

SAMNITE

600 BC to 203 BC

Samnite C-in-C mounted on horse as HC, JLS, with standard bearer, Sh if used by HC, @ 70 points or on foot as LHI, JLS, Sh, with standard bearer and trumpeter @ 60 points, 1 only.

Samnite Sub-General mounted on horse as HC, JLS, Sh if used by HC, @ 50 points or on foot as LHI, JLS, Sh, with standard bearer and trumpeter @ 40 points. Up to 3.

Samnite cavalry "Regular B" MC, JLS, @ 21 points per 3 figure element. Up to 8 elements.

Extra to give Samnite cavalry Sh, @ 6 points per element. Any or all

Extra to upgrade Samnite cavalry to "Regular A" HC, @ 9 points per element. Up to 2 elements.

Samnite Linen Legion warriors "Regular B" LMI, JLS, Sh, @ 20 points per 4 figure element. Up to 16 elements.

Extra to upgrade Line Legion to LHI. @ 8 points per element. All or none.

Samnite warriors "Regular C" LMI, JLS, Sh, @ 16 points per 4 figure element. Up to 66 elements.

Extra to upgrade Samnite warriors to LHI. @ 8 points per element. Up to half.

100 paces of ditch, felled logs and piled rocks, @ 70 points. Up to 10

Allied contingents may not total more than 60% of the Samnite army. If an ally contingent is used, its ally general is compulsory. Minimums apply only if that contingent is used. As many ally contingents can be used together as the layer wishes, except Romans and Latins cannot be used with any others.

Campanian allies

Campanian Ally General mounted on horse as HC, JLS, Sh if used by HC, @ 60 points. 1 only.

Campanian Greek noble cavalry "Regular B" MC, JLS, @ 27 points per 3 figure element. Up to 10 elements.

Campanian Sacred Band hoplites "Regular B" MI, LTS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

Campanian city hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 24 elements.

Campanian rural infantry "Regular C" LMI, JLS, Sh, @ 12 points per 4 figure element. Up to 24 elements.

Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 24 elements.

Archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 12 elements.

Slingers "Regular C" LI, S, @ 6 points per 2 figure element. Up to 12 elements.

Javelinmen "Regular C" LI, JLS, @ 6 points per 2 figure element. Up to 24 elements.

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

Cisalpine Gallic allies 1

Gallic CinC in 2 horse light chariot, unarmed driver and 1 JLS, 70 points. Min 1 only.

Gallic 2 horse light chariots, "Irregular B" crew of unarmed driver and 1 with JLS @ 16 points per model. Up to 8 models.

Gallic cavalry "Irregular B" MC JLS, Sh, @21 points per 3 figure element. Up to 4 elements.

Gallic warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 32 elements.

Gallic skirmishers "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 5 elements.

OR

Cisalpine Gallic allies 2

Gaesati mercenary naked Sub-General, on foot as LMI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. 1 only.

Gaesati mercenary naked warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 16 elements.

Etruscan Allies

Etruscan Ally-General with JLS in four-horse light chariot with "Regular A" crew of unarmed driver, @ 75 points. 1 only.

Etruscan four-horse light chariot with "Regular A" crew of unarmed driver and 1 with JLS, @ 26 points per model. Up to 6 models.

Etruscan kings guard cavalry "Regular A" HC, JLS, Sh, @ 36 points per 3 figure element. Up to 3 elements.

Etruscan noble cavalry "Regular C" HC, JLS, Sh, @ 36 points per 3 figure element. Up to 3 elements.

Etruscan raiding light horse "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Up to 6 elements.

Etruscan Axemen "Regular B" HI 2HCW, Sh, @ 28 points per 4 figure element. Min 2 elements.

Etruscan Devotio Hoplites "Regular A" HI, LTS, Sh, @ 33 points per 4 figure element. Min 2 elements.

Etruscan 1st class Hoplites "Regular B" HI, LTS, Sh, @ 28 points per 4 figure element. Min 8 to 12 elements.

Etruscan 2nd class Hoplites "Regular C" HI, LTS, Sh, @ 20 points per 4 figure element. Min 10 to 26 elements.

Etruscan 3rd class Hoplites "Regular D" HI, LTS, Sh, @ 16 points per 4 figure element. Min 10 to 36 elements.

Etruscan javelinmen "Irregular C" or "Regular D" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 10 elements.

Etruscan archers "Irregular C" or "Regular D" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Apulian allies

Apulian ally general mounted on horse as HC, JLS, with standard bearer, Sh if used by HC, @ 60 points. 1 only.

Apulian cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 20 elements.

Extra to give Apulian cavalry Sh, @ 6 points per element. Any or all

Apulian warriors "Regular C" LMI, JLS, Sh, @ 16 points per 4 figure element. Min 24 to 64 elements.

Archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 12 elements.

Slingers "Regular C" LI, S, @ 6 points per 2 figure element. Up to 12 elements.

Javelinmen "Regular C" LI, JLS, @ 6 points per 2 figure element. Up to 24 elements.

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

Roman or Latin allies (may not be used with other ally contingents)

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

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

Extra to upgrade Roman or Latin cavalry to "Regular A" bodyguard, @ 3 points per element.

Roman or Latin first class warriors "Regular B" HI, LTS, Sh, @ 28 points per 4 figure element. Min 4 to 10 elements

Roman or Latin second class warriors "Regular C" MI, LTS, Sh, @ 20 points per 4 figure element. Min 4 to 10 elements.

Roman or Latin third class warriors "Regular C" MI, LTS, Sh, @ 20 points per 4 figure element. Min 4 to 10 elements.

Roman or Latin fourth class "Regular C" LI, LTS, JLS, @ 6 points per 2 figure element. Min 4 to 20 elements.

Roman or Latin fifth class "Regular C" LI, S, @ 6 points per 2 figure element. Min 8 to 30 elements.

Up to 26 regular command factors.

Up to 12 Irregular command factors.