

EARLY ROMAN REPUBLIC

280 BC to 220 BC

CinC Roman Consul mounted on horse as HC, JLS, Sh, with standard bearer @ 70 points. 1 only.
Roman Ally-General 2nd Consul mounted on horse as HC, JLS, Sh, with standard bearer @ 60 points.
1 only.
Sub-General Praetor or Master of Horse mounted on horse as HC, JLS, Sh, @ 50 points. Up to 2

Cavalry

Roman cavalry "Regular B" HC, JLS, Sh, @ 33 points per 3 figure element. Min 2 to 4 elements.
Extra to upgrade Roman cavalry to "Regular A" bodyguard, @ 3 points per element. Up to 2 elements per Consul fielded.
Italian allied cavalry "Regular C" MC, JLS, Sh, @ 24 points per 3 figure element. Min 2 to 8 elements.
Extra to upgrade Italian allied cavalry to HC, @ 6 points per element. Any or all
Extra to upgrade Italian allied cavalry to "Regular B" as extraordinarii, @ 3 points per element. Up to 2 elements.

Infantry

Roman Infantry must be fielded on a basis of 2 Hastati, 2 Princepes, 1 Triarii and 1 Velite proportion of elements.
Roman Velites "Regular C" LI, LTS, JLS, @ 8 points per 2 figure element. Min 4 to 16 elements.
Roman Hastati "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.
Roman Princepes "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.
Roman Triarii "Regular B" HI, LTS, Sh, @ 28 points per element. Min 4 to 16 elements
Extra to upgrade all Hastati and Princepes notionally belonging to the same legion, to "Regular B", @ 4 points per element. Up to 38 elements.
Extra to upgrade velites notionally belonging to the same legion, to "Regular B", @ 2 points per element. Up to 8 elements.

Italian allied infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 20 elements
Extra to upgrade Italian allied infantry to LHI, @ 6 points per element. Up to 1/2
Extra to upgrade Italian allied infantry to "Regular B" as extraordinarii, @ 6 points per element. Up to 4 elements.
Extra to upgrade any remaining Italian allied infantry to "Regular C", @ 3 points per element. All or none

Incendiary pigs, @ 5 points per element. Up to 4 elements.

Anti elephant 2 – axle wagon drawn by 2 yoke of oxen, equipped with anti-elephant devices and fire pots, carrying 4 figures of Regular C LI, S or B @ 41 points per model. Up to 4 models.

Wagons must always observe an E target priority when shooting, and elephants charging them count as passing over caltrops and as attacked by fire.

*Pigs and wagons can be used only if the opposing army **could** include elephants.*

Up to 20 regular command factors

Up to 6 regular command factors to provide hastati, or mixed hastati, princepes and triarii units with a detachment of velites.

ROMAN REPUBLIC IN ITALY

222 BC to 105 BC

CinC Roman Consul mounted on horse as HC, JLS, Sh, with standard bearer @ 70 points. 1 only.
Roman Ally-General 2nd Consul mounted on horse as HC, JLS, Sh, with standard bearer @ 60 points.
1 only.
Sub-General Praetor or Master of Horse mounted on horse as HC, JLS, Sh, @ 50 points. Up to 2

Cavalry

Roman cavalry "Regular B" HC, JLS, Sh, @ 33 points per 3 figure element. Min 2 to 4 elements.
Extra to upgrade Roman cavalry to "Regular A" bodyguard, @ 3 points per element. Up to 2 elements per Consul fielded.

Roman cavalry support velites "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. 1 element max per Roman cavalry element fielded.
Roman cavalry were often teamed with detachments of Velites, who rode double with them until going into action. The combined unit and detachment counts as mounted infantry when riding double.

Italian allied cavalry "Regular C" MC, JLS, Sh, @ 24 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade Italian allied cavalry to HC, @ 6 points per element. Any or all

Extra to upgrade Italian allied cavalry to "Regular B" as extraordinarii, @ 3 points per element. Up to 2 elements.

Italian Tarantine light cavalry "Irregular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 6 elements.

Infantry

Roman Infantry must be fielded on a basis of 2 Hastati, 2 Princepes, 1 Triarii and 1 Velite proportion of elements.

Roman Velites "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. Min 4 to 24 elements.

Roman Hastati "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 24 elements.

Roman Princepes "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 24 elements.

Roman Triarii "Regular B" HI, LTS, Sh, @ 28 points per element. Min 4 to 12 elements

Extra to upgrade all Hastati and Princepes notionally belonging to the same legion, to "Regular B", @ 4 points per element. Up to 24 elements.

Extra to upgrade velites notionally belonging to the same legion, to "Regular B", @ 2 points per element. Up to 8 elements.

A penal legion was formed during the 2nd Punic war from bad characters equipped with Gallic weapons previously captured at Telamon.

Velites of the penal legion "Regular D" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Hastati, Princepes or Triarii of the penal legion "Regular D" MI, JLS, Sh, @ 12 points per 4 figure element. Up to 12 elements.

Italian allied infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 20 elements

Extra to upgrade Italian allied infantry to LHI, @ 6 points per element. Up to 1/2

Extra to upgrade Italian allied infantry to "Regular B" as extraordinarii, @ 6 points per element. Up to 4 elements.

Extra to upgrade any remaining Italian allied infantry to "Regular C", @ 3 points per element. All or none

Illyrian Auxiliaries

Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 5 elements.

Illyrian foot "Irregular B" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 4 elements.

Extra to give Illyrian foot LTS in addition, @ 3 points per element. Any or all

Gallic Auxiliaries

Gallic cavalry "Irregular D" MC, JLS, Sh, @ 15 points per 3 figure element. Up to 3 elements.

Gallic infantry "Irregular D" LMI, JLS, Sh, @ 6 points per 3 figure element. Up to 8 elements.

Ligurian Auxiliaries

Ligurian warriors "Irregular C" LMI, ½ JLS, Sh, ½ 2HCW, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Up to 20 regular command factors

Up to 6 regular command factors to provide cavalry, hastati, or mixed hastati, principes and triarii units with a detachment of velites.

Up to 5 irregular command factors.

ROMAN REPUBLIC IN SPAIN

280 BC to 105 BC

CinC Roman Consul mounted on horse as HC, JLS, Sh, with standard bearer @ 70 points. 1 only.
Roman Ally-General 2nd Consul mounted on horse as HC, JLS, Sh, with standard bearer @ 60 points.
1 only.

Sub-General Praetor or Master of Horse mounted on horse as HC, JLS, Sh, @ 50 points. Up to 2

Cavalry

Roman cavalry "Regular B" HC, JLS, Sh, @ 33 points per 3 figure element. Min 2 to 4 elements.

Extra to upgrade Roman cavalry to "Regular A" bodyguard, @ 3 points per element. Up to 2 elements per Consul fielded.

Roman cavalry support velites "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. 1 element max per Roman cavalry element fielded.

Roman cavalry were often teamed with detachments of Velites, who rode double with them until going into action. The combined unit and detachment counts as mounted infantry when riding double.

Italian allied cavalry "Regular C" MC, JLS, Sh, @ 24 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade Italian allied cavalry to HC, @ 6 points per element. Any or all

Extra to upgrade Italian allied cavalry to "Regular B" as extraordinarii, @ 3 points per element. Up to 2 elements.

Italian Tarantine light cavalry "Irregular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 5 elements.

Infantry

Roman Infantry must be fielded on a basis of 2 Hastati, 2 Princepes, 1 Triarii and 1 Velite proportion of elements.

Roman Velites "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. Min 4 to 16 elements.

Roman Hastati "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.

Roman Princepes "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.

Roman Triarii "Regular B" HI, LTS, Sh, @ 28 points per element. Min 4 to 16 elements

Extra to upgrade all Hastati and Princepes notionally belonging to the same legion, to "Regular B", @ 4 points per element. Up to 38 elements.

Extra to upgrade velites notionally belonging to the same legion, to "Regular B", @ 2 points per element. Up to 8 elements.

Italian allied infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 20 elements

Extra to upgrade Italian allied infantry to LHI, @ 6 points per element. Up to 1/2

Extra to upgrade Italian allied infantry to "Regular B" as extraordinarii, @ 6 points per element. Up to 4 elements.

Extra to upgrade any remaining Italian allied infantry to "Regular C", @ 3 points per element. All or none

Greek Auxiliaries

Greek slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 5 elements.

Cretan archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 5 elements.

Extra to give Cretans Sh, @ 2 points per element. All or none

Ligurian Auxiliaries

Ligurian warriors "Irregular C" LMI, ½ JLS, Sh, ½ 2HCW, sh, @ 9 points per 3 figure element. Up to 8 elements.

Spanish Auxiliaries

Spanish cavalry "Irregular C", MC, JLS, Sh, @ 18 points per 3 figure element. Up to 6 elements.

Spanish cavalry "Irregular C", LC, JLS, Sh, @ 12 points per 2 figure element. Up to 10 elements.

Spanish scutarii "Irregular D" LMI, HTW, Sh, @ 6 points per 3 figure element. Up to 16 elements.
Extra to upgrade Spanish scutarii to "Irregular B" as Celtiberians, @ 6 points per element. Up to 6 elements.

Spanish caetrati "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 16 elements.
Spanish auxiliaries may not be used if any Spanish allies are fielded.

Spanish Allies

If any troops from the Spanish allied contingent are used, then the allied contingents Ally-General must also be used.

Spanish Ally-General mounted on horse as HC, JLS, Sh, with standard bearer @ 60 points. 1 only.
Long shield cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 6 elements.
Extra to further upgrade "Irregular B" cavalry to "Irregular A" as general's companions sworn to devotio, @ 3 points per element. Up to 2 elements.

Extra to upgrade long shield cavalry to HC, @ 6 points per element. Up to 5 elements.

Round shield cavalry "Irregular C" MC JLS, Sh, @ 18 points per 3 figure element. Min 3 to 6 elements.

Extra to upgrade round shield cavalry to "Irregular B", @ 3 points per element. All or none

OR

Round shield cavalry "Irregular C" LC JLS, Sh, @ 12 points per 2 figure element. Min 3 to 9 elements.

Extra to upgrade round shield cavalry to "Irregular B", @ 2 points per element. All or none

Scutarii "Irregular C" LMI, HTW, Sh, @ 9 points per 3 figure element. Min 12 to 34 elements.

Caetrati "Irregular C" LI, JLS, Sh, @ 3 points per 2 figure element. Min 8 to 26 elements.

Extra to upgrade caetrati to "Irregular B" if in detachment belonging to "Irregular B" cavalry unit, @ 2 points per element. Up to 12 elements.

Slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 5 elements.

Mercenary Celtiberian scutarii "Irregular B" @ 12 points per 3 figure element. Up to 8 elements.

Up to 20 regular command factors

Up to 6 regular command factors to provide cavalry, hastati, or mixed hastati, principes and triarii units with a detachment of velites.

Up to 10 irregular command factors.

ROMAN REPUBLIC IN GREECE

201 BC to 190 BC

CinC Roman Consul mounted on horse as HC, JLS, Sh, with standard bearer @ 70 points. 1 only.
Praetor Sub-General or Master of Horse mounted on horse as HC, JLS, Sh, @ 50 points. Up to 3

Cavalry

Roman cavalry "Regular B" HC, JLS, Sh, @ 33 points per 3 figure element. Min 2 to 4 elements.
Extra to upgrade Roman cavalry to "Regular A" bodyguard, @ 3 points per element. Up to 2 elements.

Roman cavalry support velites "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. 1 element max per Roman cavalry element fielded.

Roman cavalry were often teamed with detachments of Velites, who rode double with them until going into action. The combined unit and detachment counts as mounted infantry when riding double.

Italian allied cavalry "Regular C" MC, JLS, Sh, @ 24 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade Italian allied cavalry to HC, @ 6 points per element. Any or all

Extra to upgrade Italian allied cavalry to "Regular B" as extraordinarii, @ 3 points per element. Up to 2 elements.

Italian Tarantine light cavalry "Irregular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 5 elements.

Infantry

Roman Infantry must be fielded on a basis of 2 Hastati, 2 Princepes, 1 Triarii and 1 Velite proportion of elements.

Roman Velites "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. Min 4 to 16 elements.

Roman Hastati "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.

Roman Princepes "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.

Roman Triarii "Regular B" HI, LTS, Sh, @ 28 points per element. Min 4 to 16 elements

Extra to upgrade all Hastati and Princepes notionally belonging to the same legion, to "Regular B", @ 4 points per element. Up to 38 elements.

Extra to upgrade velites notionally belonging to the same legion, to "Regular B", @ 2 points per element. Up to 8 elements.

Italian allied infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 20 elements

Extra to upgrade Italian allied infantry to LHI, @ 6 points per element. Up to 1/2

Extra to upgrade Italian allied infantry to "Regular B" as extraordinarii, @ 6 points per element. Up to 4 elements.

Extra to upgrade any remaining Italian allied infantry to "Regular C", @ 3 points per element. All or none

Light bolt shooters with "Regular C" crew of 2 figures, @ 20 points per model. Up to 2 models.

Numidian Auxiliaries

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per two figure element. Up to 6 elements.

Extra to upgrade Numidian LC to "Irregular B" veterans, @ 2 points per element. Up to 6 elements.

Greek Auxiliaries

Achaean peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

Syracusan slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 6 elements.

Macedonian and Thracian volunteers "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 4 elements.

Cretan archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Extra to give Cretans Sh, @ 2 points per element. All or none

Illyrian Auxiliaries

Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 6 elements.

Illyrian foot "Irregular B" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 4 elements.

Extra to give Illyrian foot LTS in addition, @ 3 points per element. Any or all

Aetolian Allies

If any troops from the Aetolian allied contingent are used, then the allied contingents Ally-General must also be used.

Aetolian Ally-General mounted on horse as LC, JLS, Sh, with standard bearer @ 70 points. 1 only.

Aetolian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 6 elements.

Aetolian foot "Irregular C" LMI or LI, JLS, Sh, @ 9 points per element. Up to 14 elements.

Up to 20 regular command factors

Up to 6 regular command factors to provide cavalry, hastati, or mixed hastati, principes and triarii units with a detachment of velites.

Up to 6 irregular command factors.

ROMAN REPUBLIC IN ASIA

190 BC to 105 BC

CinC Roman Consul mounted on horse as HC, JLS, Sh, with standard bearer @ 70 points per 2 figure element. 1 only.

Praetor Sub-General or Master of Horse mounted on horse as HC, JLS, Sh, @ 50 points. Up to 3

Cavalry

Roman cavalry "Regular B" HC, JLS, Sh, @ 33 points per 3 figure element. Min 2 to 4 elements.
Extra to upgrade Roman cavalry to "Regular A" bodyguard, @ 3 points per element. Up to 2 elements.

Roman cavalry support velites "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. 1 element max per Roman cavalry element fielded.

Roman cavalry were often teamed with detachments of Velites, who rode double with them until going into action. The combined unit and detachment counts as mounted infantry when riding double.

Italian allied cavalry "Regular C" MC, JLS, Sh, @ 24 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade Italian allied cavalry to HC, @ 6 points per element. Any or all

Extra to upgrade Italian allied cavalry to "Regular B" as extraordinarii, @ 3 points per element. Up to 2 elements.

Italian Tarantine light cavalry "Irregular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 6 elements.

Infantry

Roman Infantry must be fielded on a basis of 2 Hastati, 2 Princepes, 1 Triarii and 1 Velite proportion of elements.

Roman Velites "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. Min 4 to 16 elements.

Roman Hastati "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.

Roman Princepes "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.

Roman Triarii "Regular B" HI, LTS, Sh, @ 28 points per element. Min 4 to 16 elements

Extra to upgrade all Hastati and Princepes notionally belonging to the same legion, to "Regular B", @ 4 points per element. Up to 38 elements.

Extra to upgrade velites notionally belonging to the same legion, to "Regular B", @ 2 points per element. Up to 8 elements.

Italian allied infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 20 elements

Extra to upgrade Italian allied infantry to LHI, @ 6 points per element. Up to 1/2

Extra to upgrade Italian allied infantry to "Regular B" as extraordinarii, @ 6 points per element. Up to 4 elements.

Extra to upgrade any remaining Italian allied infantry to "Regular C", @ 3 points per element. All or none

Light bolt shooters with "Regular C" crew of 2 figures, @ 20 points per model. Up to 2 models.

Numidian Auxiliaries

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per two figure element. Up to 6 elements.

Extra to upgrade Numidian LC to "Irregular B" veterans, @ 2 points per element. Up to 6 elements.

Greek Auxiliaries

Syracusan slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 6 elements.

Cretan archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Extra to give Cretans Sh, @ 2 points per element. All or none

Pergamene Allies

If any troops from the Pergamene allied contingent are used, then the allied contingents Ally-General must also be used.

Pergamene Ally-General mounted on horse as HC or EHC, L, with standard bearer @ 60 points. 1 only.

Pergamene cavalry "Regular C" HC, L, @ 24 points per 3 figure element. Min 2 to 4 elements.

Extra to upgrade Pergamene HC to EHC, @ 6 points per element. Up to 4 elements.

Pergamene light cavalry "Irregular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 4 elements.

Pergamene peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min 4 to 8 elements.

Trallian slingers "Irregular C" LI, S, Sh, @ 6 points per element. Up to 6 elements.

Up to 22 regular command factors

Up to 6 regular command factors to provide cavalry, hastati, or mixed hastati, principes and triarii units with a detachment of velites.

Up to 8 irregular command factors.

ROMAN REPUBLIC IN AFRICA

280 BC to 105 BC

CinC Roman Consul mounted on horse as HC, JLS, Sh, with standard bearer @ 70 points per 2 figure element. 1 only.

Praetor Sub-General or Master of Horse mounted on horse as HC, JLS, Sh, @ 50 points. Up to 3

Cavalry

Roman cavalry "Regular B" HC, JLS, Sh, @ 33 points per 3 figure element. Min 2 to 4 elements.

Extra to upgrade Roman cavalry to "Regular A" bodyguard, @ 3 points per element. Up to 2 elements per Consul fielded.

Roman cavalry support velites "Regular C" LI, JLS, Sh, @ 8 points per 2 figure element. 1 element max per Roman cavalry element fielded.

Roman cavalry were often teamed with detachments of Velites, who rode double with them until going into action. The combined unit and detachment counts as mounted infantry when riding double.

Italian allied cavalry "Regular C" MC, JLS, Sh, @ 24 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade Italian allied cavalry to HC, @ 6 points per element. Any or all

Extra to upgrade Italian allied cavalry to "Regular B" as extraordinarii, @ 3 points per element. Up to 2 elements.

Italian Tarantine light cavalry "Irregular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 6 elements.

Infantry

Roman Infantry must be fielded on a basis of 2 Hastati, 2 Princepes, 1 Triarii and 1 Velite proportion of elements.

Roman Velites "Regular C" LI, all JLS, Sh, or all LTS, JLS, @ 8 points per 2 figure element. Min 4 to 16 elements.

Roman Hastati "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.

Roman Princepes "Regular C" HI, HTW, Sh, @ 24 points per 4 figure element. Min 8 to 30 elements.

Roman Triarii "Regular B" HI, LTS, Sh, @ 28 points per element. Min 4 to 16 elements

Extra to upgrade all Hastati and Princepes notionally belonging to the same legion, to "Regular B", @ 4 points per element. Up to 38 elements.

Extra to upgrade velites notionally belonging to the same legion, to "Regular B", @ 2 points per element. Up to 8 elements.

Italian allied infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 20 elements

Extra to upgrade Italian allied infantry to LHI, @ 6 points per element. Up to 1/2

Extra to upgrade Italian allied infantry to "Regular B" as extraordinarii, @ 6 points per element. Up to 4 elements.

Extra to upgrade any remaining Italian allied infantry to "Regular C", @ 3 points per element. All or none

Light bolt shooters with "Regular C" crew of 2 figures, @ 20 points per model. Up to 2 models.

Numidian Auxiliaries

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per two figure element. Up to 6 elements.

Extra to upgrade Numidian LC to "Irregular B" veterans, @ 2 points per element. Up to 6 elements.

Numidian Auxiliaries may not be used if any Numidian allies are fielded.

Greek Auxiliaries

Syracusan slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 6 elements.

Cretan archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Extra to give Cretans Sh, @ 2 points per element. All or none

Illyrian Auxiliaries

Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 6 elements.

Illyrian foot "Irregular B" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 4 elements.

Extra to give Illyrian foot LTS in addition, @ 3 points per element. Any or all

Spanish Auxiliaries

Spanish cavalry "Irregular C", MC, JLS, Sh, @ 18 points per 3 figure element. Up to 6 elements.

Spanish cavalry "Irregular C", LC, JLS, Sh, @ 12 points per 2 figure element. Up to 10 elements.

Spanish scutarii "Irregular D" LMI, HTW, Sh, @ 6 points per 3 figure element. Up to 16 elements.

Extra to upgrade Spanish scutarii to "Irregular B" as Celtiberians, @ 6 points per element. Up to 6 elements.

Spanish caetrati "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 16 elements.

Numidian Allies

If any troops from the Numidian allied contingent are used, then the allied contingents Ally-General must also be used.

Numidian Ally-General mounted on horse as LC or HC, JLS, Sh, with standard @ 60 points. 1 only.

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per two figure element. Up to 16 elements.

Extra to upgrade Numidian LC to "Irregular B" bodyguard, @ 2 points per element. Up to 5 elements.

Syphax Roman-trained infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 36 elements.

Numidian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 8 to 16 elements.

Numidian archers or slingers "Irregular C" LI, B or S, @ 4 points per 2 figure element. Up to 6 elements.

Extra to give Numidian slingers Sh, @ 2 points per element. Any or all

Elephants with "Irregular C" crew of unarmed driver astride and 2 in tower with JLS or B, @ 40 points per model. Min 1 to 2 models.

Up to 22 regular command factors

Up to 6 regular command factors to provide cavalry, hastati, or mixed hastati, principes and triarii units with a detachment of velites.

Up to 8 irregular command factors.