300 Pts - Early Imperial Romans - Roman 300

Name	#	Group	Size	Ldr	Move	Clash	Sustain	Short	Long	Morale	Stam	Option Summary	Cost
Early Imperial Roman Division	1	Division											156
General	1	HQ		8	12"	+3	+3						[0]
Re-roll													
Heavy Legionaries	1	Heavy Infantry, Legionaries	Standard		6"	7	7	3	-	4+	6	Drilled Pilum Sword Testudo	[32]
Drilled; Pilum; Swords; Testudo													
Heavy Legionaries	1	Heavy Infantry, Legionaries	Standard		6"	7	7	3	-	4+	6	Drilled Pilum Sword Testudo	[32]
Drilled; Pilum; Swords; Testudo													
Heavy Legionaries	1	Heavy Infantry, Legionaries	Standard		6"	7	7	3	-	4+	6	Drilled Pilum Sword Testudo	[32]
Drilled; Pilum; Swords; Testudo													
Auxiliary Light Archers	1	Light Infantry	Small		6"	3	3	2	2	6+	4	Bow	[15]
Bow; Small Unit													
Auxiliary Medium Cavalry	1	Medium Cavalry	Standard		9"	8	5	3	-	5+	6	Jav	[27]
Javelin													
Scorpio Bolt Thrower	1	Light Artillery	Standard		-	1	1	2	2	-	3	Drilled	[18]
Drilled; Light Artillery													
Early Imperial Roman Division	1	Division											140
Commander	1	HQ		8	12"	+1	+1						[0]
Heavy Legionaries	1	Heavy Infantry, Legionaries	Standard		6"	7	7	3	-	4+	6	Drilled Pilum Sword Testudo	[32]
Drilled; Pilum; Swords; Testudo													
Heavy Legionaries	1	Heavy Infantry, Legionaries	Standard		6"	7	7	3	-	4+	6	Drilled Pilum Sword Testudo	[32]
Drilled; Pilum; Swords; Testudo													
Auxiliary Light Archers	1	Light Infantry	Small		6"	3	3	2	2	6+	4	Bow	[15]
Bow; Small Unit													
Heavy Legionaries	1	Heavy Infantry, Legionaries	Standard		6"	7	7	3	-	4+	6	Drilled Pilum Sword Testudo	[32]
Drilled; Pilum; Swords; Testudo													
Skirmishers	1	Infantry, Skirmisher	Small		6"	3	2	2	-	-	4	Jav	[11]
Javelin													
Scorpio Bolt Thrower	1	Light Artillery	Standard		-	1	1	2	2	-	3	Drilled	[18]
Drilled; Light Artillery													
												Total Cost:	**296**

Option Footnotes

Composition	
Small Unit	

Special Rules	
Drilled	• Free move on failed order unless Blunder • Move through or out way of friends without Disorder • If Charged by Scythed Chariot roll D6, 4+ then remove chariot and no damage is inflicted (p98 rulebook)
Re-roll	• Once per game may reroll one Order test even if blundered (p80 rulebook)
Testudo	• Frontage half usual • Free move even if fail order, if Blunder it can only moves forwards • +2 Morale saves from ranged attacks • Counts 'front' all round to ranged attacks • Can make no ranged attacks • Adopt battle line if engaged (p105 rulebook)

Upgrade	
Make General	

Weapons	
Bow	R: 18"
Javelin	R: 6"
Light Artillery	R: 24"
Pilum	• R: 6" • Enemyto front −1 Morale save in first round (p103 rulebook)
Swords	

Validation Report

1. Hail Caesar Books: 1. Rulebook lists; 3. Race: Early Imperial Romans

List satisfies all enforced validation rules

Group	Min	Max	Used
Infantry	6	0	8 (Min: 6)
Legions	5	0	6 (Min: 5)
Skirmisher	0	0	1
Cavalry	0	3	1 (Max: 3)
Artillery	0	0	2