

# EARLY IMPERIAL ROME

## 27 BC TO 117 AD

In 27 BC Octavianus became Augustus, the first emperor of Rome in everything but name. Augustus was left with scores of under strength legions spread across the entire empire. He gradually reduced these to 28 full strength legions, re-numbering and re-naming many in the process, and then re-assigned them to new postings. The ad-hoc system of non-citizen auxiliary detachments was replaced by a formal structure where auxiliary infantry and cavalry were recruited, trained and equipped by the state and deployed around the empire. There were probably roughly equal numbers of auxiliaries and legionaries in the Roman army during this period.

Augustus was also responsible for the formation of the Praetorian Guard, though the tradition of veteran legionaries forming the special bodyguard of Roman generals dated back centuries. No special rules have been applied to Praetorian Guard in this supplement, as there is little evidence that it was any more effective in battle than the regular legions, and some evidence to indicate that it was actually less effective.

During the Early Imperial period the boundaries of the empire continued to expand, with north western Spain, southern Britain, Syria and Dacia all becoming Roman provinces. The one notable failure was the attempt to expand north of the Rhine, where in 9 AD three entire legions were annihilated in the Teutoburg Forest by a coalition of German tribes. The empire was mostly stable, though a major civil war erupted in 69 AD, known as the Year of Four Emperors. The empire briefly reached its greatest extent under the Emperor Trajan in 117 AD after his successful invasion of Parthia, stretching from the Irish Sea to the Persian Gulf.

The famous banded armour, or *lorica segmenta*, was adopted by the legionaries during this period, and the large legionary shield became rectangular. Although the use of war elephants ended after the Punic Wars, one Roman historian claims that the emperor Claudius was accompanied by elephants when he joined the Roman invasion of Britain in 43 AD. During the civil war of 69 AD, the gladiatorial schools in Italy were emptied to provide additional troops, with mixed results. On the desert borders of the empire, camel-mounted troops acted as scouts and skirmishers for local garrisons.

### Building and playing an Early Imperial Roman Army

The legions were at the height of their powers in the first century AD, and so legionaries will be an important part of your army. As they are one of the most potent troop types in the game, this will make your army quite forgiving as well, but you still must be careful that are not lulled into a false sense of your own superiority, as Varus was just prior to entering the Teutoburg Forest. However, don't forget auxiliaries were an important part of the Roman army during this period and will play a very useful role in yours. They are cheaper and more versatile than legionaries, and can protect the flanks of your army whilst the legionaries get stuck in. As with the Late Republican Roman army, your cavalry will often be out classed by the enemy, but is still important.

### CAMEL RULES

*A cavalry unit that is not 'used to camels' will become shaken immediately upon contact with a camel mounted unit. Camels Cost 5 points in addition to the 10 for mounted.*



# ARMIES OF ROME





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Troop type (Notes)	Morale	CS	BS	WND	ATT	T&L	Move	Armour	Points
<b>Veteran Legionaries (1) (2)</b>	Veteran	Good	-	4	2	9	4	Medium	117
Hand weapons, Thrown melee weapons, Drilled									
<b>Upgrades</b>	To Heavy Armour (+5 pts), T&L to 10 (+2 pts)								
<b>Regular Legionaries (1)</b>	Regular	Avg	-	3	2	8	4	Medium	80
Hand weapons, Thrown melee weapons, Drilled									
<b>Upgrades</b>	To Heavy Armour (+5 pts), CS to good (+5 pts), T&L to 9 (+2 pts), to Seasoned (+10 pts)								
<b>Lanciarrii (3)</b>	Regular	Avg	Avg	2	1	8	4	Light	71/2
Skirmishers, Hand weapons, Javelins									
<b>Upgrades</b>	To Seasoned (+10 pts), To Medium Armour (+5 pts), T&L to 9 (+2 pts)								
<b>Auxiliary Infantry (1)</b>	Regular	Avg	-	3	2	6	4	Light	62
Hand weapons									
<b>Upgrades</b>	To Seasoned (+10 pts), To Medium Armour (+5 pts), T&L to 7 (+2 pts), May be Light Troops (no points cost)								
<b>Auxiliary Cavalry</b>	Regular	Avg	-	3	2	6	8	Light	76
Mounted, Hand weapons, Thrown melee weapons									
<b>Upgrades</b>	To Seasoned (+10 pts), To Medium Armour (+5 pts), T&L increased to 7 (+2 pts)								
<b>Auxiliary Archers</b>	Trained	Poor	Avg	3	2	5	4	None	53
Hand weapons, Bows, Light Troops									
<b>Upgrades</b>	To Regular (+10pts), T&L increased to 6 (+2 pts), to Light Armour (+5 pts)								
<b>Skirmishers</b>	Levy	Poor	Avg	2	1	3	4	None	31/2
Hand Weapons, Javelins, Skirmishers									
<b>Upgrades</b>	To Trained (+10 pts), T&L increased to 4 (+2 pts), May replace Javelins with Short Bow (+5 pts)								
<b>Light Cavalry (4)</b>	Levy	Poor	Avg	2	1	3	10	Light	46/2
Mounted, Hand Weapons, Javelins, Skirmishers									
<b>Upgrades</b>	To Trained (+10pts), T&L increased to 4 (+2 pts), May replace Javelins with Horse Bow (+5 pts), May have Parthian Shot (+5 pts)								
<b>Barbarian Infantry (5)</b>	Trained	Avg	-	3	2	5	4	Light	55
Hand Weapons, Shock, Impetuous									
<b>Upgrades</b>	To Regular (+10 pts), T&L to 6 (+2 pts), if Regular Armour to Medium (+5 pts)								
<b>Barbarian Cavalry (5)</b>	Trained	Avg	-	3	2	5	8	None	59
Hand Weapons, Mounted, Thrown melee weapons									
<b>Upgrades</b>	To Regular (+10 pts), to Seasoned (+20 pts), to Light Armour (+5 pts), if Seasoned CS to Good (+5 pts)								



Troop type (Notes)	Morale	CS	BS	WND	ATT	T&L	Move	Armour	Points
<b>Scorpio (6)</b>	Regular	Poor	Avg	3	2	7	4	Light	94
Bolt Thrower									
<b>Upgrades</b>	T&L to 8 (+2 pts)								
<b>Gladiators (7)</b>	Regular	Good	-	3	2	6	4	Light	67
Hand Weapons									
<b>Upgrades</b>	To Seasoned (+10 pts), T&L to 7 (+2 pts)								
<b>Elephant (7)</b>	Regular	Good	-	5	3	3	6	Light	161
Hand Weapons, Javelins, Elephant									
<b>Upgrades</b>	T&L to 4 (+2 pts)								
<b>Dromedarii (7)</b>	Trained	Poor	Poor	2	1	5	10	None	55/2
Mounted, Camels, Javelin, Skirmisher									
<b>Upgrades</b>	To Regular (+10 pts) , to Light Armour (+5 pts), if Regular BS to Average (+5 pts)								

## Restrictions and Leaders

(1) At least 50% of points must be spent on Legionaries and/or Auxiliary Infantry

(2) Only 1 Veteran Legionary unit per army.

(3) Only 1 unit of Lanciarii per army.

(4) Only 1 unit of Light Cavalry per 1500 points in the army.

(5) Only 1 unit of Barbarians per 1500 points in the army.

(6) Only 1 Scorpio per unit of Legionaries in the army.

(7) Only 1 unit of Gladiators OR Elephant OR Dromedarii per army.

A Standard Roman Leader may be fielded for 100 points. He has the following statistics.

T&L Modifier: +2  
 Morale Modifier: +1  
 Melee Modifier: +1

Alternatively, the Special Roman Leader Germanicus may be fielded for 125 points.

T&L Modifier: +1  
 Morale Modifier: +2  
 Melee Modifier: +2

If Germanicus is fielded, one unit of Veteran Legionaries may be upgraded to Elite (+20 points and +1 Att) to represent the 14th Legion

