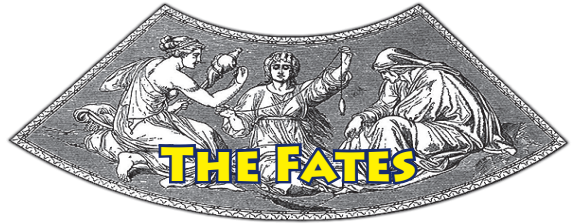


THE ROMAN ARMY LIST

THE ARMY

<i>Terrain Choices</i>	2
<i>Hand Size</i>	8

∞	Cohorts
2	Auxilia Archers
6	Archers & Slingers
4	Light Cavalry
6	Massed Cavalry (all)



●	Adjunct	Palestinian Clubmen or Artillery
●●	Adjunct	Historian, Priest, Spy, Logistics Officer, or Local Guide
●●●	Adv. Card	(any)
●●●●	Asset	Familiar Ground, Confident
●●●●●	Upgrade	Upgrade one cohort
●●●●●●	Household	Cohort or Clibanarii

FOEDERATI

No more than one-half of the *units* in a Roman army may be foederati.

Foederati do not count against the unit type limits listed above. For example, a Roman army could have ten units of archers and slingers, if four or more of them were German or Sarmatian foederati.

MASSED CAVALRY

The total number of *Roman M.C.* units - armored cavalry and clibanarii combined - may not exceed six. This limit might be exceeded, however, by adding non-Roman M.C. units as foederati.

CIVILIZED ARMY

A Roman player may opt to forego one of his Fates dice, and instead choose any one adjunct. Then he may roll his remaining Fates to determine what other options he has.

UPGRADING COHORTS

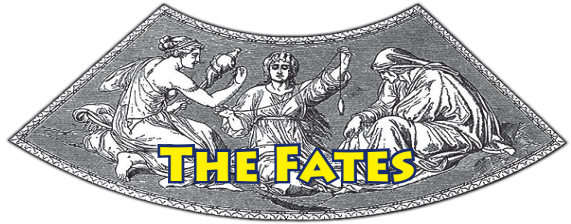
Each roll of “5” on the Fates allows you to upgrade one cohort’s experience. A raw cohort may become experienced, or an experienced cohort may become veteran. The unit’s elan and loss number may change; nothing else changes about it. If it had a special status such as household, it keeps that status. If it had an attached adjunct, it keeps that adjunct, etc.

THE SARMATIAN ARMY LIST

THE ARMY

Terrain Choices	4
Hand Size	6

∞	Warriors
4	Nobles
8	Horse Archers
8	Cavalry
4	Archers & Slingers
1	Amazons



●	Adjunct	Hero
●●	Adjunct	Bard, Priest, Spy, or Traitor
●●●	Adjunct	Artillery or Ox Cart
●●●●	Adv. Card	(any)
●●●●●	Asset	Familiar Ground, Confident, or up to 2 Barricades
●●●●●●	Household	Nobles

AMAZONS

Historians estimate that perhaps as many as 20% of Sarmatian warriors may have been female. This led to wild stories of all-female units, which inspired the legend of the Amazons.

This army list includes the option for a wholly fictional unit of mounted female warriors. Although they may not have existed in reality, they certainly existed in many mythologies of the time, and those stories fooled Herodotus and the later Roman writers who plagiarized him into believing they were real. That's good enough for a wargame, in my opinion. But if it offends your historical sensibilities to play with fictional units, then... just don't do it.

If a Sarmatian player chooses *not* to include an Amazon unit in his army, then the maximum number of Nobles he may include rises to *five*. In other words: you may have 4 Nobles and an Amazon ... or simply 5 Nobles.

