390 B. C.

- Gauls invaded and sacked Rome
- Refused to leave—ransom the city
- Senate decisions:
 - Develop army capable of defending Rome from attack by others
 - Required:
 - 1. manpower
 - 2. commitment--

390 B. C.

Manpower: fight or unite policy

Fight or Unite Policy

- Enemies faced with decision:
- Fight---
 - Win: remain free
 - Lose: war, men killed, women/children turned into slaves, homeland ruined, Rome occupies homeland

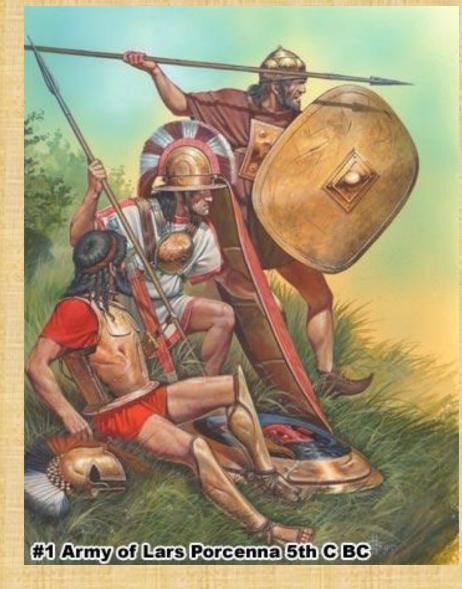
Fight or Unite Policy

- Enemies faced with decision:
- Unite----
 - Roman ally
 - Required to go to war
 - Protected by Rome
 - Share in plunder and conquered land

Fight or Unite Policy

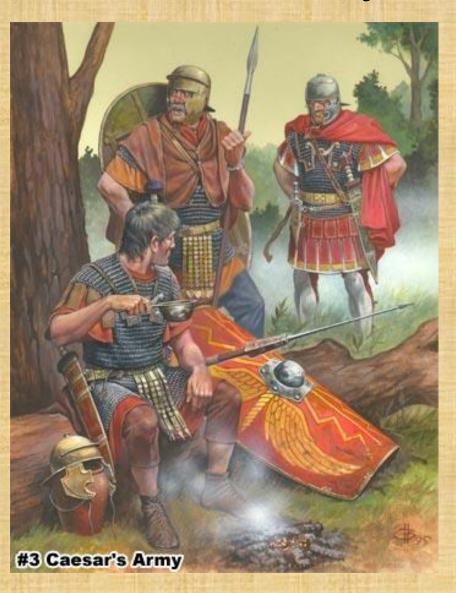
Results:

- Added 700,000 men
- Warfare pointed outward to foreign conquest-Carthage, Greece, Gaul
 No civil war from 500 to 100 B.C.



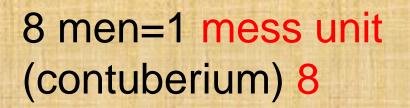
#6 Armies of the Early Republic







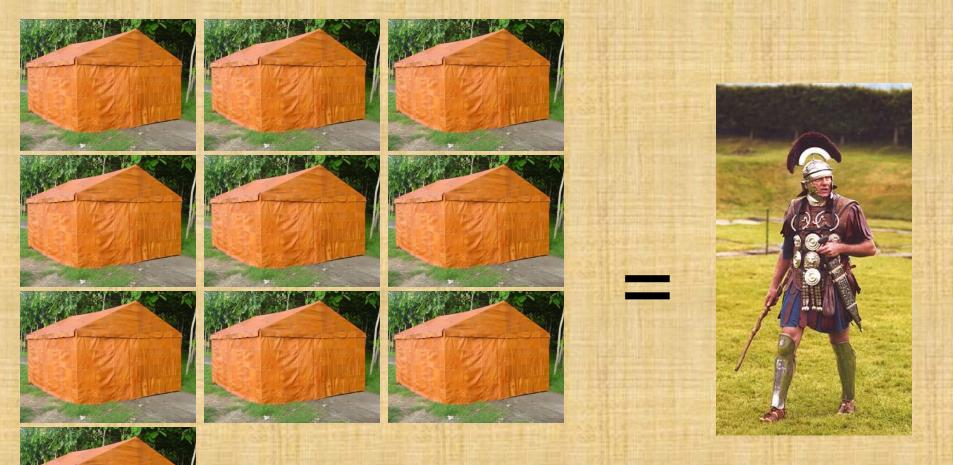












10 mess units=1 century (centuria) 80



6 centuries = 1 cohort (cohors) 480



























10 cohorts=1 legion (legio)4800 + 480 + 120 = 5400

- 8 men=1 mess unit (contubernium), probably led by a file leader
- 10 mess units=1 century (centuria), commanded by the centurion
- 6 centuries=1 cohort (cohors), probably commanded by its senior centurion
- 10 cohorts=1 legion (legio), commanded by the legatus

Ranking of Soldiers:

 auxiliary – light armored soldier recruited from Roman colonies or provinces – infantry, archer, cavalry

Auxiliaries





#10 Roman Cavalry - Ala Noricum 90 AD



Ranking of Soldiers:

 legionary – heavy armored infantryman who was the backbone of the Roman army





Ranking of Soldiers:

centurion -- the lowest officer rank

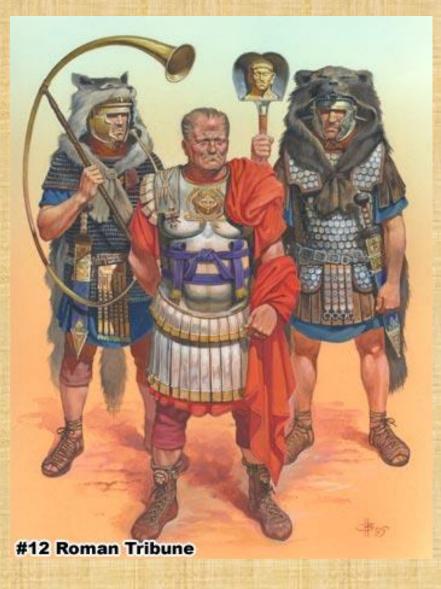
Centurion



Ranking of Soldiers:

tribune -- generally a young aristocrat

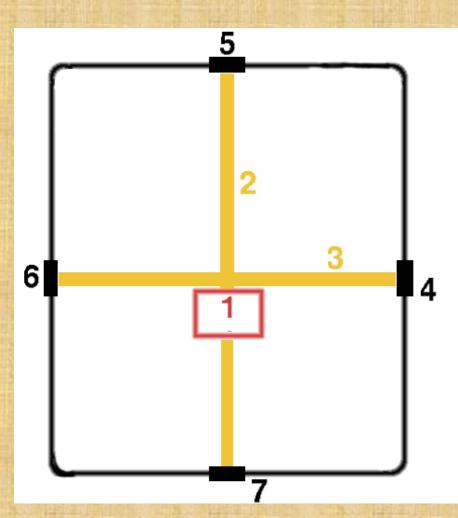




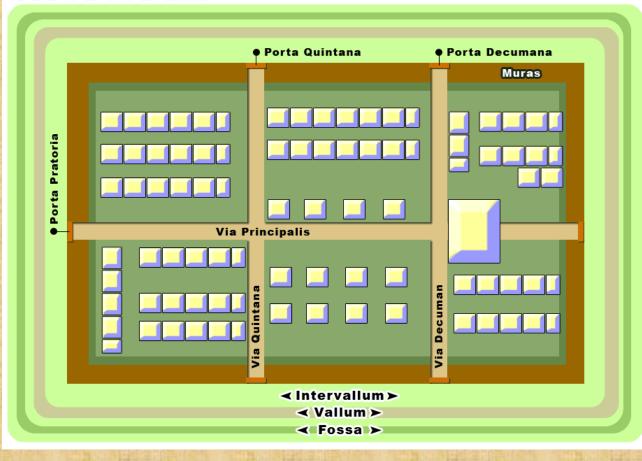
Ranking of Soldiers:

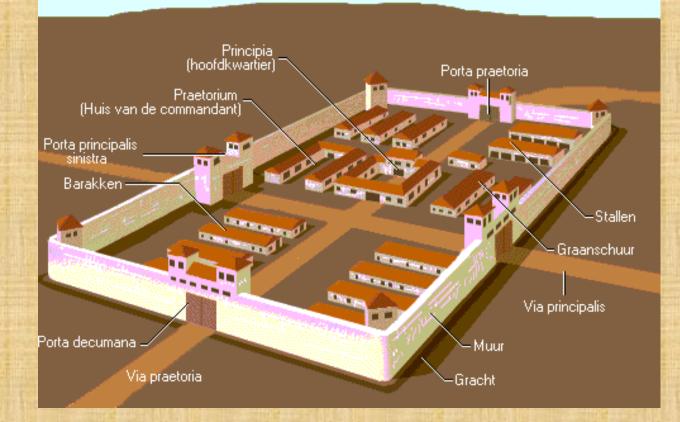
 legatus -- commander of a legion (general) who had 6 tribunes as subordinates; from the senatorial class

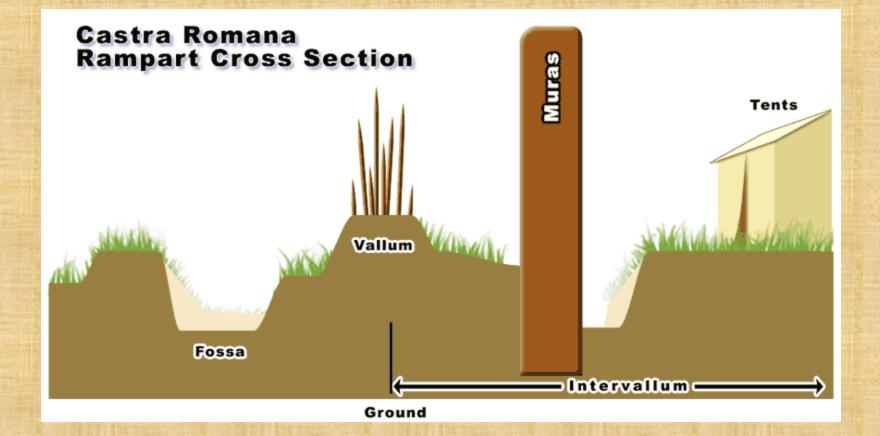




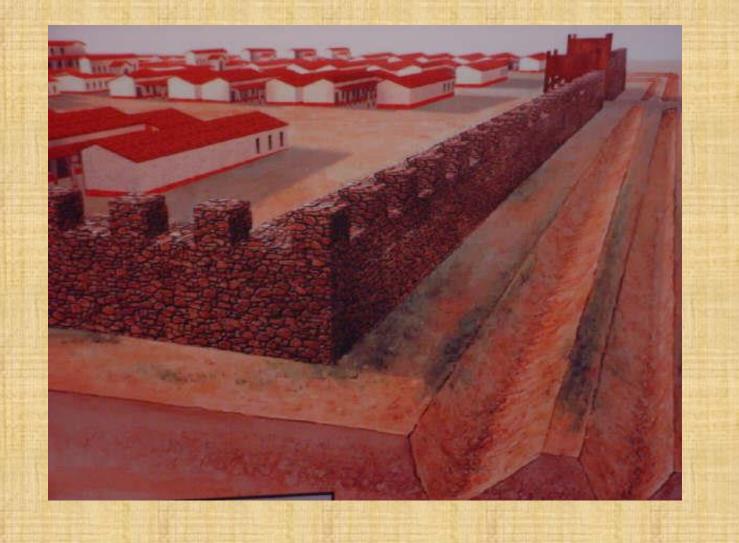
Castra Romana











AN AUAILIANT FORT

Stable

Inside a fort Forts were busy, crowded places.

There was constant bustle and activity on most days, with soldiers training,

11111

Barrack

marching to guard duty, delivering food and equipment, or working on maintenance. There was a neverending stream of things to be done, from writing reports and letters to repairing armor and buildings. For Stone wall and rampart men who had broken military rules, Centurion's quarters there were nasty jobs such as cleaning Barrack rooms the toilets, Cavalrymen spent a lot of time looking after their horse and harness, which they had to pay for Headquarters building themselves; this was a good way of Forehall for parades making sure they took care of them!

1 Side gates

Granary

Hospital

Stable block

2

3

4

5

6

7

8

9

.... TITUTI INDA EODT

Stable

Barrack room

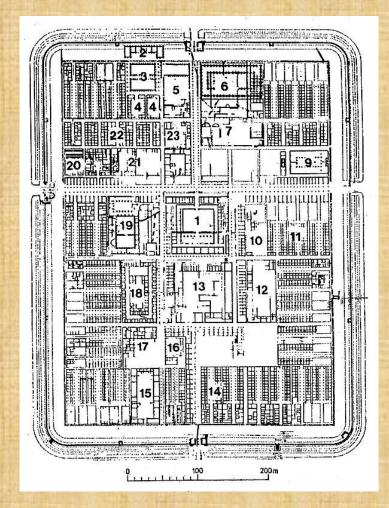
Inside a fort

111

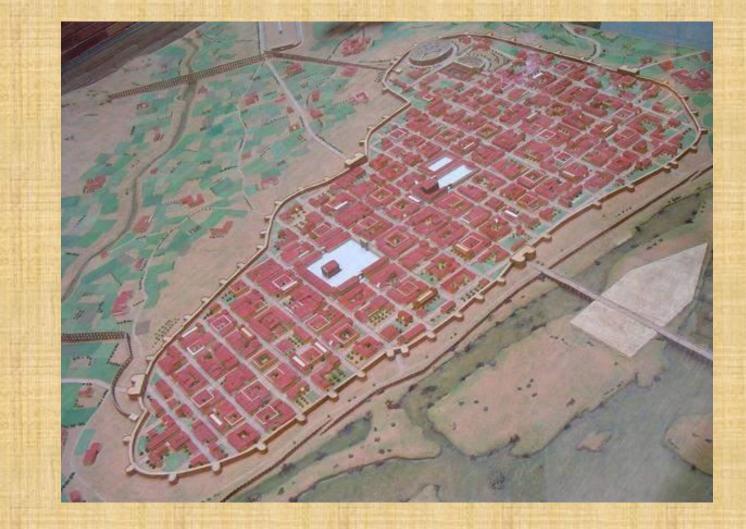
Forts were busy, crowded places. There was constant bustle and activity on most days, with soldiers training, marching to guard duty, delivering food and equipment, or working on maintenance. There was a neverending stream of things to be done, from writing reports and letters to repairing armor and buildings. For men who had broken military rules, there were nasty jobs such as cleaning the toilets. Cavalrymen spent a lot of time looking after their horse and harness, which they had to pay for themselves; this was a good way of making sure they took care of them!

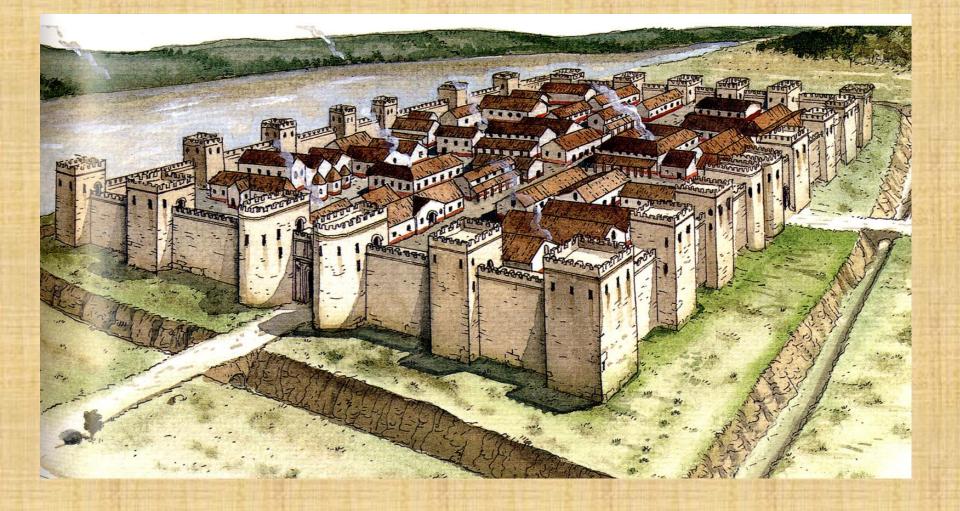
Side gates 1

- Stone wall and rampart 2
- Centurion's quarters 3
- 4 Barrack rooms 5
- Granary 6
- Hospital
- Headquarters building 7 8
- Forehall for parades 9
- Stable block





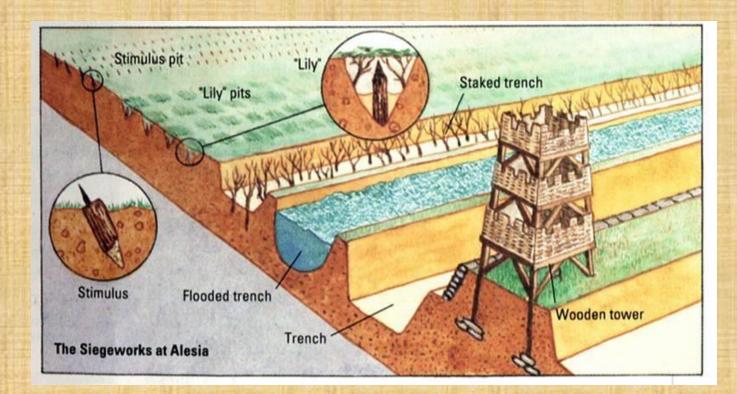


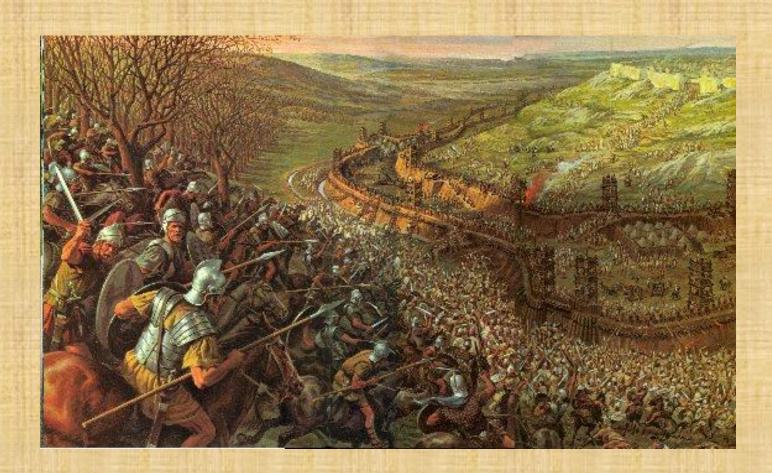




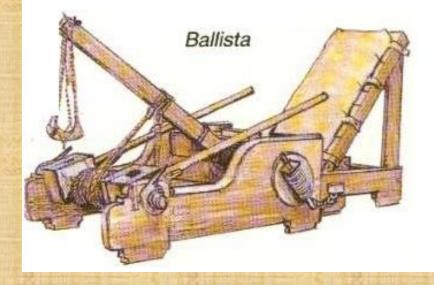
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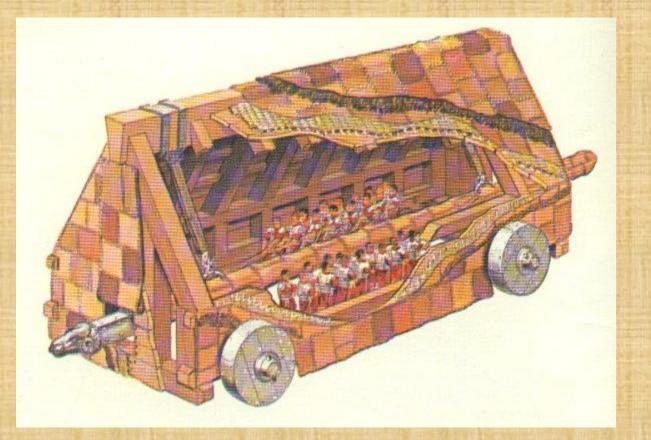




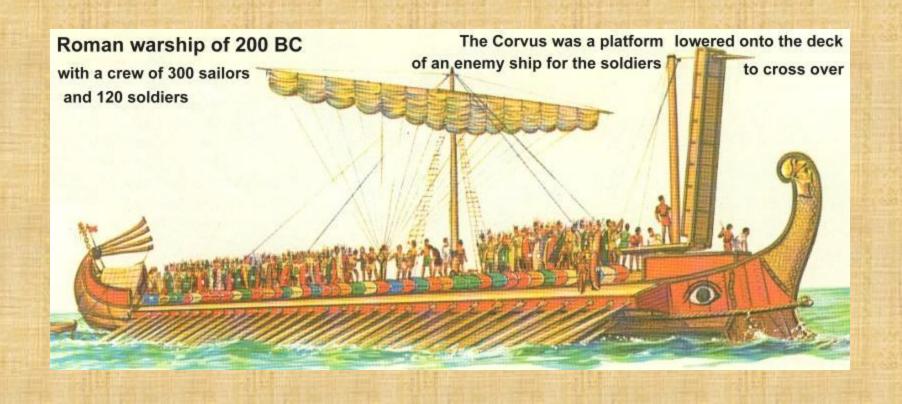
A giant catapulta, the "balllista", could hurl huge stones for 300 meters, crushing the enemy or destroying the walls of an enemy fort. The most powerful catapult was the "onager", also called the "wild ass" because of its deadly kick.

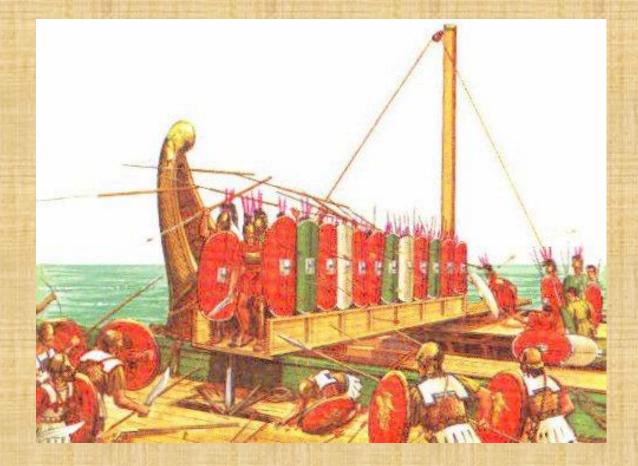


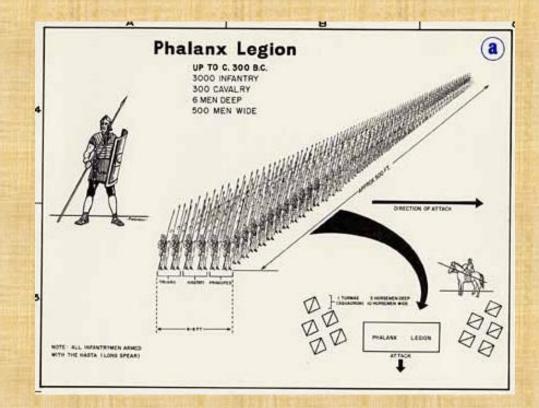


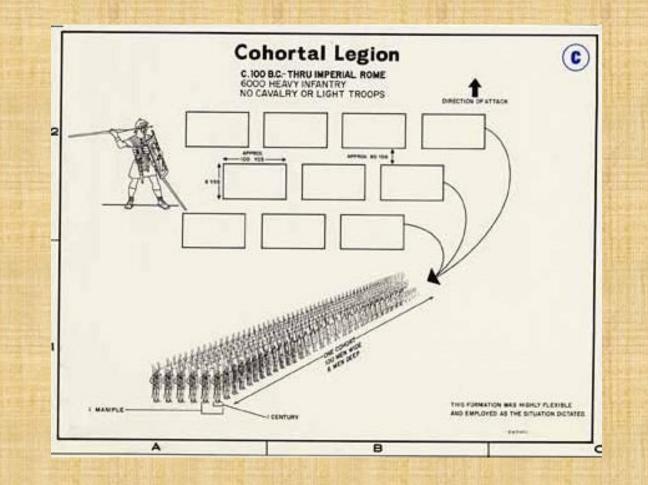


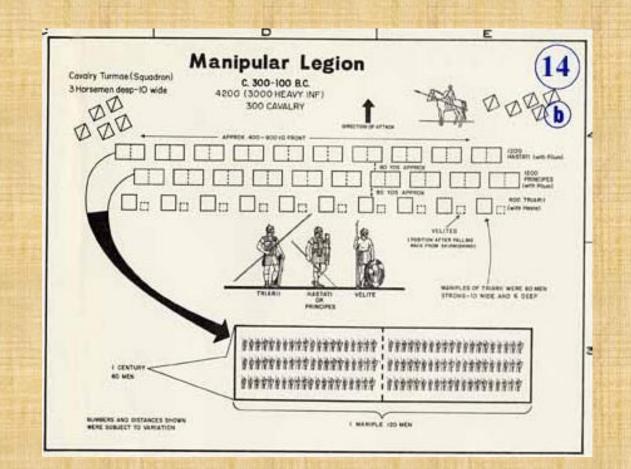




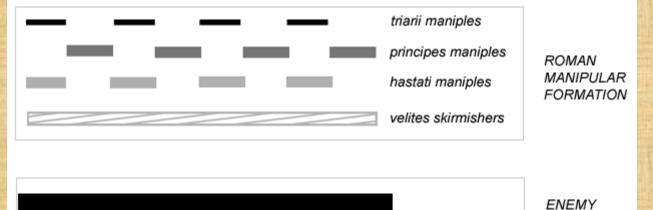






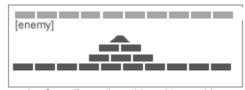


Roman manipular disposition after deployment but prior to engagement

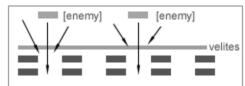


FORMATION

Alternative formations and variations in deployment



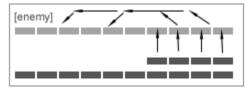
wedge formation - lines thinned to provide concentration in centre to smash through enemy lines



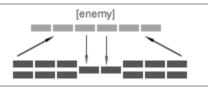
maniple channels / Zama tactic - channels left between maniples for specific purpose of harassing and directing enemy war elephants away from heavy infantry. Tactically very dangerous since heavy infantry flanks vulnerable



single line defence / extended line - maniples all deployed in a single line to overlap enemy flanks or meet wider enemy formation and protect own flanks



strong right flank / rolling up the line - strength would be concentrated on the right flank, which would attempt to break the enemy left flank, and then "roll up the line" attacking the enemy from the rear.



Cannae tactic (weak centre) - centre left weak deliberately to invite enemy centre attack and envelopment. Required tactical reserve behind apparently weak centre



protected flank - one flank protected by a natural barrier such as hillside, lake,etc. Light infantry and cavalry all concentrated on the opposite flank

Tortoise Formation – Ad testudinem



Wedge Formation – Ad Cuneum



Repel Cavalry



Skirmish Formation



Orb Formation





Equipment: •Camp •Offensive •Defensive

Legionnaire's Equipment



Camp and Tent

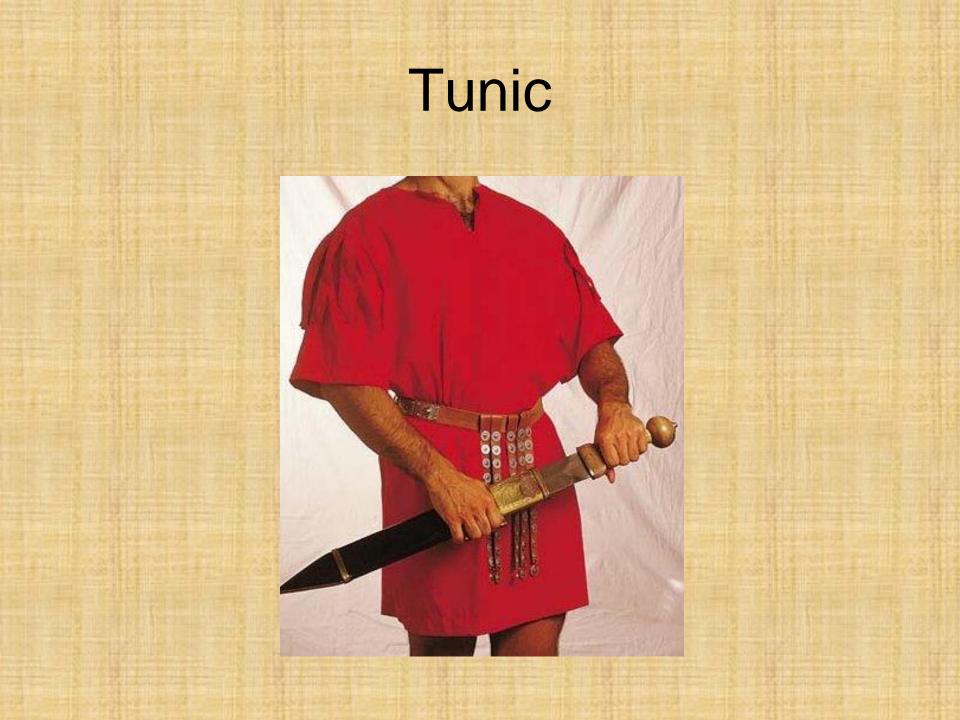




Mess Gear – Situla/Patera

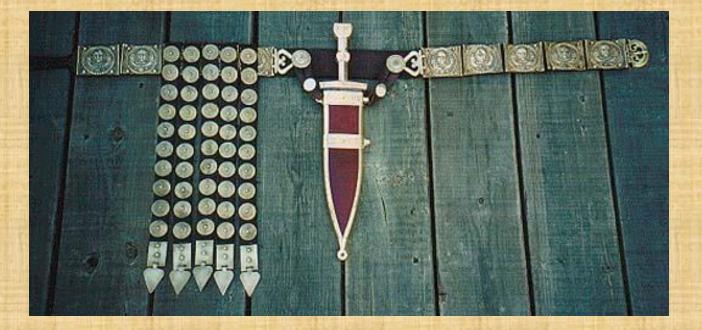






Equipment Belt – Cingulum/Balteus



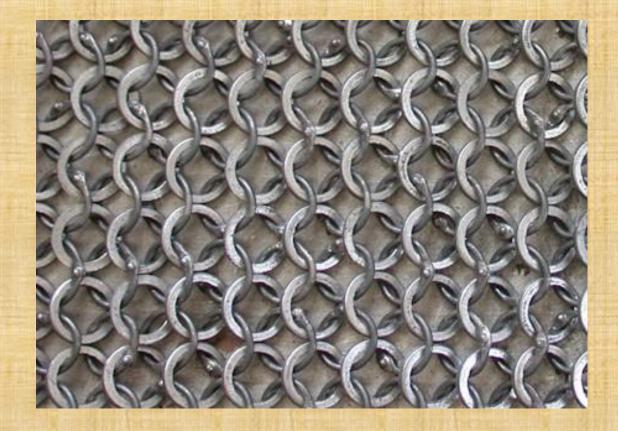


Armor Padding - Subarmilis





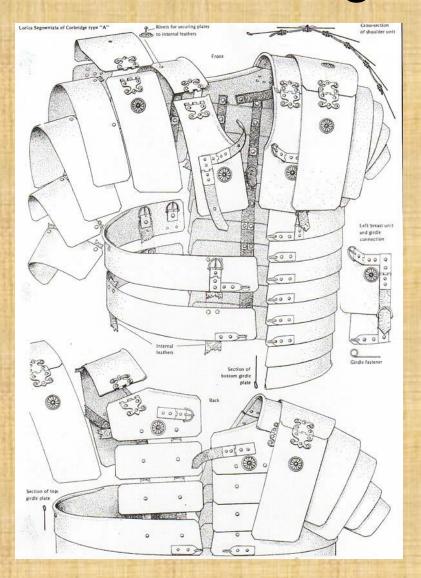
Chain Mail – Lorica Hamata



Chain mail Armor – Lorica Hamata



Cuirass – Lorica Segmentata

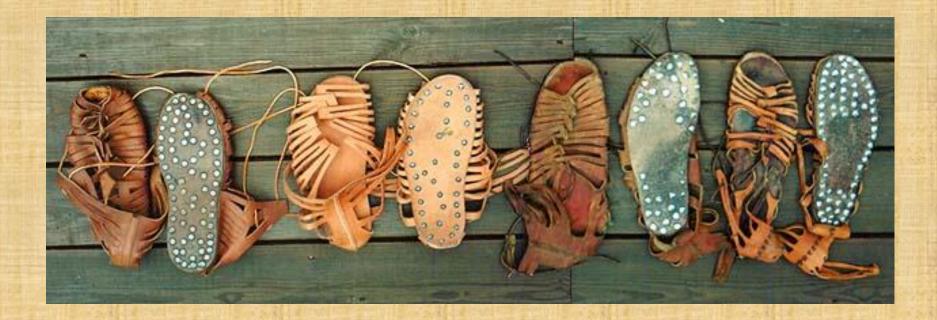


Cuirass – Lorica Segmentata

Cuirass – Lorica Segmentata



Sandal Boots - Caligae

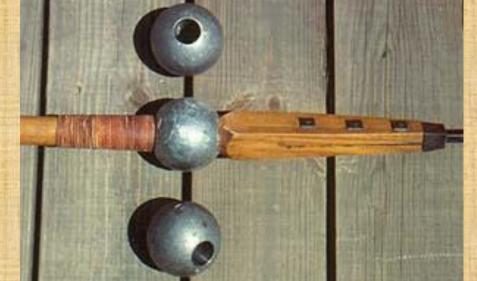


Shield - Scutum



Javelin - Pilum





Dagger - Pugio



Sword - Gladius

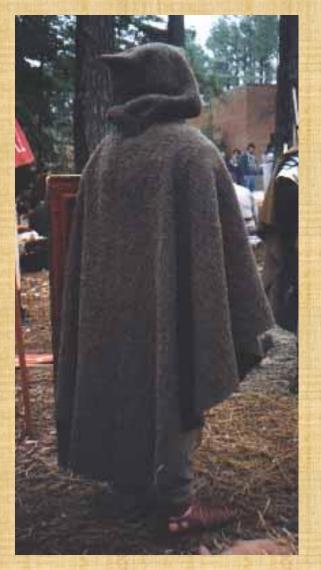




Helmet - Galea

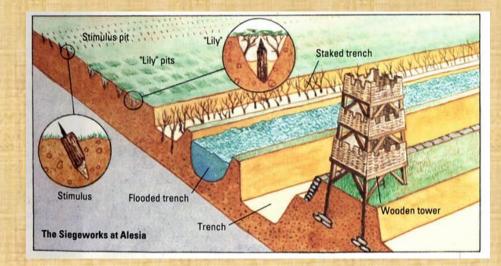


Cloak - Paenula



Bobby Traps - Tribulus





Commands

•

- Ad signa
- Silentium
- Mandata captate
- Ordenem servate
- Dirige frontem
- Laxate
- Move
- Accelera
- Tarda
- Ad dextram/senestram depone
- Signo sequute
- Consiste (or State)
- Ad gladium, clina
- Ad scutum, clina
- Transforma
- Redi
- Mutalocum
- Langia (ad dextram/senestram/ ambas partes)

- Fall in
- Silence
- Observe the orders (Attention, etc.)
- Keep your position
- Dress the ranks
- Rest
- March
- Speed up
- Slow down
- Wheel to the right/left
- Follow the standard (or leader)
- Halt
- To the right, face
- To the left, face
- About face
- Return to the original front
- Countermarch
- Open ranks (to right/left/both sides)

Commands

- Exi
- Intra
- lunge
- Ad agmine
- Ad aciem
- Ad testudinem
- Ad cuneum
- Pila infige
- Pila pone
- Pila tolle
- Pila iace
- Gladium stringe
- Gladium reconde
- Parati!
- Porro!
- Dimitto

- Rear half-files move up
- Reverse of Exi
- Close ranks
- Form marching column
- Form battle-line
- Form testudo
- Form wedge
- Plant your pila (upright)
- Lay down your pila
- Pick up pila
- Throw pila
- Draw swords
- Sheath swords
- Ready (To charge, etc.)
- Charge!
- I dismiss you

Roman Army

- 1. able to copy and adapt the weapons and methods of its opponents more effectively
- 2. organization was more flexible than those of many opponents
- 3. discipline, organization and logistical systems sustained combat effectiveness over a longer period

Roman Army

- 4. more persistent and more willing to absorb and replace losses over time than their opponents
- 5. leadership was mixed, but over time it was often effective in securing Roman military success
- 6. military and civic culture gave the Roman army consistent motivation and togetherness

Roman Army