	SV3 on Charge
Huge Sword or Big Axe	Hand-to-Hand Combat			2	
Daggers	Hand-to-Hand Combat			1	

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Disciplined. Lose all pins when pass a Rally test.

Divine Intervention. Can steal an order dice from an enemy unit within 20" with successful Command test. If fail take 1 pin instead. Maximum of 1 attempt in any turn.

Heavily Laden. Cannot Sprint.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Irresistible Charge. D3 SV bonus when charging.

Large. +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models.

Slow/Fast. Move at the basic rate indicated.

Spirit. Can be sacrificed for a re-roll. Destroyed if wizard is slain.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.