



Scenario

The roman empire has been one of the most important power in the ancient world, leaving and important inheritance for Europeans and, especially, for Italians. Organizing our DBA tournament in Rome, we desire to give an adequate space to this period. Many of us got roman soldiers, but few did used it in competition because in DBA rules the roman army list is easily destroyed by its historical enemies. We decided then to introduce some rule modifiers to enhance the competitiveness of the imperial roman army list.

The army lists are composed by different elements and they are clearly characterized one from the other: some of them are adapt for difficult terrains, some other are based on cavalry, other are based on warband, some with many shooting elements, etc. Every army needs a special playing technique, not only an all-out line assault until the final clash.

In general terms, Kn have been transformed in CV based on the style of fighting of these ancient mounted troops, while generals have been considered Kn thanks to their elite cavalry bodyguard . There are also several bow and artillery and yes, they are weak with heavy infantry, but they are very dangerous with cavalry if massively used and being in bad going.

The aggressivity have been chosen to balance the various army lists. The roman army got 1 to make them more competitive in the scenario, main other armies got 2 while some marginal army got 3 or 4. The Pre Islamic Arabs got 5 because they are too competitive in this scenario, full of good heavy foot and mounted elements; if they had also the possibility to place dunes and oasis the game would be too much imbalanced.

The roman army enjoy some a special rule to enhance their strength: their Bd support each other against Kn and Cv, as it happens for Sp, to reflect the major drill of the roman army at that time.

ARMY LIST

The Trajan period is interesting to reproduce on tabletop, being those of maximum expansion of the roman empire, with the legions fighting on many fronts and the victory over Nabateans, Dacians and Parthians. The main focus of the scenario is the roman army, that effectively fought everywhere, and to the neighbor power armies. The army list have been modified to be more close historically to the scenario and they are identified by a letter starting from A (Ireland) to Q (Maureitania).

The aggressivity have been substitutes by initiative, low for Trajan and the other main actor of the scenario so the Roman Army got the chance to deploy terrain and the possibility of choosing more different types of elements and of terrain (hilly or arable).

The variety of the army on the field and the weight of the initiative will enhance the variety in game.

For the tournament there will be the following special rules for Romans:

- a) they can chose every game if playing in hilly or arable terrain;
- b) can deploy 1x2Cm against army from H (Armenians) to Q (*Moors rebellion*);
- c) *testudo*, i.e. if Blade support each other, they can have a +1 in melee against Kn and Cv, like Sp.

A	B	C
KN	CV	CV
BD	BD	BD
BD	PS	

Army lists



A – Trajan – II/56 – arable or hilly – initiative 1

1x3Cv o 4Bd (gen), 1x3Cv, 1x3Cv o 2Lh o 2Cm (only vs H-Q) o 4Ax o 2Ps, 4x4Bd, 2x4Ax, 2x4Ax o 4Bw, 1x2Ps o Art

B –Scottish pirates – II/54 – littoral – initiative 3

1xLCh (gen), 2xLCh, 1LCh o 4Wb o 3Ax, 6x3Ax, 2x2Ps

C – Barbarians of northern Britannia – II/60 – arable– initiative 3

1xLCh o 3/4Wb (Com), 2xLCh, 6x3Wb, 2x7Hd o 2Ps, 1x3Wb o 2Ps

D – Germans – II/47 – forest – initiative 1

1x3Cv o 4Wb (gen), 1x2Lh o 4Ax o 4Wb, 9x4Wb, 1x2Ps

E – Dacians – II/52 – hilly – initiative 2

1x3Cv o 3/4Wb (gen), 1x2Lh, 1x3Bd, 6x3Wb, 2x2Ps, 1x3Bd o 3Cv o 2Ps o Art

F – Sarmatians – II/26 – steppe – initiative 3

1x3Kn (gen), 8xCv, 1x3Cv o 2Lh, 2x3Cv o 2Ps

G – Bosphorians – II/25 – arable – initiative 4

1x3Kn (gen), 3x3Cv, 4x4Ax, 1x2Ps, 2x2Ps o 3Bw, 1x2Ps o Art

H – Armenians – II/28 – hilly – initiative 4

1x4Kn (gen), 1x3Cv, 4x2Lh, 4x3Ax, 1x2Ps, 1x2Ps o Art

I – Parthians – II/37 – arable – initiative 2

1x4Kn (gen), 1x3Cv, 2x3Cv o 2Lh o 2Ps, 1x3Cv o 2Lh o 3Ax, 7x2Lh

J – Nabateans – II/22a – hilly – initiative 2

1x3Kn o 3Cv (gen), 1x2Lh, 1x4Bd, 2x3Ax o 2Ps, 2x4Bw, 5x3Bw o 2Ps

K – Arab-Arameans – II/22 – desert – initiative 3

1x4Kn (gen), 1x2Lh, 1x2Cm, 1x4Bd, 2x3Ax o 2Ps, 6x3Bw

L – Jewish rebellion – II/59 – hilly – initiative 2

1x3/4Ax o 3Wb (gen), 2x4Ax o 3Wb, 4x3Ax o 5Wb, 2x7Hd o 2Ps, 3x2Ps

M – Pre Islamic Arabs– II/23a – desert – initiative 5

1x2Lh (gen), 1x2Lh, 1x2Cm, 4x3Cm o 4Bd, 3x4Bd, 1x3Bw o 2Ps, 1x2Ps

N – Yemenites – II/23c – desert – initiative 3

1x3Cv (gen), 1x2Lh, 1x2Cm o 2Ps, 1x4Bd o 3Ax, 7x3Ax, 1x3Bw o 2Ps

O – Meroitics – I/58 – desert – initiative 4

1x3Cv o 3Bw (gen), 2x4Bd, 5x4Sp, 3x3Bw, 1x2Ps

P – African nomads – II/55 – desert – initiative 4

1x3Cv (gen), 1x3Cv, 2x3Cv o 3Ax, 4x4Sp o 3Ax, 4x3Bw

Q – Moors rebellion – II/57 – hilly – initiative 2

1x3Cv o 2Lh (gen), 5x2Lh, 6x2Ps