

Imperium Romanum



Armies and Enemies of Imperial Rome 31BC-476AD

WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

LIGHT BOLT THROWER (36pts)

(See rulesbook page 180)

Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.

The crew may have light armour (+4).

Range 36", S4/-1 per rank, no save, D3 wounds per hit

Special Rules: *Bolt Thrower*

STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS

All units may have a leader, standard and musician for 5pts each.

All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY

Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS

As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WARHOUNDS

(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missile weapons should be randomly divided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)

Special Rules: *Warband, Skirmishers*

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

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HISTORICAL BACKGROUND

Augustus (27 BC–AD 14)

Octavian, the grandnephew and heir of Julius Caesar, had made himself a central military figure during the chaotic period following Caesar's assassination. In 43 BC at the age of twenty he held his first consulship and became one of the three members of the Second Triumvirate, a political alliance with Lepidus, and Mark Antony. In 36 BC, he was given the power of a Plebeian Tribune, which gave him veto power over the senate and the ability to control the Plebeian Council, the principal legislative assembly. These powers made himself and his position sacrosanct. The triumvirate ended in 32 BC, torn apart by the competing ambitions of its members: Lepidus was forced into exile and Antony, who had allied himself with his lover Queen Cleopatra VII of Egypt, committed suicide in 30 BC following his defeat at the Battle of Actium (31 BC) by the fleet of Octavian commanded by his general Agrippa. Octavian subsequently annexed Egypt to the empire.

Now sole ruler of Rome, Octavian began a full-scale reformation of military, fiscal and political matters. In 29 BC, he was given the authority of a Roman Censor and thus the power to appoint new senators.¹⁰² The senate also granted him a unique grade of Proconsular *imperium*, giving him authority over all proconsuls, the military governors of the empire.¹⁰³ The powers had he now secured for himself were in effect those that his predecessor Julius Caesar had secured for himself years earlier as Roman Dictator. The provinces at the frontiers where the vast majority of legions were stationed, newly classified as imperial provinces, were now under the control of Octavian. The peaceful provinces were given to the authority of the senate and were classified as senatorial provinces. The legions, which had reached an unprecedented number of around fifty because of the civil wars, were concentrated and reduced to twenty-eight. Octavian also created nine special cohorts to maintain peace in Italy, keeping at least three stationed in Rome. The cohorts in the capital became known as the Praetorian Guard.

In 27 BC, Octavian offered to transfer control of the state back to the senate.¹⁰² The Senate refused the offer, which in effect was a ratification of his position within the state. Octavian was also granted the title of "Augustus" by the senate,¹⁰⁴ and took the title of *Princeps* or "first citizen".¹⁰³

As the adopted heir of Julius Caesar, Octavian, now referred to as "Augustus", took *Caesar* as a component of his name. By the time of the reign of Vespasian, the term *Caesar* had evolved from a family name into a formal title. Augustus completed the conquest of Hispania, while subordinate generals expanded Roman possessions in Africa and Asia Minor. Augustus' final task was to ensure an orderly succession of his powers. His greatest general and stepson Tiberius had conquered Pannonia, Dalmatia, Raetia, and temporarily Germania for the empire, and was thus a prime candidate. In 6 BC, Augustus granted tribunician powers to his stepson,¹⁰⁵ and soon after he

recognized Tiberius as his heir. In 13 AD, a law was passed which extended Augustus' powers over the provinces to Tiberius,¹⁰⁶ so that Tiberius' legal powers were equivalent to, and independent from, those of Augustus.¹⁰⁶ In 14 AD Augustus died at the age of seventy-five, having ruled the empire for forty years.

Tiberius to Alexander Severus (14–235)



The Roman Empire in 210 AD during the reign of Septimius Severus.

Augustus was succeeded by his stepson Tiberius, the son of his wife Livia from her first marriage. Augustus was a scion of the *gens* Julia (the Julian family), one of the most ancient patrician clans of Rome, while Tiberius was a scion of the *gens* Claudia. Their three immediate successors were all descended from the *gens* Claudia, through Tiberius's brother Nero Claudius Drusus. They also descended from the *gens* Julia, emperors Caligula and Nero through Julia the Elder, Augustus's daughter from his first marriage, and emperor Claudius through Augustus's sister Octavia Minor. Historians refer to their dynasty as the "Julio-Claudian Dynasty".

The early years of Tiberius's reign were relatively peaceful. However, his rule soon became characterised by paranoia. He began a series of treason trials and executions, which continued until his death in 37. The logical successor to the much hated Tiberius was his 24-year-old grandnephew Caligula. Caligula's reign began well, but after an illness he became tyrannical and insane. In 41 Caligula was assassinated, and for two days following his assassination, the senate debated the merits of restoring the republic.

Due to the demands of the army, however, Claudius was ultimately declared emperor. Claudius was neither paranoid like his uncle Tiberius, nor insane like his nephew Caligula, and was therefore able to administer the empire with reasonable ability. In his own family life he was less successful, as he married his niece, who may very well have poisoned him in 54. Nero, who succeeded Claudius, focused much of his attention on diplomacy, trade, and increasing the cultural capital of the empire. Nero, though, is remembered as a tyrant, and was forced to commit suicide in 68.

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Nero was followed by a brief period of civil war, known as the "Year of the Four Emperors". Augustus had established a standing army, where individual soldiers served under the same military governors over an extended period of time. The consequence was that the soldiers in the provinces developed a degree of loyalty to their commanders, which they did not have for the emperor. Thus the empire was, in a sense, a union of inchoate principalities, which could have disintegrated at any time.¹⁰⁸ Between June 68 and December 69, Rome witnessed the successive rise and fall of Galba, Otho and Vitellius until the final accession of Vespasian, first ruler of the Flavian dynasty. These events showed that any successful general could legitimately claim a right to the throne.



Vespasian commissioned the Colosseum in Rome.

Vespasian, though a successful emperor, continued the weakening of the Senate which had been going on since the reign of Tiberius. Through his sound fiscal policy, he was able to build up a surplus in the treasury, and began construction on the Colosseum. Titus, Vespasian's successor, quickly proved his merit, although his short reign was marked by disaster, including the eruption of Mount Vesuvius in Pompeii. He held the opening ceremonies in the still unfinished Colosseum, but died in 81. His brother Domitian succeeded him. Having exceedingly poor relations with the senate, Domitian was murdered in September of 96.

The next century came to be known as the period of the "Five Good Emperors", in which the successions were peaceful and the Empire was prosperous. Each emperor of this period was adopted by his predecessor. The last two of the "Five Good Emperors" and Commodus are also called Antonines. After his accession, Nerva, who succeeded Domitian, set a new tone: he restored much confiscated property and involved the Roman Senate in his rule.

Starting with 101 Trajan undertook two military campaigns against the gold rich Dacia, which he finally conquered in 106 (see Trajan's Dacian Wars). In 112, Trajan marched on Armenia and annexed it to the Roman Empire. Then he turned south into Parthia, taking several cities before declaring Mesopotamia a new province of the

empire, and lamenting that he was too old to follow in the steps of Alexander the Great. During his rule, the Roman Empire expanded to its largest extent, and would never again advance so far to the east. Hadrian's reign was marked by a general lack of major military conflicts, but he had to defend the vast territories that Trajan had acquired.



Third-century Roman soldiers battling Gothic troops, as depicted on a contemporary Roman sarcophagus, c. 250 AD (National Museum of Rome, Rome).

Antoninus Pius's reign was comparatively peaceful. During the reign of Marcus Aurelius, Germanic tribes launched many raids along the northern border. The period of the "Five Good Emperors" also commonly described as the Pax Romana, or "Roman Peace" was brought to an end by the reign of Commodus. Commodus was the son of Marcus Aurelius, breaking the scheme of adoptive successors that had turned out so well. Commodus became paranoid and slipped into insanity before being murdered in 192.

The Severan Dynasty, which lasted from 193 until 235, included several increasingly troubled reigns. A generally successful ruler, Septimius Severus, the first of the dynasty, cultivated the army's support and substituted equestrian officers for senators in key administrative positions. His son, Caracalla, extended full Roman citizenship to all free inhabitants of the empire. Increasingly unstable and autocratic, Caracalla was assassinated by Macrinus, who succeeded him, before being killed and succeeded by Elagabalus. Alexander Severus, the last of the dynasty, was increasingly unable to control the army, and was assassinated in 235.

Crisis of the Third Century and the later emperors (235–395)

The Crisis of the Third Century is a commonly applied name for the near-collapse of the Roman Empire between 235 and 284. During this time, 25 emperors reigned, and the empire experienced extreme military, political, and economic crises. Additionally, in 251, the Plague of Cyprian broke out, causing large-scale mortality which may have seriously affected the ability of the Empire to defend itself.¹¹⁰ This period ended with the accession of Diocletian, who reigned from 284 until 305, and who solved many of the acute problems experienced during this crisis.

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However, the core problems would remain and cause the eventual destruction of the western empire. Diocletian saw the vast empire as ungovernable, and therefore split the empire in half and created two equal emperors to rule under the title of *Augustus*. In doing so, he effectively created what would become the Western Roman Empire and the Eastern Roman Empire. In 293 authority was further divided, as each *Augustus* took a junior Emperor called a *Caesar* to provide a line of succession. This constituted what is now known as the Tetrarchy ("rule of four"). The transitions of this period mark the beginnings of Late Antiquity.

The Tetrarchy effectively collapsed with the death of Constantius Chlorus, the first of the Constantinian dynasty, in 306. Constantius's troops immediately proclaimed his son Constantine the Great as *Augustus*. A series of civil wars broke out, which ended with the entire empire being united under Constantine, who legalised Christianity definitively in 313 through the *Edict of Milan*.

In 361, after further episodes of civil war, Julian became emperor. His edict of toleration in 362 ordered the reopening of pagan temples, and, more problematically for the Christian Church, the recalling of previously exiled Christian bishops. Julian eventually resumed the war against Shapur II of Persia, although he received a mortal wound in battle and died in 363. His officers then elected Jovian emperor. Jovian ceded territories won from the Persians as far back as Trajan's time, and restored the privileges of Christianity, before dying in 364.



The Tetrarchs, a porphyry sculpture sacked from a Byzantine palace in 1204, Treasury of St Mark's, Venice

Upon Jovian's death, Valentinian I, the first of the Valentinian dynasty, was elected Augustus, and chose his brother Valens to serve as his co-emperor. In 365, Procopius managed to bribe two legions, who then proclaimed him Augustus. War between the two rival Eastern Roman Emperors continued until Procopius was defeated, although in 367, eight-year-old Gratian was proclaimed emperor by the other two. In 375 Valentinian I led his army in a campaign against a Germanic tribe, but died shortly thereafter. Succession did not go as planned. Gratian was then a 16-year-old and arguably ready to act as Emperor, but the troops proclaimed his infant half-brother emperor under the title Valentinian II, and Gratian acquiesced.

Meanwhile, the Eastern Roman Empire faced its own problems with Germanic tribes. One tribe fled their former lands and sought refuge in the Eastern Roman Empire. Valens let them settle on the southern bank of the Danube in 376, but they soon revolted against their Roman hosts. Valens personally led a campaign against them in 378. However this campaign proved disastrous for the Romans. The two armies approached each other near Adrianople, but Valens was apparently overconfident of the numerical superiority of his own forces over the enemy. Valens, eager to have all of the glory for himself, rushed into battle, and on 9 August 378, the Battle of Adrianople resulted in a crushing defeat for the Romans, and the death of Valens.

Contemporary historian Ammianus Marcellinus estimated that two-thirds of the Roman soldiers on the field were lost in the battle. The battle had far-reaching consequences, as veteran soldiers and valuable administrators were among the heavy casualties, which left the Empire with the problem of finding suitable leadership. Gratian was now effectively responsible for the whole of the Empire. He sought however a replacement Augustus for the Eastern Roman Empire, and in 379 chose Theodosius I.

Theodosius, the founder of the Theodosian dynasty, proclaimed his five-year-old son Arcadius an Augustus in 383 in an attempt to secure succession. Hispanic Celt general Magnus Maximus, stationed in Roman Britain, was proclaimed Augustus by his troops in 383 and rebelled against Gratian when he invaded Gaul. Gratian fled, but was assassinated. Following Gratian's death, Maximus had to deal with Valentinian II, at the time only twelve years old, as the senior Augustus. Maximus soon entered negotiations with Valentinian II and Theodosius, attempting and ultimately failing to gain their official recognition. Theodosius campaigned west in 388 and was victorious against Maximus, who was captured and executed. In 392 Valentinian II was murdered, and shortly thereafter Arbogast arranged for the appointment of Eugenius as emperor.

The eastern emperor Theodosius I refused to recognise Eugenius as emperor and invaded the West again, defeating and killing Arbogast and Eugenius. He thus reunited the entire Roman Empire under his rule.

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Theodosius was the last Emperor who ruled over the whole Empire. As emperor, he made Christianity the official religion of the Roman Empire. After his death in 395, he gave the two halves of the Empire to his two sons Arcadius and Honorius. The Roman state would continue to have two different emperors with different seats of power throughout the 5th century, though the Eastern Romans considered themselves Roman in full. The two halves were nominally, culturally and historically, if not politically, the same state.

Decline of the Western Roman Empire (395–476)



Barbarian invasions of the Roman Empire (simplified), showing the Battle of Adrianople

After 395, the emperors in the Western Roman Empire were usually figureheads, while the actual rulers were military strongmen. The year 476 is generally accepted as the formal end of the Western Roman Empire. That year, Orestes refused the request of Germanic mercenaries in his service for lands in Italy. The dissatisfied mercenaries, led by Odoacer, revolted, and deposed the last western emperor, Romulus Augustus. This event has traditionally been considered the fall of the Western Roman Empire.

Odoacer quickly conquered the remaining provinces of Italy, and then sent the Imperial Regalia back to the Eastern Roman Emperor Zeno. Zeno soon received two deputations. One was from Odoacer, requesting that his control of Italy be formally recognised by the Empire, in which case he would acknowledge Zeno's supremacy. The other deputation was from Nepos, the emperor before Romulus Augustus, asking for support to regain the throne. Zeno granted Odoacer's request. Upon Nepos's death in 480, Zeno claimed Dalmatia for the East. Odoacer attacked Dalmatia, and the ensuing war ended with Theodoric the Great, King of the Ostrogoths, conquering Italy.

The Empire became gradually less Romanised and increasingly Germanic in nature: although the Empire buckled under Visigothic assault, the overthrow of the last Emperor Romulus Augustus was carried out by federated Germanic troops from within the Roman army rather than by foreign troops. In this sense had Odoacer not renounced the title of Emperor and named himself "King of Italy" instead, the Empire might have continued in name. Its identity, however, was no longer Roman—it was

increasingly populated and governed by Germanic peoples long before 476.

The Roman people were by the 5th century "*bereft of their military ethos*"¹¹¹ and the Roman army itself a mere supplement to federated troops of Goths, Huns, Franks and others fighting on their behalf. Many theories have been advanced in explanation of the decline of the Roman Empire, and many dates given for its fall, from the onset of its decline in the 3rd century¹¹² to the fall of Constantinople in 1453.

Militarily, however, the Empire finally fell after first being overrun by various non-Roman peoples and then having its heart in Italy seized by Germanic troops in a revolt. The historicity and exact dates are uncertain, and some historians do not consider that the Empire fell at this point. Disagreement persists since the decline of the Empire had been a long and gradual process rather than a single event.

The Huns, a nomadic Mongoloid people from the steppes of central Eurasia, may have stimulated the barbarian invasions, a contributing factor in the collapse of the western Roman Empire.

Military history

Principate (27 BC–AD 235)

Between the reigns of the emperors Augustus and Trajan, the Roman Empire achieved great territorial gains in both the East and the West. In the West, following several defeats in 16 BC,¹¹⁴ Roman armies pushed north and east out of Gaul to subdue much of Germania. Despite the loss of a large army almost to the man in Varus' famous defeat in the Battle of the Teutoburg Forest in AD 9,¹¹⁵¹¹⁶¹¹⁷

Rome recovered and continued its expansion up to and beyond the borders of the known world. The Romans invaded Britain in AD 43,¹¹⁸ forcing their way inland,¹¹⁹ and building two military bases to protect against rebellion and incursions from the north, from which Roman troops built and manned Hadrian's Wall.

Emperor Claudius ordered the suspension of further attacks across the Rhine,¹²¹ setting what was to become the permanent limit of the Empire's expansion in this direction.¹²² Further east, Trajan turned his attention to Dacia.¹²³¹²⁴¹²⁵ Following an uncertain number of battles, Trajan marched into Dacia,¹²⁶ besieged the Dacian capital and razed it to the ground.¹²⁷ With Dacia quelled, Trajan subsequently invaded the Parthian empire to the east, his conquests taking the Roman Empire to its greatest extent.

In AD 69, Marcus Salvius Otho had the Emperor Galba murdered¹²⁸¹²⁹ and claimed the throne for himself,¹³⁰¹³¹ but Vitellius had also claimed the throne.¹³²¹³³ Otho left Rome, and met Vitellius at the First Battle of Bedriacum,¹³⁴ after which the Othonian troops fled back to their camp,¹³⁵ and the next day surrendered to the Vitellian forces.¹³⁶ Meanwhile, the forces stationed in the Middle East provinces of Judaea and Syria had acclaimed Vespasian as emperor.¹³⁴ Vespasians' and Vitellius' armies met in the Second Battle of Bedriacum,¹³⁴¹³⁷ after which the Vitellian troops were driven back into their camp.¹³⁸ Vespasian, having successfully ended the civil war, was declared emperor.

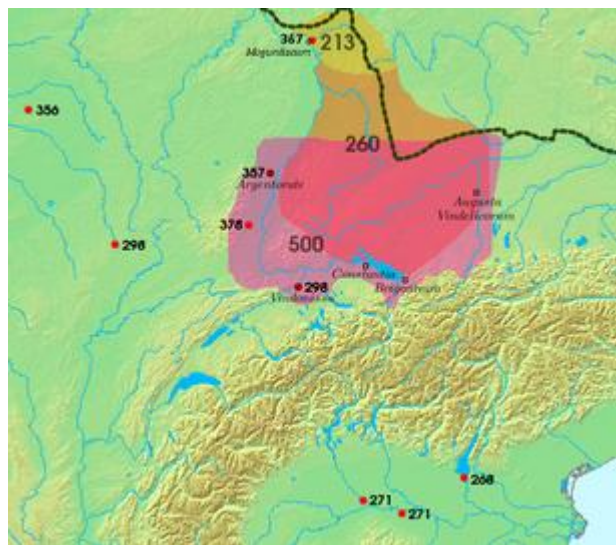
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The First Jewish-Roman War, sometimes called The Great Revolt, was the first of three major rebellions by the Jews of Judaea Province against the Roman Empire.¹³⁹ Earlier Jewish successes against Rome only attracted greater attention from Emperor Nero, who appointed general Vespasian to crush the rebellion. By the year 68, Jewish resistance in the northern region, the Galilee, had been crushed¹⁴⁰¹⁴¹ and in the year 70, Jerusalem was captured and the Second Temple destroyed. In 115, revolt broke out again in the province, leading to the second Jewish-Roman war known as the Kito's War, and again in 132 in what is known as Bar Kokhba's revolt. Both were brutally crushed. Due in large part to their employment of powerful heavy cavalry and mobile horse-archers, the Parthian Empire was the most formidable enemy of the Roman Empire in the east. Trajan had campaigned against the Parthians and briefly captured their capital, putting a puppet ruler on the throne, but the territories were abandoned. A revitalised Parthian Empire renewed its assault in 161, and defeated two Roman armies. General Gaius Avidius Cassius was sent in 162 to counter the resurgent Parthia. The Parthian city of Seleucia on the Tigris was destroyed, and the Parthians made peace but were forced to cede western Mesopotamia to the Romans

In 197, Emperor Septimius Severus waged a brief and successful war against the Parthian Empire, during which time the Parthian capital was sacked, and the northern half of Mesopotamia was restored to Rome. Emperor Caracalla marched on Parthia in 217 from Edessa to begin a war against them, but he was assassinated while on the march.¹⁴³ In 224, the Parthian Empire was crushed not by the Romans but by the rebellious Persian vassal king Ardashir, who revolted, leading to the establishment of Sassanid Empire of Persia, which replaced Parthia as Rome's major rival in the East.



Barracks and Illyrian emperors (235–284) and Dominate (284–395)

Although the exact historicity is unclear, some mix of Germanic peoples, Celts, and tribes of mixed Celto-Germanic ethnicity were settled in the lands of Germania

from the 1st century onwards. The essential problem of large tribal groups on the frontier remained much the same as the situation Rome faced in earlier centuries; the 3rd century saw a marked increase in the overall threat.¹⁴⁴¹⁴⁵

The assembled warbands of the Alamanni frequently crossed the border, attacking Germania Superior such that they were almost continually engaged in conflicts with the Roman Empire. However, their first major assault deep into Roman territory did not come until 268. In that year the Romans were forced to denude much of their German frontier of troops in response to a massive invasion by another new Germanic tribal confederacy, the Goths, from the east. The pressure of tribal groups pushing into the Empire was the end result of a chain of migrations with its roots far to the east.¹⁴⁶

The Alamanni seized the opportunity to launch a major invasion of Gaul and northern Italy. However, the Visigoths were defeated in battle that summer and then routed in the Battle of Naissus.¹⁴⁷ The Goths remained a major threat to the Empire but directed their attacks away from Italy itself for several years after their defeat.

The Alamanni on the other hand resumed their drive towards Italy almost immediately. They defeated Aurelian at the Battle of Placentia in 271 but were beaten back for a short time, only to reemerge fifty years later. In 378 the Goths inflicted a crushing defeat on the Eastern Empire at the Battle of Adrianople.

At the same time, Franks raided through the North Sea and the English Channel,¹⁵⁰ Vandals pressed across the Rhine, Iuthungi against the Danube, Iazyges, Carpi and Taifali harassed Dacia, and Gepids joined the Goths and Heruli in attacks round the Black Sea.¹⁵¹ At the start of the 5th century AD, the pressure on Rome's western borders was growing intense.

A military that was often willing to support its commander over its emperor meant that commanders could establish sole control of the army they were responsible for and usurp the imperial throne. The so-called Crisis of the Third Century describes the turmoil of murder, usurpation and in-fighting that is traditionally seen as developing with the murder of the Emperor Alexander Severus in 235.¹⁵²

Emperor Septimius Severus was forced to deal with two rivals for the throne: Pescennius Niger and then Clodius Albinus. Severus' successor Caracalla passed uninterrupted for a while until he was murdered by Macrinus,¹⁵³ who proclaimed himself emperor in his place. The troops of Elagabalus declared him to be emperor instead, and the two met in battle at the Battle of Antioch in AD 218, in which Macrinus was defeated.¹⁵⁴

However, Elagabalus was murdered shortly afterwards;¹⁵⁴ Alexander Severus was proclaimed emperor, and at the end of his reign was murdered in turn.¹⁵⁴ His murderers raised in his place Maximinus Thrax. However, just as he had been raised by the army, Maximinus was also brought down by them and was murdered¹⁵⁵ when it appeared to his forces as though he would not be able to best the senatorial candidate for the throne, Gordian III.

Gordian III's fate is not certain, although he may have been murdered by his own successor, Philip the Arab, who ruled

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for only a few years before the army again raised a general to proclaimed emperor, this time Decius, who defeated Philip in the Battle of Verona to seize the throne.¹⁵⁶ Gallienus, emperor from AD 260 to 268, saw a remarkable array of usurpers. Diocletian, a usurper himself, defeated Carinus to become emperor. Some small measure of stability again returned at this point, with the empire split into a tetrarchy of two greater and two lesser emperors, a system that staved off civil wars for a short time until AD 312. In that year, relations between the tetrarchy collapsed for good. From AD 314 onwards, Constantine the Great defeated Licinius in a series of battles. Constantine then turned to Maxentius, beating him in the Battle of Verona and the Battle of Milvian Bridge.

After overthrowing the Parthian confederacy,¹⁵⁷¹⁵⁸ the Sassanid Empire that arose from its remains pursued a more aggressive expansionist policy than their predecessors¹⁵⁹¹⁶⁰ and continued to make war against Rome. In 230, the first Sassanid emperor attacked Roman territory,¹⁶⁰ and in 243, Emperor Gordian III's army defeated the Sassanids at the Battle of Resaena.¹⁶¹

In 253 the Sassanids under Shapur I penetrated deeply into Roman territory, defeating a Roman force at the Battle of Barbalissos¹⁶² and conquering and plundering Antioch.¹⁵⁷¹⁶² In 260 at the Battle of Edessa the Sassanids defeated the Roman army¹⁶³ and captured the Roman Emperor Valerian.

There was a lasting peace between Rome and the Sassanid Empire between 297 and 337 following a treaty between Narseh and Emperor Diocletian. However, just before the death of Constantine I in 337, Shapur II broke the peace and began a twenty-six-year conflict, attempting with little success to conquer Roman fortresses in the region. Emperor Julian met Shapur in 363 in the Battle of Ctesiphon outside the walls of the Persian capital. The Romans were victorious but were unable to take the city and were forced to retreat. There were several later wars.

Collapse of the Western Empire (395–476)



Europe in 476, from Muir's Historical Atlas (1911)

After the death of Theodosius I in 395, the Visigoths renounced their treaty with the Empire and invaded northern Italy under their new king Alaric, but were repeatedly repulsed by the Western commander-in-chief Stilicho. However, the *limes* on the Rhine had been

depleted of Roman troops, and in early 407 Vandals, Alans, and Suevi invaded Gaul *en masse* and, meeting little resistance, proceeded to cross the Pyrenees, entering Spain in 409.

Stilicho became a victim of court intrigues in Ravenna (where the imperial court resided since 402) and was executed for high treason in 408. After his death, the government became increasingly ineffective in dealing with the barbarians, and in 410 Rome was sacked by the Visigoths.

Under Alaric's successors, the Goths then settled in Gaul (412–418) as *foederati* and for a while were successfully employed against the Vandals, Alans, and Suevi in Spain. Meanwhile, in the turmoil of the preceding years, Roman Britain had been abandoned.

After Honorius' death in 423, the Eastern empire installed the weak Valentinian III as Western Emperor in Ravenna. After a violent struggle with several rivals, Aetius rose to the rank of *magister militum*. Aetius was able to stabilize the empire's military situation somewhat, relying heavily on his Hunnic allies. With their help he defeated the Burgundians, who had occupied part of southern Gaul after 407, and settled them as Roman allies in the Savoy (433). Later that century, as Roman power faded away, the Burgundians extended their rule to the Rhone valley.

Meanwhile, pressure from the Visigoths and a rebellion by the governor of Africa, Bonifacius, had induced the Vandals under their king Gaiseric to cross over from Spain in 429. After capturing Carthage, they established an independent state with a powerful navy (439), which was officially recognised by the Empire in 442. The Vandal fleet from then on formed a constant danger to Roman seafare and the coasts and islands of the Western and Central Mediterranean.

In 444, the Huns, who had been employed as Roman allies by Aetius, were united under their king Attila, who invaded Gaul and was only stopped with great effort by a combined Roman-Germanic force led by Aetius in the Battle of Châlons (451). The next year, Attila invaded Italy and proceeded to march upon Rome, but he halted his campaign and died a year later in 453.

Aetius was murdered by Valentinian in 454, who was then himself murdered by the dead general's supporters a year later. With the end of the Theodosian dynasty, a new period of dynastic struggle ensued. The Vandals took advantage of the unrest, sailed up to Rome, and plundered the city in 455. As the barbarians settled in the former provinces, nominally as allies but *de facto* operating as independent polities, the territory of the Western Empire was effectively reduced to Italy and parts of Gaul.

From 455 onward, several emperors were installed in the West by the government of Constantinople, but their authority only reached as far as the barbarian commanders of the army and their troops (Ricimer (456–472), Gundobad (473–475)) allowed it to. In 475, Orestes, a former secretary of Attila, drove Emperor Julius Nepos out of Ravenna and proclaimed his own son Romulus Augustus as emperor.

In 476, Orestes refused to grant Odoacer and the Heruli federated status, prompting the latter to kill him, depose

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

his son and send the imperial insignia to Constantinople, installing himself as king over Italy. Although isolated pockets of Roman rule continued even after 476, the city of Rome itself was under the rule of the barbarians, and the control of Rome over the West had effectively ended. The Eastern Roman or Byzantine Empire ended in 1453 with the capture of Constantinople by the Ottoman Turks led by Mehmed II.

http://en.wikipedia.org/wiki/Imperium_Romanum

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

ARMY LISTS

II/22. ARABO-ARAMEANS (312BC-240AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

Any except Nabataea or Emesa from 126BC-225AD: May be upgraded to Cataphract (+6)

Only Nabataea from 250BC-106AD and Emesa from 51BC-72AD: General may be upgraded to Ld10 (+50).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear.

May have shield (+2) and light armour (+2)

Only Nabataea from 250BC-106AD: May upgrade to WS4 (+3)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.

Only Nabataea from 250BC-106AD: May upgrade to Ld7 (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers*, *Camelry*

CATAPHRACT CAMELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, kontos, cataphract armour

May have barding (+3)

Special Rules: *Camelry*, *Cataphracts*, Only Hatra from 126BC-225AD

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

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Equipment: Hand weapon, shield

May have light armour (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins. May have shield (+1)

Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Only Nabataea from 250BC-106AD: May upgrade to BS4 and Ld7 (+5)

Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*

0-1 STAMPEDING CAMELS

Only Nabataea from 312BC-106AD

0-2 LIGHT BOLT THROWER

Only Hatra from 100-240AD

0-1 NAPHTA AND SCORPION-POT HURLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hurler	4	2	3	3	3	1	3	1	5	10

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*, Cause Panic if wounding

ROMAN AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxiliary	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, large shield

May have light armour (+2)

Special Rules: Only Hatra from 235-240AD

0-1 GUARD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield

May have light armour (+2) and double-handed weapon (+2)

Special Rules: Only Emesa from 51BC-72AD

ALLIES

Any except Nabataea or Emesa from 126BC-225AD: Parthian Allies, II/37

Only Characene: Pre-Islamic Arab Allies, II/23

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/23. LATER PRE-ISLAMIC ARAB (312BC-633AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NON-NOMAD ARMoured CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear.

May have shield (+2) and light armour (+2).

NOMAD HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers*, *Camelry*

CAMEL MOUNTED WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Light Cavalry*, *Camelry*

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield

May have light armour (+2) and WS4 (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)

Special Rules: *Skirmishers*

OLD MEN, YOUTHS, WOMEN AND SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, shield

Special Rules: *Levy*

ALLIES

Only if Lakhmids 240-602AD, Yemen 575-602AD or Oman 531-630AD:

Sassanid Allies, II/69

Only Ghassanids in 586AD: Maurikian Byzantine Allies, III/17

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/24. EARLY RHOXOLANI SARMATIANS (310BC-100AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear.

May have shield (+2), bow (+2) and light armour (+2).

May upgrade to *Expert Horsemen* (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear.

May have shield (+2) and light armour (+2)

May upgrade to *Feigned Flight* (+2)

Special Rules: Light Cavalry

ADOLESCENT SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.

May upgrade *Feigned Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

ALLIES

Skythian Allies, I/43

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/24. BOSPORAN (310BC-375AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos

May have light armour (+2)

INFANTRY

BOSPORAN GREEK CITY MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield

May have light armour (+2)

SINDI OR MAIOTIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)

Special Rules: *Skirmishers*

SINDI OR MAIOTIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

THRACIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins. May have shield (+1), thrusting spear (+1) or halberd (+1)

Special Rules: *Light Infantry*, Only in 310BC

GREEK MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Greek	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon. May have shield (+1)

Special Rules: Only in 310BC

0-2 LIGHT BOLT THROWER

Only after 41AD

ROMAN AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxiliary	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, large shield

May have light armour (+2)

Special Rules: Only after 41AD

ALLIES

Only in 310BC: Skythian Allies, I/43

Only from 310BC-41AD: Siracae Allies, II/26

Only after 41AD: Alan Allies, II/58

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/26. SIRACAE, IAZYGES, LATER SARMATIANS (310BC-375AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2) and barding (+3)

ADOLESCENT SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

MASS LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levy*

ALLIES

Only Sarmatians after 100AD: Alan Allies, II/58

Only Iazyges from 250-334AD: Limigantes Subject Allies, II/70

Only Iazyges in 358AD: Taifali Allies, II/67

Only Iazyges after 373AD: Quadi Allies, II/72

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/28. EARLY ARMENIAN AND GORDYENE (300BC-627AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, cataphract armour, kontos.

May have barding (+4). May be *Veterans* (+2)

Only if Armenian after 244AD: Downgrade to WS3 and Ld7 (-3)

Special Rules: *Cataphracts*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2).

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

HIBERIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins

May have thrusting spear (+2) and shield (+2)

Special Rules: Only Armenians

ALBANIAN CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, cataphract armour, kontos.

May have barding (+3)

Special Rules: *Cataphracts*, Only Armenians

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins.

May have shield (+1)

Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slingers	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWERS

Special Rules: Only if Gordyene from 147BC-225AD

HIBERIAN LONGCHOPPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hiberian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins.

May have shield (+1) and light armour (+2)

Special Rules: Only Armenian

ALBANIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Albanian	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins.

May have shield (+1)

Special Rules: *Light Infantry*, Only Armenians

IMITATION LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	13

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2)

Special Rules: Only if Armenian from 83-69BC

EX-SELEUCID PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	6	7

Equipment: Pike, hand weapon

May have light armour (+2) and shield (+1)

Special Rules: *Phalanx*, Only if Armenian from 83-69BC

PIONEERS AND CAMP SERVANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon

Special Rules: *Levy*, Only if Armenian from 83-69BC

ALLIES

Gordyene Allies, II/28

Media Atropatene Allies, II/37

Nomadic Arab Allies, II/23

Only if Armenian in 230AD: Parthian Allies, II/37

Only if Armenian in 230AD: Alan Allies, II/58

Only if Armenian from 450-451AD: Hun Allies, II/80

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/37. PARTHIAN (250BC-225AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, kontos, cataphract armour
 May have barding (+3). May be *Veterans* (+2)
Special Rules: *Cataphracts*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have shield (+2)
 May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

0-1 CATAPHRACT CAMELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	4	1	7	23

Equipment: Hand weapon, kontos, cataphract armour
 May have barding (+3)
Special Rules: *Camelry*, Only Parthian after 216AD

ARACHOSIAN AND HILL TRIBE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	17

Equipment: Hand weapon, javelins
 May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only Suren Indo-Parthian from 95BC-75AD

INFANTRY

MOUNTAIN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	3	3	3	3	1	3	1	6	5

Equipment: Javelins, hand weapon and shield
 Only Parthian after 216AD: May be upgraded to Ld7 (+1)
Special Rules: *Light Infantry*

GREEK CITY MILITIA OR GARRISON TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon
 May have shield (+1) and light armour (+2)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)
 May have sling instead of javelins (free) or bow (+1)
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
 Only Elymais from 147BC-205AD: Upgrade to Ld7 (+1)
Special Rules: *Light Infantry*

GUARD THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon. May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*, Only Elymais from 147BC-205AD

HILL TRIBE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
 May have shield (+1)
Special Rules: Only Suren Indo-Parthian from 95BC-75AD

HILL TRIBE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: Only Suren Indo-Parthian from 95BC-75AD

INDIAN LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only Suren Indo-Parthian from 95BC-75AD

ALLIES

Only Parthian from 129-35BC: Commagene Allies, II/44
 Only Parthian in 129BC: Seleucid Allies, II/19
 Only Parthian after 127BC: Armenian and Gordyene Allies, II/
 Only Parthian after 127BC: Hatrene, Adiabene or Edessan Subject Allies, II/22
 Only Parthian after 127BC: Media-Atropene Allies, II/36
 Only Parthian after 127BC: Elymaian Allies, II/36
 Only Parthian after 127BC: Nomadic Arab Allies, II/23
 Only Parthian in 35AD: Sarmatian Allies, II/26
 Only Parthian in 130BC, 30BC, 9-12AD, 35AD and 39-41AD: Skythian Allies, I/43
 Only Suren Indo-Parthian from 95BC-75AD: Saka Allies, I/43

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/47. EARLY GERMAN (115BC-250AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ARIOVISTUS'S OR CIMBRI AND TEUTONES CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.

May have light armour (+2)

BATAVIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.

May have light armour (+2) and thrusting spear (+2)

Only if Batavian General in 69AD: Upgrade to WS4 (+3)

TENCTERI HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield.

Special Rules: Skirmishers

OTHER TRIBES CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*

SARMATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour

May have shield (+2), heavy armour (+2) and barding (+3)

Special Rules: Only after 25AD

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon

May have light armour (+2) and shield (+1).

May have M5 (+1) or WS4/Ld6 (+3)

Special Rules: *Warband*

FOOT SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, sling.

May have javelins&buckler (free) or bow (+1) instead of sling.

Special Rules: *Skirmishers*

0-1 WAGON TABOR

BATAVIAN DESERTERS FROM ROMAN ARMY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Deserter	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield

May have large shield (+2), throwing spear (+2) and light armour (+2)

Special Rules: Only if Batavian General in 69AD

0-1 LIGHT BOLT THROWERS

ALLIES

Only Cimbri and Teutones from 113-102BC: Tigurini Allies, II/11

Only Cimbri and Teutones from 113-102BC: Ambrones Allies, II/11 or II/47

Only if Batavian General in 69AD: Chatti, Usipi and Mattiaci Allies, II/47

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/51. LATE JUDEAN (63BC-6AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SPEARBEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, shield, thrusting spear.

May have light armour (+2)

0-1 GERMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2)

CELTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins. May have shield (+2)

Special Rules: *Skirmishers*

THRACIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon. May have thrusting spear (+2) and shield (+2)

Special Rules: *Light Cavalry*

ARABO-ARAMEAN AND SYRIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have shield (+2)

Special Rules: *Skirmishers*, *Feigned Flight*

NOMADIC ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have shield (+2)

Special Rules: *Light Cavalry*, *Expert Horsemen*

INFANTRY

SPEARBEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, shield, thrusting spear

May have light armour (+2) and large shield (+2)

CELTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon. May have light armour (+2) and shield (+1).

Special Rules: *Warband*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins. May have shield (+1), thrusting spear (+1) or halberd (+1) and light armour (+2)

May have WS4 (+2)

Special Rules: *Light Infantry*

JUDEAN AND IDUMEAEN COHORTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield, throwing spear

May have light armour (+2) and large shield (+2)

May have be *Drilled* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	4	2	2	3	3	1	3	1	5	3

Equipment: Javelins, hand weapon

Special Rules: *Skirmishers*

IDUMEAEN OR ITUREAN HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hillman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon.

May have shield (+1)

Special Rules: *Light Infantry*

MERCENARY THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thureophoroi	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon and buckler.

May have shield (+1) and light armour (+2)

Special Rules: *Light Infantry*

RELIGIOUS MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	3	3	3	3	1	2	1	5	4

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levy*

RIOTING MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon

Special Rules: *Levy*

BANDITS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bandit	5	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon

May have WS3 and Ld6 (+2)

ALLIES

Roman Allies, II/49 or II/56

Only from 40-38BC: Parthian Allies, II/37

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/52. DACIAN (60BC-106AD) AND CARPI (106-380AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins

May have thrusting spear (+2) and shield (+2)

Special Rules: *Light Cavalry*

BASTARNAE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins

May have thrusting spear (+2) and shield (+2)

Special Rules: Only Dacians before 107AD

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins

May have light armour (+2) and shield (+1).

Special Rules: *Warband*

FALXMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, halberd

May have light armour (+2) and shield (+1).

Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.

May have javelin&buckler instead of sling (free)

Special Rules: *Skirmishers*

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BASTARNAE JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler

Special Rules: *Skirmishers*, Only Dacians before 107AD

BASTARNAE WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon

May have light armour (+2) and shield (+1).

Special Rules: Only Dacians before 107AD

ALLIES

Only Dacians before 107AD: Iazyges Allies, II/26

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/53. ANCIENT BRITISH (55BC-75AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). May ride a chariot bought at additional costs.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: One crewman with hand weapon, light armour, shield and javelins, one unarmed driver.
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
 May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

NAKED FANATICS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon
Special Rules: *Warband, Frenzy*

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins
 May have light armour (+2) and shield (+1).
Special Rules: *Warband*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

ADOLESCENT JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

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WOMEN, SLAVES, ELDERLY AND CHILDREN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

0-1 WAGON TABOR

0-1 RELIGIOUS MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	4

Equipment: Hand weapon
 May have shield (+1)
Special Rules: *Levy, Frenzy*

ALLIES

Roman Allies, II/56

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/54. SCOTS-IRISH (55BC-846AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8). Only before 432AD: May ride a chariot bought at additional costs.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: One crewman with hand weapon, light armour, shield and javelins, one unarmed driver.
Special Rules: *Light Chariots*, Only before 432AD

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield
 May have throwing spear (+2) and light armour (+2)
Special Rules: Only in 637AD and 682-709AD

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon
 May have light armour (+2) and shield (+1).
 Only after 432AD: Upgrade to M5 and *Warband* with Ld5 (+1)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

ATTECOTTI WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	10

Equipment: Hand weapon, javelins
 May have light armour (+2) and shield (+1).
Special Rules: *Warband*, *Light Infantry*, Only before 407AD and instead of chariots

ROMAN AUXILIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, large shield
 May have light armour (+2)
Special Rules: Only from 81-406AD

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

NORTUMBRIAN EXILES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield
 May have light armour (+2)
Special Rules: *Warband*, Only in 629AD

BRITISH EXILES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield
 May have light armour (+2)
Special Rules: *Warband*, Only in 637AD and 682-709AD

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/55. NOBADES AND BLEMMY OR BEJA (39BC-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins

May have throwing spear (+2) and light armour (+2)

Nobades from 500-642AD or Nile valley Blemmyes from 500-540AD:

May have barding (+3)

Special Rules: Only desert Blymyes until 642AD or Beja after 642AD and Nobades from 500-642AD or Nile valley Blemmyes from 500-540AD

CAMEL MOUNTED WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	2	1	7	20

Equipment: Hand weapon, javelins, throwing spear

May have shield (+2) and light armour (+2)

Special Rules: *Camelry*, Only after 200AD

CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers*, *Camelry*, Only after 200AD

ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only Beja after 831AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear.

May have shield (+1)

Special Rules: *Light Infantry*, Only desert Blymyes until 642AD or Beja after 642AD and Nobades before 550BC or Nile Valley Blemmyes from 400-540AD

NOBADES OR SUBJECT KUSHITE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear.

May have shield (+1)

Special Rules: Only Nobades before 550BC or Nile Valley Blemmyes from 400-540AD

ARAB SWORDSMEN AND SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, shield

May have thrusting spear (+2) and light armour (+2)

May have *Riding Camels* (+1)

Special Rules: Only after 831AD

ARAB ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

May have *Riding Camels* (+1)

Special Rules: *Light Infantry*, Only after 831AD

ALLIES

Christian Nubian Allies, III/12

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/56. EARLY IMPERIAL ROMAN (25BC-197AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

EQUITES ALARES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	8	22

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2). May be *Veterans* (+2)

EQUITES SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Cavalry*

EQUITES COHORTALES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2)

NUMIDIAN OR MOORISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins. May have shield (+2)

Special Rules: *Skirmishers, Feigned Flight*

GALLIC VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2)

Special Rules: Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD

EQUITES CONTARIORUM/CATAFRACII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, kontos, light armour.

May have cataphract armour (+3) and barding (+3).

May be *Veterans* (+2)

Special Rules: *Cataphracts*, Only after 100AD

DROMEDARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers, Camelry*, Only in eastern armies after 100AD

INFANTRY

LEGIONARIES OR COHORTES PRAETORIAE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2), heavy throwing spear (+2) and javelins (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD: May be downgraded to Ld7 (-2)

AUXILIARY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2). May be *Drilled* (+2)

AUXILIARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS

MIXED GLADIATORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gladiator	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear.

May have shield (+1) and light armour (+2) and large shield (+2)

Special Rules: Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD

RAW VOLUNTEER RECRUIT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Recruit	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2)

Special Rules: Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD

STONE THROWING PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Improvised weapon, stones.

Special Rules: *Levies*, Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD

SPANISH SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*, Only in western armies

BRITISH OR SIMILAR SYMMACHIARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins

May have light armour (+2) and shield (+1).

Special Rules: *Warband*, Only in western armies

ALLIES

Only in Germany in 16AD: Batavian Allies, II/47

Only in western armies: Sarmatian Allies, II/26

Only in eastern armies: Judean client Allies, II/51

Only in eastern armies: Nabataean, Edessan or Emesan Allies, II/22

Only in eastern armies: Commagene client Allies, II/44

Only in eastern armies: Armenian Allies, II/28

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/57. LATER MOORISH (25-696AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BODYGUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*

CAMELRIDER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers*, *Camelry*

DESERTING ROMAN EQUITES SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Cavalry*, Only from 373-374AD

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins and buckler

May have shield (+1).

Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

WOMEN, CHILDREN, ELDERLY AND SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levy*

DESERTING ROMAN LEGIO PSEUDOCOMITATENSIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2), heavy throwing spear (+2) and javelins (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: *Combined Formation*, Only from 373-374AD

ARCHERS TO SUPPORT LEGION

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Combined Formation*, Only from 373-374AD

ALLIES

Only from 533-548AD: Vandal fugitive Allies, II/84

Only from 546-548AD: Byzantine deserter Allies, III/4

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/58. ALAN (50-1500AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	26

Equipment: Hand weapon, shield, light armour

May have bow (+2) and throwing spear (+2)

May upgrade to *Veterans* (+2), *Expert Horsemen* (+2) and *Feigned Flight* (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*

INFANTRY

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, shield

May have light armour (+2).

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

0-1 WAGON TABOR

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/59. JEWISH REVOLT (66-70AD AND 132-135AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

JOSEPHUS' CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield. May have light armour (+2)

Special Rules: *Light Cavalry*, Only from 66-70AD

INFANTRY

SICARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sicari	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

May have light armour (+2).

Special Rules: *Warband*, *Light Infantry*

ZEALOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, shield

May have light armour (+2).

Special Rules: *Warband*

ZEALOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

ZEALOT SLINGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

MASSES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon

May have shield (+1). With shield: May be upgraded to *Light Infantry* (+1)

Special Rules: *Levy*

JOSEPHUS' BODYGUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield

May have light armour (+2). May be upgraded to WS4 (+3)

Special Rules: *Light Infantry*, Only from 66-70AD

JOSEPHUS' REGULARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield

Special Rules: Only from 66-70AD

JOSEPHUS' REGULAR ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*, Only from 66-70AD

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/64. MIDDLE IMPERIAL ROMAN (193-324AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

EQUITES ALARES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	8	22

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2).

May be *Veterans* (+2)

Special Rules: Only eastern armies until 227AD or western before 307AD

EQUITES SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Cavalry*

EQUITES CATAFRACII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, kontos, cataphract armour.

May have barding (+3). May be drilled (+2)

May downgrade to WS3 and Ld7 (-3). May be *Veterans* (+2)

Special Rules: *Cataphracts*

MOORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins. May have shield (+2)

After 259AD: Upgrade to Ld7 (+2) to Equites Illyricani

Special Rules: *Skirmishers, Feigned Flight*

DROMEDARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers, Camelry*, Only in eastern armies other than Aurelian's

EQUITES SAGITARI II INDIGENAE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Cavalry*, Only in eastern armies other than Aurelian's

EQUITES CLIBANARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, shield, light armour

May have heavy armour (+2), barding (+3) and kontos (+2).

May be *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only eastern armies after 227AD or western after 307AD

SARMATIANS AND GOTHES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, kontos. May have light armour (+2)

Special Rules: Only Galerius's eastern army from 296-298AD

INFANTRY

LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2), heavy throwing spear (+2) and javelins (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

LEGIO LANCIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, thrusting spear, large shield

May have light armour (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

AUXILIARY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2). May be *Drilled* (+2)

AUXILIARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS

RUSTICS WITH SLINGS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

Special Rules: *Skirmishers*, Only in eastern armies other than Aurelian's

PALESTINIAN CLUBMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Clubman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, double naded weapon

May have light armour (+2)

Special Rules: Only Aurelian in the east in 272AD

ALLIES

Only in eastern armies other than Aurelian's: Arab Nomad Allies, II/23

Only Carausius and Allectus's western armies from 286-296AD:

Frankish Allies, II/72

Only Galerius's eastern army from 296-298AD: Armenian Allies, II/28

Only Licinius's eastern army in 324AD: Alica's Gothic Allies, II/65

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/65. EARLY VISIGOTHIC (200-419AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

ALLIES

Only from 253-269AD: Ostrogothic Allies, II/67
 Only from 253-375AD: Taifali Allies, II/67
 Only from 253-375AD: Carpi Allies, II/52
 Only from 416AD: Roman Allies, II/78

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
 May have light armour (+2) and shield (+2)

DISSIDENT HUNS AND ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
 May have light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*, Only in 378AD

EXILED OSTROGOTHS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, kontos. May have light armour (+2)
Special Rules: Only in 378AD

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
 May have light armour (+2).
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.
 May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 WAGON TABOR

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/66. EARLY VANDAL (200-442AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
 May have light armour (+2) and shield (+2)

REMNAANT ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*, Only after 420AD

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

May have light armour (+2).

Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

0-1 WAGON TABOR

ALLIES

Only in 291: Gepid Allies, II/71

Only from 406-409AD: Burgundian Allies, II/70

Only from 406-420AD: Alan Allies, II/58

Only from 406-427AD: Suevi Allies, II/72

Only after 427AD: Moorish Allies, II/57

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/67. EARLY OSTROGOTHIC, HERUL, SCIRI OR TAIFALIUS (200-493AD)

CHARACTERS: Up to 25%

CAVALRY: 25- 50%

INFANTRY: 25- 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

HUN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only Ostrogoths in 376AD

ALLIED ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2)

Special Rules: *Light Cavalry*, Only Radagaesus from 401-406AD

ALLIED GERMAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: Only Radagaesus from 401-406AD

HUN REMNANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only Ostrogoths after 488AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*, *All but Heruls*

0-1 WAGON TABOR

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler

May have shield (+1).

Special Rules: *Light Infantry*, *Only Heruls*

ALLIED GERMAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield

May have light armour (+2).

Special Rules: *Warband*, Only Radagaesus from 401-406AD

ALLIED GERMAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler

May have shield (+1). May have sling instead of javelins&buckler (free)

Special Rules: *Skirmishers*, Only Radagaesus from 401-406AD

ALLIES

Only Sciri from 379-380AD: Carpodacae Allies, II/52

Only Sciri from 379-380AD: Hunnic Allies, II/80

Only Sciri in 469AD: Rugi Allies, II/72

Only Sciri in 469AD: Gepid Allies, II/71

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/68. PICTISH (211-846AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only before 500AD: May ride a chariot bought at additional costs.

CAVALRY & CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon
 May have throwing spear (+2) and light armour (+2)
 Only after 500AD: Upgrade to Ld7 (+2)
Special Rules: *Light Cavalry*

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: One crewman with hand weapon, light armour, shield and javelins, one unarmed driver.
Special Rules: *Light Chariots, Only before 500AD*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear
 May have shield (+1).
Special Rules: *Light Infantry, Combined Formation*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
 May have shield (+1).
Special Rules: *Skirmishers*

ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
 May have crossbow instead of bow (+3)
Special Rules: *Skirmishers, Combined Formation*

ATTECOTTI WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	6	9

Equipment: Hand weapon, javelins
 May have light armour (+2) and shield (+1).
Special Rules: *Warband, Light Infantry, Only before 407AD*

CALEDONIAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins
 May have light armour (+2) and shield (+1).
Special Rules: *Warband, Only before 500AD*

ALLIES

Only before 500AD: Scots-Irish Allies, II/54
 Only before 500AD: Saxon Allies, II/73

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/69, SASSANID PERSIAN (220-651AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). General may be mounted on a litter or golden throne.
 Only Khurau I from 531-579AD: General may be upgraded to Ld10 (+50).

CAVALRY

ASAVARAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos
 May have barding (+3), bow (+2) or heavy armour (+2). May have WS/BS 4 (+3). May be *Veterans* (+2)
 Only from 225-493AD: Upgrade to *Cataphracts* with cataphract armour (+3)
 Only Khusrau I from 531-579AD: Upgrade to Ld8 (+2)

NOMAD, ARAB AND OTHER HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2)
 May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dallami	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
 May have shield (+1), light armour (+2) and throwing spear instead of javelins&buckler (+1)
 Only Khurau II from 591-627AD: Upgrade to WS4 (+3)
Special Rules: *Light Infantry*

PEASANT LEVY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	4

Equipment: Thrusting spear
Special Rules: *Levy*

0-2 LIGHT BOLT THROWERS

Special Rules: Only in 359AD

JEWISH FANATICS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	4

Equipment: Hand weapon
Special Rules: *Levy, Frenzy*

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*

ALLIES

Only from 262-370AD: Kushan Vassal Allies, II/46
 Only from 359-553AD: Sabir, Chionite or Hephtalite Allies, II/80
 Only in 550AD: Alan Allies, II/58
 Only Bahram Chobin in 591AD: Western Turkish Allies, III/11
 Only before 602AD: Lakhmid or Azd Oman nomad arab Allies, II/23
 Only before 605AD: Armenian subject Allies, II/28

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/70. BURGUNDI OR LIMIGANTES (250-534AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Only Limigantes from 250-359AD: Downgrade to *Light Cavalry*, Ld6 and WS2 (-4)

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins

May have shield (+1).

Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler

May have shield (+1). May have sling instead of javelins&buckler (free)

Special Rules: *Skirmishers*

II/71. GEPID (250-566AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield

May have light armour (+2).

Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

0-1 WAGON TABOR

ALLIES

Ostrogoth Allies, II/67

Herul Allies, II/67

Rugian Allies, II/72

Thuringian Allies, II/73

Only in 291AD: mVandal Allies, II/66

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/72. EARLY FRANKISH, ALAMANNI, QUADI, SUEVI, RUGIAN OR TURCILINGI (250-584AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
 May have light armour (+2) and shield (+2)
 Only Quadi: May upgrade to WS4 (+3)

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, javelins, shield
 May have light armour (+2)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
 Only Alamanni: Upgrade to BS3, Ld6 and *Light Infantry* (+3)
Special Rules: *Skirmishers*

ALLIES

Only Alamanni from 270-271AD: Quadi Allies, II/72
 Only Alamanni in 286AD: Burgundian Allies, II/70
 Only Alamanni in 286AD: Herul Allies, II/67
 Only Franks before 362AD: Alamannic Allies, II/72
 Only Alamanni before 362AD: Frankish Allies, II/72
 Only Quadi from 373-375AD: Sarmatian Allies, II/26
 Only Alamanni in 406AD and Suevi from 406-416AD: Vandal Allies, II/66
 Only Alamanni in 406AD and Suevi from 406-416AD: Alan Allies, II/58
 Only Suevi in 419AD: Western Roman Allies, II/78
 Only Suevi in 471AD: Sciri Allies, II/67

II/73. OLD SAXON, FRISIAN, BAVARIAN, THURINGIAN OR EARLY ANGLO-SAXON (250-804AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

INFANTRY

NOBLE WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	3	3	3	1	4	1	6	11

Equipment: Hand weapon, throwing spear, shield
 May have light armour (+2). May have *Riding Horses* (+1)
Special Rules: *Warband*

PEASANT SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon, throwing spear, shield
 May have light armour (+2).
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
 May have shield (+1). May have sling instead of javelins&buckler (free)
Special Rules: *Skirmishers*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/74. PALMYRAN (260-273AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, cataphract armour, kontos.

May have barding (+3). May be *Veterans* (+2)

Special Rules: *Cataphracts*

REGULAR LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

Special Rules: *Light Cavalry*

VOLUNTEER LIGHT OR EQUITES SAGITARI II INDIGENAE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Cavalry*

CARAVAN GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Camelry*

EQUITES ALARES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	8	22

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2). May be *Veterans* (+2)

Special Rules: Only before 272AD

INFANTRY

REGULAR ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.

May have light armour (+2)

IRREGULAR ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, light armour, shield

May have large shield (+2)

0-2 LIGHT BOLT THROWERS

ROMAN LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2), heavy throwing spear (+2) and javelins (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only before 272AD

ROMAN LANCIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	5	4	3	3	3	1	3	1	8	14

Equipment: Hand weapon, thrusting spear, large shield

May have light armour (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only before 272AD

ROMAN AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxiliary	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, large shield

May have light armour (+2)

Special Rules: Only before 272AD

ALLIES

Arab Nomad Allies, II/23

Armenian Allies, II/28

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/78. LATE IMPERIAL ROMAN (307-425AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

EQUITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.

May have light armour (+2) and throwing spear (+2).

Only after 380AD: Upgrade to WS4 (+3)

Special Rules: Only in western armies

EQUITES ILLYRICANI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Light Cavalry*, Only in western armies and eastern armies after 324AD

EQUITES SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)

Special Rules: *Skirmishers*, Only in western armies and eastern armies after 324AD

CATAFRACII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, kontos, cataphract armour.

May have barding (+3).

May be *Veterans* (+2)

Special Rules: *Cataphracts*, Only western armies after 312AD and eastern armies after 324AD

CLIBANARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	8	26

Equipment: Hand weapon, shield, light armour

May have heavy armour (+2) or bow (+2), barding (+3) and kontos (+2).

May be *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only western armies after 312AD and eastern armies after 324AD

DROMEDARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers*, *Camelry*, Only eastern armies after 324AD

0-1 CURRUS DREPANUS CATAPHRACT SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	5	4	1	3	W6+2	7	75

Equipment: Hand weapon shield, light armour, barding

Special Rules: *Scythed Chariots*, Only eastern armies from 366-375AD

HUN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only in eastern armies after 388AD or western after 395AD

EQUITES TAIFALI, SCIRI OR THEODOSICAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: Only in eastern armies after 388AD or western after 395AD

INFANTRY

LEGIONARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2), heavy throwing spear (+2) and javelins (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

AUXILIA PALATINA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2). May be *Drilled* (+2)

BORDER AUXILIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.

May have javelins&buckler (free) instead of sling or crossbow (+3)

Special Rules: *Skirmishers*

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

0-2 LIGHT BOLT THROWERS

LAETI OR CITY MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, shield

AUXILIA PALATINA SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow, light armour

Special Rules: Only in western armies and eastern armies after 324AD

BORDER PALATINA SAGITARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: Only in eastern armies after 324AD

RIOTING RELIGIOUS MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	2	1	5	4

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levy*, Only in eastern armies in 399AD

ARMED PEASANTS AND SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon

Special Rules: *Levy*, Only in eastern armies in 399AD

GOTHIC FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield

May have light armour (+2).

Special Rules: *Warband*, Only in eastern armies after 388AD or western from 395-408AD

ALLIES

Frankish Allies, II/72

Only in western armies after 406AD: Alan Allies, II/58

Only in western armies after 418AD: Visigothic Allies, II/82

Only in eastern armies after 324AD: Arab Nomad Allies, II/23

Only in eastern armies from 325-363AD: Armenian and Hibernian Allies, II/28

Only in eastern armies from 395-397AD: Visigothic Allies, II/65

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

II/80. HUNNIC (356-570AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	26

Equipment: Hand weapon, bow, light armour

May have throwing spear (+2). May upgrade to *Expert Horsemen* (+2)

Special Rules: *Light Cavalry*

HUNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

ALAN SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.

May have light armour (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only western huns before 454AD

SCIRI OR HERUL SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

INDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.

Special Rules: *Light Cavalry*, Only Hephtalites in India from 470-570AD

INFANTRY

0-1 WAGON TABOR

HERUL SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.

May have javelins&buckler (free) instead of sling or bow (+1)

Special Rules: *Skirmishers*

FRANKISH AND RUGIAN SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield

May have light armour (+2).

Special Rules: *Warband*, Only western huns under Attila from 433-453AD

BURGUNDIAN OR THURINGIAN SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins

May have shield (+1).

Special Rules: *Warband*, Only western huns under Attila from 433-453AD

INDIAN LEVY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon

Special Rules: *Levy*, Only Hephtalites in India from 470-570AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)

Special Rules: *Elephants*, Only Hephtalites in India from 470-570AD

ALLIES

Only western huns in 408AD: Sciri Allies, II/67

Only western huns before 454AD: Geepid Subject Allies, II/71

Only western huns under Attila from 433-453AD: Ostrogothic Subject Allies, II/67

WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

Battle of Teutoburg Forest

The **Battle of the Teutoburg Forest** (described as *clades Variana*, the **Varian disaster** by Roman historians) (German: *Schlacht im Teutoburger Wald*, *Hermannsschlacht* or *Varusschlacht*) took place in 9 CE, when an alliance of Germanic tribes led by Arminius (German: *Armin*) (also known as "Hermann"), the son of Segimerus (German: *Segimer* or *Sigimer*) of the Cherusci, ambushed and destroyed three Roman legions, along with their auxiliaries, led by Publius Quinctilius Varus.

Despite numerous successful campaigns and raids by the Roman army over the Rhine in the years after the battle, the Romans were to make no more concerted attempts to conquer and permanently hold Germania beyond the river.

Background



Invasions of Drusus I 12–8 BCE



Invasions of Tiberius and Lucius Domitius Ahenobarbus ca. 3 BCE-6 CE

The Roman force was led by Publius Quinctilius Varus, a noble from a patrician family⁴ related to the Imperial

family⁵ and an experienced administrative official, who was assigned to consolidate the new province of Germania in the autumn of 6 CE.⁴ In early 6 CE, before Varus was commander on the Rhine, it was *Legatus* Gaius Sentius Saturninus⁶⁷ and Consul *Legatus* Marcus Aemilius Lepidus under Tiberius who led an army of 65,000 heavy infantry legionaries, 10,000–20,000 cavalrymen, archers, 10,000–20,000 civilians (13 legions & entourage, probably about 100,000+ men) and was planning a major attack on Maroboduus,⁴⁸ the king of the Marcomanni, a tribe of the Suebi who had fled the attacks of Drusus I in 9 BCE into the territory of the Boii, where they formed a powerful tribal alliance with the Hermunduri, Quadi, Semnones, Lugians, Zumi, Butones, Mugilonas, Sibini and Langobards.

In 4 CE, Tiberius entered Germania and subjugated the Cananefates in Germania Inferior, the Chatti near the upper Weser River, and the Bructeri south of the Teutoburg Forest and led his army across the Weser. But in 6 CE a major rebellion broke out in the province of Illyricum (later divided into Pannonia and Dalmatia). Led by Bato the Daesitiate,¹⁰ Bato the Breucian,¹¹ Pinnes of Pannonia,¹² and elements of the Marcomanni^{citation needed} and known as the *Bellum Batonianum*, it lasted nearly 4 years. Tiberius was forced to stop his campaign against Maroboduus and recognize him as king¹³ and to send his eight legions (VIII *Augustan*, XV *Apollonian*, XX *Victorious Valerian*, XXI *Predator*, XIII *Twin*, XIV *Twin*, XVI *Gallic* and an unknown unit¹⁴) to crush the rebellion in the Balkans.

Nearly half of all Roman legions had to be pulled together to end the revolt, which was triggered by neglect, endemic food shortages (since 22 BCE, following a political crisis in 23 BCE¹⁵ and riots in 22, 21 and 19 BCE,¹⁶ ended after 8 CE¹⁷), high taxes and harsh behavior of the tax collectors. This campaign, led by Tiberius and *Quaestor Legatus* Germanicus under Emperor Augustus, was one of the hardest and most critical for the Roman Empire. During the start of the rebellion in the southern part of Illyricum, Varus was named *Legatus Augusti pro praetore* and had only three legions available.

Varus' name and deeds were well known beyond the borders of the empire because of his ruthlessness and crucifixion of insurgents. The people of the provinces feared his punishment and rumors of his arrival on the Rhine spread like wildfire.^{according to whom?} While feared by the people, he was highly respected by the Roman senate. He was probably the fourth most important person of his time after Augustus, Tiberius and Germanicus. On the Rhine (probably camp *castra Vetera* near Xanten or *castra Novaesium* near Neuss) he was in command of the legions XVII, XVIII (also XIX¹⁸) and XIX (also XVIII¹⁸), previously led by General Gaius Sentius Saturninus, who was sent back to Rome and had been given an *ornamenta triumphalia*.¹⁹ The other 2 legions in the winter-quarters of the army at *castrum Moguntiacum*²⁰ (I *Germanica*, V *Larks*) were led by Varus' nephew Second consul Lucius Nonius Asprenas¹⁴ and perhaps Second consul Lucius Arruntius.

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WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

Varus' opponent, Arminius, was handed over to the Romans along with his brother Flavus,²¹²² as tribute by his father and chieftain of the noblest house in the tribe of the Cherusci Segimerus²³ the Conqueror,²⁴ as result of the attacks of Drusus I in 11–9 BCE, had lived in Rome as a hostage in his youth, where he had received a military education and had even been given the rank of Equestrian. During his absence Segimerus was declared a coward by other Germanic chieftains because he had bowed down to Roman rule^{citation needed} – a crime punishable by death under Germanic law. Between 11 BCE and 4 CE the hostility and suspicion between the Germanic tribes deepened. Trade and politics between the Germanic warlords deteriorated. According to German philologist Maximilian Ihm (1863–1909), Tacitus writes that the Chatti were hostile and subjugated the Cherusci but were "pacified" between 4 and 6 CE.²⁵ According to *Encyclopædia Britannica*, the Cherusci were defeated by the Chatti but this also gives no date.²⁶ Velleius Paterculus reported that in the years 1–4 CE there was unrest in Germania (*immensum bellum*, immense war).²⁷ After his return, Arminius was a trusted advisor to Varus.²⁸ In secret, he forged an alliance of Germanic tribes that had traditionally been enemies (the Cherusci,⁴ Marsi,⁴ Chatti,⁴ Bructeri,⁴ Chauci, Sicambri and remaining elements of the Suebi, which were defeated by Caesar in the Battle of Vosges), but which he was able to unite due to outrage over Varus' tyrannous insolence and wanton cruelty to the conquered²⁰ and who hitherto had submitted in sullen hatred to the Roman dominion.



The Teutoburg Forest on a foggy and rainy day.

"...Stratagem was, therefore, indispensable; and it was necessary to blind Varus to their schemes until a favorable opportunity should arrive for striking a decisive blow...", British historian Edward Shepherd Creasy (1812–1878) While Varus was on his way from his summer camp somewhere west of the Weser river to the winter headquarters near the Rhine, he heard reports of a local rebellion, fabricated by Arminius.⁸ (Despite recent finds indicating a Roman presence near the modern city of Minden, its location remains disputed;²⁸ other sites near Minden or Rinteln have been suggested by the historian

Hans Delbrück (1848–1929) and the military writer Kurt Pastenaci (1894–1961), respectively.)

"...This was represented to Varus as an occasion which required his prompt attendance at the spot; but he was kept in studied ignorance of its being part of a concerted national rising; and he still looked on Arminius as his submissive vassal...", Edward Shepherd Creasy

Varus decided to quell this uprising immediately and take a detour through territory unfamiliar to the Romans. Arminius, who accompanied Varus, probably directed him along a route that would facilitate an ambush.⁸ Another Cheruscan nobleman, Segestes, father of Arminius' wife, brother of Segimerus,²⁴³⁰ and opposed to the marriage, warned Varus the night before the departure of the Roman forces, allegedly even suggesting that Varus apprehend Arminius along with several other Germanic leaders whom he identified as covert participants in the planned uprising. But his warning was dismissed as the result of a personal feud. Arminius then left under the pretext of drumming up Germanic forces to support the Roman campaign, but instead led his troops, who must have been waiting in the vicinity, in attacks on surrounding Roman garrisons.

Recent archaeological finds place the battle at Kalkriese Hill in Osnabrück County, Lower Saxony.⁴ On the basis of Roman accounts, the Romans must at this time have been marching northwestward from the area that is now the city of Detmold, passing east of Osnabrück; they must then have camped in this area prior to being attacked.

Battles



Germanic warriors storm the field, Varusschlacht, 1909

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WAB FORUM SUPPLEMENT

IMPERIUM ROMANUM 31BC – 476AD

Varus' forces included three legions (Legio XVII, Legio XVIII, and Legio XIX), six cohorts of auxiliary troops (non-citizens or allied troops) and three squadrons of cavalry (*alae*), most of which lacked combat experience with Germanic fighters under local conditions. The Roman forces were not marching in combat formation, and were interspersed with large numbers of camp-followers. As they entered the forest (probably just northeast of Osnabrück), they found the track narrow and muddy; according to Dio Cassius a violent storm had also arisen. He also writes that Varus neglected to send out advance reconnaissance parties.

The line of march was now stretched out perilously long — estimates are that it surpassed 15 km (9 miles), and was perhaps as long as 20 km (12 miles).²⁸ It was then suddenly attacked by Germanic warriors armed with light swords, large lances and narrow-bladed short spears called *fremae*. The Germanic warriors surrounded the entire Roman army and rained down javelins on the intruders.³¹ Arminius, who had grown up in Rome as a citizen and become a Roman soldier, understood Roman tactics very well and could direct his troops to counter them effectively, using locally superior numbers against the dispersed Roman legions. The Romans managed to set up a fortified night camp, and the next morning broke out into the open country north of the Wiehen Hills, near the modern town of Ostercappeln. The break-out cost them heavy losses, as did a further attempt to escape by marching through another forested area, with the torrential rains continuing. The rain prevented them from using their bows because sinew strings become slack when wet, and rendered them virtually defenseless as their shields also became waterlogged.



View from Hermannsdenkmal to northwest, saltus Teutoburgiensis

The Romans then undertook a night march to escape, but marched into another trap that Arminius had set, at the foot of Kalkriese Hill (near Osnabrück). There, the sandy, open strip on which the Romans could march easily was constricted by the hill, so that there was a gap of only about 100 m between the woods and the swampland at the

edge of the Great Bog. Moreover, the road was blocked by a trench, and, towards the forest, an earthen wall had been built along the roadside, permitting the Germanic tribesmen to attack the Romans from cover. The Romans made a desperate attempt to storm the wall, but failed, and the highest-ranking officer next to Varus, *Legatus* Numonius Vala, abandoned the troops by riding off with the cavalry; however, he too was overtaken by the Germanic cavalry and killed, according to Velleius Paterculus. The Germanic warriors then stormed the field and slaughtered the disintegrating Roman forces; Varus committed suicide.²⁸ Velleius reports that one commander, *Praefectus* Ceionius, shamefully surrendered and later took his own life,³² while his colleague *Praefectus* Eggius heroically died leading his doomed troops.

Around 15,000–20,000 Roman soldiers must have died; not only Varus, but also many of his officers are said to have taken their own lives by falling on their swords in the approved manner.²⁸ Tacitus wrote that many officers were sacrificed by the Germanic forces as part of their indigenous religious ceremonies, cooked in pots and their bones used for rituals.³³ However, others were ransomed, and some of the common soldiers appear to have been enslaved.



Reconstruction of the improvised fortifications prepared by the Germanic tribes for the final phase of the Varus battle near Kalkriese

All Roman accounts stress the completeness of the Roman defeat. The finds at Kalkriese, where, along with 6,000 pieces (largely scraps) of Roman equipment, there is only one single item — part of a spur — that is clearly Germanic would seem to indicate minimal Germanic losses. However it must be taken into account that the Germanic victors would have removed the bodies of their fallen, and their practice of burying their own dead warriors' battle gear with them must have contributed to the lack of Germanic relics. Additionally, several thousand Germanic soldiers were deserting militiamen who wore Roman armour (which would thus show up as "Roman" in the archaeological digs); and in fact the Germanic tribes wore less metal and more perishable organic material.

The victory over the legions was followed by a clean sweep of all Roman forts, garrisons and cities — of which

there were at least two — east of the Rhine; the remaining two Roman legions, commanded by Varus' nephew Lucius Nonius Asprenas, were content to try to hold that river. One fort (or possibly city), Aliso, fended off the Germanic tribes for many weeks, perhaps a few months, before the garrison, which included survivors of the Teutoburg Forest, successfully broke out under their commander Lucius Caedicius and reached the Rhine.

Aftermath

Upon hearing of the defeat, the Emperor Augustus, according to the Roman historian Suetonius in his work *De vita Caesarum* ("On the Life of the Caesars"), was so shaken by the news that he stood butting his head against the walls of his palace, repeatedly shouting:

"Quintili Vare, legiones redde!" (*Quintilius Varus, give me back my legions!*)

The three legion numbers were never used again by the Romans after this defeat, unlike other legions that were restructured – a case unique in Roman history except for the XXII *Deiotariana* legion, which was disbanded after heavy losses against the Jewish rebels in the Bar Kokba revolt (132–136) in Israel.

The battle abruptly ended the period of triumphant Roman expansion that had followed the end of the Civil Wars 40 years earlier. Augustus' stepson Tiberius took effective control, and prepared for the continuation of the war. Legio II *Augusta*, XX *Valeria Victrix*, and XIII *Gemina* were sent to the Rhine to replace the lost legions.

Arminius immediately sent Varus' severed head to Maroboduus, king of the Marcomanni, the other most powerful Germanic ruler with the offer of an anti-Roman alliance. Marbod declined the offer, sending the head on to Rome for burial, and remained neutral throughout the ensuing war. Only thereafter did a brief, inconclusive war break out between the two Germanic leaders

Source: http://en.wikipedia.org/wiki/Battle_of_the_Teutoburg_Forest

Battle of Adrianople

The **Battle of Adrianople** (August 9, 378), sometimes known as the **Battle of Hadrianopolis**, was fought between a Roman army led by the Roman Emperor Valens and Gothic rebels (largely Thervings as well as Greutungs, non-Gothic Alans, and various local rebels) led by Fritigern. The battle took place about 13 kilometres (8.1 mi) north of Adrianople (modern Edirne in European Turkey, near the border with Greece and Bulgaria) in the Roman province of Thracia and ended with an overwhelming victory for the Goths.

Part of the Gothic War (376–382), the battle is often considered the start of the final collapse of the Western Roman Empire in the 5th century. Adrianople actually was fought between the Goths and the Eastern Roman Empire,

which ultimately withstood the Gothic invasions and developed into the Byzantine Empire.

Background

In 376 AD, displaced by the invasions of the Huns, the Goths, led by Alavivus and Fritigern, asked to be allowed to settle in the Roman Empire. Hoping that they would become farmers and soldiers, the emperor Valens allowed them to establish themselves in the Empire as allies (*foederati*). However, once across the Danube (and in Roman territory), the dishonesty of the provincial commanders Lupinus and Maximus led the newcomers to revolt after suffering many hardships. Valens (of the Eastern Empire) then asked Gratian, the western emperor, for reinforcements to fight the Goths. Gratian sent the general Frigeridus with reinforcements, as well as the leader of his guards, Richomeres. For the next two years preceding the battle of Adrianople there were a series of running battles with no clear victories for either side.⁴

In 378, Valens decided to take control himself. Valens would bring more troops from Syria and Gratian would bring more troops from Gaul.

Valens left Antioch for Constantinople, and arrived on the 30th of May. He appointed Sebastianus, newly arrived from Italy, to reorganize the Roman armies already in Thrace. Sebastianus picked 2,000 of his legionaries and marched towards Adrianople. They ambushed some small Gothic detachments. Fritigern assembled the Gothic forces at Nicopolis and Beroe to deal with this Roman threat.⁶⁷²

Gratian had sent much of his army to Pannonia when the Lentienses (part of the Alamanni) attacked across the Rhine. Gratian recalled his army and defeated the Lentienses near Argentaria (near modern-day Colmar, France.) After this campaign, Gratian, with part of his field army, went east by boat; the rest of his field army went east overland. The former group arrived at Sirmium in Pannonia and at the Camp of Mars (a fort near the Iron Gates), 400 kilometers from Adrianople, where some Alans attacked them. Gratian's group withdrew to Pannonia shortly thereafter.

After learning of Sebastian's success against the Goths, and of Gratian's victory over the Alamanni, Valens was more than ready for a victory of his own. He brought his army from Melanthias to Adrianople, where he met with Sebastian's force. On August 6, reconnaissance informed Valens that about 10,000 Goths were marching towards Adrianople from the north, about 25 kilometers away. Despite the difficult ground, Valens reached Adrianople where the Roman army fortified its camp with ditch and rampart.

Richomeres, sent by Gratian, carried a letter asking Valens to wait for the arrival of reinforcements from Gratian before engaging in battle. Valens' officers also recommended that he wait for Gratian, but Valens decided to fight without waiting, ready to claim the ultimate prize.⁹ The Goths were also watching the Romans, and on August 8, Fritigern sent an emissary to propose a peace and an alliance in exchange for some Roman territory. Sure that he would be victorious due to his supposed numerical

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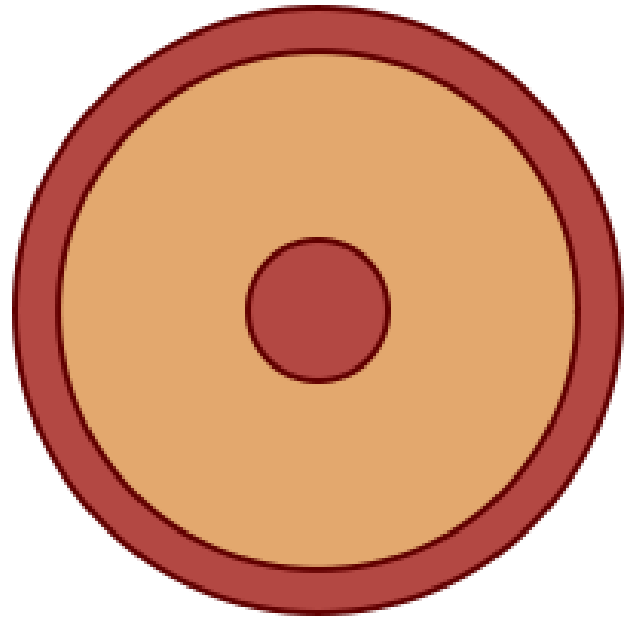
superiority, Valens rejected these proposals.⁹ However, his estimates did not take into consideration a part of the Gothic cavalry that had gone to forage further away.

Composition of the Roman troops



A re-enactor of a Roman soldier of the 3rd century A.D. Soldiers similar to this would have been used by the Romans.

Valens' army may have included troops from any of three Roman field armies: the Army of Thrace, based in the eastern Balkans, but which may have sustained heavy losses in 376–377, the 1st Army in the Emperor's Presence, and the 2nd Army in the Emperor's Presence, both based at Constantinople in peacetime but committed to the Persian frontier in 376 and sent west in 377–378.¹⁰¹¹ Valens' army was composed of veterans and men accustomed to war. It comprised seven legions — among which were the Legio I *Maximiana* and imperial auxiliaries — of 700 to 1000 men each. The cavalry was composed of mounted archers (*sagittarii*) and *Scholae* (the imperial guard). However, these did not represent the strong point of the army and would flee on the arrival of the Gothic cavalry. There were also squadrons of Arab cavalry, but they were more suited to skirmishes than to pitched battle.



Shield pattern of the Germanicani seniores, according to Notitia dignitatum.

Ammianus Marcellinus makes references to the following forces under Valens:

- Battalions of *Lancierii*, and *Mattiarrii*, the latter being apparently allied forces. However, *mattiarrii* may refer to mace-armed infantry (*mattea* being Roman for mace). Valens is referred to as seeking protection with them as the Roman forces collapsed (apparently a sign of how desperate the battle had become). Eventually they were unable to hold off the Goths' superior numbers.
- A battalion of Batavians; they were apparently held in reserve and fled, given a reference to a *comes* named Victor attempting to bring them up into battle but unable to find them.
- *Scutarii* (shielded cavalry) and archers. As one or both were under the command of Bacurius the Iberian, these may have been allied auxiliary troops from Iberia (modern Georgia) rather than Roman.

He also refers to the following officers:

- Ricimer (Richomeres), Frankish *Comes* of Gratian's *Domestici* (the corps of bodyguards of the emperor who were stationed in the imperial palace) sent to assist Valens in 376. He offered to act as a hostage to facilitate negotiations when Equitus refused. He survived the battle, indicated due to retreating.
- Sebastian, arrived from Italy previously, and clearly operating as one of Valens' generals. Killed in the battle.
- Victor, master-general of the cavalry, a Sarmatian by birth, who led the officers counselling waiting for Gratian.
- Equitius, a relation of Valens, a tribune and high steward of the palace. He refused to act as a

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hostage, as he had been a prisoner of the Goths in Dibalum and escaped, and now feared revenge. Killed in the battle.

- Bacurius (presumably Romanised Bakur), a native and possibly prince of Iberia, in command of the archers and/or *scutarii* with Cassio that accompanied Ricimer as hostage, and who attacked without orders.
- Traianus, apparently in command of Roman forces before Valens assumed command, who was described as an illustrious man whose death in the battle was a great loss. He was supposedly still alive when Valens sought refuge with the *Lancierii* and *Mattiarii*.
- Victor, the *comes* who tried to bring the Batavian reserve battalion into action.
- Cassio, in command of the archers and/or *scutarii* accompanying Ricimer as hostage.
- Saturninus, referred to as being able to stay alive by retreating. Presumably an officer or notable given he is referred to by name.
- Valerianus, Master of the Horse. Killed in battle.
- Potentius, tribune of the promoted officers, son of Ursicinus, former commander of the forces. He "fell in the flower of his age, a man respected by all persons of virtue."
- Thirty five tribunes, with no particular command, who were killed. Presumably there were more than this, but who survived.

Strength of Valens' army

Several modern historians have estimated the strength of Valens' army.

Treadgold estimates that, by 395, the Army of Thrace had 24,500 soldiers, while the 1st and 2nd Armies in Emperor's Presence had 21,000 each.¹² However, all three armies include units either formed (several units of *Theodosiani* among them) or redeployed (various legions in Thrace) after Adrianople.¹⁰ Moreover, troops were needed to protect Marcianopolis and other threatened cities, so it is unlikely that all three armies fought together.

Order of battle of Valens' army

It is not possible to precisely list the units of the Roman army at Adrianople. The only sources are Ammianus, who describes the battle but mentions few units by name, and the eastern *Notitia Dignitatum*, which lists Roman army units in the late 4th to early 5th century, after Theodosius. Many units listed in the Balkans were formed after Adrianople; others were transferred from other parts of the Empire, before or after Adrianople; others are listed in two or more sectors. Some units at Adrianople may have been merged or disbanded due to their losses. The Roman forces consisted of heavy infantry, various archers and cavalry.

Composition of the Gothic forces

The Gothic armies were mostly infantry with some cavalry, however; in the battle of Adrianople the large

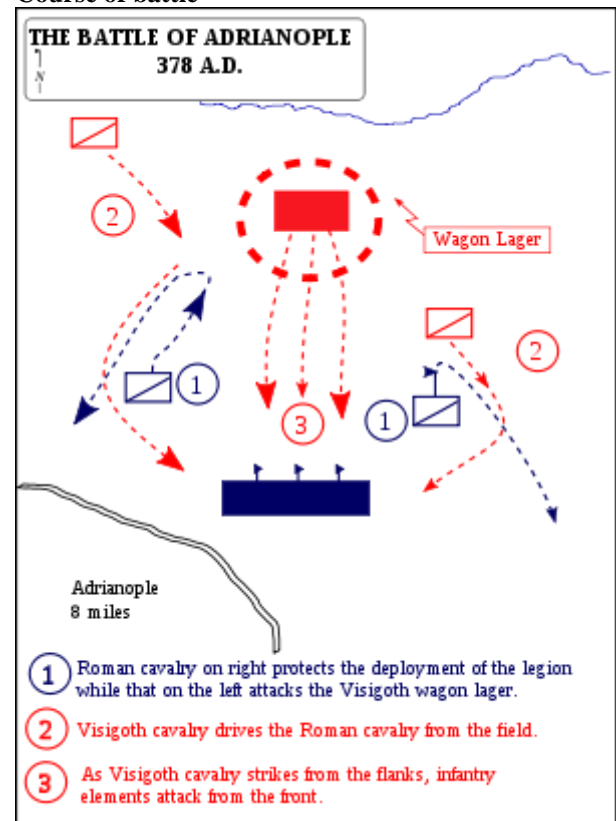
force of Gothic cavalry was 50,000 strong. Their destruction of Roman troops caused cavalry to be the new dominant fighting force for the next thousand years, taking the place of the previously exalted Roman infantryman.¹⁴

There were probably two main Gothic armies south of the Danube. Fritigern led one army, largely recruited from the Therving exiles, while Alatheus and Saphrax led another army, largely recruited from the Greuthung exiles.

Fritigern brought most if not all of his fighters to the battle, and appears to have been the force the Romans first encountered. Alatheus and Saphrax brought most of their cavalry, and possibly some of their infantry, to the battlefield late. These infantry were indicated as being an Alan battalion.

Ammianus records that the Roman scouts estimated 10,000 Gothic troops; but Ammianus dismissed this as an underestimate.⁹ This appears to be due to Alatheus and Saphrax's forces being away when the Roman scouts estimated the Goth's numbers before battle. Several modern historians have estimated the strength of the Gothic armies at 12,000–15,000.

Course of battle



On the morning of August 9, Valens decamped from Adrianople, where he left the imperial treasury and administration under the guard of the legions. The reconnaissance of the preceding days informed him of the location of the Gothic camp north of the city. Valens arrived there after marching for seven hours over difficult terrain.

At around 14:30, the Roman troops arrived in disorder, facing the Gothic camp that had been set up on the top of a

hill. The Goths, except for their cavalry, took position in front of their wagon circle, inside of which were their families and possessions. Fritigern's objective was to delay the Romans, in order to give enough time for the Gothic cavalry to return. The fields were burnt by the Goths to delay and harass the Romans with smoke, and negotiations began for an exchange of hostages. The negotiations exasperated the Roman soldiers who seemed to hold the stronger position, but they gained precious time for Fritigern.

A detachment of Romans began the battle without orders to do so, believing they would have an easy victory, and perhaps over-eager to exact revenge on the Goths after two years of unchecked devastation throughout the Balkans. The imperial scholae of shield-archers under the command of the Iberian prince Bacurius attacked, but lacking support they were easily pushed back. Then the Roman left-wing reached the circle of wagons, but it was too late. At that moment, the Gothic cavalry, alerted by messengers from the embattled wagon circle, arrived to support the infantry. The cavalry surrounded the Roman troops, who were already in disarray after the failure of the first assault. The Romans retreated to the base of the hill where they were unable to maneuver, encumbered by their heavy armor and long shields. The casualties, exhaustion, and psychological pressure led to a rout of the Roman army. The cavalry continued their attack, and the massacre continued until nightfall.

In the rout, the Emperor himself was abandoned by his guards. Some tried to retrieve him, but the majority of the cavalry deserted. Valens' final fate is unknown; he probably died anonymously on the field, although one account says he was trapped in a nearby village house and burned.

Implications

According to the historian Ammianus Marcellinus, a third of the Roman army succeeded in retreating, but the losses were uncountable. Many officers, among them the general Sebastian, were killed in the worst Roman defeat since the Battle of Edessa, the high point of the Crisis of the Third Century. The battle was a devastating blow for the late Empire. In effect, the core army of the eastern Empire was destroyed, valuable administrators were killed, and all of the arms factories on the Danube were destroyed following the battle. The lack of reserves for the army led to a recruitment crisis, which accentuated the strategic and morale impact of the defeat; but it is also clear that Adrianople did not mark the end of the Roman Empire, because the imperial military power was only temporarily crippled.

The defeat at Adrianople changed the character of the Empire in that it signified that the barbarians, fighting for or against the Romans, had become powerful adversaries. The Goths, though partly tamed by Valens' successor Theodosius I (who accepted them once more as allies), were to remain as a distinct entity within its frontiers; sometimes allies; other times enemies. Roman losses could only be made good by co-opting barbarians into the army as *Foederati* under their own commanders; and, as so

often, military power has ways of translating into political influence.

The long term implications of the battle of Adrianople have often been overstated, with many Twentieth Century writers repeating Sir Charles Oman's idea¹⁶ that the battle represented a turning point in military history, with heavy cavalry triumphing over Roman infantry and ushering in the age of the Medieval knight. This outdated idea was overturned by T.S Burns in a ground-breaking article in 1973.¹⁷ Burns shows that the Gothic army's cavalry arm was actually fairly small, that Valens would actually have had more cavalry and that while the role of Fritigern's cavalry was critical to his victory, the battle was a mainly infantry versus infantry affair. The Medieval knight was not to rise for several centuries after Adrianople. It is also often stated that the defeat at Adrianople led to changes in the composition of the late Roman Army and an increase in the use of cavalry. In fact, this process had been going on in the Roman Army long before AD 378, with cavalry increasing its role and status in the Army from at least the time of the Emperor Gallienus (AD 253 to 260)

The real significance of the battle was political and strategic: the Roman defeat left a large and hostile foreign force within the frontiers of the Empire. This was a force that was to cause significant problems to the Empire for the next century and which would be a contributing factor to the eventual collapse of the Western Roman Empire.

Source: http://en.wikipedia.org/wiki/Battle_of_Adrianople

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ARMY LIST SAMPLES

BATTLE REPORT

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