

## Romans

Romans							
<b>Heavy Warriors</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20) - Iron Resolve	5	3+	-	5+	12	14/16	135 10
Regiment(20) - Foulkon(2)	5	3+	-	5+	12	14/16	135 20
<b>Small Bolt Thrower</b>							<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	-	5+	4+	2	9/11	55 Blast (D3), Piercing (2), Range 36", Reload!
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<b>General</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)  - Mount on a horse, increasing Speed to 8 and changing to Hero (Cav)	8	3+	-	5+	3	11/13	80 20 Hero (Cav), Crushing Strength (1), Individual, Very Inspiring
<b>Praetorian Guard[1]</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	3+	-	5+	15	15/17	210 Elite, Foulkon (2), Iron Resolve, Pilum
<b>Praetorian Cavalry</b>							<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	3+	-	5+	16	14/16	180 Elite, Thunderous Charge (1)
<b>Eagle Bearer[1]</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	4+	-	5+	1	10/12	100 Hero (Inf), Individual, Rallying! (2), Very Inspiring
							1000

<b>Blast</b>	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Foulkon</b>	When attacking a unit that has this special rule with a Ranged attack, you suffer a (-n) modifier to your damage rolls. Regardless of modifiers, any rolls of a natural unmodified 6 always deal damage
<b>Individual</b>	<p>Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.</p> <p>Move Individuals have the Nimble special rule.</p> <p>Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.</p> <p>Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward</p>
<b>Iron Resolve</b>	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
<b>Piercing</b>	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Pilum</b>	The unit gains a single Throwing Weapon (1 use only). This is a Ranged attack with 10 attacks using an Ra value of 5+ and 12" range.
<b>Rallying!</b>	Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.
<b>Reload!</b>	The unit can fire only if it received a Halt order that turn.
<b>Thunderous Charge</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however the unit loses this bonus when Disordered or during Hindered charges.
<b>Very Inspiring</b>	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring. (Inspiring: If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.)