2025 Warfare Theme

The Fwenemies of Rome - The Armies of the Eternal City, plus those who's Facebook relationship status with Rome would be "it's complicated".

- Armies must be valid 578 BCE 493 CE
- Allied from this list only

- A maximum of 2 Cataphracts (or Camelphracts) are allowed in any list, any minima which exceed this are adjusted down to 2.

- Theme applies to both scales
- 200 points, usual table sizes etc

Permitted Lists & thematic constraints

- 42 Seleucid Post 167 BCE with at least one Imitation Legionary unit
- 43 Ptolemaic Post 167 BCE with at least one Imitation Legionary unit
- 44 Pyrrhic In Italy or Sicily only
- 47 Italic Tribes
- 48 Etruscan
- 49 Tullian Roman
- 51 Campanian, etc
- 52 Camillan Roman
- 53 Republican Roman
- 56 Numidian 275 BCE 25 CE
- 61 Hellenistic Greek only Elis in 207 BCE and Achaean League 200 196 BCE
- 63 Thracian only Odrysians 25 BCE 46 CE
- 67 Bithynian 105 74 BCE
- 69 Cappadocian 255 BCE–17 CE
- 70 Bosporan Kingdom 41–375 CE
- 71 Armenian 105–428 BCE
- 72 Galatian 105–25 BCE
- 73 Pergamon 262–133 BCE
- 74 Aramaean only Nabataeans 25 BCE-106 CE
- 75 Early Arab 105 BCE 493 CE
- 77 Sarmatian 193 375 CE
- 83 Triumvirate Roman 105 25 BCE
- 84 Slave Revolts
- 85 Early Imperial Roman
- 86 Middle Imperial Roman
- 87 Late Imperial Roman
- 88 Patrician Roman
- 90 Ancient Spanish Sertorius options only
- 91 German only Batavians 25 68 CE and 70 193 CE
- 92 Dacian
- 93 Visigoths
- 94 Vandal
- 95 Ostrogoth
- 96 Gepid, Herul, Taifali and Sciri. Only Heruls
- 97 Franks, Alemanni, Burgundi, Suevi. Only Franks, Burgundi and Suevi
- 98 Ancient British

- 101 Britto Roman
- 103 Judaean Jewish
- 104 Commagene
- 105 Mithridatic with at least one Imitation Legionary unit
- 106 Palmyran Pre 272 CE
- 108 Alans
- 110 Huns only Western Huns, taking an allied contingent is compulsory
- 113 Moors
- 114 Kingdom of Axum
- 141 Visigoth in Spain with at least one Roman Militia unit

List Checking

- 28mm <u>lists@madaxeman.com</u>
- 15mm Kevinj@btinternet.com

By 5th November please ...