

Comitatus Troop Types

Troop Type	Shoot D6 per base*	Combat D6 per base	Extra D6 per base if attacking**	Notes on shooting and initiating a charge
Heavy Cavalry				
Horse archers	1(L) 2(S)	2	0	May shoot overhead at long range. May not charge if front rank shot at short range.
Spear & Javelins	0(L) 1(S)	2	1	Shoot 1 rank only. May shoot and charge.
Lance & Bow	1(L) 1(S)	1	2	May shoot overhead at long range. May not charge if front rank shot at short range.
Shock	0	1	3	Includes lance armed cavalry, cataphracts and knights.***
Light Cavalry				
Horse archers	1(L) 1(S)	1	1	Shoot 2 stands deep. May shoot & charge shaken, unformed, flank/rear.
Javelins	0(L) 1(S)	1	2	Shoot 2 stands deep. May shoot & charge shaken, unformed, flank/rear.
Mounted Infantry	0	1	0	May not charge.
Heavy Infantry				
Shock Infantry	0	2	2	
Roman Infantry	0(L) 1(S)	3	0	Shoot 1 rank only. May shoot and charge
Shieldwall Infantry	0(L) 1(S)	2	0	Shoot 1 rank only. May shoot and charge +1 die per base if standing to receive charge.
Spearmen	0	3	0	+1 die per base if standing to receive charge.
Spear & Bow	1(L) 1 (S)	2	0	Shoot 1 rank only. May not shoot and charge. +1 die per base if standing to receive charge.
Light Infantry				
Skirmishers	0(L) 2(S)	2	0	May only charge unformed light infantry
Archers	1(L) 2 (S)	2	0	May shoot overhead at long range. May not charge.
Crossbowmen	1(L) 2 (S)	2	0	May not shoot overhead nor charge.
Javelinmen	0(L) 1(S)	2	1	Unformed if moving. May shoot and charge.
Rabble	0(L) 1(S)	1	1	Unformed if moving. May shoot and charge.
Special Troops				
Artillery	2(L) 2(S)	0	0	+1 die per base if shooting at formed or elephants. Crew flees if contacted in combat.
Elephants	0	3	2	Take no DPs. Dice for rampage instead.

* (L) = long range up to 5 JTs, (S) = short range 1JT. Artillery range up to 15 JTs

** Attacking requires forward momentum: charging, pursuing or following-up. Does not count if opponent has advantage of ground (except attacking elephants).

*** Integral LI give 1 D6 shooting at short range and supporting rank in mêlée (not charge).

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Points

Infantry	per stand	Cavalry and Special	per stand
Rabble	4	Light cavalry	7
Javelinmen	7	Shock cavalry	12
other light infantry	6	other heavy cavalry	10
Shieldwall HI	6	Artillery	35
Roman HI	9	Elephant	50
other heavy infantry	8	Wagon	10

Each armoured cavalry stand +3 points

Each armoured infantry or partially armoured cavalry stand +2 points

Extra for integral LI with Germanic cavalry per stand +3 points

Extra to mount infantry stand on horses +2 points

Unit Costs	per unit	Morale	per unit
A Grade	20 points	Extra for exceptional morale (+3)	+10 points
B Grade	15 points	Extra for high morale (+2)	+5 points
C Grade	10 points	Reduction for poor morale	- 5 points

Command points	
General or contingent commander	100 points
Each subordinate commander	50 points