

Ultimate Roman Legions Guide



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Introduction

Quintus had never really seen it in full force. He'd been in the legions for four seasons, still a young pup compared to all the grizzled veterans around him, yet he didn't fully realize how amazing it all was. He stood on a high hill overlooking a winding river and dense thicket of trees that stretched off into the distance. It was a warm morning and mist hung in the air like a final trumpet blast. Next to him were a dozen high ranking officers of the XVII and XVIII legions. The army commander was a young aristocrat, blue of blood and white of face. Luckily, the men around him were seasoned veterans and took care to guide his actions. To his rear were a hundred or so men hand chosen from his legion, the mighty XVII, to serve as bodyguards for the officers. It was an honor to be chosen for such a role; an honor bestowed upon him by Luondo, a fellow member of his contubernium, when he pulled the man to safety in the last engagement against the Batavi tribe of Germania. He hadn't done it to be heroic or in hopes of reward; he did it purely out of instinct to assist a member of his new family.

Regardless, he was here now and watched with awe as the two legions marched in steady rank and file toward the river and the twenty or so thousand Germans who chose to make their last stand. Watching the intricate movement of nearly ten-thousand men from this vantage point, he wondered how any man, any tribe, any nation could ever possibly hope to defeat the might of Rome. The cohorts marched in step to the beat of several drums pounding not far off. When they reached just outside of missile range, the maniples broke off and streamed into one another with precision forming a solid line of steel and death. The XVII marched a few hundred yards behind the XVIII, waiting for their chance. Prior to battle, the two legion legates had drawn lots to see which would have the honor of marching in the front. There was much cursing and yelling when the XVII discovered they'd be relegated to the rear.

Soon enough the XVIII was arrayed in formation and began marching steadily toward the enemy, which stood howling insults at the Romans. Quintus chuckled to himself as he noticed the Germans inch closer to the water, their unconscious actions giving away their feigned excitement. "Something amusing Milites?" the army commander asked from atop his steed.

Quintus caught himself and looked up at the young man equal in age, but who he could never match in stature. Damn, he hadn't meant to be so loud and immediately felt the impact of regal eyes on his face. "My Lord?" he managed to stammer out between trembling lips.

"You laugh. Is something amusing?" he repeated again. Quintus felt additional officer eyes fall on him and cursed his misfortune. He could stand down a dozen Germanic brutes, but was ill suited to discuss much of anything with his betters.

He summoned his courage and pointed toward the legions with his pilum. "The Germans. I fear they'll mostly die in the waters rather than stand against the line." Quintus let out a nervous chuckle and fell silent hoping the man would simply let it be at that.

"Scared? You think them scared?" the commander asked. "We've harassed and harried this tribe for two months now. We've killed their kindred and backed them into this final stand with nowhere to go before winter sets in, and you think them scared?"

"Yes, my Lord," was all Quintus could think to say. A stupid notion, his mind yelled at him. This seemed to intrigue the commander more and he set his horse to face the man. Curse his fool tongue!

"So why, dear man, do you believe with their entire host gathered and arrayed against us, twenty thousand strong, that they would lose their courage now?"

Quintus looked out over the field of battle. The velites had just let loose their volley of pilum and were racing back to take their position on the legion's flank. The German slingers retaliated, but the simple stones only fell on strong, Roman shields. Behind that Quintus watched as his legion, the mighty XVII, began working with clockwork precision to get into position. His legion banner, a massive wolf ripping apart the sun, looked down upon another foe about to be conquered. No, nothing can stand against such men, he thought. "Simple, my Lord." He stammered out, never being more sure about what he was about to say to this imposing figure in his life. "They're outnumbered."

The Commander looked back at the man with a questioning face. "I'm confused, Milites. Even if you can't count, even a fool can see the Germans outnumber us over two to one."

"Your mistaken, my Lord." All the officers were watching him now. Any one of them would strike him down if the commander but ordered it for his impertinence. "I don't know about those men of the XVIII, but in the XVII, each man is worth at least ten Germans." The Commander looked back at him, his mouth agape at the words. The men and officers around them had gone silent, the rustling wind and rhythmic drum the only sounds.

Suddenly the silence was broken by a deep laugh. Quintus looked over and saw Prefect Varelius, one of the officers of his legion, laughing with a full belly laugh. "Damn right, lad!" he yelled back.

The Commander turned and let a small smile touch the corner of his lip at the prefect's laugh. Another officer, Quintus recognized him as the Praefectus Cohotis of the XVIII, spoke up. "A man of the XVIII is worth twenty of the brutes!"

The officers and commanders laughed and were quickly followed by the men around them. Quintus wiped a bead of sweat away from his brow and watched as the Germans began tossing themselves fruitlessly at a wall of Roman death. "We shall see." The commander said as he turned his horse back to watch the battle unfold around him.

Few words conjure up as much grandeur and splendor as the Roman Legions. For 900 years they marched across Europe, Africa, and Asia, laying low any opposition set before them and adding vast swaths of new lands to the Republic and later the Empire. They performed this miraculous chore through superior arms and armor, remarkable training and discipline, and a tradition of unparalleled organization and pedigree.

Presented here is a catalog of tools of the trade utilized by the Roman Army. The legions underwent drastic changes over the years moving from seasonal, offensive citizen soldiers, to professional, garrisoned warriors; from infantry based cores to cavalry-heavy mobile units. As the scope of all the drastic changes are quite abundant, this guide focuses on the armies of the Late Republic and Early Empire, roughly from 27 BCE to 284 CE, commonly known as the Principate.

During the Principate the ideals of the Roman Republic merged with those of traditional monarchies to create the Roman Empire. The drastic shift in power from Senate to Emperor was apparent to anyone who dared to look. But look a little harder and the power behind the Emperor, the power of the legions, comes into focus. Great

generals and heroes of the legions could rise in rank from lowly soldier with the stroke of a sword. To the ancient world, a legionary was the cream of the crop. A strict hiring practice was instated during the early days. A legionary must be at least 5'8", a Roman citizen, and in good health. Additionally, they were not permitted to marry, instead spending their lives in service to their country and to their fellow man. This made succession difficult for any Soldier Emperor, as many a Caesar was adopted in adulthood instead of hailing from a royal line.

The *Ultimate Roman Legions Guide* is divided into several chapters for ease of use. **Equipment of the Legion** is a detailed breakdown of the weapons, armor, and tools of a Legionary. **Rank and Legion Structure** details the rank structure and units that comprise a typical legion as well as a historical legend of many of the existing legions during the period. **Tactical Movements** offers insight into the legion on a tactical level. **Life in the Legions** looks at the life of a legionary both on the march and when in camp. A detailed list of the emperors and major battles of the Principate is included in **Emperors and Timeline**. **Character Options** provides mechanics for applying the content herein into your games or for establishing a new setting. Finally, **Savage Tales** lists two micro-adventures set during this classic time period.



Equipment of the Legion

The legions during the Principate relied on heavy infantry organized into massive formations: the legions. Legionaries, as they were called, were primarily armed by the state. As such, their gear was very uniform. Listed below are the primary weapons employed by the legions.

Hand Weapons

Gladius

The gladius was a short sword with a blade roughly 24 inches long made of forged steel. It had superior thrusting power, but could also be used for slashing.

Pilum

The pilum was a heavy javelin about six feet in length. Legionaries usually carried two per man. The pilum could be used as a ranged and melee weapon. It was designed to break upon contact so that adversaries could not reuse it. The pilum was often thrown to start battle before combat was joined with the gladius. It had a maximum range of around 100 feet and an effective range of around 50-65 feet. Additionally,

the pilum was heavily deployed as a spear, especially against cavalry.

Pugio (Dagger)

The pugio, or dagger, was the primary side arm of the legionary. It had a small hilt and large, leaf-shaped blade. Its overall length was anywhere from ten to fifteen inches. It was a stabbing weapon, but could be used for cutting purposes. Pugiones were possibly used as dining instruments when necessary.

Plumbata

The plumbata was a small, lead-weighted dart about 18 inches in length. Legionaries commonly carried up to five of these missile weapons attached to their shields. They served the primary purpose of allowing each legionary the ability to duplicate the effects of rival archers.



Plumbatas had a longer range than the pilum and, due to the nature of their design, had a trajectory that caused them to drop, more or less, straight down.

Tribulus

The tribulus, or caltrop, often used as a set of several, was a small weapon made of four nails arranged so that one always pointed upward. These devices were commonly used to slow mounted troops.

Spatha

Spatha were longer swords used primarily by Roman cavalry detachments attached to the legions. They were between 30 and 40 inches in length and made of steel. Spatha had a longer reach to allow mounted men the reach necessary to strike unmounted foes. It was primarily a slashing weapon.

Siege Weapons

Although siege warfare was its infancy during this time, the legions still employed siege equipment during combat. Most weapons were deployed behind heavy infantry or upon a hill and rained down death before battle was joined. They could also be used against the back lines of enemy formations, threatening those not directly in hand to hand combat. Occasionally siege equipment was used to breach heavily fortified positions or cities, but this was rare as the technology wasn't very effective against stone and mortar.

Onager

The onager was a type of catapult generally used as a siege weapon by the legions. It had a large frame that rested on the ground and used tension from twisted ropes to launch large rocks. Its range was highly dependent on the type of projectile used, but would be about 400 yards for a

50 pound projectile. It would manage a shot once every three to four minutes with a full crew of three.

Ballistae

A larger siege weapon, the ballista used torsion springs to launch projectiles at its target. It launched much larger projectiles when compared to the onager, often up to 300 pounds. These boulders could be thrown up to 500 yards, but with an effective range of around 250 yards. Like the onager, it took three to four minutes to reload and fire with a full crew of three.

Scorpion

The scorpion was basically a giant, stationary crossbow. It also used torsion springs to loose large bolts at individual adversaries. It was extremely accurate up to about 110 yards, but had a maximum range of around 435 yards. Its rate of fire with just a one man crew was around 3 to 4 per minute.

Armor

Like the weapons utilized by the legions, the armor of The Principate was standardized. The heavy infantry, for which Rome became so famous, was thickly shelled in armor and shields. Listed below are the typical sets most commonly used by the men of the legions.

Lorica Segmentata

This heavy armor consisted of iron strips fastened together with leather straps arranged around the body in a horizontal fashion. Additionally, a breast plate accompanied the upper body and shoulder. It was the strongest armor Rome produced and was usually reserved for praetorians and up in rank.

Lorica Hamata

The lorica hamata was the primary armor of the typical legionary. It was created as traditional chainmail by linking iron rings together. This made it both sturdy and flexible.

Lorica Squamata

This armor utilized by standard bearers, centurions, and cavalry troops was a set of iron, scale armor plates linked together and shaped to resemble the lorica hamata. It was a bit heavier and offered more protection than the lorica hamata, but was also less flexible.

Manica

Each troop usually wore individual manica, or armguards, made of iron or bronze for better protection of the forearm and wrist.

Greaves

Greaves offered protection to the legs and calves in the same manner the manica protected the arms. They were typically a single piece of iron or bronze.

Scutum

The scutum, or tower shield, is the most distinctive piece of the Roman arsenal. It was a large shield nearly four feet high and over two feet long, slightly curved into a semi-cylindrical shape and made of iron. It was light enough for single-handed use and nearly covered the entire body, offering superior protection on the battlefield. Additionally, it could be used as a bludgeoning weapon by thrusting outward against a foe.



Cetrarus

The cetrarus was a small, light shield used primarily by the auxiliary units of the Roman Army. It was made of either reinforced wood or iron. It could be square, oval, or circular in shape with little uniformity due to it not being standard issue by the Roman Military.

Galea

The galea was the typical helmet of a Roman legionary. It was a rather plain looking metal cap without ceremony.

Imperial Helmet

The imperial helm was a more advanced form of head protection. It had a metal cap

with neck and cheek guards extending around the brim of the face. These were often decorated with brilliant feathers.

Sarcina

The sarcina is the standard issue military pack made of leather and cloth. Although a bulk of an army's goods traveled by baggage train behind the legion, each legionary was expected to be self-sufficient and therefore carried their pack as well. Usual components of the packs included a cooking pot, cloak, satchel, waterskin, entrenching tools, and up to fifteen days of rations. During long periods of marching the sarcina was often carried on a furca, or shoulder pole.

Weapon List

Weapon	Cost	Damage	Weight	Range	Notes
Gladius	200	Str + d6	4	-	-
Pilum	100	Str + d6	5	4/8/16	Min Str d6, ROF 1, Parry +1, Reach 1
Pugio	25	Str + d4	1	-	-
Plumbata	10	Str + d4	1	5/10/20	RoF 1
Tribulus	10	-	1	1/2/4	Reduces Pace by ½
Spatha	300	Str + d8	8	-	-

Armor List

Type	Armor	Weight	Cost	Notes
Lorica Segmentata	+4	35	400	Covers torso
Lorica Squamata	+3	35	300	Covers torso
Lorica Amate	+2	15	100	Covers torso
Cetrarus	-	8	25	+1 Parry, +2 Armor to rng shots that hit
Scutum	-	25	200	+2 Parry, +4 Armor to rng shots that hit
Manica	+3	10	200	Covers arms
Greaves	+3	15	300	Covers legs
Galea	+3	4	75	50% vs head shot
Imperial helmet	+3	8	150	Covers head

Rank and Legion Structure

The Roman Army during the Principate was efficiently divided into sub-ranks and highly disciplined. Each man knew his part as a gear in the Roman war machine and performed it with precision and efficiency. During the Principate there was a standard 28 Legions in the Empire consisting of, when auxiliary troops are counted, anywhere from 3.5-4 million soldiers. Below is a breakdown of the Roman legion as well as the various ranks attributed to each position.

Units of the Legion

Here's a look at the various units comprising a Roman Legion.

Legionary

Legionaries were the individual units of the legions. They were highly trained and disciplined heavy infantryman.

Contubernium

Eight legionaries created the basic contubernium, or squad, of the Roman legion. Each member shared a tent and was supported by two auxiliary troops to care for the contubernium's pack mule. They were led by a decanus promoted from within the contubernium.

Century

At full strength, a century was up to 100 men, or 12 contuberniums. However, due to loss it could be reorganized to have anywhere from 60-100 legionaries. During the times of the Principate a century was commonly composed of just 60 men for better tactical maneuverability. They were led by a centurion.

Maniples

A maniples was composed of two centuries. Also called a "phalanx with joints" this unit was typically deployed in three lines of 40 legionaries. These three

lines were further divided. The first line was called the hastati, made up of the youngest or least experienced troops. The second line was the more experienced principes, and finally the triarii, the battle hardened veterans. During combat the first two lines would fall back to allow the more experienced troops through if stiff resistance was met. Maniples were led by each century's individual centurion.

Cohort

The cohort was the basic tactical unit of the Principate. It consisted of three maniples and the senior centurion would likely take command of the entire cohort. The six centuries were called in battle order: the forward hastati, the rear hastati, the forward principes, the rear principes, the forward triarii, and the rear triarii.

Legion

Legions were the basic building blocks of the Roman Army. They consisted of ten cohorts and were led by a legate. Additionally, each legion was assigned 60 scorpions, one for each century.

Roman Army Military Ranks

Increasing one's rank was usually accomplished via merit and valor, although a certain number of service years were often required before promotion. Promotion through special circumstances included saving the life of an officer or civilian in battle, the first man to top a battlement or besieged fortification, and other acts of gallantry. The higher the position in each century or cohort, the higher the prestige and official ranking. Additional rewards came in the form of bonus pay, special insignia, decorative chains, armlets, phalerae (disk shaped decorations), and in special circumstances, naming privileges for the legion.

Tirones

Tirones were new recruits with less than six months of service assigned to the hastati.

Milites

Milites were regular, non-specialized soldiers in the legions.

Discens

A milites who was in the process of training to become an immunes was known as a discens. They were usually exempt from normal combat and other duties just like a milites. Types of known skills requiring training included: standard-bearer, surveyor, cavalryman, medical orderly, marine, trumpeter, weapons instructor, engineer, and artilleryman.

Immunes

Immunes were legionaries with specialized skills such as carpenters, hunters, musicians, and engineers. A milites would need at least three years of service before becoming eligible to train as a specialist. Their specialty would make them exempt from normal milites duties such as patrolling.

Decanus

Decanus were junior officers within the contuberniums. They were promoted from within the contubernium and were usually the longest serving legionary.

Centurion

Centurions were professional soldiers in charge of a century. They often received higher pay and were responsible for the training and discipline of the men under their command.

Prefect

Prefects were officers in charge of various roles within the legion. For example, the praefectus cohortis was in charge of the organization of the legion's equipment and training, while the praefectus alae oversaw the military auxiliary unit. These positions were appointed either from a senator or the emperor himself.

Tribune

Tribunes were equestrian officers who served as career officers. They were considered the staff officers of the legion. Each one had a specific role to fill and were ranked to take charge of the legion if the legate fell in battle.

Legate

The legatus was the overall legion commander, usually filled by a senator, appointed by the senate or the emperor. This rank was typically obtained by a former tribune and commanded for around four years. They also served as provisional governors.

General / Imperator / Commander

This title was given to the individual with absolute authority over an army of legions. The emperor or an especially skilled and appointed legate typically assumed this position.

Standing Legions of the Principate

Legionaries were extremely proud of their particular legion and took great pains to ensure the legion's reputation was never stained. The esprit de corps exuded by legionaries was so passionate that it eventually leant itself to disaster during times of civil war. Listed below are the main legions just before and during the Principate as well as the legion's main base, emblem, and founding date. 28 standing legions were created by the Marian reforms, which were responsible for reforming the legions in the manner we've seen. The list below includes a number greater than 28 as some of the legions were either lost, such as in the disaster at Teutoburg forest, disbanded either for political, economic, or disciplinary reasons, such as cowardice or decimation. The numbering scheme is a bit confusing as different emperors used different naming conventions. An emperor's name after the legions designation denotes its country of origin, being founded by that emperor, or being awarded an honorary title. Additionally, some legions took the name of vanquished foes.

Legion # and Title	Base	Emblem	Founded
VIII Augusta	Strasbourg, France	Bull	59 BCE
VI Ferrata	Galilee, Israel	She-Wolf	58 BCE
VII Claudia	Kostolac, Serbia	Bull	58 BCE
XIII Gemina	Alba Iulia, Romania	Lion	57 BCE
V Alaudae	Xanten, Germany	Elephant	52 BCE
III Gallica	Abila, Jordan	Two Bulls	49 BCE
XXII Deiotariana	Alexandria, Egypt	unknown	48 BCE
I Germanica	Bonn, Germany	Bull	48 BCE
IV Macedonica	Mainz, Germany	Bull	48 BCE
III Augusta	Batna, Algeria	Pegasus	43 BCE
XII Fulminata	Malatya, Turkey	Thunderbolt	43 BCE
V Macedonica	Turda, Romania	Eagle	43 BCE
X Gemina	Vienna, Austria	Bull	42 BCE
XI Claudia	Silistra, Bulgaria	Neptune	42 BCE
IV Scythica	Gaziantep, Turkey	Capricorn	42 BCE
IX Hispana	York, England	Bull	41 BCE
XIV Gemina	Petronell, Austria	Capricorn	41 BCE
XV Apollinaris	Saddagh, Turkey	Apollo	41 BCE
XVI Gallica	Mainz, Germany	Lion	41 BCE
XVII	Xanten, Germany	unknown	41 BCE
XVIII	Xanten, Germany	unknown	41 BCE
XIX	Xanten, Germany	unknown	41 BCE
VI Victrix	York, England	Bull	41 BCE
X Fretensis	Jerusalem	Boar	40 BCE
III Cyrenaica	Busra, Syria	unknown	36 BCE
XX Valeria Vict.	Chester, England	Boar	31 BCE

XXI Rapax	Windisch, Switzerland	Capricorn	31 BCE
II Augusta	Caerleon, Wales	Capricorn	8 CE
XXII Primigenia	Mainz, Germany	Hercules	39 CE
XV Primigenia	Xanten, Germany	Fortuna	39 CE
I Italica	Svishtov, Bulgaria	Boar	66 CE
I Adiutrix	Szony Hungary	Capricorn	68 CE
VII Hispana (Gemina)	Leon, Spain	unknown	68 CE
II Adiutrix	Budapest, Hungary	Capricorn	70 CE
IV Flavia Felix	Belgrade, Serbia	Lion	70 CE
XVI Flavia Firma	Samsat, Turkey	Lion	70 CE
I Minervia	Bonn, Germany	Minerva	83 CE
II Traiana Fortis	Alexandria, Egypt	Hercules	105 CE
XXX Ulpia Victrix	Xanten, Germany	Jupiter	105 CE
II Italica	Enns, Austria	She-Wolf	165 CE
III Italica	Regensburg, Germany	Stork	165 CE
II Parthica	Albano Laziale, Italy	Centaur	197 CE
III Parthica	Ra's al-'Ayn, Syria	Bull	197 CE
I Parthica	Sinjar, Iraq	Centaur	197 CE



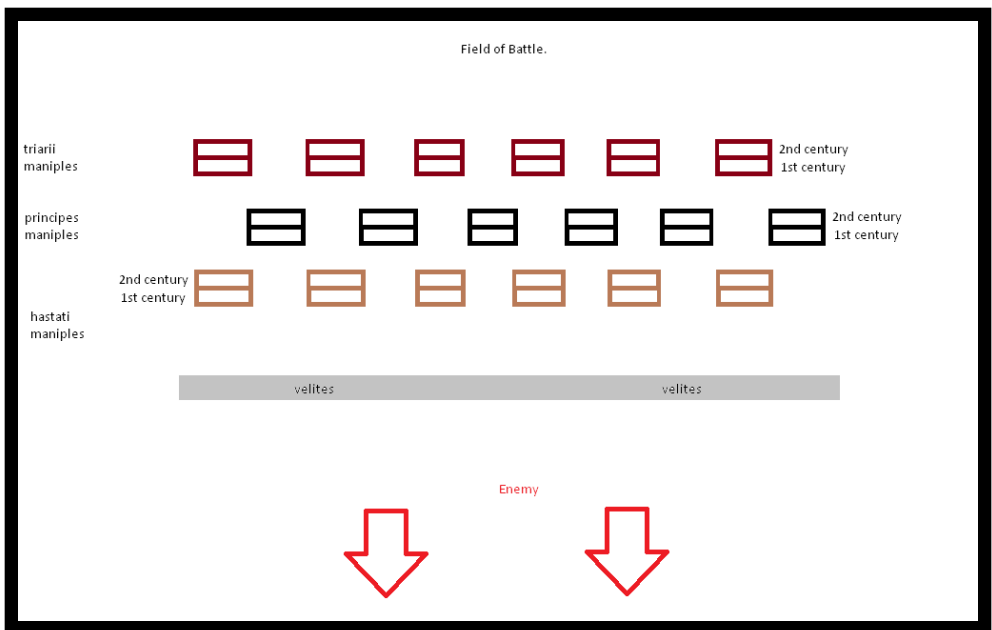
Tactical Movements

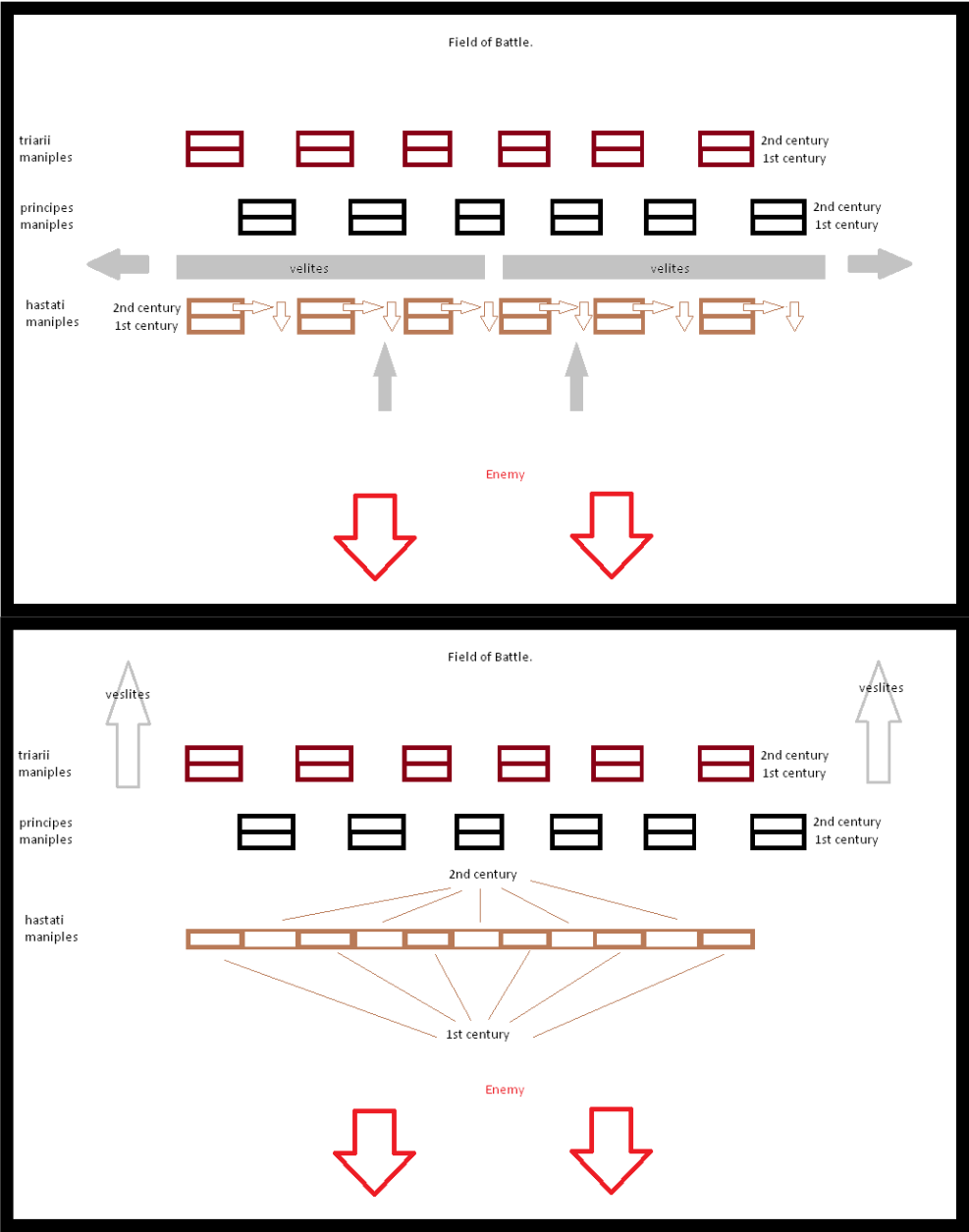
The legions utilized a wide array of tactics in order to become the supreme battlefield rulers. Once combat was initiated each member of the legion knew his part to play. However, there were several roles that fell outside the capacity of the heavy infantry units. To compensate for this the Empire employed a great deal of auxiliary units. These units were able to perform the roles the legions were ill fitted for, such as scouting, cavalry pursuit, enhanced range weapon support, and light skirmishes. These troops were usually recruited from defeated foes, local non-citizens, or other barbarian allies. Service in the auxiliary would grant citizenship after 25 years. These regiments were often undependable as they lacked the training and discipline of the core legions.

The legions had a standard battle formation. Soldiers of one century would deploy in a line three rows deep. The lines themselves were designated hastati maniples, principes maniples, and triarii maniples, with the hastati maniples being staggered with open spaces between each man. Additionally, a line of velites skirmishers would stand in front of the forward hastate maniples.

As the enemy approached the velites would throw their pilum and darts and then retreat through the gaps created by the staggered line of hastati. Once the velites were through, the second century would maneuver up to close the gaps in the lines. In this way the three lines each presented a solid shield wall. The three lines could then hurl their pilum and plumbata before hand to hand combat was initiated.

From here the hastati would attack the enemy, often at a charge. If the outcome of battle did not look optimistic the hastati would fall back through the principes gaps. The principes would then give combat and likewise retreat through the triarii gaps if unsuccessful. The triarii would then give combat. If the enemy could not be broken, the





entire legion would give a uniform retreat behind the triarii. If troops from a retreated line were recovered enough, they could rejoin combat as well.

To facilitate these precise tactical maneuvers, the legions trained daily and were highly disciplined. Communication was established with the use of musicians utilizing field music as well as standards, carried by *signiferi*, to issue orders. Employed musical instruments were traditionally a bugle, trumpet, and horn, all typically brass.

It should be noted that while this was the primary way a legion deployed, there were several other options available to a commander. The center could easily be formed into

a wedge to attempt to break through enemy lines, the entire legion could be set into a single line to meet larger enemies or protect flanks, troops could be concentrated on a flank in order to crush it and envelop the army or just to protect a vulnerable flank from assault, as well as a host of other options available to creative commanders. These formations could be changed and adopted to suit the progress of battle by the issue of commands via trumpets and standards. The most famous of these adopted formations was the *testudo*, or tortoise, which involved the lines covering one another with their shields above and on the flanks. This was highly useful when facing missile troops or assaulting a fortified wall.

During this time citizen troops were no longer fighting seasonally. Instead the legion had become a fulltime standing, professional force. The soldiers were paid well and honed battle into an art form. The use of fulltime soldiers was possible as the Romans were apt at building field fortifications. The regular troops would dig trenches and build makeshift ramparts. Additionally, they were masterful at building roads for ease of movement. The Roman Empire was a virtual network of crisscrossing roadways used to expedite movement from one end of the Empire to another.

These fortifications could become complex defenses with just a few digging tools and a lot of manpower. For example, during the legendary siege of Alesia, Julius Caesar faced an enemy 80,000 strong in a nearly impenetrable fortification, so an encircling siege camp was set up around the entire city. The defensive camp was over eleven miles long, had eight-foot earthen walls, and two ten-foot ditches for defense from both sorties from the city and any arriving reinforcements. Finally, the legions even diverted a nearby river to turn one of the ditches into a makeshift moat. Trenches were occasionally used on the field of battle to protect vulnerable flanks as well. These dwellings will be covered in greater depth in the next chapter.

Lastly, the Roman legions had one last weapon to combat the hordes of barbarians at their doorsteps: discipline. Discipline was the single greatest advantage the legions had; greater than weapons, armor, even organization. Most battles in the ancient world were won by whatever side didn't panic. Once panic set in and even a small portion of an army began to flee, the entire force was at risk as a domino effect always threatened to consume them. Roman legionaries were trained to counter this panic with discipline. It was instilled in each recruit from day one. *Esprit de Corps* for your fellow soldier, especially at the century and legion level, created a tradition of valor within the ranks. The individual legions were institutions in their own right; lasting over five-hundred years was simply larger than individual safety. The legion's standard was a piece of pride and if it was ever lost the entire legion fell into disgrace. Of course, even the best wasn't perfect and from time to time an entire legion would be routed with panic. When this happened the legion was in for the ultimate in disciplinary actions: decimation.

If an entire legion was ever accused of cowardice or rebellion then decimation was often used. For this punishment the legion was divided up into groups of ten. The ten would then draw lots with the loser being executed by the other nine. Along with any leaders of the disgraced unit. These legions were then typically disbanded and the survivors incorporated into existing legions or used to fuel new ones.

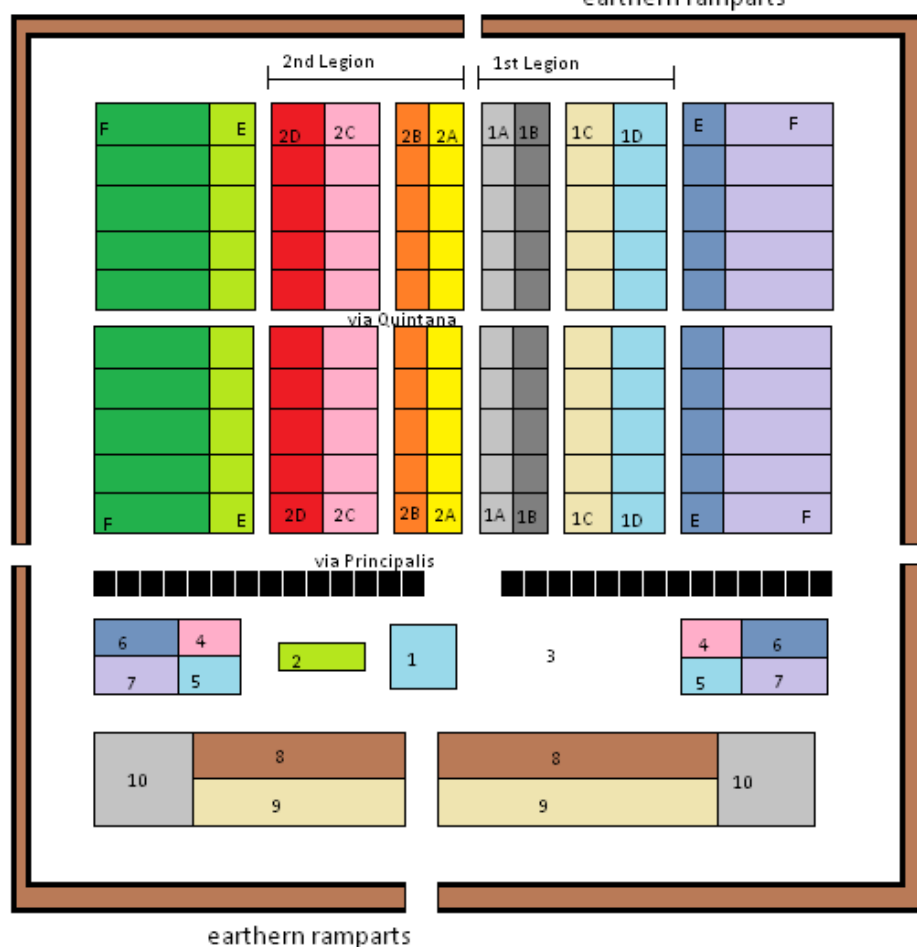
Life in the Legions

A legionary's life was split between the campaign season and the traditionally down winter period. Although there are reports of limited campaigns in the early winter, established effective campaigning when snow covered the ground was simply not logistically possible. As such, the winter months were normally spent in camp or on limited leave. Of course this was largely dependent on local conditions and the growing season. Permanent and semi-permanent winter camps, called *Castra-Hiberna*, were built and utilized during this time. These forts were massive and complex structures ranging anywhere from 40-70 acres large. During these off months, much of a legionary's time would be spent on sentry duty (in three hour shifts), drilling and training, fortifying the winter defenses, and at rest. Daily drills consisted of formation practice at all levels including the century, maniple, cohort, and legion, long jumping, wall climbing, and practicing with their gladius and pilum. Games of chance and wrestling / sparring matches between units was a common source of entertainment. Dicing, coin tossing, and the occasional cock fight were other ways to pass the time. Gambling was typically outlawed in the ranks and could only be done when on leave or in secret. Soldiers were not permitted to marry, so frequent visits to taverns, camp followers, and brothels were permitted. Additionally, legionaries had unrecognized families in local towns or villages, especially around the legion's home base. These families would then be recognized and given Roman citizenship at the end of the legionary's 25 year career.

During the campaign season, a legionary's existence was composed of long marches, creating new fortifications, and fighting. The typical army would march at around three miles per hour and traverse anywhere from eight to twelve hours in a day. These marches were made in precise formation and in full gear, which weighed sixty to eighty pounds. A full army on the march would average ten to twelve miles per day due to size and encumbrance. Every day the legion would end its march by setting up the evening camp or *Castra-Aestiva*. These temporary forts were approximately ten acres large, comprised of earthen ditches and moats. Each camp took about three hours to build.

Dinner was conducted at the *contubernium* level with each eight-man unit responsible for cooking their own food. Each unit carried a cooking pot and received basic rations of flour or unground wheat from the quartermaster. Whenever possible, the unit would forage or hunt for added meat and sustenance. Nights were spent resting or on sentry duty. Once morning came, the camp was packed up, the fortifications leveled, and the legion moved on only to repeat the same process day after day until battle was initiated.

Two Legion Castra-Aestiva



Key

- 1A 1st Legion Cavalry Cohort
- 1B 1st Legion Triarii
- 1C 1st Legion Principes
- 1D 1st Legion Hastati
- 2A 2nd Legion Cavalry Cohort
- 2B 2nd Legion Triarii
- 2C 2nd Legion Principes
- 2D 2nd Legion Hastati

- E Cavalry Auxiliary
- F Infantry Auxiliary
- 1 Praetorium (General's Tent)
- 2 Quaestorium (Quarter Master)
- 3 Forum and Public Market
- 4-7 General Staff (Legati, Praetorians)
- 8 Extraordinarii Equites (Elite Mounted Units)
- 9 Extraordinarii Pedites (Elite Infantry Units)
- 10 Extra Auxiliaries (as necessary)



The Castra-Aestica was divided into two main thoroughfares, the Via Quintana and Via Principalis, and typically had four main gates. The black boxes in the above diagram indicate where the tribunes would make camp. This camp would be enlarged as needed or minimized for smaller units, such as a single legion. If besieged, the camp could be further fortified with dry moats and barricades.

Roman Roads

A final and important element of Roman life was building. The legions built the roads, bridges, and defenses of Rome. The primary purpose of the road was then the same as the U.S. Highway system today: to facilitate the quick movement of the state's military over long distances. The legions built over 50,000 miles of roads for this purpose. Roads were not only created in a standardized fashion, but properly maintained. The saying "All roads lead to Rome" was appropriate for the time. Indeed, one could journey from western Spain to Athens without ever stepping off a road. In fact, if not for the need to cross the straights connecting Africa and Spain as well as Europe to Asia at Byzantium, one could circumvent the entire Mediterranean in a similar fashion.

Pictured above are the major roadways of Rome in 125 CE (Orange lines) Additional territory roads crisscrossed the country and led to larger towns and trade hubs. As it shows, the major paths circumvent the entire Empire from west to east as well as north to south.

Units of the Legion

The entirety of the army formation was composed of eight standardized units: scouts, vanguard, survey crew, pioneer corps, legions, baggage train, rearguard, and flank guard. Each unit played an important role while on the march and was crucial to arriving safely at the next camp site. The Roman army was at its most vulnerable while on the march and took great pains to diminish this risk.

When individual legions were on the march, they would march in the same fashion as a Roman army, but in smaller numbers. The vanguard and rearguard would comprise a single century. Because the standard army was so large, it journeyed like a giant slinky with the rearmost element of the army leaving perhaps three hours later than the front. As such, the larger the army, the slower it moved. For instance, if the army was to march ten hours a day, the scouts and vanguard would leave at 0600 in the morning. It would travel for a full three hours before the rearguard broke camp at 0900. It could then only march for another four hours and stop at 1300 to begin constructing the *Castra-Aestiva*. Three hours later the rearguard would enter the new camp at 1600 hours. As such, the entire force would only be on the march for seven hours each. However, single legions would spread out over less distance and could march for longer before setting up camp and waiting for the rearguard to catch up.

Scouts

The scouting force was generally comprised of small units of *equitatus*, non-Roman horsemen. These men would screen the army to the front and act as messengers. They were not expected to engage enemy forces, but report sightings back to the main force. They would generally travel anywhere from 800 yards to two miles ahead of the army.

Vanguard

The vanguard of a Roman army was a full legion with its companion cohort. It marched ahead of the main force at about 800 yards. The legion selected for the vanguard was either drawn by lot or rewarded for bravery in combat. The vanguard was seen as a prestigious position. The primary mission of the vanguard would be to secure a defensible position or remove light resistance if the enemy was contacted.

Survey Crew

The survey crew would be approximately 1/8 of the main force, one man from each *contubernium*, who began setting up the legion base each evening. This crew would march at the head of the main force so that it arrived earlier than the last legions, which would then assist in creating the *Castra-Aestiva*.

Pioneer Corps

The pioneer corps was a cohort of musicians and engineers that would march in front of the main force. They had no special mission and simply marched at the head of the column.

Officer Corps

The high ranking officers of the Army marched together, sorted by legion. The Army commander and legion legates, tribunes, and prefects would all march with their aids in the officer corps.

The Legions

The legions would march in force and comprised the bulk of the army. Each legion would spread out over 7/10 of a mile, along with the main force of auxiliary units. Spread out as they were, the legions were most vulnerable while on the march.

Baggage Train

The baggage train was the lifeline of the Roman Army. It carried the food, supplies, and artillery of the legions. The baggage train also had guards of auxiliaries at its forefront, middle, and near the rear.

Rearguard

The rearguard was the protective tail of the Army and included a good deal of auxiliary infantry and *equitatus*. Their function was to protect the back of the army from raiding parties and to safeguard the elements of the baggage train.

Flank Guard

The Flank Guard consisted of detached units of *equitatus* that would ride to either side of the main force. Their primary role was to defend the flanks of the army from skirmishes.

Camp Followers

A final element of a large army, especially one in winter base, would be the camp followers. The camp followers were not a paid or recognized portion of the Roman Army. Instead, it was comprised of traders and suppliers that took on the risk of marching into potentially violent lands for high profits. Traders could provide additional provisions, clothing, supplies, food, and entertainment for the troops. They also served to buy off looted goods, including slaves, from the legionaries. Sexual companionship was a highly lucrative profession that took root in the camp followers.

Political Impact of the Legions

During the era of the Principate it became impossible for the Empire to field such a large, disciplined, efficient force that wielded such power without it having any political impact. Indeed, it was Gaius Julius Caesar who grew so powerful while at the head of his armies and became so beloved by his men that he was able to turn that same army on the Senate and wrestle near complete control from them. The army had always been a place for the landed elite to make a name for themselves. Successful service in the ranks would ensure election to a senate position of wealth, power and influence. Many a politician and even emperor owed his rise to power to the legions. The crisis of the 3rd century was itself a civil war created when various generals were elevated to Emperor by their own troops. This pattern would repeat itself over and over throughout the course of Roman history.

The role of the army in politics was never as clear as during the end of the reign of Caligula. In 41 CE the Senate and elements of the Pretorian Guard, the elite bodyguards of legion commanders, assassinated the emperor after several harsh actions against the guard. While the Senate debated about whom to put on the throne, or if even to return to the rule of republic, the Pretorian Guard elevated Claudius to the throne. Arrayed against the best fighters in the Empire, many with direct support of the legion, the Senate was forced to accept their nomination.

Later during the Year of Four Emperors in 69 CE, the legions flexed their political muscle. During this year the legions elected their own emperors and fought one another over who would rule the Empire. Galba first took control of the Empire with the support

of his legions in Hispana. He was killed by the discontent Pretorian Guard who appointed Otho as Emperor. This didn't sit well with the Germanic Legions who raised Vitellius to The Purple, or the eastern Legions who elected Vespasian. The armies marched to Rome and decided the course of the Empire. In this instance, Vespasian came out successful with the help of many of the previously defeated Legions of Otho. So while it was true the legions could not make law, they were the true power behind the throne and could champion the man that could make law. During the Principate, it is likely that more emperors were elevated or dethroned by the legions than were not. This knowledge was understood all too well by Emperor Severus a hundred years later who told his sons on his death bed, "...enrich the soldiers, and scorn all other men."



Emperors and Timeline

Emperor Dynasties

Julio-Claudian Dynasty

Octavian	27 BCE - 14 CE
Tiberius	14-37
Caligula	37-41
Claudius	41-54
Nero	54-68

Year of the Four Emperors / Flavian Dynasty

Galba, Otho, Vitellius	69
Vespasian	69-79
Titus	79-81
Domitian	81-96

Nervan-Antonian dynasty

Nerva	96-98
Trajan	98-117
Hadrian	117-138
Antoninus	138-161
Marcus Aurelius / Lucius Verus	161-180
Commodus	177-192

Year of the Five Emperors / Severan Dynasty

Pertinax, Didius Julianus, Pescennius Niger, Clodius Albinus	193
Septimius Severus	193-211
Caracalla / Geta	198-217
Macrinus	217-218
Elagabalus	218-222
Severus Alexander	222-235

Notable Emperors and Major Figures



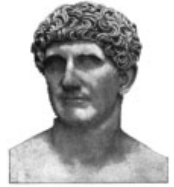
Gaius Julius Caesar

Gaius Julius Caesar was a procouncil who formed a strong political alliance with Marcus Licinius Crassus and Gnaeus Pompeius (Pompey) Magnus. He was famous for the conquest and subjugation of Gaul as well as the first invasion of Brittan. These victories increased his military power over the other two. Once Crassus died, Pompey turned on Caesar and had the Senate demand he give up his position and return to Rome. He did return, but with Legio XIII Gemina. Caesar’s Civil War began and

four years later, he was the in-facto dictator of Rome. Caesar was immensely popular with the lower and middle classes.

Mark Antony (Marcus Antonius) (Not Emperor)

Mark Antony was the military commander under Caesar and his longtime friend. After Caesar's assassination, Antony brought the assassins to justice and formed the Second Triumvirate with Octavian and Lepidus for tri-joint rule of Rome. He was later defeated by Octavian in Egypt alongside his lover Cleopatra.



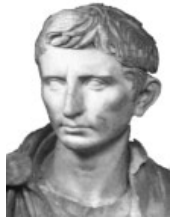
Lepidus (Marcus Aemilius Lepidus) (Not Emperor)

Lepidus was the cavalry general and one of Julius Caesar's greatest supporters. Together with Mark Antony and Octavian, he brought Caesar's assassins to justice and formed the third party in the ruling Triumvirate. Lepidus was removed from office after he unwisely attempted to move on Octavian after a successful battle.



Octavian (Octavianus Divi Filius Augustus)

Octavian was a statesman, general, and founder of the Roman Empire. After his uncle Julius Caesar's assassination, he was named sole heir. Along with Antony and Lepidus, he formed the Second Triumvirate and brought his uncle's assassins to justice. Octavian consolidated his power by removing Lepidus and Antony. The Senate remained the faux power, but Octavian, as Emperor, was the real power of the new Empire. He ruled from 27 BCE to 14 CE.



Tiberius (Tiberius Julius Caesar Augustus)

Tiberius was the stepson, and later adopted son, of Octavian. He was Octavian's heir and the second Roman Emperor. Tiberius was known historically as one of Rome's greatest generals and reigned from 14-37 CE.



Caligula (Gaius Julius Caesar Augustus Germanicus)

Caligula was the grand-nephew and adopted grandson of Tiberius. He was the third Emperor of Rome and worked to enhance the power of the Emperor. Caligula was painted by controversial sources in the later part of his rule as cruel and sexually perverse. He was assassinated by elements within the Senate and reigned from 37-41 CE.



Claudius (Tiberius Claudius Caesar Augustus Germanicus)

Claudius was the uncle of Caligula and the fourth Roman Emperor. He became emperor after the Senate assassinated Caligula and attempted to restore the Senate, but was ultimately stopped by the Praetorian Guard. Claudius expanded the Empire and completed numerous building projects. He tried to rectify the divide between him and the Senate and died either of illness, old age, or poisons after reigning from 41-54 CE.





Nero (Nero Claudius Caesar Augustus Germanicus)

Nero was the great-nephew of Claudius. His reign was dominated by building projects and increased trade throughout the Empire. Nero was popular among the lower class. He died in mock suicide when the Senate lost faith in him after an uprising against his tax policies. He reigned from 54-68 CE.



Vespasian (Titus Flavius Caesar Vespasianus Augustus)

Vespasian was the first Emperor of the Flavian Dynasty in Rome. He was elected emperor out of the chaos of the Year of the Four Emperors. Vespasian was known for construction projects and financial reforms. He was the first emperor to be succeeded directly by his own son and reigned from 69-79 CE.



Titus (Titus Flavius Caesar Vespasianus Augustus)

Titus was an able military commander and the son of Vespasian. He was an effective ruler and well-liked by the population. He died of fever after a short reign from 79-81 CE.



Domitian (Titus Flavius Caesar Domitianus Augustus)

Domitian was the brother of Titus. He expanded border defense and strengthened the economy and was assassinated by court members. He reigned from 81-96 CE.



Nerva (Marcus Cocceius Nerva Caesar Augustus)

Nerva was a Senate appointed emperor after Domitian's assassination. He was elected at age 66 and was without an heir. Nerva was a weak ruler and was forced to adhere to the demands of the Praetorian Guard. He died of a stroke and fever after ruling from 96-98 CE.



Trajan (Marcus Ulpius Nerva Traianus Augustus)

Trajan was the adopted son of Nerva (at the demand of the Praetorian Guard) and was popular with the army. He embarked on building projects within the city of Rome. Under his rule the Roman Empire was at its height with successful annexations of Dacia, Armenia, and Mesopotamia. He died of illness and ruled from 98-117 CE.



Hadrian (Publius Aelius Traianus Hadrianus Augustus)

Hadrian was Trajan's cousin and the proclaimed heir. He had a lengthy military career before becoming emperor. Hadrian was renowned for visiting every province in the Empire. He died of natural causes and ruled from 117-138 CE.

Antoninus Pius (Titus Fulvius Aelius Hadrianus Antoninus Augustus Pius)

Antoninus Pius was the adopted son of Hadrian. He never led an army and ruled over the most peaceful period in Roman history. Pius built temples and promoted culture. He died of a fever and ruled from 138-161 CE.



Marcus Aurelius (Marcus Aurelius Antoninus Augustus)

Marcus Aurelius ruled as co-emperor with his brother, by adoption, Lucius Verus. He was remembered as a philosopher king, although he led several successful wars. After Verus' death, Aurelius ruled independently for eight years. He ruled as co-emperor from 161-169 CE and independently from 169-180 CE.



Commodus (Marcus Aurelius Commodus Antoninus Augustus)

Commodus was the son of Marcus Aurelius who ruled jointly with his father briefly before taking over upon his death. He was renowned for being a megalomaniac and built many shrines and statues dedicated to himself. Commodus fought as a gladiator and believed he was Hercules incarnated. He was assassinated by strangulation from a wrestler in his bath and ruled from 180-192 CE.



Septimius Severus (Lucius Septimius Severus Augustus)

Septimius Severus was a general from Leptis Magna in Africa who came out of the Year of the Five Emperors as the undisputed winner. He fought several wars, expanding the Eastern portion of the Empire. Severus died of illness and ruled from 193-211 CE.



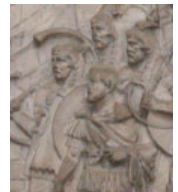
Caracalla (Marcus Aurelius Severus Antoninus Augustus)

Caracalla was the older son of Septimius. He co-ruled for two years with his brother before having him murdered. His reign was noted for granting citizenship to all freemen in the Empire, dramatically increasing the tax base in the Empire. Caracalla rewarded the military lavishly, but was assassinated by a member of his personal bodyguard after ruling from 198-217 CE.



Macrinus (Marcus Opellius Severus Macrinus Augustus)

Macrinus was the first emperor of the equestrian class. He most likely conspired to have Caracalla murdered and was not looked favorably upon by the legions. Macrinus ruled for a scant two years before the legions nominated a new emperor and removed him from power. He was executed later that year after ruling from 217-218 CE.





Elagabalus (Marcus Aurelius Antoninus Augustus)

Elagabalus was a member of the Severan Dynasty and remembered mostly for his decadence and sexual scandals. He ruled for four years before being replaced by his cousin after his assassination. He ruled from 218-222 CE.



Severus Alexander (Marcus Aurelius Severus Alexander Augustus)

Severus Alexander was the 26th Emperor of Rome and the cousin of Elagabalus. He rose to power when his grandmother plotted against Elagabalus. Alexander was remembered as being a fair emperor who enhanced the people and the institution of Rome. He was assassinated by members of the legions after he attempted to bribe, rather than quell, invading Germans. His death ended the rational line of emperor successions during the Principate. After this the Crisis of the Third Century would elect twenty emperors, all vying for power in the next fifty years. He ruled from 222-235 CE.

Major Battles Timeline

Date	Battle Name
31 BCE	Battle of Actium
11 BCE	Battle of the Lupia River
9	Battle of the Teutoburg Forest
16	Battle of the Weser River
43	Battle of the Medway
50	Battle of Caer Caradoc
60	Battle of Camulodunum
61	Battle of Watling Street
58-63	Roman-Parthian War
66-73	First Jewish-Roman War
67	First Battle of Bedriacum
67	Second Battle of Bedriacum
84	Battle of Mons Graupius
86-88	Domitian's Dacian War
101	Second Battle of Tapae
106	Battle of Sarmisegetuza
132-136	Bar Kokhba's Revolt
164-180	Marcomannic Wars
197	Battle of Lugdunum
217	Battle of Nisibis
218	Battle of Antioch
238	Battle of Carthage
251	Battle of Forum Terebronii
260	Battle of Edessa

269	Battle of Naissus
272	Battle of Emesa
274	Battle of Châlons

Major Battles Descriptions

Key

DATE	BATTLE NAME	BATTLE LOCATION
	➤ <i>First Force composition and commander</i>	
	➤ <i>Second Force composition and commander</i>	
	➤ <i>Description of battle and aftermath</i>	
31 BCE	BATTLE OF ACTIUM	GREECE, IONIAN SEA (NEAR ACTIUM)
	➤ Octavian's Roman Force	
	➤ Egypt and Mark Antony's Roman Forces	
	➤ Octavian forces under Marcus Agrippa decimate his opponents in a massive naval battle. The final resistance against Octavian's empire is put to rest.	
11 BCE	BATTLE OF THE LUPIA RIVER	NW GERMANY (NEAR LIPPE RIVER)
	➤ Roman Empire under Nero Claudius Drusus	
	➤ Sicambri Germanic tribe	
	➤ Roman forces win a decisive victory against the Sicambri.	
9	BATTLE OF THE TEUTOBURG FOREST	NW GERMANY, LOWER SAXONY
	➤ Roman Legions XVII, XVIII, and XIX under Publius Quinctilus Varus	
	➤ Germanic tribal alliance of Bructerim Chatti, Chauci, Cherusci, Marsi, and Sicambir under Arminius	
	➤ An ill-prepared Roman Army stretched out on march is betrayed by the German leader Arminius in ambush. The legions are utterly destroyed. It is the worst defeat in Roman military history and marks an ending point for expansion into Germanic lands.	
16	BATTLE OF THE WESER RIVER	NW GERMANY, LOWER SAXONY (NEAR BREMEN)
	➤ 4-8 Roman Legions under Germanicus	
	➤ Germanic tribes under Arminius	
	➤ The legions force the Germans into a straight fight and defeat them handily. Heavy losses by the Germans number 10,000 – 20,000.	
43	BATTLE OF THE MEDWAY	SE BRITAIN ON THE RIVER MEDWAY IN KENT
	➤ Roman Empire under Aulus Plautius	
	➤ British island tribes of Catuvellauni under Togodumnus and Caratacus	
	➤ First battle of the invasion of Britain. The legions cross the Medway River and take the tribes by surprise. The tribes lose roughly a third of their 17,000 man force and retreat. Roman losses are minimal.	

50 BATTLE OF CAER CARADOC

WEST MIDLANDS, BRITAIN

- Roman Legions IX Hispana and XX Valeria Victrix under Publius Ostorius Scapula
- Remainder of southern British tribes under Caratacus
- The Roman forces scatter and destroy the British resistance with only mild losses. Caratacus is taken prisoner.

60 BATTLE OF CAMULODUNUM

EAST BRITAIN, ESSEX

- Parts of the Roman Legion IX Hispana under Quintus Petillius Cerialis
- British tribal confederation led by Boudica
- A large force of over 10,000 British tribesmen under Queen Boudica rise up against Roman occupation and siege Camulodunum. Cerialis gathers some of IX Hispana, others being garrisoned in forts, to relieve the siege. He arrives too late and is met in the field. IX Hispana's forces are destroyed with only the cavalry unit surviving to retreat.

61 BATTLE OF WATLING STREET

MIDDLE ENGLAND

- Roman Legions XIV Gemina and XX Valeria Victrix under Gaius Suetonius Paulinus
- Massive British confederation of tribes under Boudica
- The final battle against Boudica's uprising. The Romans were heavily outnumbered fielding 10,000 troops against anywhere from 100,000 to 250,000 tribesmen (depending on what source is used). Through superior tactics, terrain, equipment, and morale the British are destroyed. Sources put 80,000 British dead to less than 10,000 Romans. Boudica poisons herself, and southern Britain comes under Roman control.

58-63 ROMAN-PARTHIAN WAR

ARMENIA

- Roman Empire under Gnaeus Domitius Corbulo
- Kingdom of Armenia under Tiridates I and the Parthian Empire under Vologases I
- Virtual stalemate, but Armenia becomes ruled as a Roman client state.

66-73 THE FIRST JEWISH-ROMAN WAR

JUDEA / JERUSALEM

- Roman Empire under Vespasian Titus
- Judean rebels under various leaders
- XII Fulminata is ambushed and scattered after an uprising in Judea. Rome responds by sending five legions including X Fretensis, V Macedonica, and XV Apollinaris to Jerusalem. The Romans siege and take Jerusalem killing over a million Jewish inhabitants.

67 FIRST BATTLE OF BEDRIACUM

NORTHERN ITALY

- Roman Legions XXI Rapax, V Alaudae, and other forces creating a vexillationes under Vitellian
- Roman Legions I Adiutrix, XIII Gemina, and a detachment of XIII Gemina under Otho
- Roughly 40,000 dead on both sides. Vitellian forces carry the day.

67 SECOND BATTLE OF BEDRIACUM**NORTHERN ITALY**

- Roman Legions III Gallica, VII Augusta, VII Claudia, VII Galbiana and XIII Gemina under Vespasian
- Roman Legions XXI Rapax, V Alaudae, I Italica, III Macedonica, and XXII Primigenia under Vitellius
- Victory for Vespasian. Heavy losses on both sides. Vitellius taken prisoner and killed.

84 BATTLE OF MONS GRAUPIUS**NE SCOTLAND**

- Roman army under Gnaeus Julius Agricola numbering between 15,000 – 30,000
- Caledonian Confederacy under Calgacus, similarly numbered
- The battle in NE Scotland was a rousing success for the Roman Army. The Caledonians were smashed and lost upwards of 10,000 troops while the Romans under lost 500.

86-88 DOMITIAN'S DACIAN WAR**MOESIA, DACIA SOUTH OF THE DANUBE RIVER**

- Roman Legions V Alaudae under Cornelius Fuscus, then Roman Legions III Flavia, I Adiutrix, and II Adiutrix under Tettius Iulianus
- Dacian Kingdom under King Duras
- Dacia invaded the province of Moesia, ambushing and destroying V Alaudae and its commander. The Roman response involved three legions and had several successful campaigns including the First Battle of Tapae. However, German auxiliaries refused to fight and a peace treaty was established with Dacia as a client kingdom.

101 SECOND BATTLE OF TAPAE**TRANSYLVANIA, ROMANIA**

- Roman Legions including at least VIII - XII under Trajan
- Dacian Kingdom under King Decebalus, able to field around 40,000 troops (although contemporary sources put this number at 150,000 – 200,000)
- A massive army arrayed for Rome with the 9 legions stationed in the Danube taking part alongside X Germania, XI Claudia, II Traiana Fortis, and XXX Ulpia Victrix. It was a minor Roman victory although the Dacians retreated before the bulk of battle began.

106 BATTLE OF SARMISEGETUZA**TRANSYLVANIA, ROMANIA**

- Roman Legions X Gemina, XI Claudia, II Traiana Fortis, and XXX Ulpia Victrix under Trajan
- Dacian Kingdom under King Decebalus. Estimated around 20,000 men
- A Roman army led by Trajan conquers and destroys the Dacian capital. Losses on both sides are heavy, but the Romans win and annex a large part of Dacia. King Decebalus kills himself to avoid capture.

132-136 BAR KOKHBA'S REVOLT JUDAEA PROVINCE

- Roman Legions X Fretensis, VI Ferrata, III Gallica, III Cyrenaica, XXII, Deiotariana, and X Gemina under Hadrian and various other military commanders
- 150,000 - 250,000 Jewish militia under Simon Bar Kokhba
- The Romans suffered heavy losses of up to two legions. The Jewish population of over 1,000 villages and towns was destroyed with estimates of 600,000 dead.

164-180 MARCOMANNIC WARS DANUBE RIVER REGION (NEAR AUSTRIA AND HUNGARY)

- Roman Empire under multiple Emperors, but primarily Marcus Aurelius and Commodus
- Germanic tribes including Marcomanni, Quadi, and Lazyges and over a dozen more
- Germanic tribes invade across the Danube River. Roman forces repel and then invade in force. Although there were no territorial exchanges, the main tribes were beaten and forced to recapitulate to the Romans.

197 BATTLE OF LUGDUNUM LYON, FRANCE

- Roman legions under the command of Septimius Severus numbering 50,000 - 80,000
- Roman legions under the command of Clodius Albinus of equal number
- The battle between the usurper Albinus and the Empire was one of the bloodiest inter-Roman battles with heavy casualties on both sides. After two days of fighting, Albinus' forces fell and he committed suicide.

217 BATTLE OF NISIBIS NISIBIS, TURKEY

- Roman Army under the command of Macrinus
- Army of the Parthian Empire under the command of Artabanus IV
- The final battle between Rome and Parthia. Heavy losses on both sides ending in a near draw. Romans agreed to pay restoration and abandon Mesopotamia.

218 BATTLE OF ANTIOCH ANTIOCH, SYRIA

- Roman Army under Emperor Elagabalus
- Roman Army under Emperor Macrinus
- Macrinus is killed and his forces are routed. Elagabalus eliminates his final rival and is crowned emperor. Number of legions involved is unknown, but most likely numbers two to three per side.

238 BATTLE OF CARTHAGE CARTHAGE (NEAR TUNIS, TUNISIA)

- Roman Legion III Augusta under the command of Emperor Thrax
- Militia troops under senate supported co-Emperors Gordian I and Gordian II
- Gordian I and II are killed and their militia army is routed.

251 BATTLE OF FORUM TEREBRONII**MOESIA INFERIOR (RAZGRAD, BULGARIA)**

- Roman Army under Decius
- Gothic confederation of Scythian under Cniva
- The Romans are beaten handily. The emperor and his son fall in battle. This is the first time an emperor falls in combat with a foreign enemy. The Goths are most likely paid off and return home with their spoils of war.

260 BATTLE OF EDESSA**EDESSA, MESOPOTAMIA (TURKEY)**

- Roman Army of 60,000 – 80,000 troops under the command of Emperor Valerian
- Army of the Sassanid Empire estimated at 40,000 under the command of Shapur I
- The Roman Army was crushed with very little casualties on the Sassanid side. The emperor was taken captive and few Romans survive.

269 BATTLE OF NAISSUS**NAISSUS (SERBIA)**

- Roman Empire under Emperor Gallienus
- Scythian tribal confederation under Cannabaud
- A hotly contested battle with the Romans turning the tide to their end after serious losses. The Gothic losses are estimated at over 65,000 by contemporary sources. This battle ends Gothic resistance in the area for a generation.

272 BATTLE OF EMESA**EMESA (LIBYA)**

- Roman Empire army of 60,000 – 70,000 under the command of Emperor Aurelian
- Palmyrene Empire separates under the command of Queen Zenobia with a like number of troops, mostly heavily armed cataphracts
- Distinctive Roman victory with the Roman legions smashing the Palmyrene units. Palmyrene Empire is reabsorbed by Rome.

274 BATTLE OF CHÂLONS**CHAMPAGNE, FRANCE**

- Roman Empire under Emperor Aurelian
- Gallic Empire separates under Tetricus I
- The Roman troops win a heavily contested victory with high death tolls on both sides. Tetricus is taken prisoner during the fight and the Gallic Empire is reabsorbed into the Empire.

Character Options

Archetypes

While Savage Worlds is a system with lots of flexibility, it lacks standard archetypes. However, some players may wish to skip parts of character creation and jump right into a game. To facilitate this, here is a list of archetypes of legionaries for quick play or creative reference.

ARTILLERIST

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Charisma: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Guts d4, Notice d4, Shooting d8, Stealth d6, Survival d4, Throwing d8, +3 additional Skill points

Hindrances: One Major, two Minor

Edges: Extraction, Fleet-footed, Quick

ENGINEER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Skills: Fighting d6, Knowledge (Engineering) d8, Lockpicking d4, Notice d8, Repair d6, Throwing d6, +2 additional skill points

Hindrances: One Major, two Minor

Edges: McGyver, Luck, Scavenger

EQUITATUS (BARBARIAN SCOUT)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Guts d4, Notice d6+2, Riding d6, Shooting d6, Survival d4, Tracking d6, +3 additional skill points

Hindrances: Barbarian, two Minor

Edges: Beast Bond, Alertness, Steady Hands

MARINE

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6+2, Intimidation d6, Notice d4, Swimming d6, Throwing d6

Hindrances: One Major, one Minor, Loyal

Edges: Brave, Hearty, Steady Hands

MEDICAL ORDERLY

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Healing d8+2, Notice d8, Persuasion d6, Streetwise d6, Survival d4, Throwing d4, +1 additional skill point

Hindrances: One Major, two Minor

Edges: Elan, Healer

MILITES

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6"; **Parry:** 6; **Toughness:** 6

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d6, Survival d4, Throwing d6, +1 additional skill point

Hindrances: Two Minor, Soldier for Life

Edges: Brawny, Shield Brother

STANDARD BEARER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Charisma: 0; **Pace:** 6"; **Parry:** 6;

Toughness: 5

Skills: Fighting d8, Guts d6, Intimidation d6+2, Knowledge (Battle) d6, Notice d6, Survival d4, Taunt d6+2, +1 additional skill point

Hindrances: One Major, two Minor

Edges: Command, Hearty, Strong Willed

SURVEYOR

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Climbing d4, Fighting d6, Guts d4, Notice d8+2, Riding d4, Survival d8, Throwing d4, Tracking d8

Hindrances: One Major, two Minor

Edges: Alertness, Woodsman

TRUMPETER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Guts d6, Knowledge (Battle) d8, Notice d8, Survival d4, Taunt d6, + 2 additional skill points

Hindrances: One Major, two Minor

Edges: Luck, Command

WEAPONS INSTRUCTOR

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Skills: Fighting d10, Guts d6, Knowledge (Battle) d6, Shooting d6, Survival d4, Taunt d6, Throwing d6

Hindrances: One Major, two Minor

Edges: Trademark Weapon (Gladius), Command

New Edges

HEARTY (BACKGROUND)

Requirements: Novice

Some are born more able to withstand the effects of fatigue and the elements. Hearty characters may ignore 1 point of fatigue penalties.

HEROIC LEADER (LEADERSHIP)

Requirements: Heroic, Command Presence, Wild Card, Smarts d10+, Spirit d10+

The leader is renowned and those around him are more willing to listen to his commands. The character's command radius increases to 20". Additionally, you can use your Leadership Edges on Wild Card Characters.

LEGION COMMANDER (LEADERSHIP)

Requirements: Heroic, Command, First Strike Edge, Wild Card, Spirit d10+

Some leaders have trained and led their troops for so long that they act with incredible speed and accuracy. All troops under the leaders command may use the First Strike Edge in combat if adjacent to at least one ally. Additionally, receive a +1 bonus to Morale checks during Mass Battle.

SHIELD BROTHER (COMBAT)

Requirements: Novice, Fighting d8+

The hero has trained in the tradition of the Roman Legions and is adept at fighting in formation. When next to an ally also wielding a shield, increase the shield's Parry and Armor bonus by +2.

New Hindrances

BARBARIAN (MAJOR)

The hero is perceived as a non-citizen savage by those around him. In civilized lands and cities, they receive a -4 penalty to Charisma and are considered illiterate. Additionally, they may be denied rights and abilities available to proper citizens.

LOOTER (MINOR)

The hero is addicted to looting while on campaign. When opportunity presents

itself, the hero must make a Guts roll or be temporarily consumed by the urge to loot. This could have a dramatically negative effect if under military orders and could also earn the enmity of the local population.

SOLDIER FOR LIFE (MAJOR)

The hero has spent a long period of time as a soldier in the legions. So much so that he has difficulty acting without orders. Unless near an ally that has a Leadership Edge, the hero is dealt two cards to begin combat and must use the lesser of the two.



Pre-generated Characters

Albin Quirina Didorus

Albin was born in the city of Augusta Taurinorum. His father was born lowborn, but worked his way up to a full citizen of the Republic through commerce. His family had a number of small farming estates from which they enriched their coffers. All his life Albin was told stories of Julius Caesar and how he crossed the Rubicon to bring order to the greedy and corrupt Senate. He admired the man and hoped to be a part of the proud force that had brought the Senate to their knees: the Legions.

He left home at age sixteen and entered the Legio VIII Augusta. For the next fifteen years Albin distinguished himself within the ranks and rose to the rank of Decanus. Albin is fiercely loyal to the legion, even over individual commanders who come and go, and would rather die than see the legion's name disgraced. He is well trained and follows orders to a T, demanding the same from others around him.

Personality: Albin is a lifetime soldier - a tough man who has seen his fair share of battle. This has had the unpleasant side effect of making him an expert looter from his days on campaign; a ritual he relishes as he has seen what wealth can do for those who possess it. He is stern, but fair and would rather suffer decimation than dishonor his brothers. However, thanks to his life in the legions he has a habit of being indecisive, unless given a direct order.

Mannerisms: Albin has a habit of constantly sharpening his gladius during idle times, even if it doesn't need sharpening. Additionally, while he outwardly detests gambling, he secretly loves how quickly wealth can change hands between two parties.

Distinguishing Features: Albin is never without his trademark gladius - which he dyed black and named "Barbarian Death." His face is hardened from a lifetime of combat although he has managed to keep most of his body free of scars. His hair is thinning around the edges and he is contemplating shaving it all off in the next campaign season.

Environment: Albin is stationed with Legio VIII Augusta in Argentoratum in the province of Germania Superior. He has many friends in the ranks as well as the surrounding city and has been intimate with a young girl, Leta, for the past five winters.

Adventure Seeds: Albin has been in the legions long enough to be well trusted and respected with the officers. He makes an excellent member of an assault force as well as the vanguard or rearguard. Additionally, he has several financial interests in the city and a lover, Leta, who is a displaced local. During the winter months Albin is given leave to do as he likes for several months thanks to his high stature and rank within the legion. He would be encountered anywhere in the Empire if his greed gets the better of him.



ALBIN QUIRINA DIDORUS (SEASONED)

Albin is a middle-aged accomplished legionary and lifelong soldier. He is honest and loyal but also stern and greedy.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d8, Vigor d10

Pace: 6; **Parry:** 10; **Toughness:** 11 (4); **Charisma:** 0

Skills: Climbing d6, Fighting d10, Guts d8, Notice d8, Riding d6, Streetwise d4, Survival d6, Throwing d6

Armor: Lorica segmentata (+4 Torso), nabucam greaves (+3 Legs), galea (+3 Head, 50% vs. head shots), scutum (+2 Parry, +4 Armor vs. ranged shots)

Weapons: Gladius [Str+d6], pilum (2) [Str+d6], pugio [Str+d4], pumbata (5) [Str+d4]

Items: Sarcina, carrying pole, three silver Germanic statues, gold trimmed cloak

Hindrances: Soldier for Life (Major), Looter (Minor), Greedy (Minor)

Edges: Block, Nerves of Steel, Trademark Weapon (Gladius)

Cato Raverieus

Cato is a young Gaulish youth just out of his teens. His family served faithfully under Caesar during the Gallic Wars and as weaponsmiths even managed to prosper. The third of five sons, Cato knew there would be little wealth for him left when his brothers finished with their inheritance. As such he decided early in his life to leave the family business behind and strike his own path. He left home and quickly found a place as a mercenary auxiliary and scout. In the past two years he's worked mainly for legions wishing to employ him and has steered away from the infrequent Germanic jobs he's been offered. The runt of the litter, he barely tops 5 ft. 5 in. and his brothers could easily toss him about without much thought.

As a scout he relies on his speed, wits, and a bit of luck to see him through.

Personality: Cato isn't much of a warrior and tends to steer clear of pitched battles. He prefers hit-and-run techniques only when necessary, but would rather just run. Being a Gallic youth, he doesn't feel at home around the Romans nor the Germans and his crude behavior and rituals are often seen as barbaric. He is slow to make friends and remains relatively reclusive when possible. Unfortunately, his role pays very little and what money he does make he has a hard time holding on to as he enjoys spending and gambling, neither of which he does well.

Mannerisms: Cato is rarely without his swift horse, "Wind," whom he considers and treats as an equal. He is a devout follower of Morrighu, the war-goddess, and still practices the ritual of a slave sacrifice on the first new moon of the month.

Distinguishing Features: Cato is small and slight of stature. He could easily pass as a woman or, with a good disguise, a young child. His left ear was destroyed during childhood and although it has not impacted his hearing, half of it is missing.

Environment: Cato has spent the last few years in and around the city of Mogontiacum in Germania Superior. He has worked for Legio XIV Gemina, Legio XVI Gallica, and Legio XXII Primigenia. His skills as a scout are well known. He has a small temporary lodge set up in the city and frequents the taverns when not at home or on a mission.

Adventure Seeds: Cato is a free spirit and does what he wants when he wants. He has a freestanding offer as a scout with Legio XIV Germina and Legio XXII Primigenia if he needs work and can take the lead on a scouting mission. Additionally his size gets him into trouble when he is drunk and has had his ass handed to him on more than one drunken occasion. Finally, he has been known to hunt in the nearby forests and sell the excess meat to the legions through a go-between merchant in the city.

**CATO RAVERIEU (NOVICE)**

Cato is a young Gallic scout and mercenary who never truly feels at home, but whose skills in the wild are well respected by many.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Pace: 6; **Parry:** 7; **Toughness:** 6 (1); **Charisma:** -4

Skills: Fighting d6, Gambling d4, Notice d6, Riding d8, Stealth d4, Survival d6, Swimming d4, Tracking d6, Throwing d4

Armor: Leather armor (+1 Torso), buckler (+1 Parry)

Weapons: Axe [Str+d6], throwing axe (6) [Str+d6]

Items: Riding horse (Wind), backpack, bedroll, two weeks rations

Hindrances: Barbarian, Loyal, Poverty

Edges: Acrobat, Danger Sense, Luck

Fabia Terentina Cicero

Fabia is a young aristocrat from the wealthy and landed Cicero family. As a member of the family he was expected to enter the legion as an officer and serve for a number of years, earning renown and wealth, until he could maneuver into a lucrative Senate position. His family is well respected by the landed elite, but seen as opulent in the extreme by the masses.

As a young noble he has been formally trained in war and tactics. Additionally, the men serving under him are often inspired and he is becoming quite the skilled leader. Thus far Fabia has only seen minor skirmishes as Prefect Castrorum in charge of the evening camps for Legato X Fretensis stationed at Jerusalem. It remains to be seen if his calm demeanor remains during pitched battles.

Personality: Haughty and arrogant Fabia sees the officer corps as the pinnacle of humankind. He has little time for the uneducated and refuses to speak in any language other than Latin. He has been accused by other commanders of being overly cautious, often insisting fortification walls be much higher than is the standard, but he sees it as a practicality. After all, what's better, a few tired legionaries or a few dead legionaries?

Mannerisms: Fabia is constantly grooming his nails and carries a coarse board and clippers for just this purpose. He wears thick, leather gloves whenever shaking hands or handling foreign objects.

Distinguishing Features: Noble in appearance, Fabia is always meticulously clean and bathes whenever the opportunity presents itself. He is also never without his family coat of arms, a red bull on a white curtain, somewhere on his clothing.

Environment: Fabia is attached to Legato X Fretensis and can almost constantly be found in the camp. He has few friends in the legion as he is seen as either too stern by the men or too haughty by the officers.

Adventure Seeds: As Prefect Castrorum for Legato X Fretensis, Fabia is always looking for cheaper and more efficient ways to run his camp. His camp has the distinction of being the cleanest in all the Empire. Fabia's real mission, of course, is spreading his fame. He is always on the lookout for someone to spread his name and always presents a noble face to this end. If an opportunity arises to spread his name, even if it put his employees in great harm, he would jump at the chance.



FABIA TERENTINA CICERO (NOVICE)

Fabia is an aristocratic noble in his early twenties, willing to stop at seemingly nothing to further his name and that of his noble family.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (3); **Charisma:** +4

Skills: Fighting d6, Guts d8, Knowledge (Battle) d8, Persuasion d8, Riding d6, Streetwise d6

Armor: Lorica squamata (+3 Torso), imperial helmet (+3 Head), cetrarus (+1 Parry, +2 Armor vs. ranged shots), manica (+3 Arms), greaves (+3 Legs)

Weapons: Spatha [Str+d8], Pugio [Str+d4]

Items: Wealth, family seal, his autobiography on the life and times of a Roman Officer

Hindrances: Arrogant (Major), Cautious (Minor), Loyal (Minor)

Edges: Charismatic, Command, Natural Leader, Noble

Dax the Merchant

Dax the Merchant, as the people know him, is a 35-year old merchant with a silver tongue and head for finances. He comes from a poor farming family and left home after a brutal Germanic raid razed his inherited farmlands, murdered his wife, and left him for dead. Since that time he has turned to the life of an adventuring merchant and routinely follows the legions when on march into dangerous territory. The job is dangerous and exhausting, but he has been doing it successfully for almost ten years without losing a profit. In the last few years his wealth and success have allowed him to hire manual labor and he's grown large and happy living on his spoils. He always gives a fair deal when buying looted goods and slaves from legionaries.

Personality: Dax is a kind old man and very generous in nature. He is a shrewd businessman, but knows the value of a well-timed gift, especially to young men who might someday make a name for themselves. He is quick to give struggling new recruits a good deal, but is very greedy and goes out of his way to secure a big score, rarely giving up without at least tasting some success. He loves to pursue beautiful women, often going to great lengths to let her sample his goods.

Mannerisms: Dax has a booming, jovial laugh and a rich, deep voice. It can be heard across the camp and is so infectious it can soften even the hardest heart. He is an expert gambler and can repair almost any damaged item.

Distinguishing Features: Despite his girth, Dax is considered very attractive and charismatic and naturally attracts others to his way of life. His wagons are decorated in bright colors and each has a massive sun ablaze upon it. Many tired and hungry legionaries have seen his train on the horizon and beamed, "The sun is rising."

Environment: Dax makes his "home" by traveling up and down the legion bases in western Gaul and Britannia. Although he carries a great deal of his possessions in his four large wagons, he maintains a permanent home in Lutetia Parisorum which houses his most valuable goods.

Adventure Seeds: Dax is always looking for guards, drivers, and guides. He loves rumors of treasure and employs groups to seek out such treasures for him, paying handsomely. He can often be found on the byways of Gaul crisscrossing the lands on the ever searching quest for profit. He has an almost insatiable appetite for beautiful women and attracts them like bears to honey. This has gotten him in trouble more times than once, trouble which he often needs help evading.

**DAX THE MERCHANT (VETERAN)**

Dax is a loveable, charismatic merchant who operates out of Gaul and loves adventure and profit.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d6

Pace: 5; **Parry:** 2; **Toughness:** 6; **Charisma:** +6

Skills: Gambling d10, Lockpicking d4, Persuasion d8, Repair d10, Riding d6, Stealth d4, Streetwise d10, Taunt d6

Armor: None

Weapons: Pugio [Str+d4]

Items: Four wagons laden with goods, several guards and drivers in employment, great wealth

Hindrances: Greedy (Major), Obese (Minor), Stubborn (Minor)

Edges: Attractive, Charismatic, Connections, Jack-of-all-trades, Very Attractive

Quick-use NPC Archetypes

TIRONES [NOVICE]

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6

Pace: 6; **Parry:** 8; **Toughness:** 7 (2); **Charisma:** 0

Skills: Climbing d6, Fighting d8, Guts d4, Notice d4, Shooting d6, Survival d4, Swimming d6, Throwing d8

Edges: Shield Brother

Gear: Lorica amate (+2 Torso), nabucam greaves (+3 Legs), galea (+3 Head), scutum (+2 Parry, +4 Armor vs. ranged shots), gladius [Str+d6], pilum (2) [4/8/16, Str+d6], pugio [Str+d4], pumbata (5) [5/10/20, Str+d4], sarcina, carrying pole, minor wealth

MILITES [SEASONED]

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Pace: 6; **Parry:** 10; **Toughness:** 8 (3); **Charisma:** 0

Skills: Climbing d8, Fighting d10, Guts d6, Knowledge (Battle) d4, Notice d6, Shooting d6, Survival d6, Swimming d8, Throwing d8

Edges: Block, Shield Brother, Trademark Weapon (gladius)

Gear: Lorica squamata (+3 Torso), nabucam greaves (+3 Legs), galea (+3 Head), scutum (+2 Parry, +4 Armor vs. ranged shots), gladius [Str+d6], pilum (2) [4/8/16, Str+d6], pugio [Str+d4], pumbata (5) [5/10/20, Str+d4], sarcina, carrying pole, average wealth

DISCEN / MILITES [VETERAN]

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

Pace: 6; **Parry:** 10; **Toughness:** 8 (3); **Charisma:** 0

Skills: Climbing d8, Fighting d10, Guts d6, Knowledge (Battle) d6, Notice d6, Survival d6, Swimming d8, Throwing d8,

Edges: Block, Command, Shield Brother, Trademark Weapon (gladius), Improved Trademark Weapon (gladius)

Gear: Lorica squamata (+3 Torso), nabucam greaves (+3 Legs), galea (+3 Head), scutum (+2 Parry, +4 Armor vs. ranged shots), gladius [Str+d6], pilum (2) [4/8/16, Str+d6], pugio [Str+d4], pumbata (5) [5/10/20, Str+d4], sarcina, carrying pole, good wealth

CENTURION [HEROIC]

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d6

Pace: 6; **Parry:** 11; **Toughness:** 9 (4); **Charisma:** 0

Skills: Climbing d8, Fighting d12, Guts d6, Knowledge (Battle) d8, Notice d4, Survival d6, Swimming d8, Throwing d8

Edges: Block, Command, Inspire, Shield Brother, Trademark Weapon (gladius), Improved Trademark Weapon (gladius)

Gear: Lorica segmentata (+4 Torso), nabucam greaves (+3 Legs), galea (+3 Head), scutum (+2 Parry, +4 Armor vs. ranged shots), gladius [Str+d6], pilum (2) [4/8/16, Str+d6], pugio [Str+d4], pumbata (5) [5/10/20, Str+d4], sarcina, carrying pole, good wealth



Savage Tales

Provided here are two micro adventures intended to give the GM ideas for games set during the period known as the Principate. Details are not provided to allow the GM to tailor the adventures for any level of play or insert them into an existing campaign. They are intended to be run over the course of one evening of play.

Fiends in Low Places

The Preview

The PCs are asked by a low-level senator to look into the doings of his mentor, a retired senator. The PCs travel to the senator's abode and must gain entry. Once inside they make their way through the complex and find the man near death in the middle of a bizarre ritual. Through careful examination they find the man has been framed to make it appear as though he was a devil worshiper. If the PCs are able to trace the evidence back to its origin, they discover the senator who hired them is actually the man in cahoots with devils. He was attempting to remove his mentor who discovered his occult habit while at the same time discrediting the man's name in order to inherit his estate. If the PCs can stop the senator they are rewarded well.

The Players

Senator Gaius Prevalis

Senator Gaius Prevalis is a young man in his late twenties. He comes from a poor family, but was informally adopted by Arrian Agricola when he was eight years old. Since that time he has shown to have amazing intellect and foresight. So much so that he has risen to the rank of senator faster than any other man in history. He is intense and direct and a skilled liar.

Arrian Agricola

65-year old Arrian spent much of his life in the senate, fighting to keep what little power the senate still has. He was well liked by his peers and tolerated by the monarchy. He retired six years prior to live on his vast estates in Northern Italy. Since then he's spent the time with his grandchildren and attempting to create the world's finest wine vintage. He is pleasant and soft spoken. His wife died a year after his retirement.

Brutus Fabricius

Brutus Fabricius is the 53-year old caretaker of Arrian's primary estate. He is a lifelong friend of Arrian and defends him staunchly. He hasn't noticed anything strange about Arrian, but can report that Gaius and Arrian had a fight about a week ago. Since that time Arrian has been melancholy and has seen few visitors.

Guards

The GM may use the quick-use NPC archetypes provided for legionaries as guards or create their own. Legionaries often took on work as senatorial guards from time to time.

The Plot

Senator Gaius Prevalis is one of the youngest men to ever elevate into the ranks of senators. Although the senate doesn't hold as much power as it did in pre-Empire times, they are still well respected by the public and excessively wealthy. The PCs are called to the senator's estate and meet with him regarding his mentor, Arrian Agricola. The man has been acting strange recently; missing meetings, recruiting slaves that go missing, and spending a ridiculous amount of wealth in a short period of time. Gaius tried to talk to him about it a week ago, but was angrily rebuffed. He isn't sure what's going on with his old friend, but would like to make sure he's okay. Gaius fears Arrian is being manipulated by someone.

The PCs go to meet with Arrian, but are met by Brutus who answers any basic questions about the master. Brutus is under strict orders to not let anyone disturb the master today. If they wish, the PCs may return this evening for a meeting. If the PCs try to force their way in, the security staff does their best to detain them, but do not use lethal force unless it is used against them. The PCs may attempt to sneak in, but it should be difficult with all the staff and guards around during the day. It is much easier to sneak in at night.

When the PCs return at night, the estate is almost completely deserted. There are a few guards on duty, but much less than during the day or evening. If they sneak in or are allowed to pass, they find Brutus unconscious with a vicious head wound. They may revive Brutus with magical healing or leave him unconscious. If they are able to revive him, he informs them that he was attacked after most of the staff had left, but never even saw his attacker. Brutus leads the PCs to his master's chamber, if they wish. If the PCs cannot revive Brutus, they eventually make their way to Arrian's chambers.

Once in Arrian's chambers the PCs find an ill-hidden secret door leading into a hidden cellar. Canny PCs note the secret door seemed easy to find. In the cellar they find Arrian surrounded by pentagrams and low burning candles. He is lying next to a bowl of blood and has a vicious stab wound in his chest. He can be saved with immediate medical attention, but bleeds out if not quickly recovered. The PCs discern that the pentagrams and ritual setup seem to be for summoning a devil.

The PCs may question Arrian, if they can revive him. He seems honest and informs the PCs that he doesn't know how he got into his cellar or what all the marks are for. He and Gaius had a fight when Gaius asked for a large sum of money. Unfortunately, Arrian has recently spent a great deal of his fortune on his grandchildren's education and investments to secure their future. Gaius would not tell Arrian what the money was for, but he was very angry when Arrian turned him down.

At this point the PCs may ask appropriate questions or have efficient knowledge of inheritance rights. They learn that as an adopted child, Gaius stands to inherit next to nothing from Arrian's passing. But, if Arrian is discredited or deemed unfit in the mind upon his passing, then Gaius, as the eldest relative despite being adopted, would inherit the entire estate. This should lead them back to Gaius' home.

The PCs are allowed entrance into Gaius' home as he expects them to bring good news. If they believe Arrian was in league with devils, Gaius asks them to testify before the Senate, inherits everything, and rewards the PCs for their service. If they implicate Gaius and expose his plot, the PCs find he more than dabbles with devils and summons one to fight before fleeing with his guards to a secure room. If the PCs are able to fight off the demon, they then have to deal with Gaius, skilled in the forbidden arcane, and his guards. Gaius knows he is in store for a swift death if the Senate discovers where his true power stems from and fights to the death. If the PCs are successful, a remorseful Arrian rewards them for their service.

The Prize

The PCs can be rewarded two ways depending on their success. If they work for Gaius and expose Arrian, Gaius gives them a simple monetary reward and calls on them again if he ever needs a bit of manipulation. If they work for Arrian and expose Gaius, the PCs receive a monetary reward and Arrian grants them a small plot of land belonging to him. Additionally, they have gained some renown with the older senators who recognize what the PCs have done for one of their friends.

Scout's Service

The Preview

The PCs are being used as advance scouts for a force of two legions along the Danube River in Western Germania. Their mission is to advance by horse a day ahead of the main force and report back any enemy troop movements. Additionally, they are to report back on any towns or villages the legions may ransack for provisions. The PCs stumble upon a well hidden village full of women and children survivors of a recent barbarian battle. The PCs may report this activity or not, knowing the individuals will most likely not survive the coming winter. During their scouting they fight a few minor skirmishes before finding a large bulk of barbarians trapped and looking to surrender. Do the PCs go about their duty in a strict, logical manner or show any type of sympathy for the men and women who are their enemies?

The Players

V Alaudae

V Alaudae is the legion the PCs are attached to. Together with I Germania, they make up the two legions the PCs are scouting for. They are stationed in Xanten, Germany and their legion symbol is that of a rearing elephant. It is a battle-hardened force looking for a little payback for the loss of XVII, XVIII, and XIX legions some fifty years prior. Regaining their standards is a priority.

Flavius Manlius

Flavius Manlius is the prefect in charge of the PCs and all auxiliary units. He is a no-holds-barred kind of man looking for revenge against the barbarians. He likes the PCs and

respects their skills, but dislikes their lack of discipline (not being in the ranks). He believes the only good barbarian is one in chains or at the end of a noose.

Amalia Emil

Amalia Emil is the Chatti woman in charge of her group of refugees. She is tall and calm, but fierce when provoked. She realizes her only hope is in secrecy and just wants to protect the women and children left in her clan.

Frej Kunibert

Frej Kunibert is the Cherusci German in charge of his band of men. The men have seen so much war and death that they just wish to disperse back into Germania. He is strong in stature and claims to know the whereabouts of the lost legions' standards.

The Plot

The PCs are attached to V Alaudae as scouts for the legion. They have been provided horses and have a responsibility to scout a day ahead of the legion and bring back reports of any barbarians. The commander of V Alaudae has called out the nearby I Germania to assist in destroying some border barbarians. Fifty years ago these same barbarians, once Roman allies, turned on three legions and utterly destroyed them, their standards lost to history. Their mission is to not only find pockets of barbarians to destroy, but also to attempt to "fit in" with the barbarians and learn if others are nearby.

The PCs ride into the wilderness and camp ahead of the main force. Other scouts are out, performing similar missions in other directions. On the third night of travel, the PCs spot a well concealed village. It lies behind a thick grove of trees and over a river, assessable by only a few fallen logs. It is highly unlikely this place will ever be discovered, but the PCs happened by it. Inside they find a group of Chatti women and children led by Amalia Emil. She is horrified at being discovered, but still treats the strangers well, requesting they keep her village a secret. They were trapped away from their villages when they were ambushed by rival Cherusci. The men held off the rival warriors while she led the women and children away. They found this place, but cannot risk returning home so far behind enemy lines. They plan on riding out the coming winter here and making rafts to sail down river in the spring. The PCs notice the group of two-hundred or so is well provisioned. They must decide if they will let this group be or report them to the prefect. If villagers are reported, they will all be taken as captive slaves and their provisions divided up amongst the legions. If they are not reported, the group is never found and left to their own devices. The PCs receive no reward other than a clean conscious.

A few days later the PCs have a skirmish with a small group of Chatti warriors. They are all that is left of the Chatti band previously slaughtered by the rival Cherusci Germans. They have no food and attack out of pure desperation. They do not talk and do not take prisoners unless the PCs notice the Chatti tribal tattoos and tell the men of the hidden encampment of women and children. If reunited, the men swear eternal friendship to the PCs and have earned lifelong friends. If they are killed, the PCs receive a little treasure for their troubles.

The next day the PCs discover a group of Cherusci men on the western side of the river. The bridge they used to get here was destroyed in a surprise battle with the Chatti clan. They won, but suffered grievous wounds and only forty of them remain, mostly

nursing moderate to severe injuries. They only wish to return home now, but fear they may have to head west for the winter. The Cherusci are led by Frej Kunibert who accuses the PCs of being Roman spies (just on a hunch). If they don't deny it or are really bad at bluffing, Kunibert tells them he knows the location of the lost legion standards. The return of the standards would be a huge morale boost that would resonate to all corners of the Empire. He'll tell the PCs where they are if they help him get across the river. If the PCs are able to do this, either from healing some of the men, helping to build a makeshift bridge, raft, or what have you, he promises to return the standards. Unfortunately for the PCs, Kunibert's lying and doesn't know where the standards are. Once across he informs the PCs that he needs to go retrieve the standards and then disappears with his men. If the PCs insist on coming along, he leads them into a well-fortified Chatti village. If the PCs report the group to the prefect, the legion butchers them. Once the PCs have made their choices, the legions decide to retire as the winter is coming early. They'll try for revenge in the spring.

The Prize

The PCs receive their standard pay rate for the two weeks they are out. Additionally, they may receive an additional reward if they turn in the German survivors. They are free to take slaves or their equivalent in gold if the women are turned in. If the PCs let some of the survivors go, they'll have friends in the area, which might become useful in the future.

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Few words conjure up as much grandeur and splendor as the Roman Legions. For 900 years they marched across Europe, Africa, and Asia, laying low any opposition set before them and adding vast swaths of new lands to the Republic and later the Empire. They performed this miraculous chore through superior arms and armor, remarkable training and discipline, and a tradition of unparalleled organization and pedigree.

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