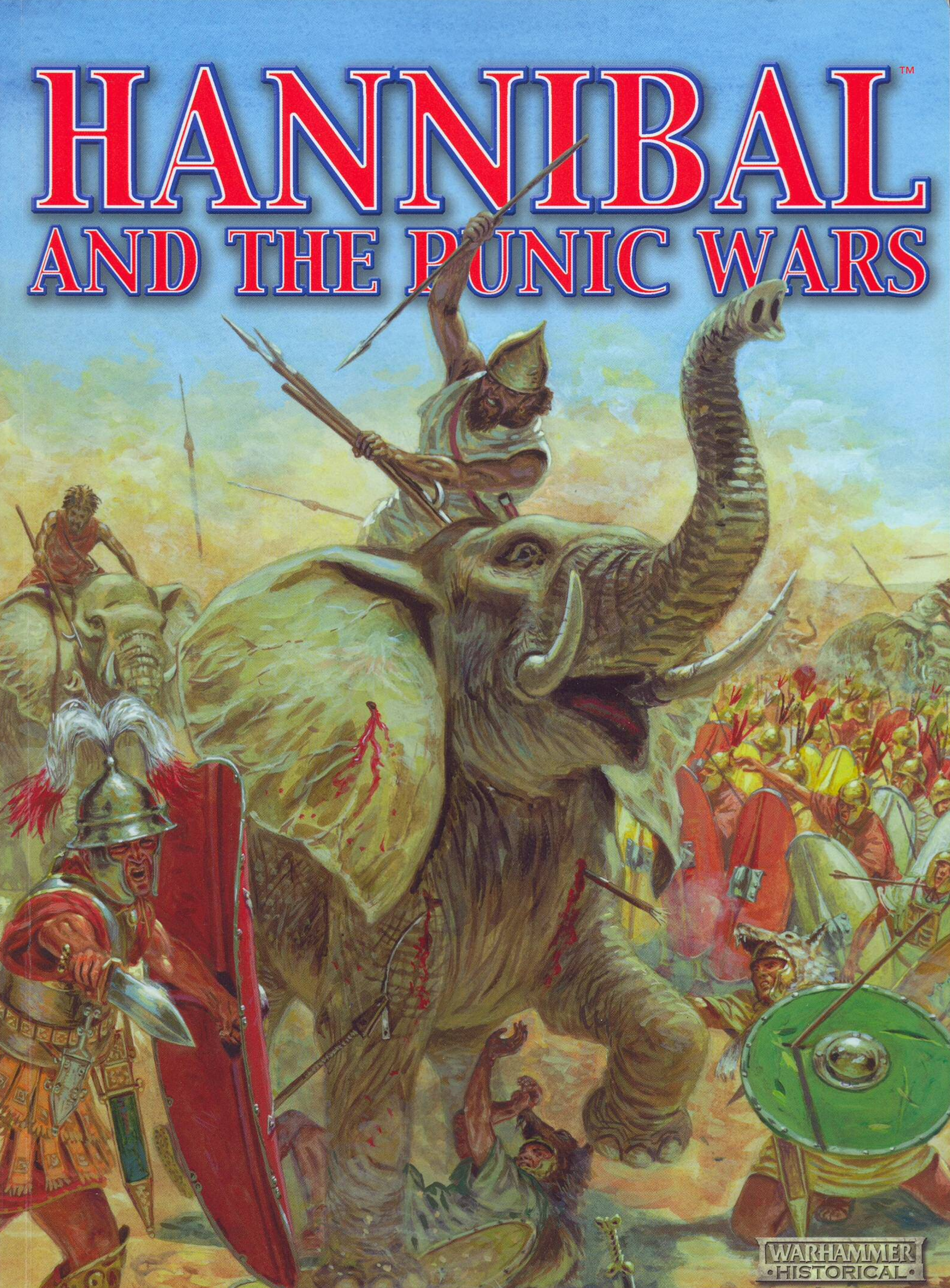
HANNIBAL™
AND THE PUNIC WARS

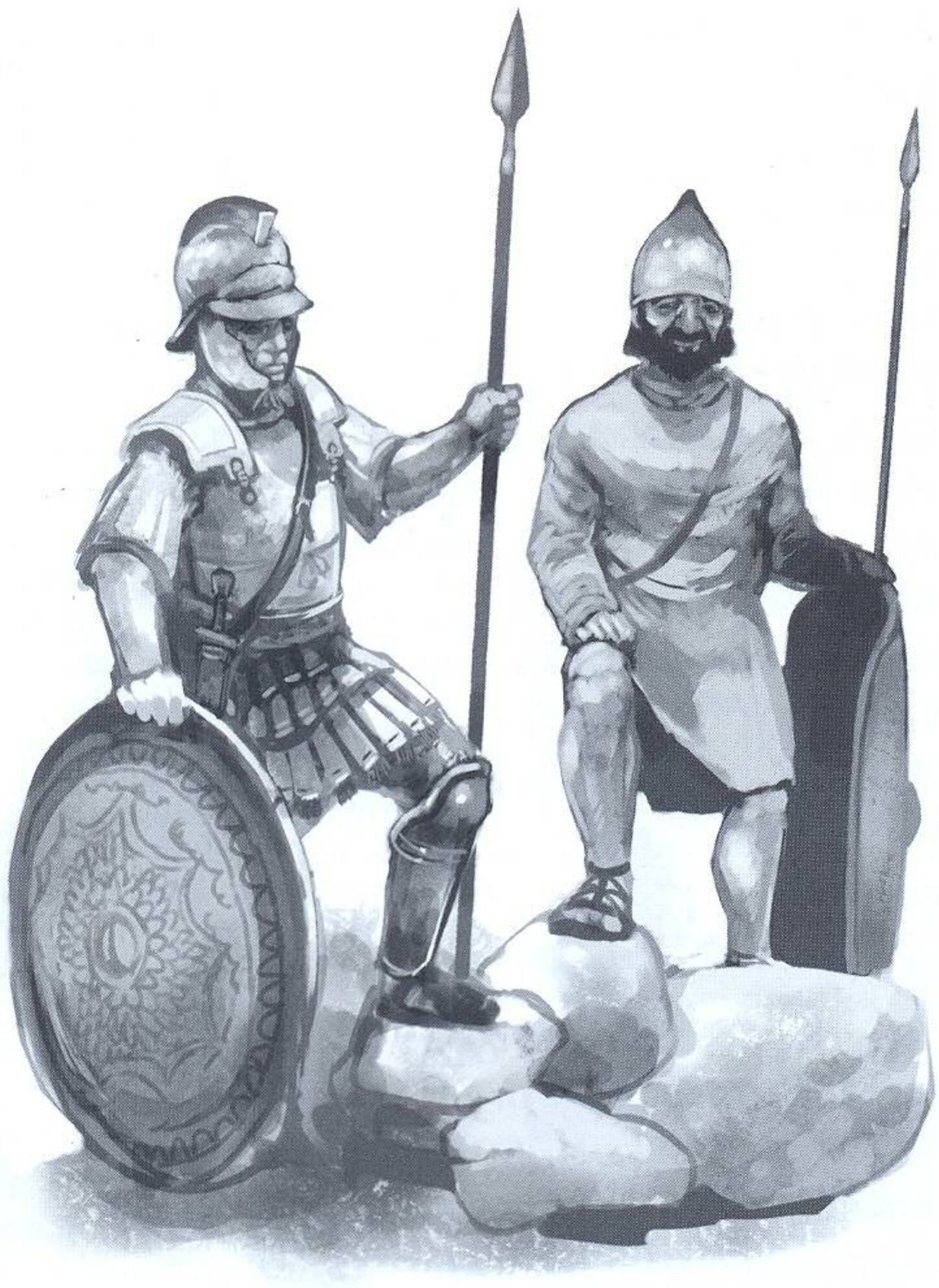


WARHAMMER HISTORICAL

The regions involved in the Punic Wars



HANNIBAL & THE PUNIC WARS



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Miniatures and terrain – see pages 3 and 112.

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FOREWORD

Hannibal is a legendary character, and stirs up evocative images of elephants crossing the Alps, a military textbook battle, and bringing Rome to her knees.

Yet Rome endured through a war of attrition, and ultimately it was Hannibal who lost, although his legend remains.

The Punic Wars are not so well known as Hannibal in popular culture today, yet this is a significant period of history as Rome and Carthage struggled for dominance in the Mediterranean.

This book covers not just Hannibal and the second Punic war but the 1st and 3rd Wars as well.

Allen has taken a different approach to other authors and rather than focus on some of the most well known battles such as Cannae and Trebia, he has highlighted a number of lesser known battles to whet the appetite and encourage further reading and research by you, the reader.

So, regardless of whether you pledge allegiance to Rome and Scipio, or Carthage and Hannibal, join us in recreating some of the most epic battles of history.

THE BATTLE OF ZAMA

Allen has designed this supplement to create big battles on the tabletop and one of the most significant is the Battle of Zama.

Getting into the spirit of things, Andy Sherwell and Darren Harding at the miniatures manufacturer Gripping Beast were inspired to recreate this battle as a massive participation and display game to take to wargames conventions around the UK.

The battle consists of around 2,000 beautifully painted Gripping Beast miniatures on 14' x 6' terrain, a truly epic production!

At the time of publication of this book (September 2005), this huge game had been on show at Claymore in Edinburgh, the Society of Ancients Games Day, Partizan in Newark and Games Workshop's Games Day in Birmingham.

This mighty endeavour was put together by a wonderful group of people including Darren, Poppy and Leia Harding, Andy Sherwell, Andy 'Soapy' Dormer, Stuart Pring, Howard Gray, Neil Bitten, Rob Broom, John Morris, Martin Robson, Andrew Taylor, Tim Dagnall, Steve Hales, Steve Hall, Ed McDonald, Geoff Burt, Dave Woodward, Jennie Wilkins and last but not least, Chris Stone.

If you were not fortunate enough to see this game 'in the metal', you can see some photographs of a smaller version in this supplement and the full game at the events on the Warhammer Historical and Gripping Beast websites.

Generally, members of the gaming community have painted all the miniatures featured in a Warhammer Ancient Battles supplement because they love the particular period and want to contribute.

Hannibal and the Punic Wars is no exception, and in addition to the people named above, the following have also contributed toward this project either by painting or providing commentary on the text:

Paul Griffin, Stuart McCorquodale, Ewan Lamont, Phil Stirpe, James Morris, Martin Gibbins, Tom Opalka, Mike Reardon, Mike Bruck, Andreas & Mario Kkounous, Jeff Jonas, Jim Clarke, Tony Garry, Guy Bowers, Steve Schifani and Zoe Wedderburn.

Hopefully we have not managed to miss anyone, our apologies if we have, it was not intentional.

Our thanks to everybody involved in bringing this project to completion.

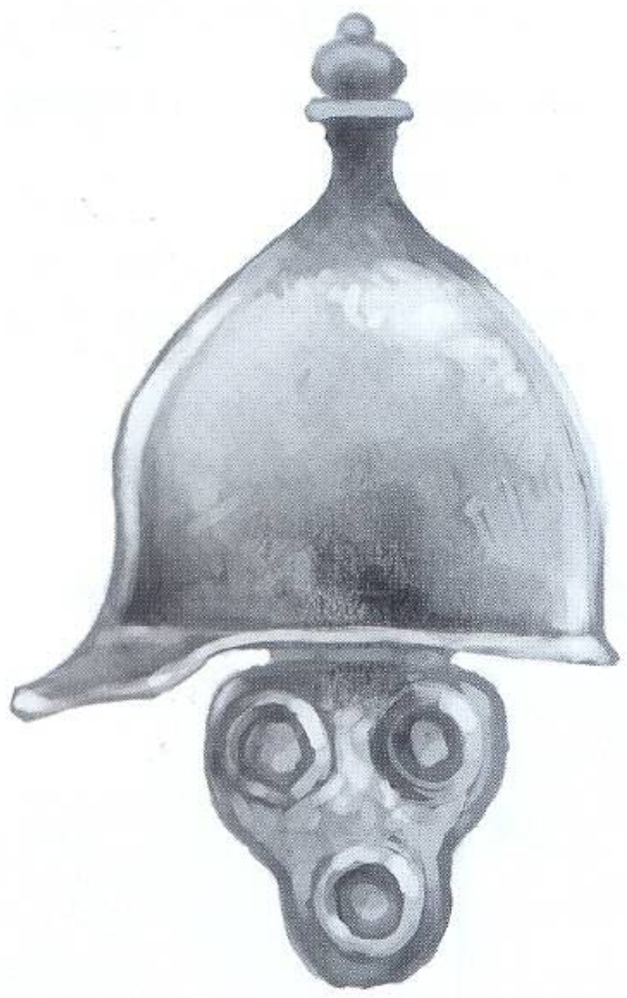
Rob Broom

Warhammer Historical Manager, September 2005



INTRODUCTION

This supplement for Warhammer Ancient Battles provides historical background and army lists for the three wars between Rome and Carthage. Before the period covered by this supplement, Rome had risen from a small city under Etruscan influence to become the mistress of the Italian peninsula. Rome's Italian neighbours, ranging from Greek cities to hill tribes, often with far greater military power than Rome, had eventually come under her sway. The one-time Phoenician colony of Carthage, initially dominating the Western Mediterranean, became embroiled in a series of conflicts with Rome, and was in the end completely supplanted by her as the dominant power in the region. At the end of our period, the Roman Republic looked eastward towards Macedon and Asia for wealth and resources.



During this period, some of the armies in this supplement begin to mesh with those of Alexander the Great and the forthcoming Macedonian Successors supplement. This offers an opportunity for those players with armies from the *Alexander the Great* supplement, or those with Successor armies built from *Armies of Antiquity*, to venture a bit further afield and begin to anticipate the epic clash of Rome against the armies of the East. There's also the option to explore the 'What if?' sort of historical fantasy, for example, what if Alexander had lived to turn westward against Carthage or Rome?

Throughout the period covered by this supplement, there are opportunities for a wide variety of wargame scenarios, ranging from small desperate skirmishes, through full-blown field battles, to epic sieges. Some of the best-known field battles are fairly straight up, head-to-head actions, while many other lesser-known ones involve surprises: feints, ambushes and unexpected attacks. These provide fertile ground for gamers who prefer interesting games with friends at home or at their club, as well as those who enjoy the evenly matched battles of tournament play.

HISTORY

This is not an academic tome. Don't expect a comprehensive review of the politics, culture and economy of all the peoples described in this supplement. There are many authors who have already done a far better job of explaining the 'big picture' than this book can do. The references which players are likely to find most useful are listed in the Bibliography at the end of the supplement. If you're not already familiar with the general history of the period, seek out one or two of these at your local library or bookstore.

There are few things about history that are certain. This could not be more true of this period, which is not thoroughly documented in original sources, and what information we have is often contradictory or confusing. The brief historical sketches in this supplement are the author's best guess at what happened and when, drawn for the most part from the secondary analyses listed in the Bibliography. If you are the world's leading expert on Livy or some other ancient author (at least in your own mind!), you may disagree with some of the conclusions presented here. Good for you! Just keep in mind that many readers, who are not experts in this period, would like a bit of basic information to help put their miniature armies into perspective. That is what the supplement attempts to supply.

When it comes down to the nitty-gritty of determining, for example, how a Republican legionary should be classified, armoured, and equipped to fit the rules of a miniature wargame, clearly some decisions have to be made. Yet in many cases we cannot be sure of how the actual troops were equipped and how they fought. The army lists offer options to accommodate differing historians' views of these details. If the differing opinions are generally equally reasonable in my view, these are offered in the troop profiles as simple options. In most cases the army lists include an explanatory note. If one option is a minority view, or is simply unlikely, it is sometimes included, but as a 'with opponent's permission' option. Many players don't like dealing with this sort of thing; if you're one, then feel free to ignore these options. They're there to allow players who want to have fun with a 'What if?' to experiment with it without risking a player unbalancing a list (especially in competition) by using an unlikely or generally discredited troop type, such as Punic pikemen.



THE ARMY LISTS

There should be no question that the primary army lists in this book are those for Republican Rome and Carthage. They provide, after all, the 'main event' of the period, offering three rounds of knockout action! These are also the most complicated lists to use (and to write), because both armies experienced significant organisational change over the period covered by their army lists. Trying to figure out how to present these coherently has been one of the major challenges in preparing this supplement.

As the reader will see, the most critical tasks have been to prevent the use of anachronistic combinations of troops, and to limit the use of unusual and specialist troop types. Players who have built in-period armies from the lists in *Armies of Antiquity*, or who are familiar with other periods and supplements, may find that they are unable to field as many long-range missile troops (archers and slingers) as they might like. In the Western Mediterranean, such troops generally played a very minor role, and were eclipsed by javelin-armed skirmishers. Missile troops rarely, if ever, massed as they did in Middle Eastern armies. To reflect this characteristic of warfare in the period, it's necessary to limit their availability, and hopefully the army lists do so without too much tortuous invention.

Even so, the Roman and Carthaginian lists are still complex, and a player wishing to field one of these armies would do well to take the time to read the appropriate list carefully, and perhaps to read it again, before attempting to construct an army roster. The rest of the lists are generally less complicated, as these armies experienced less change over their lifespans. These tend to be shorter, and are closer perhaps to the *Armies of Antiquity* model.

One army list was particularly a lot of fun, and that was the Ligurians. Federico Frasson had done a great job ferreting out obscure information about the Ligurian people and the way they fought during this period. It seemed a shame not to include the results of his work, even if the army did not play a central role in the great events of the period. You may find that both the Ligurian and Spanish armies are very powerful on the tabletop battlefield with a good selection of terrain. This was not to make them super-troops. It's simply to provide a couple of armies that were very successful over many years dealing with invaders on their 'home turf', and hopefully to provide a bit of fun when using them on the table.

It's important to realise that all the lists have been designed to work well against each other for in-period play. That doesn't mean that you can't use them against armies from other supplements, as is common in tournaments. But you should be aware that a Carthaginian army from this supplement, for example, may not be well balanced against a Scots army from *Shieldwall*. Each supplement's army lists are optimised for in-period play, so if you plan to venture far afield, you may find that you need to make adjustments to achieve balance against anachronistic adversaries.

SCENARIOS

One of the great strengths of Warhammer Ancient Battles is its flexible representational scale. Depending on how you choose to view your miniature army, it can represent a Saxon kingdom's entire muster of 300 men at 1:1, or one side in one of the great battles of history, representing perhaps 40,000 men at a much greater scale.

As mentioned previously, the army lists for this period are designed with the 'big battle' in mind, so that minor troop types are limited. You're not going to be able to say, "My guys are the advance guard of the army, so they're all Balearic slingers and Tarentine light cavalry," using these lists! Likewise, most of the scenarios included are 'big battles'. Most players will want to take on the role of a proper general – a Hannibal or a Scipio, not a centurion or warband chief.

Information is provided for each scenario that will allow players to re-fight the battle with whatever figures they have to hand, rather than dictate orders of battle. Not many players will have 1,000 or so figures to devote to each side. So these scenarios are intended to use sliding representational scales, too.

There are a couple of scenarios included that are minor actions, just to wet your whistles. There are plenty more described in the ancient sources. If you like this sort of scenario, have a look at Montague's excellent compilation of battles (listed in the Bibliography) and then go hunting for the details among the ancient authors.



TOURNAMENTS

It is obvious, through simple arithmetic, that there are far more owners of *Warhammer Ancient Battles* than there are tournament players worldwide. Yet it seems that much of the public discussion of these rules and armies, such as those that occur on Internet news groups, concerns tournament play.

As a compromise, the army lists are constructed so that they can be reasonably competitive in a tournament environment, without too many clever tricks and exceptions. The latter are offered as optional rules, which 'friendly' players should have no problem agreeing to adopt to provide period flavour, but which tournament organisers can certainly forbid if desired. Once again, the lists are optimised for play balance against other lists in this supplement; if a list seems out of balance against an anachronistic opponent, you'll just have to learn to cope. For example, if you find that you're being hurt by missile-heavy enemies, it's probably time to re-examine your tactics. Consider how a Roman army would have dealt with an encounter with Indian archers.

As an aside, it is not mandatory that the main Roman and Carthaginian lists replace those published in *Armies of Antiquity* (AoA). Players should feel free to continue to use those lists, which can be used to create quite historical armies. The explanatory information in this supplement, for which there was not room in AoA, will indeed make it much easier to generate the proper troops from the conflated entries in the earlier lists. Tournament organisers may choose to use the new lists, or the earlier versions, or both, depending on how much time they can devote to checking players' lists.

THANKS!

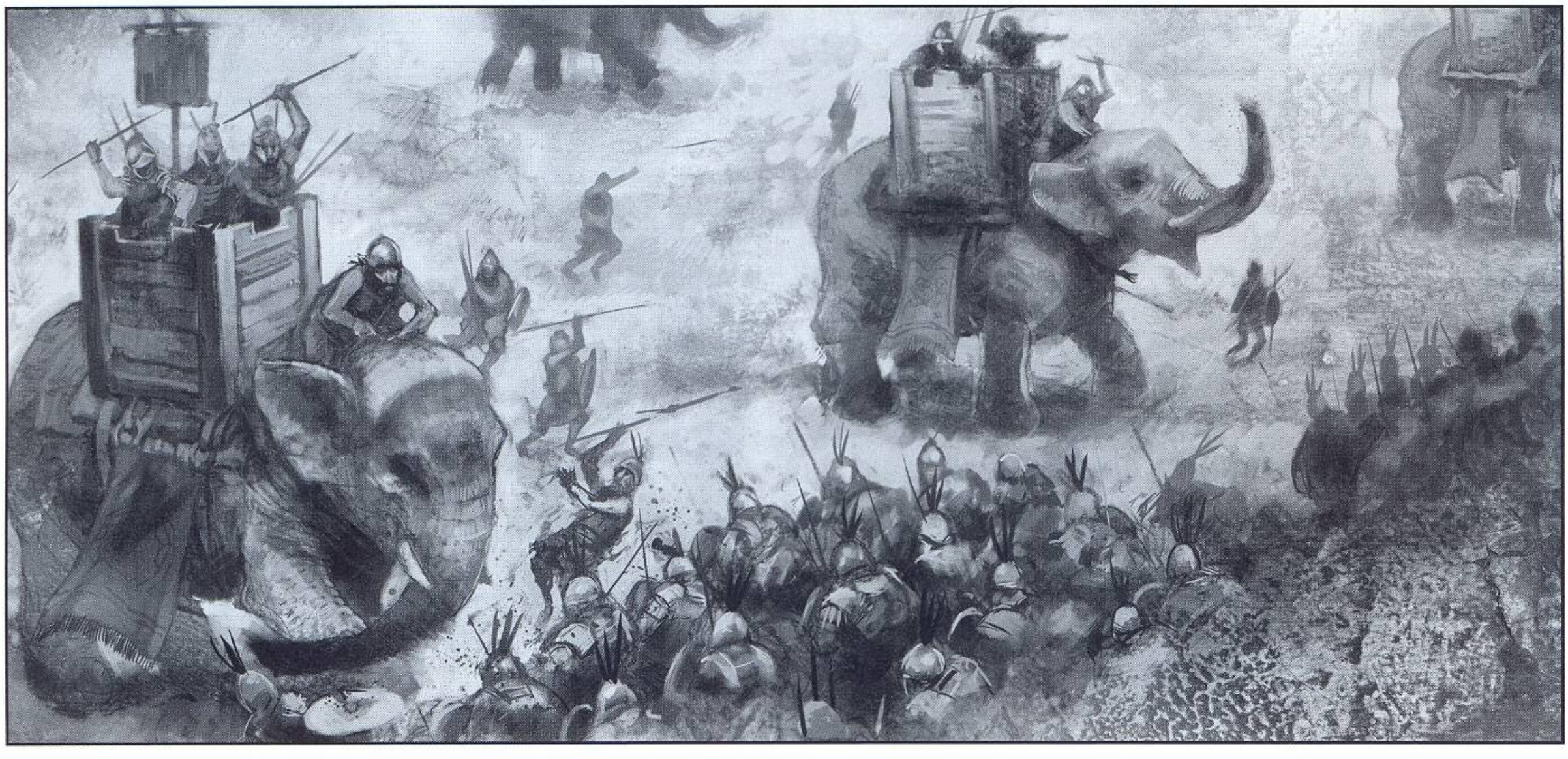
This supplement would probably never have been written without an overwhelming amount of encouragement, suggestions, and contributions from a great number of people. Most of these have been members of the Yahoo! Groups WABList, yet the author has met very few of them in person. Some of the most influential contributors and playtesters have been (in alphabetical order): Eli Arndt, Guy Bowers, Trevor Browne, Michael Bruck, Joe Derocher, John Drye, Anthony Edwards, Don Effinger, Jacques Gerber, Adrian Goldsworthy, Mark Havener, Alan Hills, Dennis Hilton, Ray Hutchison, Jeff Jonas, Hans Lundgren, Tom Opalka, Chris Salander, Vince Salvato, and Peter Tarassoff. Al Spence and Federico Frasson wrote their own Spanish and Ligurian lists and posted them to the WABList – their good ideas were borrowed, even pirated outright!

Likewise, the author is greatly indebted to Jeff Jonas, whose Alexander the Great and Successor supplements were being written concurrently, and whose good ideas ensured a degree of consistency between the supplements, as well as regularly spurring on the author's tired brain! Following Jeff's lead, a Yahoo! group list was established for review and discussion of the draft army lists for this book. A number of the people listed above were members of both test groups. This supplement was very much a collaborative effort, made possible by the Internet.

Many thanks also to the original Warhammer Historical Wargames 'management team': Jervis Johnson, Alan Perry, Michael Perry, and Rick Priestley for their patience over the three years and several meetings after they first asked the author to write this book. A huge debt is owed to Rob Broom, the current Warhammer Historical general manager, for putting up with three additional years of procrastination, although he would have been justified in biting the author's head off! Finally, profound thanks to the illustrators and production staff responsible for making the appearance of each Warhammer Ancient Battles product so outstanding. If the book in your hands looks good, that's to their credit, not mine.

This book is dedicated to Nathan Dane and John Ambrose, two of Bowdoin College's finest professors of Greek and Latin.

Allen E. Curtis 2005



HOW TO USE THE ARMY LISTS

The army lists in *Hannibal and the Punic Wars* are used in the same way as the Roman and Barbarian lists in *Warhammer Ancient Battles*. However, within each list may be a number of army options, each representing a different period of history. Each has its own unique force composition and additional rules. In addition, a number of new rules have been developed since *Warhammer Ancient Battles* was printed.

COMMON SPECIAL RULES

The following special rules apply specifically to armies in this supplement, and are collected here for convenience.

WHAT YOU SEE IS WHAT YOU GET

Unless your opponent agrees otherwise, the models you use must show the options you take. If it's hard to tell what a model is equipped with (eg, is it a throwing or thrusting spear?) then a certain amount of leeway should be allowed. If in doubt, just let history be your guide.

At first glance, some of the army lists' ratings of armour and shield may appear to be inconsistent. For example, all Republican Roman heavy infantry carried the long, curved oval scutum shield which provided good protection to the body, but purchased what armour they could and chose to afford. The minimum requirement for heavy infantry was a square bronze pectoral breastplate, a bronze helmet, and a bronze greave for the shielded and leading (left) leg. Wealthier men might have provided more extensive body armour, such as a Gallic mail shirt.

As there was no standard issue, it would have been possible to find both poorly armoured and well armoured individuals in any of the three heavy troop types.

This creates a quandary when choosing wargames figures, since in Warhammer Ancient Battles, most units have figures with the same armour. It also presents a problem as to how to classify armour. My opinion is that the bronze pectoral provided little additional protection over the body-covering scutum, so can be classified as no armour. However, I would classify a Samnite wearing a similar pectoral, but with a smaller shield, as wearing light armour. I would classify a 'wealthier' Roman wearing mail as clearly having light armour. I also tend to have a common type of armour depicted on the figures within each unit to avoid confusion.

You may choose to classify figures' armour differently, or mix figures within a unit. That's fine. Just be sure you identify to your opponent what each unit has.

MOUNTED MODELS

Note the following rules apply only to models from the army lists in this book.

1. Some models may be mounted on a horse. This increases Movement to 8" prior to armour penalties, unless otherwise specified.

2. Some models may be mounted on a Warhorse with the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warhorse	8	3	0	3	-	-	3	1	-	-

BOWS

All bows in the army lists are composite bows with a range of 24" unless stated otherwise.



PHALANX

Mercenary Hoplites fight in this special formation; it is similar to the Phalanx special rule in the *Alexander the Great* supplement. However, phalanx units in *Hannibal & the Punic Wars* may have unit standards, as well as the benefits of an army standard bearer.

Movement & Manoeuvre

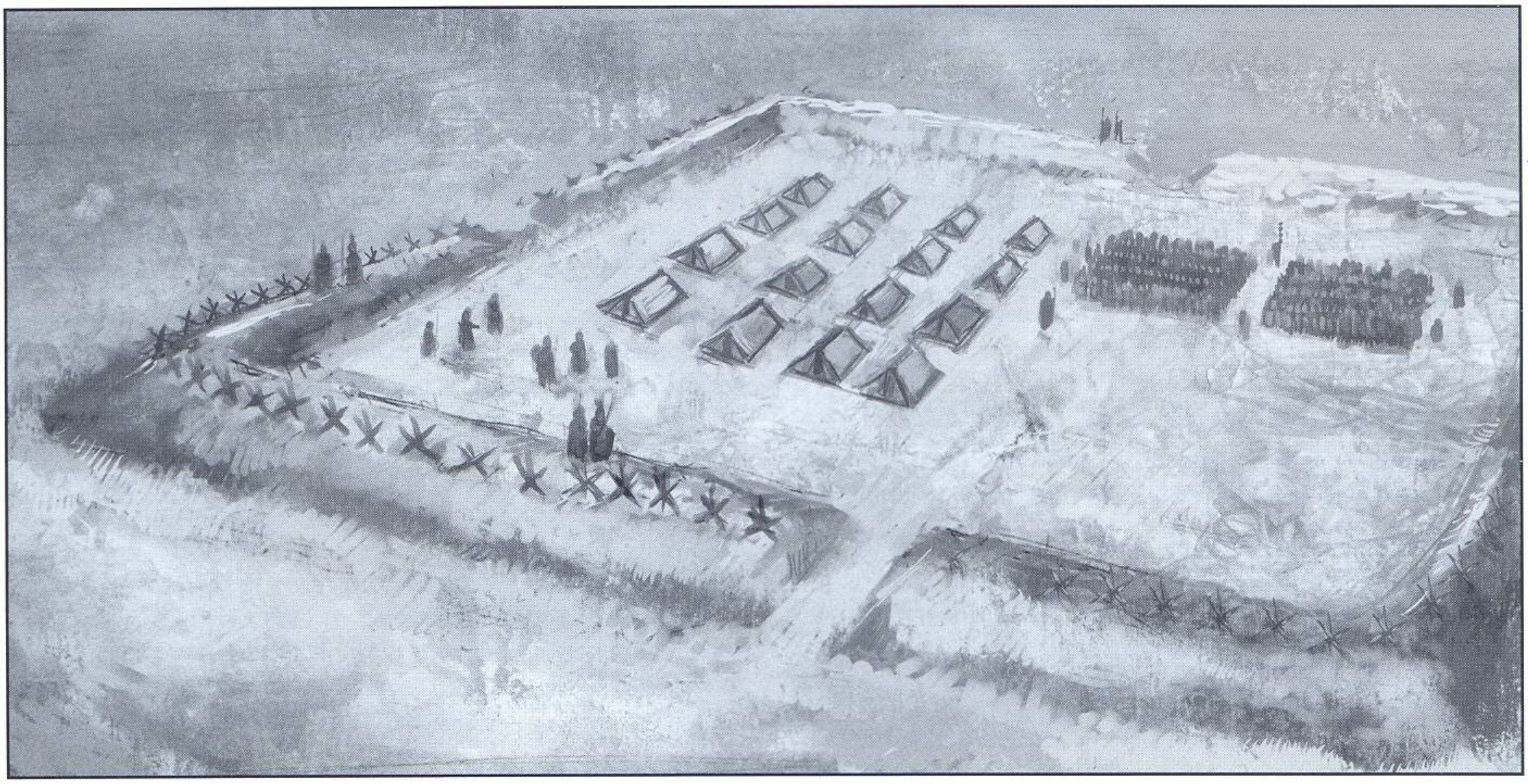
The phalanx may wheel normally during a march or charge movement.

A phalanx is allowed the following manoeuvres: *About Face* (turn through 180°) and *Adjust its Ranks* (change formation).

Phalanxes are incapable of doing a *Right Face* or *Left Face*, and thus they may not turn left or right by 90°. (See pages 15 & 16 of the WAB rulebook for fuller descriptions).

A phalanx may never change facing when engaged on its flank or rear in subsequent combat rounds (see page 46 of AoA).

A phalanx may reform.



Combat
To gain the following phalanx combat benefits, the unit must contain at least 16 models, and must have at least a +1 combat rank bonus.

A phalanx may charge and still fight in two ranks to the front.

All enemy attacks (shooting and hand-to-hand) at the front of a phalanx suffer a -1 to hit modifier.

Mounted units such as cavalry, camelry, and light chariots may not willingly charge the front of the phalanx. If pursuit or compulsory movement would bring such a unit into frontal combat with a fresh enemy phalanx, the unit makes a failed charge move (ie, moves half the pursuit distance rolled) or stops 1" away, whichever is shortest. The unit will still destroy the enemy it was pursuing if it rolled higher than the Flee roll, even if it could not move the full distance. (Note: Elephants, Scythed and Heavy chariots may charge the front of a phalanx).

Loss of combat effects
A unit armed with pikes or spears may only fight in two ranks to its front.

Only one rank may fight to flank or rear.

A phalanx attacking across obstacles and all types of difficult terrain (ie, rivers, woods or walls) will lose both combat ranks and phalanx benefits. Elephants and Spara walls remove combat rank bonus but do not negate the phalanx combat benefits.

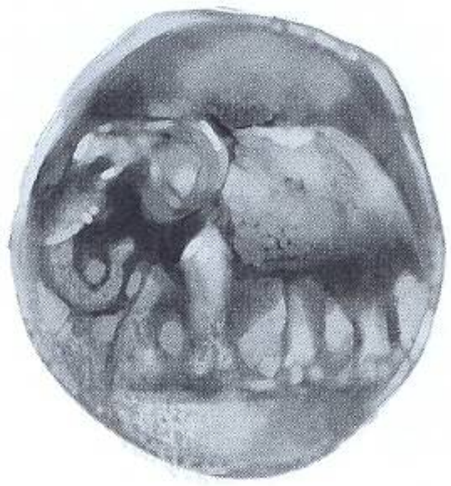
LEVIES
Levy troops *fear* enemy units they do not outnumber by at least 2:1, reflecting their general lack of motivation. Levies do not *fear* other Levies, fleeing troops or skirmishers.

STEALTH
Troops labelled as having Stealth may move through difficult ground, such as woods, and obstacles at a normal pace even if formed. However, stealthy units do not retain combat rank bonuses if fighting in difficult ground or across obstacles. Stealthy units must still be able to see their foe before charging, may not march move, and must pay normal movement costs whilst charging in difficult ground or across obstacles.

MIXED WEAPONS
During this period, Celtic and Gallic barbarian armies fought with a mix of weapons. Apply the following to both cavalry and foot troops:

Troops armed with mixed weapons may re-roll any failed to hit rolls once in the first round of combat. Mixed weapons are defined as being armed with javelins and a hand weapon, such as a sword, axe or short spear.

MIXED ARMOUR
Some units may have some figures with different armour than other figures in the unit. In close combat, use the Saving roll of the wounded figures. When resolving missile fire use the Saving roll of the majority of the figures in the unit. The owner of the unit decides which figures to remove as casualties.



THE PUNIC WARS - A BRIEF HISTORY

How did Rome and Carthage reach the point at which they were engaged in a life or death struggle for political and economic dominion over the Western Mediterranean? Part of the answer to that question will be found in the forthcoming supplement on the rise of Rome and Carthage. That volume will backtrack several hundred years, past the expansion of both the Roman and Punic empires, past the early days of both cities, back almost to the period covered by the *Chariot Wars* supplement. It will survey the creation of the Phoenician trading empire, and see both how it came into conflict with – and shaped the growth of – the world of the Greeks, and how it set the scene for the establishment of Carthage. It will narrate the Punic city's assumption of Phoenician trade in the western Mediterranean, and also Carthage's long struggle for control of the island of Sicily. It will also describe the expansion of Rome from a minor Italian city, dominated by the Etruscans and subject to invasion by neighbouring tribes, to the powerful mistress of the entire peninsula.

CARTHAGINIAN? PUNIC? WHO'S WHO?

Throughout this supplement, the terms 'Carthaginian' and 'Punic' are used interchangeably. Phoenicians established the city of Carthage, and the Romans called the inhabitants of Carthage 'Poeni', indicating that origin. From 'Poeni' developed our modern term 'Punic'. So for brevity, Punic is often substituted for Carthaginian; they mean the same thing.

A COMMON FOE

Until practically the eve of the First Punic War, Rome and Carthage had little to fight about. Their spheres of influence had not yet quite come into contact. In fact, they had recently formed an alliance against a common enemy: Pyrrhus, the adventurer king of Epiros, in Greece.

Older treaties may have predated the one which Rome and Carthage established in response to Pyrrhus. Polybius tells us that one was made by the first consuls of Rome, just after the end of the reign of kings. If this, and a subsequent treaty, actually existed, their purpose was probably to establish spheres of interest – Rome's in Italy, Carthage's in Africa – and to protect Carthage's trade relations throughout the western Mediterranean.

The agreement regarding Pyrrhus was primarily a military treaty however and reflected the danger the Epirote posed to both powers. Rome had been in conflict with the southern Italian city of Tarentum, a Greek colony. Tarentum had appealed to Pyrrhus for aid. Pyrrhus embarked an army, sailed to Italy, and defeated two Roman armies.

The Greek cities of Sicily now asked Pyrrhus for aid against Carthage. This resulted in the treaty between Rome and Carthage in 279 BC, which included provisions for mutual aid when requested. In practice, the treaty did not result in any coordinated military action. Pyrrhus captured all but one of Carthage's possessions in Sicily, but Carthage did not appeal to Rome for help. He returned to Italy in 276 BC, at which time the Punic navy destroyed his fleet. He fought one more battle against Rome, and returned to Greece. But now Sicily would provide the spark for conflict between Rome and Carthage.

THE MAMERTINES

The tyrant Agathocles of Syracuse (317 BC - 289 BC) had employed a body of Italian mercenaries from Campania, who called themselves the 'people of Mamers (Mars)', or Mamertines. After leaving Syracusan service, these mercenaries had seized the city of Messana sometime in the 280s BC, and had subsequently raided and plundered neighbouring portions of the island. They did not go over to Pyrrhus as most Sicilian cities did. The new ruler of Syracuse, Hiero, set out to remove these troublesome bandits, and probably in 265 BC, attacked and defeated them in the field.

It happened that a Carthaginian fleet under a commander named Hannibal was in the area (see Who are these Guys? in the section The Great Commanders to understand the problem of recurring Punic names). It is unclear exactly what happened next, but the outcome was the establishment of a Carthaginian garrison in Messana. Although this probably occurred with the Mamertines' concurrence, perhaps as security against Hiero, the mercenaries subsequently appealed to Rome for help in removing the Punic force. After a lengthy debate, in which their motivations are not completely clear to us now, Rome decided to support the Mamertines, and sent the consul Appius Claudius Caudex to their aid in 264 BC.

FIRST PUNIC WAR

264 Apius Claudius Caudex is sent to help Marmatines expel Carthaginians.

262 Romans besiege Carthaginian base at Agrigentum.

261 Carthaginian fleet defeated in first major sea battle, theatre of war extends to Corsica and Sardinia.

257 Romans win sea battle off Cape Tyndaris.

256 Romans win the large decisive sea battle of Ecnomus. Regulus invades Africa.

255 Regulus defeated at Battle of Bagradas by Carthaginian army led by Xanthippus.

254 Romans take Panormus in Sicily.

249 Romans lose sea battle of Drepana.

241 Carthage loses second sea battle off Drepana. Suffetes sue for peace. Carthage loses all influence in Sicily.

THE FIRST PUNIC WAR

Appius Claudius assembled a fleet of small ships from the port cities near Rhegium, and in a single crossing, transported his force, probably consisting of two legions and allies, totalling somewhere around 20,000 men. The crossing was only feebly contested by the superior Punic navy, and Polybius tells us that one of the Punic ships ran aground and was captured, subsequently being copied to build a more powerful Roman fleet.

The Carthaginian commander in Sicily, Hanno, responded by making an alliance with Hiero of Syracuse. The ancient sources differ on what happened next. Either the Romans defeated both the Punic and Syracusan armies, they were beaten by them, or something else happened! But as a result, Hiero withdrew to Syracuse, and Appius Claudius fell back on Messana.

In the following year, both of the new consuls of Rome headed for Sicily, with an army totalling 40,000 or more. Most of the Sicilian cities went over to Rome, and the Romans advanced on Syracuse. Hiero sued for peace. This gave the Romans a secure foothold on the eastern end of the island. Meanwhile, Carthage hired mercenaries from Spain, Gaul, and Liguria, and based them at Agrigentum.

The Roman consuls for the following year, Lucius Postumius Megellus and Quintus Mamilius Vitulus, took their armies to Sicily too, and now concentrated on Agrigentum. They besieged the city, and the Punic commander, Hannibal (probably the same one who garrisoned Messana), sent to Carthage for help.

Carthage had been building up an army in Africa, and now loaded them up and shipped them to Sicily under Hanno. Hanno advanced on the Roman army besieging Agrigentum. Once again the sources are contradictory on what exactly happened, but in the end the Carthaginian army was fairly badly battered, and withdrew. The force inside the city took the opportunity to break out, and the Romans chose not to pursue, but to sack the city instead.

The war now turned to a naval phase. The Romans attempted to build a fleet in 261 BC to challenge that of Carthage. As it sailed to Messana, its advance squadron was quickly captured when its crews panicked and abandoned ship. The Punic admiral Hannibal engaged the main Roman fleet with a portion of his own, but lost most of his ships. He returned with the main Punic fleet, and in the first great sea battle of the war, the Romans were successful. This is attributed to the Romans' ability to use their corvus (crow) boarding ramps to lock onto the Carthaginian ships and overwhelm them with marines.

With temporary sea control, the Romans now conducted operations in Corsica and Sardinia, and continued to besiege and attack cities in Sicily up until 257 BC. However, they were unable to drive the Carthaginians out of Sicily entirely; the Punic garrisons maintained control over their bases at Panormum, Drepana, and Lilybaeum.

In 257 BC, another sea battle off Cape Tyndaris resulted in Roman success, despite losses to both sides. The Romans now planned an ambitious operation to take the war to the Punic home ground in Africa.



Marcus Atilius Regulus was one of the new consuls for 256 BC, and embarked a very large force on a very large fleet and sailed to Sicily. The Carthaginian fleet advanced and met the Romans near Ecnomus. In this battle, probably the largest sea battle in antiquity, the Romans took minor losses, inflicted significantly greater losses on the Punic fleet, were able to preserve the army and its transports, and continued on to Africa.

The Romans landed near Aspis, seized the town and began raiding in the vicinity. Incredibly, Rome now withdrew the greater portion of the army (and the other consul) to Italy, leaving Regulus with perhaps two legions. Nevertheless, Regulus continued on, sacking more towns, and advanced on a town called Adys, the location of which is unknown.

The Carthaginians, meanwhile, had been raising more troops and appointing new generals, and sent Hamilcar, Bostar, and Hasdrubal to stop Regulus. The Punic generals encamped on a hill near Adys, not wishing to meet the Romans in the field. So Regulus assaulted the hill, and the Carthaginians fled. Regulus went on to take Tunis.

For the campaigning year in 255 BC, Carthage raised a fresh army and entrusted it to the Spartan mercenary Xanthippus. The *strategos* achieved an overwhelming victory at the River Bagradas, annihilating the Roman army except for 500 prisoners, including Regulus.

Rome now experienced its first naval disaster. The fleet, evacuating the remnants of the army from Africa, encountered a storm and was mostly lost.

The focus of the war now shifted back to Sicily in 254 BC. Hasdrubal went back there, and began reorganising the army. The Romans besieged and took Panormus, but then lost a second fleet to a storm.

Several fairly quiet years ensued, until 251 BC or 250 BC, when Hasdrubal attacked the consul Caecilius Metellus near Panormus, and was defeated.

Lilybaeum was besieged in 249 BC, but it was supported from the sea by yet another Hannibal, nicknamed 'the Rhodian', on a number of occasions. The Romans attempted to engage the Punic fleet at Drepana, and lost most of their own doing it. Another Roman fleet with transports was wiped out, first by Carthaginian action and then by storm.

The war dragged on for several more years of desultory action, mostly naval, but including several minor Punic raids on Italy. One final naval battle, in 241 BC near the Aegates islands off Drepana, resulted in heavy losses to the Carthaginian fleet, which encouraged the *suffetes* of Carthage to sue for peace. Carthage was required to evacuate Sicily, and thus lost a key component of her overseas empire.

THE MERCENARY REVOLT

A brief sideshow occurred in the aftermath of the First Punic War. Carthage's mercenaries having returned to Africa became disgruntled at the delay in being paid off and released. They rebelled, requiring a two year campaign to subdue them – the events of this conflict can be found in the battles of Utica and Tunis in the Battles of the Period section. These are interesting because they provide the rare opportunity for one Carthaginian army to fight another. This incident also inspired the French novelist Gustave Flaubert to write the novel *Salaambo*, which is not to be relied on though as an accurate description of Punic mercenaries; it is highly romanticised!

THE GALLIC INVASION

Meanwhile, Rome was required to deal with another threat from across the Alps. Although Rome at this time probably considered the Alps the northern border of Italy, Celtic tribes were beginning to move back south. The Boii tribe moved into the ager Gallicus previously seized from the Gauls, and the Ligurians pushed south along the valley of the Ano River in former Etruscan territory. Minor conflicts with the Boii occurred in 241 BC and 236 BC.

In 226 BC, the Boii, reinforced by a number of trans-Alpine tribes, fielded an army of 50,000 infantry and 20,000 cavalry and chariots. Rome, with her Etruscan, Sabine and Umbrian allies, raised an overwhelming muster to meet them. The Roman plan was to use her allies to contain and threaten the Boii homeland, but the Gauls bypassed the Etruscans and advanced on Rome. They were able to inflict a minor defeat on the Romans, but then decided to withdraw with their spoils. The Romans trapped them between two consular armies at Telamon, and destroyed the invading force.

Rome now mounted a series of campaigns, first to raid, then to conquer Cisalpine Gaul. The Gauls reciprocated by recruiting help again from across the Alps, and counterattacking. In 222 BC, the Boii attempted to besiege a Roman stronghold at Clastidium, but were defeated in a surprise attack by the consul Marcus Claudius Marcellus. His fellow consul, Gnaeus Cornelius Scipio, had a close-run victory at Acerrae, after which the two consuls combined forces and defeated the Insubres, allies of the Boii. The following two years saw the completion of the Roman conquest of Cisalpine Gaul.

BETWEEN THE WARS

241 Roman conflict with the Boii.

240 Carthaginian mercenaries revolt.

237 Hamilcar Barca initiates conquest of Spain for Carthage.

236 Rome's second conflict with the Boii.

229 Hamilcar murdered by Spanish. His son-in-law Hasdrubal takes over.

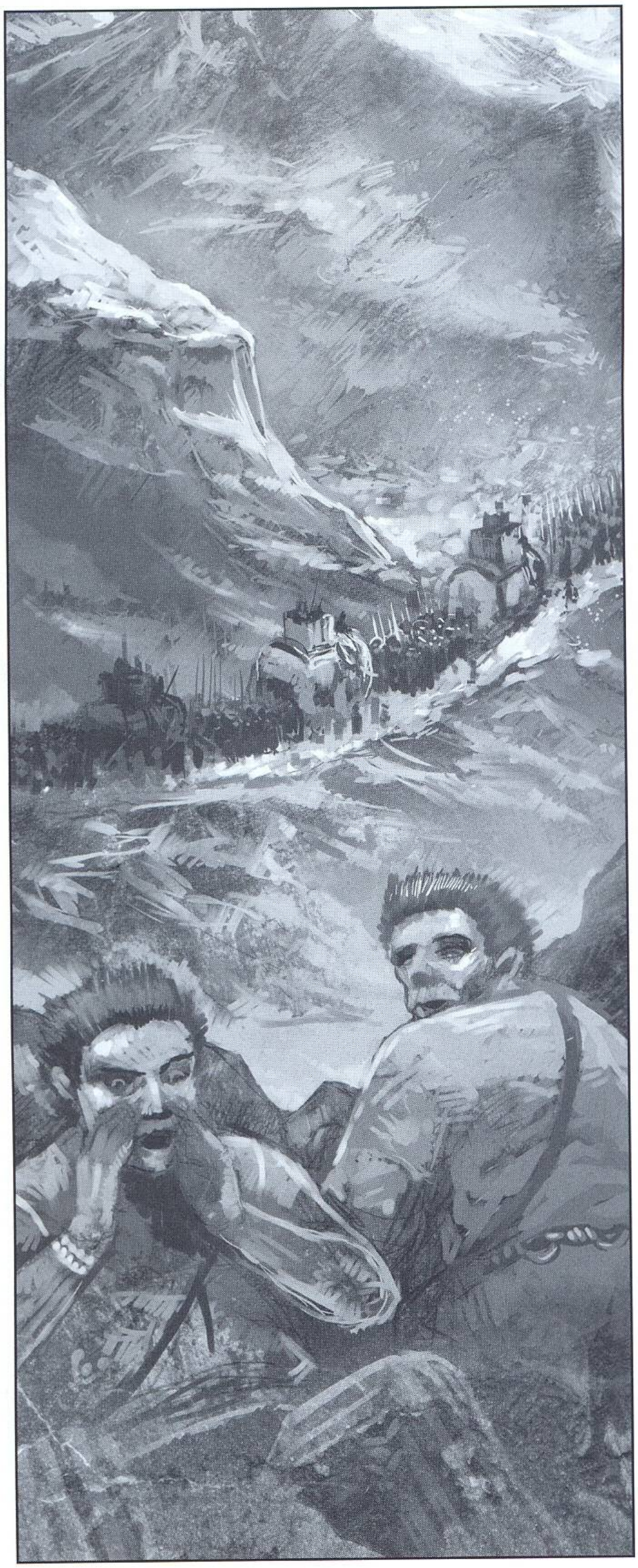
226 Major invasion of Italy by the Boii and other Celtic allies.

221 Carthage's control is consolidated in the south of Spain, Hasdrubal is assassinated and Hannibal takes control.

220 Rome's war with Boii ends. The Romans create the province of Cisalpine Gaul.

THE CONQUEST OF SPAIN

After the Mercenary War, a new political party came to power in Carthage. It was led by Hamilcar Barca, who strongly desired to return Carthage to her position of dominance in the western Mediterranean, and to expunge the humiliation inflicted by the Romans. Hamilcar determined to establish a new base of power in Spain.



Beginning in 237 BC, Hamilcar spent nine years campaigning in Spain, assisted by his son Hannibal. Hamilcar died in 229 BC when a treacherous Spanish tribal leader turned on him. However, Hannibal and his brother, Hasdrubal 'the Younger', managed to escape.

Hamilcar's sons were as yet too young to receive command of the Punic army in Spain; this went to Hamilcar's son-in-law, Hasdrubal 'the Elder' or 'the Splendid'. Hasdrubal consolidated Carthaginian control over about half of the Iberian peninsula, built a new base at Nova Carthago (New Carthage), and concluded a treaty with Rome, but was assassinated by a rebellious Celt in 221 BC.

The Punic army now chose Hannibal as its commander. Hannibal continued to campaign against the Spanish tribes, but was confronted by Roman envoys who warned him not to attack the stronghold of Saguntum, which they would consider a violation of the treaty with Hasdrubal. Hannibal went and took Saguntum anyway, and then prepared for a war of revenge against Rome.

THE SECOND PUNIC WAR

Hannibal's first move was to seek assistance from the Gauls in order to cross the Alps and invade Rome. He may not have been completely successful in this diplomacy, because he was to encounter some resistance from the tribes during the invasion.

Rome also began preparations for the inevitable war. Forces were mustered with the intent of conducting three simultaneous campaigns: to invade Spain, to defend Cisalpine Gaul, and to invade Africa.

Hannibal set out from Nova Carthago in 218 BC, with a large army of 90,000 infantry and 12,000 cavalry. He moved up to the Pyrenees, then sent home some of the Spanish troops, leaving him with 50,000 infantry, 9,000 cavalry, and 37 elephants. The consul Publius Cornelius Scipio, with the army intended for Spain, countered by transporting his force by sea from Pisae to Massilia.

Hannibal had received help from the Gallic tribes west of the Rhone river, but was met by unfriendly Volcae tribesmen on the banks of the river. He was forced to conduct an opposed crossing, but sent his nephew Hanno to encircle the Gauls, who fled when attacked in the rear.

Scipio's cavalry maintained intermittent contact with Hannibal's Numidian cavalry, but he did not bring the main army to battle. Realising that Hannibal was intending to invade Italy, he sent his army on to Spain as planned, and returned himself to Italy.

Hannibal's army now began the epic fifteen-day crossing of the Alps. Exposed to Gallic attacks, snow, and difficult tracks, the army arrived on the other side with only 20,000 infantry and 6,000 cavalry. It appears that all the elephants survived the crossing, but they were to rapidly die off.

SECOND PUNIC WAR

219 Hannibal lays siege to the city of Seguntum, an ally of Rome. Rome declares war.

218 Hannibal crosses the Pyrenees and Alps, invades Italy and wins the Battle of River Trebia. The Romans invade Spain and defeat Hanno at Cissa.

217 Hannibal wins Battle of Lake Trasimene. Rome takes emergency measures and elects Fabius Maximus as dictator. A Punic fleet is defeated at the mouth of the River Ebro in Spain.

216 Theatre of war moves to southern Italy. Hannibal wins major victory at Cannae.

215 Hasdrubal Barca is defeated by Roman forces in Spain. Rome starts to take Spanish towns. Capua defects to Hannibal. Hannibal signs a treaty with Phillip of Macedon.

214 Syracuse allies with Carthage.

213 Hannibal takes Terrentum. Rome sends an army to pacify Sicily and take Syracuse.

212 Seguntum taken by Rome.

211 Carthage defeats a split Roman army in Spain. Rome takes Syracuse and Capua.

210 Scipio arrives in Spain with reinforcements. Hannibal wins a battle at Herdonea.

209 Nova Carthage in Spain taken by Scipio.

208 Scipio defeats Hasdrubal Barca at Baecula in Spain.

207 Mago defeated in Celtaberia. Hasdrubal Barca takes his Spanish army to Italy but is defeated at the Metarus River.

206 Mago & Hasdrubal Gisco defeated by Scipio at Ilipa.

205 Scipio given command in Sicily. Mago marches to Italy with his Spanish army.

204 Scipio invades Africa & defeats Hanno near Salaeca.

203 Scipio beats two Carthaginian armies sent to relieve Utica. Mago is defeated at the River Po and retreats. Mago and Hannibal are recalled to defend Carthage.

202 Scipio beats Hannibal at the Battle of Zama. Carthage is invested and sues for peace.

Publius Cornelius Scipio had been given command of a new army to meet Hannibal, and engaged him in a cavalry action on the Ticinus river. The Romans were defeated, and Scipio was wounded, but was rescued by his son, who would become known as Scipio 'Africanus' and Hannibal's greatest foe.

The other consul, Sempronius Longus, marched north and joined his army with that of Scipio. They brought Hannibal to battle at the River Trebia, but Hannibal had now been reinforced by Gallic allies, and he took advantage of bad weather and favourable terrain to inflict a serious defeat on the Romans. Out of 16,000 Roman and 20,000 allied infantry, as well as cavalry, only about 10,000 Romans were able to escape. Most of the Punic casualties were Gauls; however, now only one elephant remained alive.

Hannibal wintered in the vicinity of Placentia, while the two Roman consuls-designate raised new forces. In 217 BC, he crossed the Apennines and entered Etruria. The consul Gaius Flaminius decided not to wait for support and moved in pursuit. Hannibal set a trap for the Romans along the shores of Lake Trasimene, and destroyed about half the Roman army, including Flaminius, there. He then turned and defeated the army of the other consul, Geminus Gnaeus Servilius, at Ariminum.

The panic in Rome on hearing the news of these disasters was so great that a dictator was elected; this was Fabius Maximus. The Romans pulled people from the countryside into fortified places, knocked down bridges to impede Hannibal, and began to lay waste to the countryside. But Hannibal did not intend to march on Rome; he instead crossed over the Apennines to Picenum.

Fabius now conducted a campaign of harassment against the Punic army, keeping in contact, but never giving battle, and always maintaining a favourable position. Hannibal recrossed the Apennines, through Samnium and into Campania, and then withdrew across the Apennines yet again to winter in Apulia.

In 216 BC, Marcus Terentius Varro and Lucius Aemilius Paullus were elected to the consulate, and Rome now determined to engage Hannibal in a decisive battle, rather than allow him to despoil Roman and allied lands throughout Italy. They met Hannibal with the largest Roman army yet fielded at Cannae. This, of course, was a classic victory for Hannibal, who conducted a double envelopment and surrounded the Roman infantry. Although sources differ, it is clear that most of the Roman troops were killed or captured, including Paullus and the former consul Servilius.

Meanwhile in Spain, Publius Scipio's brother Gnaeus was campaigning with two legions. In 218 BC he defeated Hannibal's nephew Hanno at Cissa, and in 217 BC he defeated a Punic fleet at the mouth of the Ebro river. Publius joined Gnaeus with reinforcements, but they were unable to take Saguntum, and did little during 216 BC.

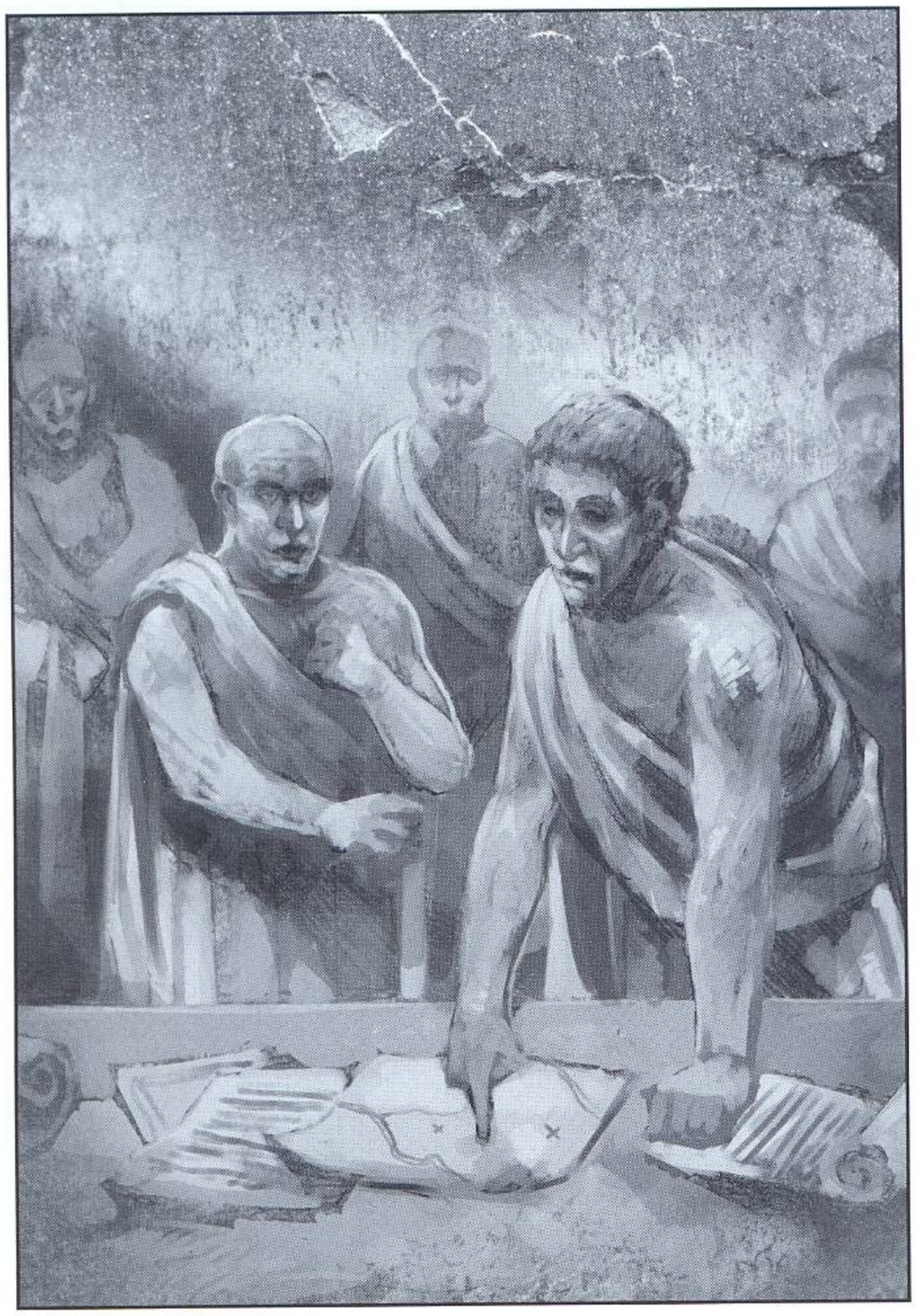


In 215 BC, Hasdrubal Barca, Hannibal's brother, marched north to attack the Scipios. He met them near Ibera, but was completely defeated. But, the Romans did not believe that they had the strength to push south, and spent the next two years consolidating their gains, finally capturing Saguntum in 212 BC. Then in 211 BC, the Scipios went on the offensive. Unfortunately they separated their forces and were defeated in detail; Publius was killed and Gnaeus was defeated at Ilorca. However, the Carthaginian commanders did not follow up on their success.

A small force of Roman reinforcements under Gaius Cornelius Nero arrived; then in 210 BC, the young Publius Cornelius Scipio arrived with a larger force. The vigorous younger Scipio tuned the tide, attacking Nova Carthago in 209 BC and capturing it. He defeated Hasdrubal at Baecula in 208 BC, and sent his propraetor Silanus to defeat Mago Barca in 207 BC. See the scenario *Somewhere in Celtiberia* in the Battles of the Period section for further details.

In 206 BC, Mago and Hasdrubal Gisco concentrated their forces to engage Scipio decisively at Ilipa, but again he defeated them. Hasdrubal escaped and fled to enlist the support of the Numidian king Syphax. Scipio followed with the same intent, and incredibly, both were entertained on the same couch in the Numidian's camp!

Scipio returned to Spain and, crushing all resistance, brought the entire peninsula under Roman control. The war in Spain was now ended. Scipio turned his eyes to Africa.



Meanwhile, the old tyrant Hiero of Syracuse had died in 215 BC, remaining loyal to Rome until the end. His grandson Hieronymus agreed to a treaty with Hannibal, but died in 214 BC. Subsequent anti-Roman feeling convinced Rome to send the consul Marcus Claudius Marcellus with a legion to Sicily. He successfully assaulted Leontini in 213 BC, but was unable to take Syracuse, settling down for an extended siege. Carthage attempted to relieve the city by sea in 212 BC and 211 BC, but when the latter effort was run off by a Roman fleet, some of the defenders allowed the Romans into the city. The scientist Archimedes was killed in the ensuing sacking. The Roman conquest of the island was completed in 210 BC.

Back in Italy, the Romans were fortunate in that Cisalpine Gaul remained quiet. This allowed the Roman commanders to concentrate on Hannibal. The Punic general sent forces into Bruttium and Lucania in 216 BC to try to drum up support, but marched the main army back to Campania.

Rome dug deep into her resources to replace the field armies that had been destroyed earlier, as well as to maintain substantial armies in Spain, Sicily, and also Illyria. Two legions had been recruited from slaves, and 6,000 criminals and debtors had been recruited as well. These and three other legions were sent to hinder Hannibal in Campania.

In 215 BC, Hannibal continued in his attempts to generate support in Campania, where the city of Capua had gone over to him. He negotiated a treaty with Philip V of Macedon to try to bring him into the war, but Philip's envoys were captured by the Romans on their return. Hannibal received a small number of reinforcements from Carthage and went into winter quarters in Apulia. Over the next two years, he seemed to have lost his strategic focus, moving very little in the south of Italy, and only accomplishing the seizure of Tarentum. Others of the former Greek colonies of Magna Graecia went over to Hannibal, leaving only Rhegium remaining in Roman hands.

Fabius, now called 'Cunctator' (Delayer) continued to shadow Hannibal's movements. Even when his own son was elected consul, Fabius served under him as a legate. Roman armies continued to be concentrated in Campania and to a lesser degree Apulia, but did not engage Hannibal in a decisive battle. The Romans then besieged Capua and Hannibal made an unsuccessful effort to relieve it, and then suddenly shifting gears, marched on Rome in 211 BC. This appears to have been a stratagem to force the Romans to abandon the siege of Capua, rather than a serious assault on Rome.

Whatever the intent, Hannibal arrived to find a well-garrisoned Rome reinforced by the current year's muster of new recruits. He withdrew towards Capua, assuming it would no longer be invested, but soon discovered the Roman siege continued. He moved on through Samnium, Apulia, and Lucania into Bruttium, where he made an unsuccessful effort to take Rhegium, and retired again into winter quarters. Capua fell to the Romans: its senators were executed, and the rest of the population were sold as slaves.

In 210 BC, Roman efforts turned to reverting the other cities that had been lost to Hannibal. Hannibal marched out of Bruttium and destroyed one Roman army at Herdonea, but failed to defeat another in a long slogging match at Numistro, and withdrew into Lucania.

Both Hannibal's army and the Romans (and their allies) were exhausted after years of campaigning across Italy. Both 209 BC and 208 BC passed with a number of inconclusive battles. Then in the winter of 208 BC - 207 BC came a surprise. Hasdrubal (Hannibal's brother, we may recall) had left Spain with 20,000 men, and was waiting in Gaul to cross into Italy. He did this in the spring, reinforced by Cisalpine Gauls and Ligurians. Hasdrubal moved south, shadowed by Marcus Livius Salinator.

Hannibal began to move north, apparently intending to meet his brother in central Italy. He was initially shadowed by Gaius Claudius Nero, but Nero boldly broke contact, forced march to meet his colleague, and together, they brought Hasdrubal to battle at the Metaurus river. Hasdrubal was outmanoeuvered and his army crushed. He himself was killed, and Nero had Hasdrubal's head taken to Hannibal's camp. Distraught at his brother's death, and seeing no chance of defeating Rome in the long run, Hannibal withdrew to Bruttium. The year 206 BC passed with little occurring.

Now it was time for Scipio to take the war to Africa. But this idea was opposed by Fabius, who wanted to concentrate on removing Hannibal from Italy. The issue was hotly debated in the Senate, which gave Scipio tacit permission to go ahead in 205 BC. He was given command in Sicily, with free rein to continue to Africa if he thought it needful.

Scipio been courting the 'other' Numidian king, Masinissa, because Syphax, having temporarily abandoned the Carthaginians, had been wooed back by Hasdrubal Gisco, who had given Syphax his beautiful daughter Sophonisba to wed. An alliance was successfully concluded with Masinissa.

After dealing with discontent in Sicily, and even Bruttium, Scipio finally had his force assembled and embarked in the spring of 204 BC. After a relatively uneventful crossing, only marred by fog, he landed in Africa and set up camp near Utica. Moving inland, Scipio and Masinissa, with a cavalry force, defeated and killed Hannibal's nephew Hanno near the town of Salaeca. He then turned to invest Utica in order to take it for a secure base. But Utica held out for 45 days, until Hasdrubal Gisco and Syphax appeared, forcing Scipio to meet them. The two armies now went into winter camps facing each other.

In the spring of 203 BC, Scipio sent a force to assault and burn the Punic camp; he destroyed their army and forced Hasdrubal Gisco and Syphax to flee. Scipio resumed the siege of Utica. Hasdrubal Gisco raised a new army, strengthened by Celiberian reinforcements, and with new recruits from Syphax as well, marched out to meet the Romans at the Great Plains. Scipio surprised them and destroyed the ill-prepared Punic army. Hasdrubal Gisco and Syphax fled again.

Masinissa pursued Syphax, captured him, and went to Syphax's capital at Circa. There he fell in love with Sophonisba and married her immediately! Scipio was put out by the political implications of this rash act, and chastised Masinissa, who then sent a cup of poison to his new wife, who expired.

Now the suffetes of Carthage came to Scipio, blaming the war on Hannibal. Scipio dictated harsh terms to them, and negotiations (with both Scipio in Africa and a Punic delegation to Rome) proceeded.

In the meantime, Mago Barca had left Spain with yet another army in 205 BC to invade Italy. He had little success obtaining support from the Ligurians and Gauls, and was contained by a strong Roman cordon in the north. But in 203 BC, he marched south to the River Po, where he fought a a large Roman army, was defeated, and was himself wounded. Mago then withdrew to Liguria, where he was met by messengers from Carthage insisting on his recall. He died on the sea voyage, and his army eventually returned to Africa.



THIRD PUNIC WAR

151 Carthage goes to war with the King of Numidia (Rome's ally).

149 Carthage rejects Rome's very harsh peace terms. Rome lays siege to Carthage.

148 Romans raise the siege of Carthage and invest other Carthaginian cities.

147 Scipio Aemilianus is placed in charge and resumes siege of Carthage.

146 Carthage falls.

Hannibal himself had been recalled to Africa in 203 BC. Negotiations broke down, perhaps because the Carthaginians were encouraged by their general's presence. Scipio began raiding the countryside in order to pressure Carthage back to the peace table. Hannibal moved out against him, reinforced by 12,000 of Mago's men returning from Liguria. He was also joined by a friend of Syphax's, Tychaeus, with 2,000 Numidian cavalry.

Scipio, reinforced by Masinissa, arranged with Hannibal for one final confrontation. This was the Battle of Zama, the forces for which are described in detail in the Battles of the Period section. Although it was a protracted slogging match, it was ultimately a Roman victory. Scipio now proceeded to invest Carthage by land and sea, and peace terms were quickly dictated and agreed. Scipio and his army returned to Italy where Scipio received the greatest triumph ever offered a victorious Roman general, as well as the appellation 'Africanus'. The 17 year war was over.

THE THIRD PUNIC WAR

Hannibal remained in Carthage until 195 BC when a Roman delegation arrived which was expected to ask for his removal. He fled to the Successor ruler Antiochus, in Ephesus, where he tried to convince Antiochus to go to war with Rome. But nothing came of it.

Masinissa had ruled successfully in Numidia, living to a great age and fathering 44 sons! He had annexed Carthaginian territory, resulting in Rome having to send delegates as boundary commissions in 193 BC, 161 BC, and 155 BC. Carthage tired of losing ground, and sent an expedition against Masinissa in 151 BC, which the old Numidian promptly crushed. But Rome was now irritated that Carthage had taken overt action against their ally.

Rome mobilised a new army in Sicily and shipped it to Utica. The Punic elders realised that the new demands the Romans were making would result in their eventual extinction, and prepared to resist. In the summer of 149 BC, the Romans marched out of their camp, and the third Punic war was on.

The Roman army invested the city of Carthage on its two land approaches, and an extended siege ensued. In 148 BC, new Roman commanders appeared on the scene, and inexplicably raised the siege for unknown reasons. The Romans attacked other Punic cities. Then Scipio Aemilianus, having been elected consul, arrived in Africa, and renewed the siege.

With phenomenal engineering efforts, Carthage was cut off from both land and sea. A final assault lasting six days convinced most Carthaginians remaining in the Byrsa (the citadel) to surrender; this included Hasdrubal, the city's commander (yet another Hasdrubal!). Roman deserters, and also Hasdrubal's wife and children, chose to die in the flames of the burning temple of Eshmun.

The Roman army sacked the city. Its ruins were levelled and fields ploughed and salted. All North African cities still loyal to Carthage were also destroyed. Those who had supported Rome, eg, Utica, were rewarded. The empire of Carthage had ceased to exist. The Roman province of Africa was born.



THE PUNIC ARMY

By modern standards, the army of Carthage might seem to be a very politically correct organisation. The stereotypical picture of the army is one of very diverse units representing a number of peoples from around the Western Mediterranean. It's important to keep in mind, though, that the rulers of Carthage had no concern for 'equal opportunity'. Their primary reason for using a diverse collection of mercenaries was that the limited population of Punic citizens could not alone generate the numbers of troops required for military service. Historians have estimated that there were perhaps only 300,000 men of Phoenician descent (including slaves) in Carthage and its vicinity, another 100,000 in the Punic cities of North Africa, and another 100,000 in her overseas colonies: half a million all told. Carthage used the resources available to her, and these usually included plenty of people willing to fight against her foes.

THE GENERALS

Ancient writers often confuse us with their labelling of the members of the ruling class of Carthage who provided her most renowned commanders. Sometimes they are called kings (Greek *basileis*, Latin *reges*), or may be referred to as *imperator*, *dictator*, or *dux*. But the Carthaginians really had none of these positions. Despite Hanno the Great's attempt to create a dynasty, there was seldom any real dynastic succession. In the powerful and influential families that made up the ruling class, it was not uncommon for talent to rise in successive generations, but that was through good luck and the natural passing on of experience, more often than intent.

The government of Carthage was aristocratic and oligarchic. It relied on an assembly of all adult citizens (similar to the Roman Plebian Assembly); a several hundred strong middle house, the Council of Elders; and a tribunal of One Hundred and Four (similar to the Roman Senate). The senior tribunal was the main lawmaking body. Resolutions were passed to the Council of Elders for approval or rejection. Differences of opinion between the upper houses were resolved by the public assembly.

The chief magistrates exercising executive power were the *suffetes* (pronounced 'shophets'). They had limited powers and served short terms of one or two years. A few of the leading families that provided the 'senators' and suffetes typically also provided the military commanders, who could serve for longer terms. But Carthaginian citizens, being merchants, generally did not trust their commanders to perform any role in the political system. An attempt of the Magonid family to establish a dynasty was firmly suppressed. Later, fears of the Barcid family shadowed Hannibal and his relatives during the Punic Wars.

As has been suggested before, failure was not tolerated. A defeated Carthaginian general could look forward at best to shame and embarrassment. Often, unsuccessful commanders were crucified. It's no surprise that some took their own lives rather than returning home after a catastrophe. Commanding a Carthaginian army was neither particularly honourable nor respected, but was definitely a risky profession.

PUNIC CITIZENS

As mentioned earlier, the merchants and traders of Carthage realised early on that their manpower would not permit them to provide the bulk of her armies. Also, successful traders or artisans tended to invest their profits in landholdings in the large stretches of arable North Africa. Either tenants of these estates or hired mercenaries could do the job.

Even so, on a number of occasions, especially during emergencies, Carthaginian citizens took the field, even overseas. Prior to the Punic Wars, the citizen infantry probably appeared much like Greek hoplites, with full body armour including bronze cuirass, helmet, greaves, and large round shield. The spear would have been shorter than the hoplite counterpart, only a little longer than the wielder was tall, but these formations are still described as 'phalanxes' by ancient authors, so we may assume that they fought in close formation and relied primarily on the spear, with a sword as secondary weapon.

Larger numbers of citizens turned out in later emergencies, perhaps as many as 8,000. Descriptions indicate that these later citizen volunteers were not as heavily armoured as their predecessors. They apparently wore no body armour, but only a helmet, and carried an oval shield similar in shape to the Hellenistic *thureos*, with the same short spear as before and a sword. It is likely though, that the change in equipment indicates a change in fighting style, to something representing that of the Hellenistic *thureophoroi*.

The wealthier families of the city could also be relied upon when needed to provide heavy armoured cavalry, probably never more than 2,000. These were armoured nearly as well as the early citizen infantry, but without greaves. On one occasion, they also are referred to as the Sacred Band.



LIBYAN SOLDIERS: THE 'AFRICANS'

The largest single component of a Punic army usually comprised trained (to some degree) soldiers recruited or impressed from subject Libyans. These are sometimes referred to as 'Africans' (by Livy), and by other authors as Liby-Phoenicians, indicating their often mixed heritage. In some cases, these can be considered conscripts, subject to service from among the tenants of the large African estates. Others were perhaps technically mercenary, fighting for pay.

In Carthage's early campaigns, these provided infantry, but their reputation was so poor that the city preferred to supplement or replace them with Greek mercenary hoplites whenever possible. Certainly by the time of the Second Punic War, these had been trained by mercenary commanders to be nearly the equivalent of any heavy infantry in the world.

African infantry was usually equipped in hoplite style, with *linothorax* (linen cuirass), helmet, greaves, and large round shield. They bore the same short spear as the citizen infantry, and fought effectively in a phalanx-like formation. We can assume that hastily raised infantry might not be particularly well-equipped, although Carthage's state armouries provided huge amounts of materiel.

Liby-Phoenicians also provided some cavalry, equipped much like the more rare citizen cavalry. These only appear seldom, also like the citizen horse.

MERCENARIES

Despite the manpower provided by her Libyan subjects, Carthage could never have fielded the necessary numbers, and especially could have never had the level of military prowess without large numbers of foreign mercenaries. From the earliest campaigns, Carthage was prone to employ tribesmen from around the western Mediterranean: Spanish, Sardinians, Sikels, Ligurians and Celts.

Long before the Punic Wars, Carthage became very impressed with Greek mercenaries. Many of these would have been provided by her sometime allied Sicilian cities, others were hired from Italy and other recruiting grounds. In addition to hoplites, who were often lighter equipped than their eastern counterparts, Greeks provided some cavalry, and probably numbers of peltasts and thureophoroi as light infantry.

During the Punic Wars, Carthaginian armies could recruit large numbers, even entire tribes, of Spanish warriors in the struggle against Rome. Sometimes these were fickle and unreliable, but the core of Spanish troops that stayed in service over longer periods of time proved their worth. Usually, these were the close-formation troops called *scutarii* from their shield that was similar in shape to the Roman *scutum*. But small numbers of the skirmishing *caetrati* (named after their small round shield) and cavalry, both heavy (rare) and light, could also be employed.

The specialist slingers recruited from the Balearic Isles were never very numerous: probably no more than 1,000 typically in a field army. Although these have a great reputation among wargamers, their supposed effectiveness may be simply due to the fact that long range missile troops were rare in the western Mediterranean. Carthage employed a few Sardinian and Moorish archers at times, but there was never the reliance on missile exchanges that are more typical of Hellenistic warfare in the east. This may cause a player to feel at a disadvantage against an out-of-period opponent, but that's just the way it was.

NUMIDIANS

Another important component of a typical Carthaginian army, especially in Africa, was the skilled light cavalry and infantry skirmishers provided by the Numidian tribes. Ethnically related to modern Berbers, these provided large numbers of cavalry naturally adept at skirmishing, feigned retreats, and ambushes. Small numbers of light infantry skirmishing with javelins could also be recruited. Although the Numidian kings on occasion fielded formed infantry trained by both Carthage and Rome, such troops were never recruited into a Punic army.

Moorish tribesmen are sometimes distinguished from the Numidians, although they were culturally similar, and only barely geographically discrete. These could provide light cavalry, light infantry and, on rare occasions, archers, as mentioned above.

ITALIANS

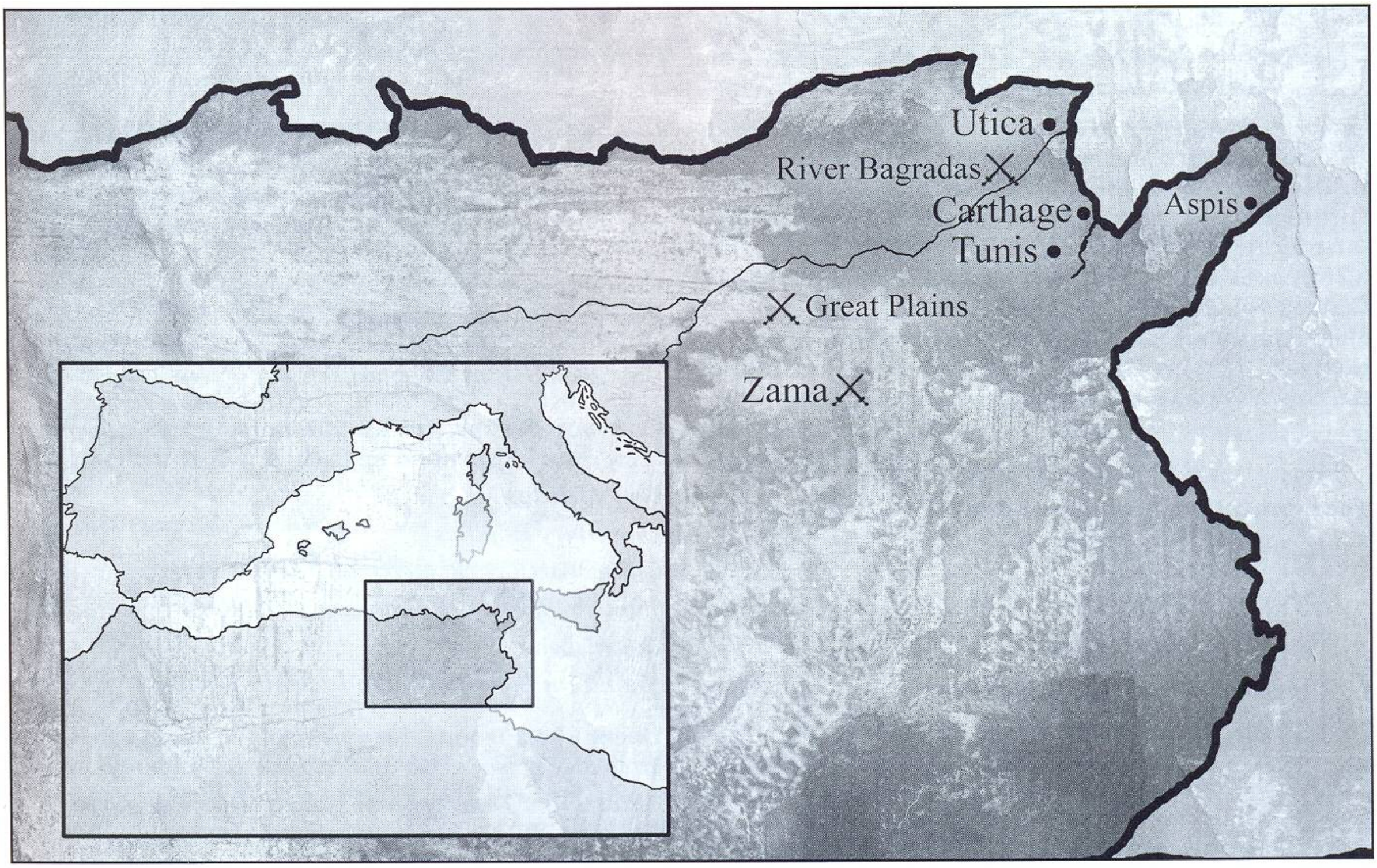
Mercenaries from Italy appeared quite often in Punic armies in Sicily. These were typically Campanians, or even Etruscans, and so could have appeared as hoplites. In Hannibal's invasion of Italy during the Second Punic War, more Campanians, as well as large numbers of Samnites, Lucanians, and Brutii joined him. The Bruttians even followed Hannibal back to Africa and fought at the Battle of Zama.

CELTS

Gallic mercenaries were available from Carthage's earliest campaigns. Larger numbers of Gallic tribesmen were more important in the later wars, joining Hannibal and his kin and providing a significant component of their armies.

VETERANS

By the time Hannibal had taken his army over the Alps into Italy and campaigned for some time, the larger number of troops of all nationalities which he had brought with him had dwindled to a hard tough core. There is some reason to believe that no matter their origin, these had learned to adapt their fighting style by facing the Romans, and may have changed their native doctrine (phalanx for the Africans, warband for the Celts, and so on) to something quite similar to the Roman method of fencing with the sword after throwing the spear. If this is the case, the army list for the appropriate



period provides such an option. Alternatively, 'tough' veteran Gauls, Brutii, and Spanish are available to continue the fight using their native styles. One generally discredited theory is that later Punic troops adopted the Macedonian pike phalanx. There is no good evidence for this. But the idea has become so ingrained in wargaming lore that an optional rule to accommodate it is available.

ELEPHANTS

You were wondering when we'd get to these. These seem so characteristic of a Punic army, thanks to the popular image of Hannibal crossing the Alps with them. What most people don't know is that only one beast survived to accompany Hannibal into Italy.

Pachyderms are relative late-comers to a Carthaginian army. Carthage first encountered them just prior to the Punic Wars, when facing Pyrrhus of Epirus in Sicily, but the impression made was such that she quickly acted to get elephants of her own. The majority of elephants acquired were the small north African forest elephant, hunted by the Numidians. These could be relatively easily acquired from Carthage's Numidian allies. From the experience of the Ptolemaic successors in Egypt, these would have been at a disadvantage if they had ever faced an opponent with Indian elephants. We're not even sure if they were large or strong enough to carry a tower in Punic service.

A small number of Indian elephants may have been made available by the Ptolemies. Egypt certainly sent Indian mahouts to provide the nucleus of the Punic elephant training establishment, although most later mahouts were Moors and even black Africans.

SUMMING-UP

A Punic commander usually had to make do with a variety of troop types from different origins. Each nationality would serve under its own, usually mercenary, officers. Some performed poorly and were usually unhappy when not paid. But those that stuck the course during a campaign evolved into tough, disciplined fighters, equal to just about anything the enemy could throw at them. The challenge for the Punic wargames general is to balance the diverse troop types to fit his style of play, and hope his opponent and the dice cooperate. Remember, failure is common, and the penalty is severe!



CARTHAGINIAN ARMY LIST

This army list is designed to help you create a Carthaginian wargames army for Warhammer Ancient Battles. The Carthaginian army was a conglomeration of Carthaginian (also known as Punic) citizens and African infantry levy, supplemented by large numbers of mercenaries from Libya, Spain, Gaul, and other lands. Carthage's competition with Rome for dominance in the Mediterranean resulted in three major conflicts, known as the Punic Wars, which ended in the total destruction of the city of Carthage in 146 BC.

ARMY LIST OPTIONS

The list may be used to create one of five armies:

The First Punic War

The Second Punic War in Spain

The Second Punic War in Italy

The Second Punic War in Africa

The Third Punic War in Africa

'Restricted' Troops: Due to the polyglot nature of the Carthaginian army throughout its history, many of the same troops are available in multiple lists, but did not usually make up the core of the army by themselves. To help reflect this diverse army composition, some troops are noted as restricted in relationship to another listed troop type or types. What this means is that to use the restricted troops in the army, at least one unit of the listed type must be included in the army first. For example, '*Spanish Infantry (R: Trained Africans, Veterans)*' means that to include any Spanish Infantry in the army, the army must first include either a unit of Trained Africans or Veterans. This restriction is in addition to any limitations given in the text of the troop profile.



ARMY COMPOSITIONS

THE FIRST PUNIC WAR

This list covers the limited land action of the First Punic War.

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General.

Common Troops. At least 50% of the points value of the army must be spent on units chosen from the following:

Levy Africans

Mercenary Hoplites

Gallic Warriors (R: Mercenary Hoplites)

Spanish Infantry (R: Mercenary Hoplites)

Skirmishers

Numidian Cavalry (R: Punic Heavy Cavalry)

Uncommon Troops. Up to 33% of the points value of the army may be spent on units chosen from the following:

Peltasts and Thureophoroi (R: Mercenary Hoplites)

Punic Heavy Cavalry

Campanian Cavalry (R: Mercenary Hoplites)

Elephants

Balearic Slingers

Ligurian Infantry

Sardinian Archers

Artillery

THE SECOND PUNIC WAR IN SPAIN

Unsurprisingly, this list covers the Carthaginian army in Spain during the Second Punic War.

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General; this may not be a Mercenary General.

Common Troops. At least 50% of the points value of the army must be spent on units chosen from the following:

Trained Africans

Gallic Warriors

Spanish Infantry

Skirmishers

Numidian Cavalry (R: Trained Africans)

Celtiberian Scutarii (R: Spanish Infantry)

Uncommon Troops. Up to 25% of the points value of the army may be spent on units chosen from the following:

Spanish Cavalry

Gallic Cavalry

Elephants (R: Trained Africans)

Balearic Slingers

Artillery

THE SECOND PUNIC WAR IN ITALY
This list covers Hannibal's expedition to invade Italy during the Second Punic War.

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General; this may not be a Mercenary General.

Common Troops. At least 50% of the points value of the army must be spent on units chosen from the following:

Trained Africans
Veterans
Oscan Infantry
Italian Infantry
Gallic Warriors (R: Trained Africans, Veterans)
Gallic Veterans (R: Trained Africans, Veterans)
Spanish Infantry (R: Trained Africans, Veterans)
Skirmishers
Numidian Cavalry (R: Trained Africans, Veterans, Oscan Infantry, Italian Infantry)

Uncommon Troops. Up to 33% of the points value of the army may be spent on units chosen from the following:

Campanian Cavalry (R: Oscan Infantry, Italian Infantry)
Spanish Cavalry
Gallic Cavalry
Elephants (R: Only one, and only with Trained Africans, Veterans)
Balearic Slingers
Celtiberian Scutarii (R: Trained Africans, Veterans)
Roman Deserters
Ligurian Infantry
Artillery

THE SECOND PUNIC WAR IN AFRICA
This list covers the Punic army's defence of the homeland at the end of the Second Punic War.

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General; this may not be a Mercenary General.

Common Troops. At least 50% of the points value of the army must be spent on units chosen from the following:

Citizens
Trained Africans
Levy Africans (R: Citizens)
Veterans
Oscan Infantry
Bruttian Veterans (R: Veterans)
Skirmishers
Numidian Cavalry (R: Trained Africans, Levy Africans, Veterans)
Punic Heavy Cavalry

Uncommon Troops. Up to 33% of the points value of the army may be spent on units chosen from the following:

Spanish Cavalry (R: Trained Africans, Veterans)
Gallic Cavalry (R: Trained Africans, Veterans)
Elephants
Balearic Slingers
Celtiberian Scutarii (R: Trained Africans, Veterans)
Ligurian Infantry
Moorish Archers
Artillery

THE THIRD PUNIC WAR IN AFRICA
This list covers the Punic army's defence of the homeland during the Third Punic War.

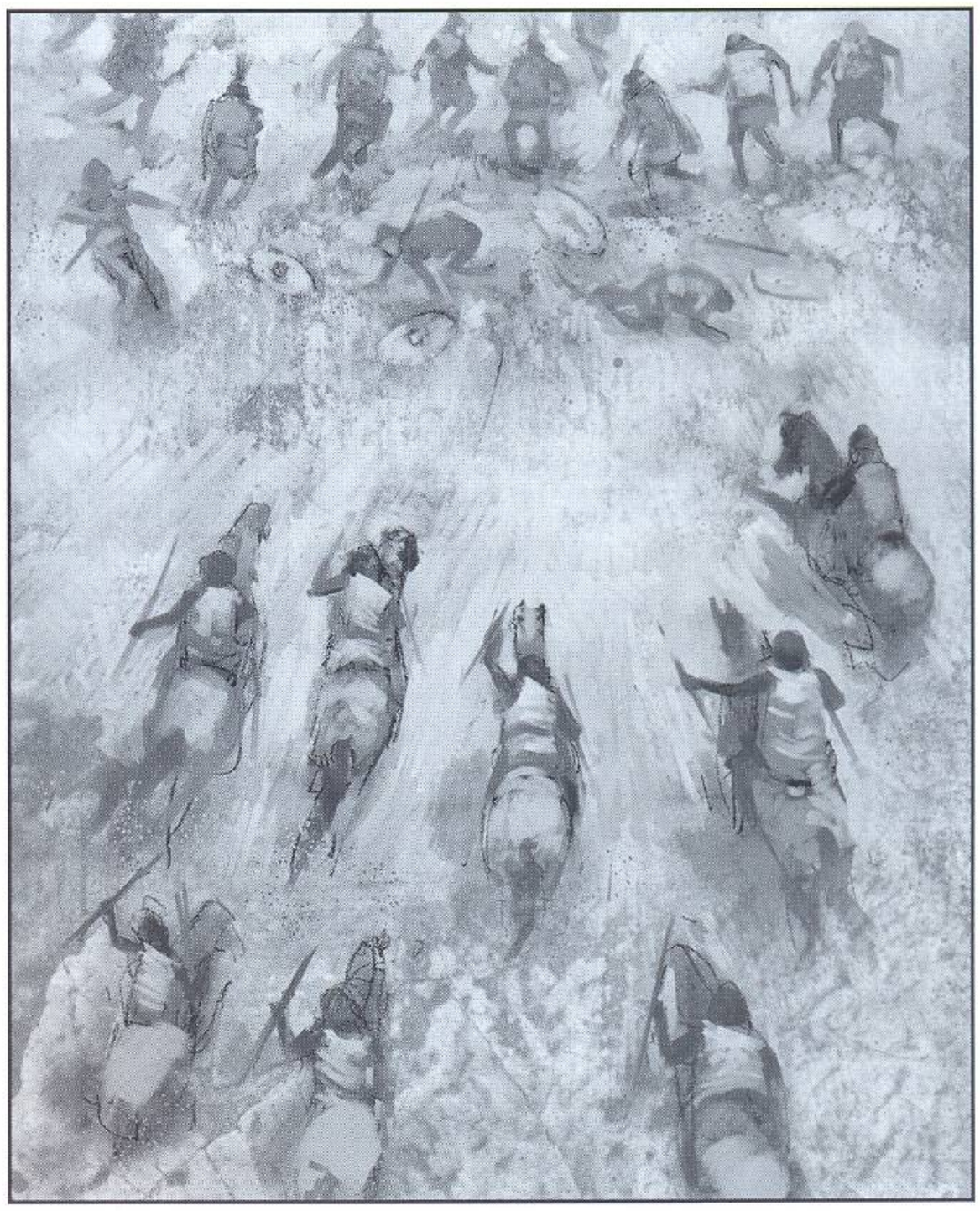
Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General; this may not be a Mercenary General.

Common Troops. At least 75% of the points value of the army must be spent on units chosen from the following:

Citizens
Trained Africans
Levy Africans
Skirmishers
Numidian Cavalry (R: Trained Africans, Levy Africans)

Uncommon Troops. Up to 25% of the points value of the army may be spent on units chosen from the following:

Punic Heavy Cavalry
Artillery



CARTHAGINIAN ARMIES

CHARACTERS

Note that Carthaginian characters' Leadership and Army Battle Standard re-rolls may be used by all troops in this list, including those of mercenary origin.

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army General	4	5	5	4	3	3	6	2	9	140

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts) or (only if on foot) large shield (+3 pts). May ride a horse (free).

Special Rule: Army General.

The army general represents a high ranking citizen of Carthage, possibly even Hannibal himself, chosen to command a field army. Punic generals were often very experienced, remaining in command of an army in a particular theatre for a number of years.

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with a sword. May have light armour (+3 pts) shield (+2 pts) or (only if on foot) large shield (+3 pts). May ride a horse (free).

Special Rule: Army Standard Bearer.

This represents the general's personal standard or a sacred symbol. Punic standards often incorporated religious elements.

SENIOR OFFICERS

You may wish to include extra senior officers to represent subordinate generals.

SUBORDINATE GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	4	4	4	3	2	5	2	8	63

Equipment: Armed with a sword and light armour. May have a shield (+2 pts) or (only if on foot) large shield (+3 pts). May ride a horse (free).

Special Rule: May be Army General if the Army General is not taken (+25 pts).

These would be Punic citizens of the same high social class Carthage's magistrates were drawn from. Often, they were related to the army's commanding general. Or you may choose to include a Greek mercenary general, such as the Spartan Xanthippos.

0-1 MERCENARY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	4	4	3	2	5	2	8	85

Equipment: Armed with a sword. May have light armour (+3 pts), a thrusting spear (+2 pts), and a shield (+2 pts) or large shield (+3 pts). May ride a horse (free); if mounted, the Mercenary General may not have a thrusting spear or large shield.

Special Rules: May be Army General if the Army General is not taken (+25 pts), unless otherwise specified for the period.

INFANTRY

A small proportion of Punic citizen infantry was present in a few battles, but the core of a Punic army's infantry force was levied from the tenants of the huge agricultural estates which surrounded the city of Carthage on the north African coast. Most of these peasant farmers were of Libyan origin. These were supplemented by large numbers of mercenaries raised from a wide variety of sources.

CITIZEN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Citizen	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with sword, throwing spear, shield.

Special Rule: Light Infantry.

Early in our period, the small citizen complements, including one designated the Sacred Band, would have been heavily armoured with metal cuirass and greaves, and a large dished bronze-faced shield similar to a Greek hoplon. The thrusting spear carried by the heavy infantry was much shorter than a Greek hoplite's spear, only about six feet long, but was used for thrusting, not throwing. Before the Punic Wars began, the heavy armour fell out of use. Some citizens may have continued to serve as heavy infantry, and would probably have appeared much as the African infantry. If you choose to represent these, use the Trained African profile below.

On other occasions, citizens are documented as appearing unarmoured, replacing the large round shield with a lighter, smaller round shield or a long oval shield similar to the Greek thureos. The thrusting spear was replaced with a lighter version used for throwing as well as fencing. Citizens occasionally appeared in Sicily, where they defended Punic colony cities. Otherwise, they were usually only fielded in the immediate defence of Carthage itself. Citizen battlefield performance was not particularly noteworthy; even the Sacred Band was cut down to a man.

AFRICAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy African	4	2	2	3	3	1	2	1	5	6
Trained African	4	3	3	3	3	1	3	1	7	10

Equipment: Armed with a sword, thrusting spear, light armour, and large shield.

Special Rules: Levy Africans are Levy. Trained Africans fought in a fairly close formation which may have been similar to a phalanx for wargaming purposes. As a result, when they charge, they can fight in two ranks with their thrusting spears (to the front only).

The bulk of the Punic heavy infantry came from the peasant levies, mostly of Libyan origin. These were equipped with linen armour and the large shield and short thrusting spear of the early citizen infantry. In Carthage's early wars, these were insufficiently trained and performed poorly. Later, they were supplemented by mercenaries of various origin, and their training and performance improved. They may also represent hastily raised and poorly trained levies in later wars.

VETERAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Veteran	4	4	4	3	3	1	4	1	8	17

Equipment: Armed with a sword, thrusting spear, light armour, and large shield. May replace thrusting spear with throwing spear (-2 pts).

Special Rules: Stubborn. May be Drilled (+2 pts). Veteran Infantry fought in a fairly close formation which may have been similar to a phalanx for wargaming purposes. As a result, when they charge, they can fight in two ranks with their thrusting spears (to the front only).

In the later stages of the Second Punic War, Hannibal's core infantry performed superbly. They were veterans of extended campaigning and many battles, and their reduced numbers meant that only the toughest and most determined survivors remained. They were probably of mixed African and mercenary origin, and their appearance differed markedly from normal African infantry. After operating at the end of extended supply lines for many years, they would have replaced their worn-out armour and equipment with captured items: Gallic mail shirts, Roman scutum shields, and a variety of helmets. Some authors have proposed that along with the adoption of Roman equipment, Punic veterans also adopted aspects of the Roman fighting style, based on throwing missiles before contact and entering close combat with sword in hand. This theory is accommodated by the option to use throwing spears rather than thrusting spears.

MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary Hoplite	4	3	3	3	3	1	3	1	7	10

Equipment: Armed with a sword, thrusting spear and large shield. May have light armour (+1 pt).

Special Rule: Phalanx.

At various times, Carthage employed large numbers of Greek mercenary hoplites. In her early wars, Punic commanders often preferred to hire Greeks rather than raise their African infantry.

PELTASTS & THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	5	2	3	3	3	1	3	1	5	5
Thureophoros	5	3	3	3	3	1	3	1	7	7

Equipment: Peltasts are armed with a sword, javelins, and buckler. They may replace the buckler with a shield (+1 pt). Thureophoroi are armed with a sword, javelins, and shield. They may have thrusting spears (+1 pt).

Special Rule: Light Infantry.

These were lighter troops who commonly accompanied mercenary hoplites in Punic service.

OSCAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oscan Hoplite	4	3	3	3	3	1	3	1	7	10

Equipment: Armed with a sword, thrusting spear and large shield. May have light armour (+1 pt).

Special Rules: Phalanx. May have one unit per Oscan Warrior unit.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oscan Warrior	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with sword, throwing spear and shield. May have light armour (+1 pt), large shield (+2 pts).

Special Rule: Light Infantry.

Carthage employed Oscan mercenaries throughout the Punic Wars. For large contingents of Oscan allies, see Campanian, Bruttian, Lucanian in the Allies section that follows. Oscan mercenaries comprised two types: hoplite-armed citizens of the former Greek cities, and tribal Oscan light infantry warriors.

ITALIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Italian Spearman	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with sword, throwing spear and shield. May have light armour (+1 pt).

Special Rule: Light Infantry.

Hannibal employed mercenaries from other Italian tribes in his campaigns in Italy and Africa during the Second Punic War. For large contingents of Samnite allies, see Samnite in the Allies section that follows.

BRUTTIAN VETERANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bruttian Veteran	5	4	4	3	3	1	4	1	8	14

Equipment: Armed with sword, throwing spear, light armour and shield.

Special Rule: Light Infantry.

Hannibal also employed veteran Bruttian mercenaries during his campaign in Africa during the Second Punic War.

GALLIC INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gallic Warrior	5	3	3	3	3	1	3	1	5	6
Gallic Veteran	4	4	3	3	3	1	4	1	5	10

Equipment: Armed with mixed weapons and shield. Gallic Veterans have light armour.

Special Rules: Warband. Stealth.

Carthaginian commanders employed small numbers of Gallic warriors as mercenaries throughout the period. For the larger numbers of Gauls who joined Hannibal during his Italian campaign, see Gallic in the Allies section that follows.

SPANISH INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scutarius	5	3	3	3	3	1	3	1	7	9

Equipment: Armed with sword, throwing spear, and shield. May replace throwing spear with heavy throwing spear (+2 pts). May have javelins (+1 pt). May have light armour (+1 pt).

Special Rule: Stealth.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Caetratus	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with sword, javelins, and buckler.

Special Rules: Skirmishers. May have one unit per unit of Scutarii.

The Carthaginians employed small numbers of Spanish mercenaries throughout the Punic Wars. For the larger forces of Spanish allies that fought with Carthage in some campaigns, see the Allies section that follows.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with knife, javelins, and buckler.

Special Rules: Skirmishers. There must be at least one unit of these skirmishers in the army for every other skirmisher unit in the army.

Punic commanders employed large numbers of javelin-armed skirmishers from Ligurian, Libyan, Numidian, and Moorish tribes.

CAVALRY & ELEPHANTS

PUNIC HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Punic Cavalry	8	3	3	3	3	1	3	1	7	21

Equipment: Armed with a sword, throwing spear, light armour, and shield.

Punic heavy cavalry was provided by Punic citizens and those of mixed Phoenician and Libyan heritage.

CAMPANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	4	3	3	3	1	4	1	7	20

Equipment: Armed with a sword and javelins. May have light armour (+2 pts), shield (+1 pt). May replace javelins with thrusting spear (free).

Special Rules: Light Cavalry. May not outnumber any other unit of cavalry in the army.

Small numbers of mercenary Campanian cavalry accompanied Punic armies during the First and Second Punic Wars.

NUMIDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Numidian	8	3	4	3	3	1	4	1	7	21

Equipment: Armed with knife, javelins, and buckler. May replace buckler with shield (+1 pt).

Special Rules: Light Cavalry, Feigned Flight, Parthian Shot.

The Carthaginians employed only small numbers of Numidian cavalry during their early wars, but more were provided by friendly kings as time passed. For the large forces of Numidian allies commanded by their own kings and princes, see the Allies section that follows.

SPANISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Cavalry	8	4	4	3	3	1	3	1	7	23
Light Cavalry	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with sword, throwing spear, and shield (Heavy Cavalry) or buckler (Light Cavalry). May have javelins (+1 pt). Heavy Cavalry may replace throwing spear with thrusting spear (free) and may have light armour (+2 pts).

Special Rules: Light Cavalry are Light Cavalry. Neither troop type may outnumber any other unit of cavalry in the army.

Carthage employed small numbers of Spanish cavalry during the Second and Third Punic Wars.

GALLIC CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	4	3	3	1	4	1	6	19

Equipment: Armed with mixed weapons and shield. May have light armour (+2 pts).

Special Rules: Warband. May not outnumber any other unit of cavalry in the army.

Punic commanders employed small numbers of Gallic cavalry throughout the Punic Wars.

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
African Elephant	6	4	0	6	5	5	3	4	4	120
Mahout	4	2	2	3	3	1	3	1	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: The Elephant has an unarmed mahout and two crew armed with sword and javelins. May be equipped with a fighting tower for the crew (5+ save) (+15 pts). Shields may be attached to the outside of the tower (+4 pts) – these provide an additional +1 save for the crew. A third identically-armed crewman may be added (+8 pts).

Special Rules: Elephant – May Stampede; causes *fear* in infantry and *terror* in cavalry. African elephants *fear* all elephants of Indian origin; this takes precedence over the normal elephant immunity to psychology.

UNTRAINED ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
African Elephant	6	4	0	6	5	5	3	4	4	90
Mahout	4	2	2	3	3	1	3	1	5	-

Equipment: The Elephant has an unarmed mahout.

Special Rules: Elephant – May Stampede; causes *fear* in infantry and *terror* in cavalry. African elephants *fear* all elephants of Indian origin; this takes precedence over the normal elephant immunity to psychology.

The Carthaginians employed small African forest elephants, supplied by the Numidians, throughout the Punic Wars. It is debatable whether they were all provided with fighting crews or properly trained. It is possible that the elephant itself was the weapon.

The eagle-eyed reader will note that in a number of instances, there are differences in equipment and special rules allowed to foreign troops in Punic or Roman service, and those allowed to the same troops in their native armies. This is quite intentional. There are historical examples, for instance, of Spanish tribesmen using feigned flight when defending their homeland, but none when they stood in the Punic battle array. Likewise, armour may have been more available to 'tribal' warriors when serving as mercenaries.

SPECIALIST UNITS

The following listings comprise a variety of specialist troops that accompanied Punic armies in very limited numbers in specific periods and campaigns. The campaigns and theatres in which each type historically appeared is indicated. Restrictions such as 'May not be the largest unit of infantry skirmishers in the army' are intentionally designed to discourage excessive use of these troops.

BALEARIC SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Balearic	5	3	4	3	3	1	3	1	7	10

Equipment: Armed with sword and sling. May have buckler (+1 pt).

Special Rules: Warband, Skirmishers. May not be the largest unit of infantry skirmishers in the army.

Punic commanders employed small numbers of slingers from the Balearic Islands throughout the period. Balearic slingers serving with the Roman army during the Later Republic were noted for their tendency to get stuck into close combat.

CELTIBERIAN SCUTARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Celtiberian	5	3	3	3	3	1	3	1	5	7

Equipment: Armed with sword, throwing spear and shield. May replace throwing spear with heavy throwing spear (+2 pts). May have light armour (+1 pt).

Special Rules: Warband. Stealth.

Small numbers of Celtiberians were recruited into Punic armies during the Second Punic War.

ROMAN DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Deserter	4	3	3	3	3	1	3	1	7	9

Equipment: Armed with a sword and large shield. May have a thrusting spear (+2 pts) or pilum (+3 pts), light armour (+2 pts).

Special Rule: Hate Romans. Apply Hatred rules 2 and 3 (see page 52 of the WAB rulebook) when fighting against Republican Roman armies.

A number of deserters from the Roman army, including disaffected Italian allies, rallied to Hannibal during the Second Punic War.

LIGURIAN SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	5	2	3	3	3	1	3	1	6	5

Equipment: Armed with sling.

Special Rules: Skirmishers. May not be the largest unit of infantry skirmishers in the army.

LIGURIAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	6	7

Equipment: Armed with mixed weapons and shield. May have light armour (+2 pts).

Special Rules: Warband. Light Infantry. Stealth.

Punic commanders used a variety of mercenary troops from Liguria during the period. Javelin-armed, and a very few sling-armed skirmishers were used in early wars and in the Third Punic War: These can be represented by Skirmishers from the Infantry section and by the Slingers. Some Ligurian warriors accompanied Hannibal during his Italian campaign; these are represented by the Warriors.

SARDINIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sardinian	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with bow.

Special Rules: Skirmishers. May not be the largest unit of infantry skirmishers in the army.

A very few mercenary archers recruited from Sardinia served in the First Punic War.

MOORISH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Moor	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with bow.

Special Rules: Skirmishers. May not be the largest unit of infantry skirmishers in the army.

A very few mercenary Moorish archers served with Hannibal during his campaign in Africa during the Second Punic War.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Bolt Ballista	-	-	-	-	6	2	-	-	-	42
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Two crew armed with swords. May add a third crewman (+6 pts). Crew may have light armour (+2 pts per crewman), large shields (+2 pts per crewman).

Special Rules: As per WAB rulebook. Bolt Thrower: Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit. There may only be one Ballista for every unit of Punic Citizens or African Infantry in the army.

ALLIES

The scope of the typical friendly or competitive WAB game at 1,500 points to 3,000 points does not really allow a Carthaginian player to include the large numbers of troops sometimes provided by an ally for an actual historical battle. Although the list options provided portray an appropriate picture of the large mercenary component in Punic field armies, it really doesn't offer the opportunity to represent, as an example, the King of Numidia showing up with his entire kingdom's levy in tow. The best way to represent this, as well as some of the other large coalitions in Punic history, is to field multiple 'armies' per side in a multi-player game.

In large multi-player games, you may wish to field a Carthaginian army in conjunction with one or more of its historical allies, which include those listed below. Allies do not gain the benefit of the leadership effects of the Army General, Army Standard Bearer, or any other characters from the Carthaginian list, and should be provided with leaders from their own lists.

Gallic: Larger numbers of Gauls than usually were recruited for Punic armies served with Hannibal during his campaign in Italy during the Second Punic War. Use the Gallic army list in this book. Do not use Chariots. Should only be used with Campanians and Samnites.

Sicilian Greek: Use the Italian and Sicilian Greek list in the forthcoming supplement on the rise of Rome and Carthage to represent those Greek colonies in Sicily allied with Carthage during the First Punic War. Should only be used with Syracusans.

Syracusan: Use the Syracusan list in the forthcoming supplement on the rise of Rome and Carthage to represent Syracusan forces allied with Carthage during the First and Second Punic Wars. Should only be used with Sicilian Greeks.

Campanian, Bruttian, and Lucanian: Use the Campanian list in the forthcoming supplement on the rise of Rome and Carthage to represent various Oscan peoples allied with Carthage during the Second Punic War. Should only be used with Gauls and Samnites.

Samnite: Use the Samnite list in the forthcoming supplement on the rise of Rome and Carthage to represent Samnite allies during the Second Punic War. Should only be used with Campanians and Samnites.

Spanish: Use the Spanish list in this book. Large numbers of Spanish tribesmen allied with, or served as mercenaries with, Carthage in Spain and in Africa during the Second Punic War. Should only be used with Numidians.

Numidian: Use the Numidian list in this book to represent Numidian kingdoms allied with Carthage throughout the period. Should only be used with Spanish forces.

OPTIONAL RULES

These rules require your opponent's permission to use. They are intended to add flavour to friendly games when both (or all) players are comfortable using them, especially in historical campaigns. They are not intended for tournament play.

PIKES

Not long ago, a number of military historians and wargamers believed that Carthaginian heavy infantry may have been equipped and trained as pikemen at various times during the Punic Wars. One idea was that the Greek mercenary general Xanthippos introduced the pike and Macedonian drill during the First Punic War. This is unlikely, as Xanthippos's native city, Sparta, had not yet adopted the Macedonian system, and still used traditional hoplites. Another proposal for Punic pikemen was based on a mistranslation of an ancient author's term for a light spear as a 'pike'. To further muddy the waters, a different ancient author claimed that the Macedonian king, Philip V, sent troops to support the Carthaginians at the Battle of Zama at the end of the Second Punic War. Modern historians dismiss this as fiction and Roman propaganda.

There is no reliable evidence to support the use of pikes in a Carthaginian army. Nevertheless, the idea seems to have caught the imagination of wargamers, figure designers, and some other army list writers. So if you already have pike-armed Carthaginians, and you can persuade your opponent to agree, you may replace your Punic citizens' and African spearmen's thrusting spears and large shields with pikes and shields at no cost. Let them use the Phalanx special rule. But don't say you were told to do this!

ELEPHANTS

The following optional special rule for un-crewed elephants (it is identical to the rule in *Alexander the Great*) may be used:

Un-Crewed Elephants: Without crewmen to defend their mount and distract the enemy, war elephants are very vulnerable. If an elephant has no crew or only the mahout remains, then all enemy attacks in close combat hit automatically. Roll to wound and save as normal.

MERCENARIES

A special rule accompanied the Carthaginian army list in *Armies of Antiquity*. Although mercenary revolts are documented during Carthaginian times, allies and mercenaries were reliable on the battle field, so this rule does not really represent historical reality. However, for those used to it, it may provide a bit of entertaining uncertainty. Play it for fun with your opponent's permission.

This rule applies the first time a Carthaginian player wishes to move, charge or shoot with a mercenary unit (ie, any other than Punic Citizens, African Infantry, Punic Cavalry, Elephants, or Artillery). Roll a D6.

On a roll of 1, all mercenary units must remain stationary that turn and may not shoot, but may defend themselves if attacked in close combat, including shooting against a charging unit. The roll is then repeated each subsequent turn, when the Carthaginian player wishes to attempt to activate a mercenary unit.

On a 2-6, the mercenary units may act as the player wishes, and no further rolls are required during the game.

In a large multi-player game, it is unlikely that an allied player will be willing to risk sitting idly for a significant portion of the game, so this rule is not recommended for application to allies as well. An allied player who wishes to turn sides, or fail to support his Carthaginian ally, should do so in the context of a campaign, and not on the wargames table!

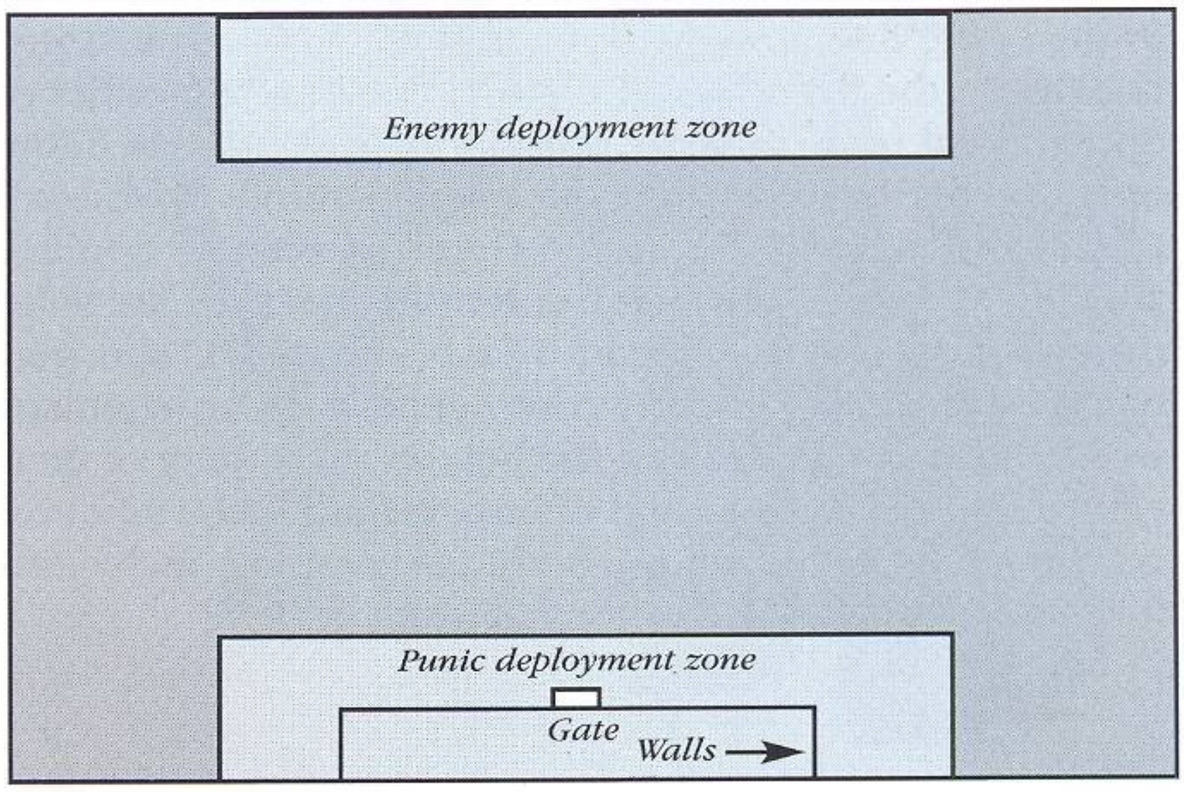
FORTIFIED CAMP

Many battles of this period took place in the vicinity of one or both opponents' fortified camps. An all-out assault on a Punic force which has retired to its camp should use the Last Stand scenario from the *Warhammer Ancient Battles* rule book. However, a number of the other scenarios (eg, Pitched Battle, Surprise Attack, Flank Attack, or Breakthrough) could also take place with a portion of a camp on the table.

If using this rule, the Carthaginian player calculates the total distance of the three on-table sides of his deployment zone. He may array half this distance in linear field fortifications (count as Walls/Hedges from the Scenery Generator Table), with a single Fortress Gate, from the Buildings & Fortifications section, wide enough for a column of infantry two models wide to pass through, as in the following diagram. The short sides must each be half the depth of the deployment zone, must have one end at the table edge, and must join the long side at a right angle. The gate must be placed at the middle of the long edge.

The camp's fortifications are placed at the beginning of scenery placement, once the table edges have been assigned, but before any other scenery is placed. Neither player may place any other terrain selection either underneath the field fortifications or gate (they can't be built on difficult ground!), within the area of the camp bounded by the field fortifications, or within 8" from the outside of the fortifications (you wouldn't select a site without clear fields of fire, would you).

The Punic player pays no points for the fortifications. Carthaginian units inside the camp count towards claiming or denying the occupation of the appropriate quarter of the table. The opponent gains 200 Victory points for every one of his units inside the camp at the end of the game.



BUILDING A PUNIC ARMY

Because of its reliance on a wide variety of mercenaries, a Carthaginian wargames army is one of the most flexible you could pick from the ancient world. Complicating the picture are the changes that occurred in the Punic army over the period of the Punic Wars, as well as the differences between the different theatres of war.

This means there are lots of options. The army list will help reduce some of those, based on the general choices you make for historical period and theatre, but you may still find that the choices seem a bit overwhelming. So let's start logically, and narrow the field a bit to start.

CHOOSING A PERIOD

This may be the easy part! If you have an overwhelming urge to see if you can do better than Hannibal did, then you may wish to start out with his army from the invasion of Italy. Once you have an idea what period interests you most, keep that in the back of your mind, and begin to think about what are the most typical troops of that era.

THE CORE OF THE ARMY

You will want to select a good solid 'heavy' infantry core for your Punic army. Despite the wide array of specialist skirmishers, cavalry, and ELEPHANTS!!! that are probably already calling to you, it's important to keep in mind that in practically every battle, it was good, steady infantry that was the main strength of any Carthaginian force.

A unit of trained Africans is fairly universal for all choices of period and theatre. If you want to experiment with using poorly trained levy troops in the early period, or as emergency levies in the later defence of Carthage, then you can simply declare them to be so. Likewise, if you want to portray Hannibal's army in Italy, but haven't acquired any veteran figures yet, just tell your opponent your Africans are veterans for a particular battle.

You can probably get by with one core heavy infantry unit in a 2,000 point army, and it may be wise to consider starting with only one; you can always add more, especially as your army grows. But because there are so many tempting troop choices in the army, you will want to leave plenty of points for all the others!

Now it's time to think about other troops that can stand in the battle line along with your core of African infantry. Looking at the list, you will see that there are a number of options, but now these are a bit more limited, depending on what period you chose to keep in mind. If you are thinking of an early army, then Greek mercenary hoplites are a good choice; they were common, and they are solid troops. If you have in mind a later campaign, you may consider picking one of the contingents the Carthaginians were prone to recruit from the 'wilder' periphery of their empire: perhaps a warband of impetuous Gauls, or a unit or two of Spanish scutarii. Both are common inclusions for almost any theatre.

Notice that depending on your chosen period, the 'Restricted' troop prerequisites may affect the options open to you. One choice at this stage would be to go for that Gallic warband, partly because they are colourful to paint, but also because they are subject to Warband psychology, with its benefits and liabilities. This is suitable for a general who doesn't mind not being in total control of his troops!

ARE YOU TOUGH ENOUGH?

There's a strong temptation at this point to go for the 'harder' troops. As you've been scanning through the army list, you will have noticed that instead of taking trained Africans, you could have opted for a unit of Hannibal's veterans instead. And instead of an ordinary Gallic warband, you could take that one unit as Gallic veterans, and get them with light armour.

Whether you give in and 'upgrade' these troops depends on your style of play. If you're a player who is happy with a smaller number of tough, elite troops, then you may be more inclined to go this way. On the other hand, if you are comfortable with larger masses of ordinary troops, relying on quantity rather than quality, then you can resist the urge. In any case, your decision ought to take into consideration that the more points you spend here, the less points you have to spend elsewhere.

OUT IN FRONT

You will almost certainly want some skirmishing troops out in front of the battle line to protect it and allow it a little bit of manoeuvre before it crashes into your opponent's main force. Once again, a Carthaginian player is spoilt for choice in light troops and skirmishers. It's important to keep in mind, however, that the army list reflects some degree of history. Warfare in the western Mediterranean in this era was not characterised by lots of long range missile troops, such as slingers and archers. These were specialists, and the army list treats them as such. This can come as a shock to players who are used to relying on a preliminary hail of missiles to wear down the enemy.

As a result, your first choice of a skirmishing unit is probably going to be one of plain old javelinmen, whether they be Libyans, Numidians, or whatever you choose. You must have one unit of these ordinary skirmishers for every other unit of skirmishers in the army. This intentionally restricts your ability to load up on hordes of Balearic slingers! Please also note the unit size limitations on the specialist skirmishers, such as the Balearics; a unit of them cannot outnumber any other skirmishing unit in the army. Again this is intentional, so that a player does not take one unit of five Libyan javelin-armed skirmishers, and then a unit of 30 Balearic slingers, hoping to use them to mow down entire enemy units! At least half of your 'pure' skirmishers are going to have to be ordinary javelin-armed troops.

A NOTE ON ARMY LIST RESTRICTIONS

Limitations such as the skirmishing troop restrictions mentioned above are likely to make some of you unhappy, if you have gotten into the habit of stretching Warhammer Ancient Battles army lists to make the most powerful combinations of troops. You may cry, "But I want to build a scouting force or advance guard, which would be particularly strong in good skirmishers!"

Yes, the Warhammer Ancient Battles system is flexible in scale, and theoretically can accommodate anything from skirmishes up to the largest battles of the period. But these lists were written with an eye to ensuring they encouraged you to build appropriate full-sized armies. If you wish to play a skirmish scenario, and want to ignore the army list restrictions, then of course you should do so!

But you don't need to feel that your army is inferior or ill-equipped if your opponent brings a strong skirmishing or missile component to the table. You have an extensive choice of light infantry that can either help protect the flanks of the army, or go forward to run off pesky enemy missile troops and effective skirmishers. Depending on the theatre you've chosen and your own preferences, you could pick mercenary peltasts or thureophoroi, Italian infantry, Oscan or Bruttian warriors. These are subject to army list restrictions too, of course. And then there are the specialist skirmishers, which you can recruit, keeping in mind the prerequisites for purchasing them, and also keeping an eye on the points spent so far.

ARMY COMMAND

Speaking of points expended so far, by this time, you're far enough along in the army building process that it's time to think about what command you need to choose for the size of army you're building before you run out of points! You're required to take one character as the Army General, but for a 2,000 point army, you should be sure to take an army battle standard as well. Whether you take other senior officers depends again on your style of play, as well as the troops you have selected. If you think you may need a little extra Leadership in some spots, the Subordinate and Mercenary generals may be worth the points.

SHOCK & AWE

You've been very patient, and thanks for staying with the discussion. No doubt what you've really wanted to put in the army, straight from the beginning, are ELEPHANTS!!!

The Punic list is different from many other lists in that for most periods there aren't severe restraints on the number of elephants used, ie, if you can afford them, you can have them. Certainly, a couple are needed in most Carthaginian armies to give the proper flavour, but you may want more. Just keep in mind that they are Uncommon Troops, so you can't go completely hog-wild. The more elephants you want, the bigger your army is going to need to be!

HORSE SOLDIERS

The rest of the mounted component will reflect what you've already taken in elephants. The more of those line-breaking wonder weapons you have, the less conventional cavalry you may need – or have the points for.

This is particularly true of Punic heavy cavalry. The rest of the cavalry available in the army list were generally in small numbers, compared to the overall strength of the army. So it may be necessary to pick the one type most reflecting the character of the army you wish to model, and let that unit serve as a conflation of several types.

The one exception is the Numidian light cavalry. These were present in most periods and theatres, and even accompanied Hannibal in his crossing of the Alps (although what they had to say about it is not recorded!). One would generally expect to see a unit of these useful troops in practically every Carthaginian wargames army.



EMPLOYING A PUNIC ARMY

Just as with the selection of a Punic army, the way you're likely to want to employ it will depend on the period and theatre you intend to model. The choices you will need to make to develop the army will drive decisions in troop choices that will affect the army's capabilities. So you may want to keep that in mind as well when selecting an army. What this section will try to do here is to offer a general guide to using a 'typical' Carthaginian army.

A SOLID BATTLE LINE

Every Carthaginian player, first and foremost, needs to ensure that he can generate and maintain a stable battle line. Sometimes the line is going to take on a passive role; in others, it will be the main force of the army that advances and grinds through the enemy. In any case, it is important to have enough capable troops that the enemy won't be able to break through your line instead.

Trained Africans are 'adequate' troops for this role. Although they do not get the full benefits of the normal Phalanx rule they can fight in two ranks even when charging. Like most Greek hoplites, they are best used in good sized units of at least 24 figures to maximise rank bonuses and ensure they will be able to keep stuck in during extended combat.

Mercenary hoplites and veterans take this a step further with a greater degree of capability, albeit of quite different types. They can do a better job of taking the fight to the enemy than can Africans or citizens. Switching the veterans from thrusting spear to throwing spear, postulating that they may have adopted a more Roman fighting style, makes them even more offensively-oriented. But also, both hoplites and veterans are tough in defence, and can hold the line effectively.



Untrained levy Africans have the advantage of being cheap, and so can be fielded in larger numbers. They can give the impression of a solid mass, but because of their poor profile and lack of special abilities, they should be expected to be quite brittle, and need to be supported with additional leadership and better troops, such as mercenary hoplites. You might consider only using them in a defensive role.

Other mercenary close combat troops can either help stabilise and extend the battle line or take the fight to the enemy. A Gallic warband is a bit uncontrollable, but can punch a big hole if the enemy is not prepared. Armoured Gallic veterans are a bit slower, but tougher. Likewise, a unit or two of Spanish scutarii, especially if upgraded with heavy throwing spears, can cause quite a few casualties and create an opportunity to exploit. Both types of 'barbarians' (from the Roman perspective, of course) can be included as Hannibal used them successfully as a first line of combat troops in advance of the main battle line.

THOSE SHOCK TROOPS AGAIN

In contrast, the most potentially effective line-breakers are not a 40-figure warband, but single elephant models. In the brief history of Warhammer Ancient Battles, many players have learned to deal with these adversaries just as ancient commanders learned to thousands of years ago. But it will be a rare opponent whose eyes don't get a little bulged when you start placing the big models. He may be one of those rare players who is confident in his own arsenal of anti-elephant or anti-chariot tricks. But more likely, he will do one of two things: he will adjust his tactics to avoid your big fellas, or he will expend excessive combat power against them. Either way, you will have gained an advantage.

There has been a lot written on the use of elephants in Warhammer Ancient Battles, so here are just a couple of suggestions. Going forward ahead of the main battle line they have the potential to create an exploitable hole, but that requires luck. More importantly, they will likely force your opponent to respond to them in a way that alters his own plan, and this in turn will set up other opportunities for you to exploit.

Should you provide elephant escorts? This depends on your opponent's army and what you know of how he is likely to use it. If you think your enemy is likely to concentrate missile fire against your elephants, you might consider screening them with light troops or skirmishers, or just sending the escorts in to attack the shooters directly.

Another tactic for elephants is to place one at the end of the battle line. This will quite often put a kink in any plans the enemy has to turn your line, especially with cavalry.

In any case, these behemoths of the battlefield are not absolutely necessary. After all, Hannibal did quite well without them after all his Alps-crossing elephants had died. But they do make a Carthaginian army characterful, and really now, ask yourself: you really have to have them, don't you!

THE SKIRMISH BATTLE

Contemplating how to approach the initial phase of the battle, as well as deployment, also offers an array of choices. A lot depends again on what you know about your adversary.

If you are fighting your most likely in-period opponent, you will know that the Republican Romans have the capability to field a large number of very high quality skirmishers, the velites. If you try to stand toe-to-toe against them, the majority of your own skirmishers are likely to be heading for hideouts in the Libyan hinterland before the battle has barely started! You will need to find some other troops, such as your good-quality light infantry, or cavalry, to drive them back.

Against other opponents with more ordinary skirmishers, you can more likely hold your own in the initial round. You may even be able to gain a local advantage yourself by using some of your less-common specialists, such as Spanish *caetrati*.

Your big advantage in skirmishers, however, is in the army deployment. You have relatively inexpensive skirmishers available, and have to take some before you can purchase the more specialised ones. This nicely supports the well-established Warhammer Ancient Battles game stratagem of having a lot of cheap skirmishing units, and using them to draw out the positioning of your more valuable forces until your opponent has had to place his!

TURNING THE FLANKS

With a Punic army, you have good potential for being able to outmanoeuvre your enemy on one or both flanks and turn his battle line. This is, of course, a historical tactic for the best Carthaginian commanders!

You may consider the tactic previously mentioned of placing an elephant at the end of your own battle line. You can use this juggernaut to make your opponent's flank-shielding troops fairly nervous, and hopefully forestall any schemes he may have to turn your line.

Meanwhile, you can get about the business of doing to your enemy what you want to prevent him doing to you! Cavalry is the obvious choice, and you have some good quality horseflesh and tough riders available, especially in your Gallic and Spanish heavy cavalry. Numidians also have a role to play here. If used skillfully, they may be able to draw off the enemy's cavalry and keep it occupied while your heavies do their job.

You also have the option of using your infantry that is more fleet of foot than your main battle line troops. Gallic and other warbands, as well as a number of types of light infantry, can move more quickly. If you have tied up your opponents with your cavalry, they may be able to march. Many of your faster troops have the Stealth ability, or are otherwise unaffected by terrain, so woe to the opponent that puts his trust in terrain to anchor his line!



ON THE DEFENSIVE

Now, all the discussion so far has presupposed a fairly aggressive tactical plan for the Punic army. Many Warhammer Ancient Battles players would not consider anything but an all-out attack. But what if you want your opponent to come to you, and fight him on ground of your own choosing? Maybe you are the sort of cunning general who prefers to draw in your enemy, and then crush him.

Once again, the Carthaginian army offers just the tactical flexibility you need to execute such a plan. The same considerations apply for establishing a solid battle line. Indeed, you probably want to be even more careful in your selection. If you're going to let your adversary attack, you don't want him blowing unexpected holes in your array.

You still want to get as much benefit out of the skirmish phase as possible. In a defensive battle, it may become really important to beef up your forward deployed troops with good-quality light infantry so that they can hopefully strip away the enemy skirmishers, rather than letting them get close enough to snipe at your battle line.

It may be that you want to consider putting some close combat troops forward with the intent that they be pushed back, with the enemy following close behind. After all, that was Hannibal's plan at Cannae. This is certainly a risky tactic in Warhammer Ancient Battles. But by all means try it. It may work for you, and then you can claim to be a Punic military genius!

If you are able to successfully pull off the 'loads of skirmish units' deployment stratagem, you may be able to deploy your battle line so that the risk of using a 'sacrificial' element is minimised. Alternatively, you may be able to achieve the same effect that Hannibal did by refusing the centre of your battle line, keeping it further back so that the enemy units intending to attack it have further to go. You may also be able to extend your battle line more effectively if you can get your enemy to commit his main effort first.

Once you've gotten your opponent to commit, and are drawing him into your clever trap, you can work on turning his flanks and enveloping him, in much the same way that you would on the offensive. Elephants can either assume the same role of disrupting the enemy's flank support, or they can attempt to batter holes in his attacking line.

Cavalry and the faster infantry can work together to get around the flanks, with the infantry negating rough terrain as before. Once the enemy's attack is stalled, and you perhaps have some cavalry into his rear lines, now is the time for your steady battle line to begin a counterattack to destroy your adversary!

RETREAT TO THE CAMP!

The best asset for a defensive plan is offered by the Fortified Camp optional rule. As one reads all the accounts of battles from the Punic Wars, one is struck by how many times a side fell back upon its camp, even after a fairly light engagement. This special rule was created just because it seemed to be such a characteristic occurrence during this period.

It might not have been made optional, thus not requiring your opponent's permission, but it is such a significant potential benefit that it would not be really fair to include it where it could be used in competitive tournament play. But its use is encouraged in friendly games, because it is so 'characterful'. Besides, it offers opportunities for some really cool modelling!

If you have significant doubts about the enemy situation, you might consider including a Fortified Camp in your deployment – with your opponent's permission of course. You may be unfamiliar with your opponent's army, or if it's a new one for him, how he is likely to use it. If you're facing an army heavy in cavalry, you may be a little nervous. In any case, do like your Punic predecessors did, and entrench that camp. It's there for you to fall back on if things aren't going well for you right away.

When using a fortified camp, put out a skirmish screen that you can afford to lose if the worst happens. Consider holding back any of your rare missile troops to man your fortifications, and – Eureka! – here is a great opportunity to employ Punic artillery with proper historical justification!

It's up to you as to where you have your battle line and other major units. You probably don't want to be perceived as huddling behind your defensive walls right from the get-go. Have fun and experiment with your camp, knowing that you are in the full spirit of warfare during this period!

FIGHTING WITH THE ALLIES

This supplement takes a bit of a radical departure from other army lists for Warhammer Ancient Battles, suggesting that significant numbers of allies not be included as part of the army list, but instead reserving them for large, multi-player games. This is partly to keep strange, but cleverly crafted combinations from popping up on the tables at tournaments, but also simply to encourage large multi-player games.

Not all of us have the time, resources, or inclination to build armies of 4,000 points, 6,000 points or more – although there are Texans and a few peculiar Britons who go in for this sort of thing! But any committed Warhammer Ancient Battles player is likely to have a 2,000 point army. So all any of us need to do is find a mate with a compatible army and challenge two other players – or find three other players with period armies and have a good historical game. If you have a Punic army, maybe you could get together with someone who has a Republican Roman army; one with a Samnite army; one with a Gallic army; and then have at each other in various combinations.

There is increasing opportunity to play in large games like this at organised events, as well as at home. Warhammer Historical and other groups schedule doubles events at British venues. In the United States, large participation games and doubles events are organised at many games conventions. If you've never tried one of these, please do. You may find out just how much fun it is to have an allied commander on your flank who isn't quite in tune with your thoughts of how the battle ought to proceed.

So what are some tips for historical combinations? Well, perhaps the most 'classic' one is combining a Punic army with a Numidian one. Numidian kings often fulfilled their obligations as allies by providing large contingents in support of Carthage, especially when an invader had come to African soil. On the other hand, Numidian kings were also adept at declining to come when summoned, and were even known to change sides. So watch your Numidian ally closely! Despite this warning, a Numidian ally with a host of tribal cavalry can provide a great opportunity to outflank and encircle a pair of opponents.

The next most common historical combination is perhaps Carthaginians and Spanish. The entire Spanish theatre, as mentioned elsewhere, is generally neglected. But successful Punic commanders in Spain were able to negotiate large coalitions of Spanish and Celtiberian tribes. Having a Spanish ally offers a great opportunity to use terrain to your advantage, and *scutarii* can be devastating opponents in large numbers.

An allied Gallic army also provides the opportunity to take advantage of terrain. In addition, consider how entertaining it would be to watch your ally surging forward with massive warbands while you carry out your finely crafted Punic plan to encircle the enemy on the opposing flank. A Carthaginian-Gallic combination is a real mismatch of styles and capabilities, so coordinated action is difficult.

Campanians and other Oscan peoples, including Samnites, offer good allied light infantry, and in the case of the Campanians, can provide steady hoplite infantry and excellent cavalry. This can be a very powerful combination since both allies can establish a common battle line, and both can conduct effective flanking and counterflanking actions on their own ends of the battlefield.

Sicilian Greek and Syracusan allies (from the forthcoming supplement on the rise of Rome and Carthage) offer weaker partners. Their hoplites are not necessarily as steady as Punic mercenaries, and they do not have as good an array of other troops to offer in support. But they are certainly historical match-ups, and so are worth exploring to see how they would fare against pairs of historical opponents.



Hannibal directs the elephant's Mahout whilst the Numidian cavalry move out to the flanks.

PAINTING A PUNIC ARMY

One of the beauties of this army is that there is not a lot of hard and fast rules – if any – telling you how your troops must be painted. So we can be relatively brief and let you rely on your inspiration, imagination, and general sense of style. Most of the guidance below relates to the specific nationalities you choose to portray and the figures you select.

Let's say 'nationalities', not because there were true nations in the modern context, but because the term 'race' makes some people uncomfortable. It is important to realise that the various peoples that comprised Carthaginian armies were often distinctly different in ethnic background, and often in physical appearance. A player contemplating painting a Punic army is going to need to take that into account.

Punic citizens were originally of Phoenician stock, of course. Although they would have mixed to some extent with Libyan natives, we can expect that they would have been quite Semitic in appearance, with sun-darkened Mediterranean skin and dark hair.

Clothing would have likewise been rich, and is readily visible on figures, because Punic tunics were longer than most and long-sleeved. We don't know if there was a standard colour for military tunics, but we do have references to red ones. There's no evidence as to whether there was decoration at the cuffs or lower edges of the tunic, but it's a good place for ornamentation. Was much Tyrian purple available in Carthage? We really don't know, but why not…

Punic citizens fighting as lightly-equipped troops, much like *thureophoroi*, would have simply worn a bronze helmet and tunic. We don't know anything about decorations for their oval shields.

Liby-Phoenician and other 'African' troops were often a mix of Phoenician blood with native Libyan tribes, or they could reflect the characteristics of just the natives. But what did they look like? If you refer to modern photographs of 'back-country' people in Libya, even considering that there is likely to be some mixture of Arab stock, you may get some idea. Again, the skin tone is likely to be sun-browned Mediterranean; just as the Phoenicians were sailors and traders, the Libyans were farmers and herders, and spent time outdoors. Their hair is likely to be dark, and probably curly, just like their Semitic masters.

'African' troops in Punic service would have been more plainly dressed and equipped than citizens. The most common armour through most of the period is probably the Hellenistic 'linothorax', or linen cuirass, usually white, but with possibly red panels and edging. Their shields are likely to have been more plain as well, with only a simple device, possibly a religious symbol such as the sign of Tanit. Some possibilities are illustrated on the following pages. Helmets of various patterns and greaves would have been bronze.

Libyan tribal troops, such as skirmishers, would look a bit 'wilder'. As the Egyptians had noted centuries before our period, Libyan tribes tended to distinguish themselves by their hairstyle and tattoos. This is reflected in the variety



Carthaginian Infantry with a range of hypothetical shield designs.

of scalplocks on various manufacturers' figures. Skin tone and hair would again be dark. Tribesmen no longer went nearly naked as in Pharaonic times, but wore a short tunic, which ancient historians describe as made of goatskin, and which may have been red in colour. Shields were likely made of plain hide or skin without decoration.

Now on to the Numidians. Some folks, including figure manufacturers, confuse these with Nubians and show them as black-skinned. That was not the case. The Numidians later became the people we know as Berbers. So to get an idea of their skin tone, watch a good North African adventure movie, such as *The Wind and the Lion*; just don't get distracted and start collecting and painting Colonial figures instead! Berbers are often quite light-skinned, but exposure to the sun darkens it. They sometimes have blue or grey eyes, and lighter hair colours. But for the most part, their hair is dark.

Numidians should be about the most drab-looking troops in the army. They wore plain wool or goat hide tunics, probably light in colour. Their shields were plain hide, often undecorated. Some painters jazz these up with bold black-and-white cowhide patterns, but that is really not typical of North African cattle. A dun or dusty brown is more likely. There would be little decoration on rider or horse; even horse furniture could be only a rope hackamore.

A little more colour is offered by adding Spanish troops. We don't know too much about their colours, but some ancient writers indicate that white tunics were common, with 'purple' borders. More likely this was crimson, a colour made on the Iberian peninsula. Shield patterns could be ornate, and commercial transfers are available to help with this. No-one is really sure what colour a sinew helmet would be; a grayish brown colour is very likely.

Finally, the most colourful troops in the army are likely to be Gallic and Celt Iberian tribesmen. In addition to the riot of colours in their clothing and plaids, they had diverse patterns on their shields, and commonly tattooed their bodies. Examples can be seen, of course, among the Celtic tribesmen in the WAB rulebook and below. Once again, commercial transfers are available for shield patterns if your painting skills are not up to the challenge.

In addition to the photographs in this supplement, the Osprey books listed in the Further Information section are helpful guides for the figure painter. But the main thing to keep in mind is that there's a lot more that we don't know about the appearance of the Carthaginian army than what we do know. So if you read up a little bit before you start painting, and then go with these ideas and what seems sensible to you, it's not likely that anyone is going to be able to tell you that you're wrong!



Examples of Gallic clothing patterns



Libyan skirmishers showing a range of hairstyles.



A Numidian leader

THE ARMIES OF CARTHAGE



Carthaginian infantry and war elephant bear down on their Roman foe.

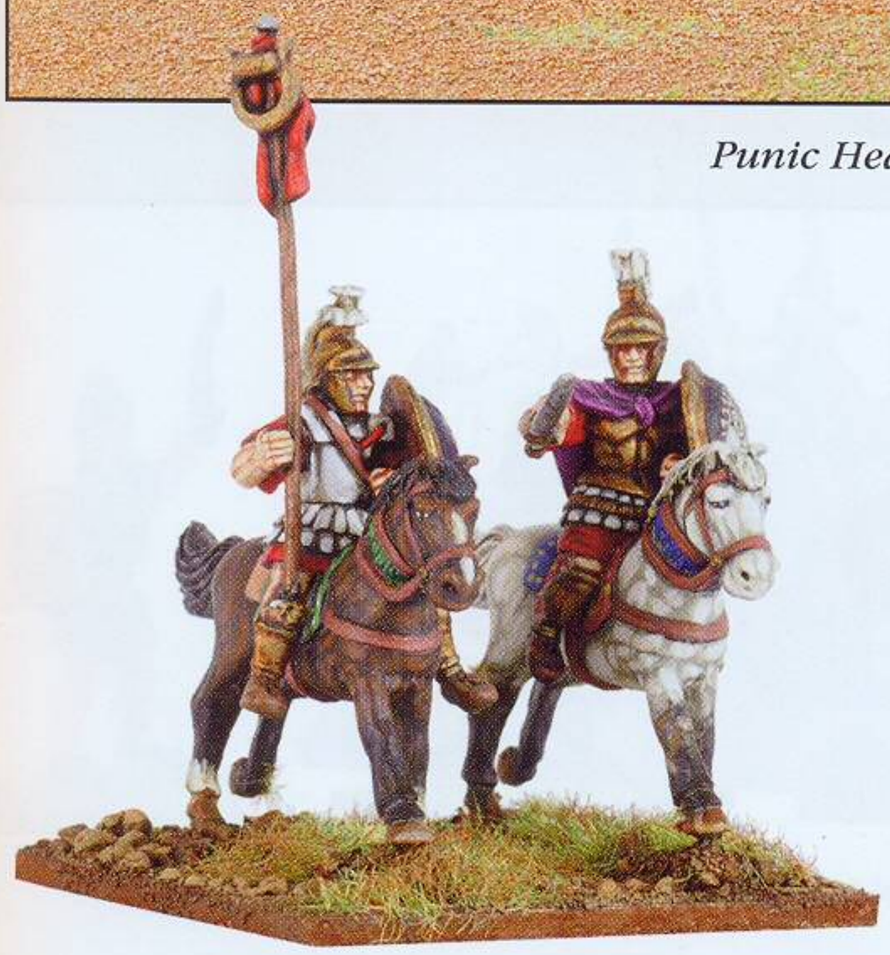


Examples of Numidian shields and tunic colours



A Carthaginian army with their Celtiberian and Spanish allies.

Punic Heavy Cavalry move along the coastline.







A range of hypothetical shield designs.

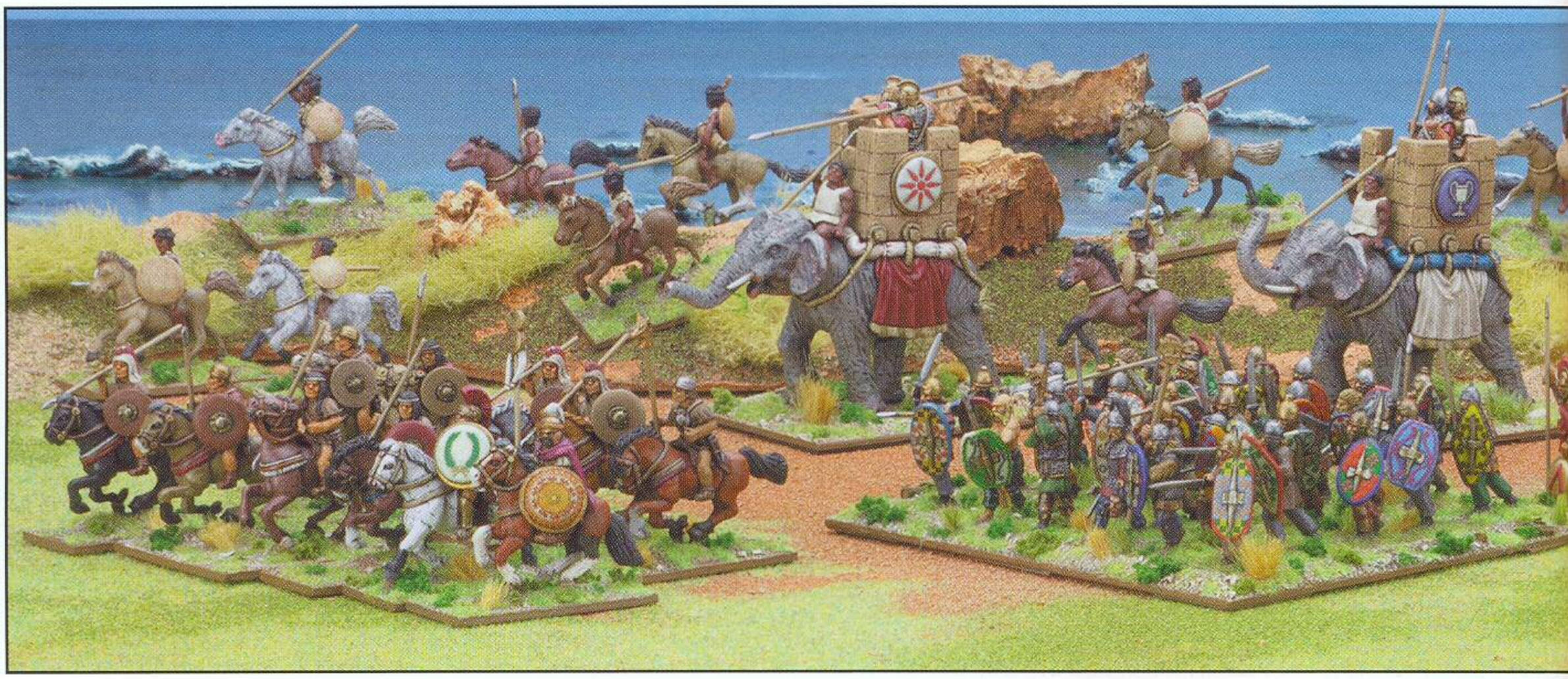


THE ARMIES OF CARTHAGE





Examples of Italian and Spanish allied troops.



A Carthaginian army on the coast of Spain.





Carthaginian infantry showing a range of shield designs.



THE SPANISH & ITALIANS



Spanish heavy cavalry



Spanish caetrati skirmish against Italian spearmen.

Roman velites ambush a Carthaginian elephant and its escorts. The wolf motif on the velites' shields is hypothetical.

Celtiberians and Numidians attack a unit of Roman hastati.

VIGNETTES & DISPLAYS

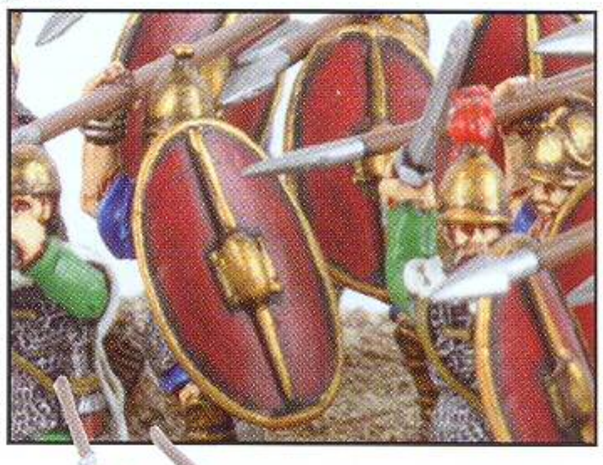














Two examples of Carthaginian infantry based for display.

GALLIC TRIBES



A colourful Gallic warband.



A Gallic Chieftain proclaims victory over his rival!



Gallic Noble Cavalry.

ELEPHANTS





Above: *This elephant can be used as an 'untrained' elephant from the Carthaginian army list.*







Elephants were often used by the Carthaginians, with mixed results. It's unlikely that armies during the period were 'used to' elephants in the same way as the Indians and Burmese were.

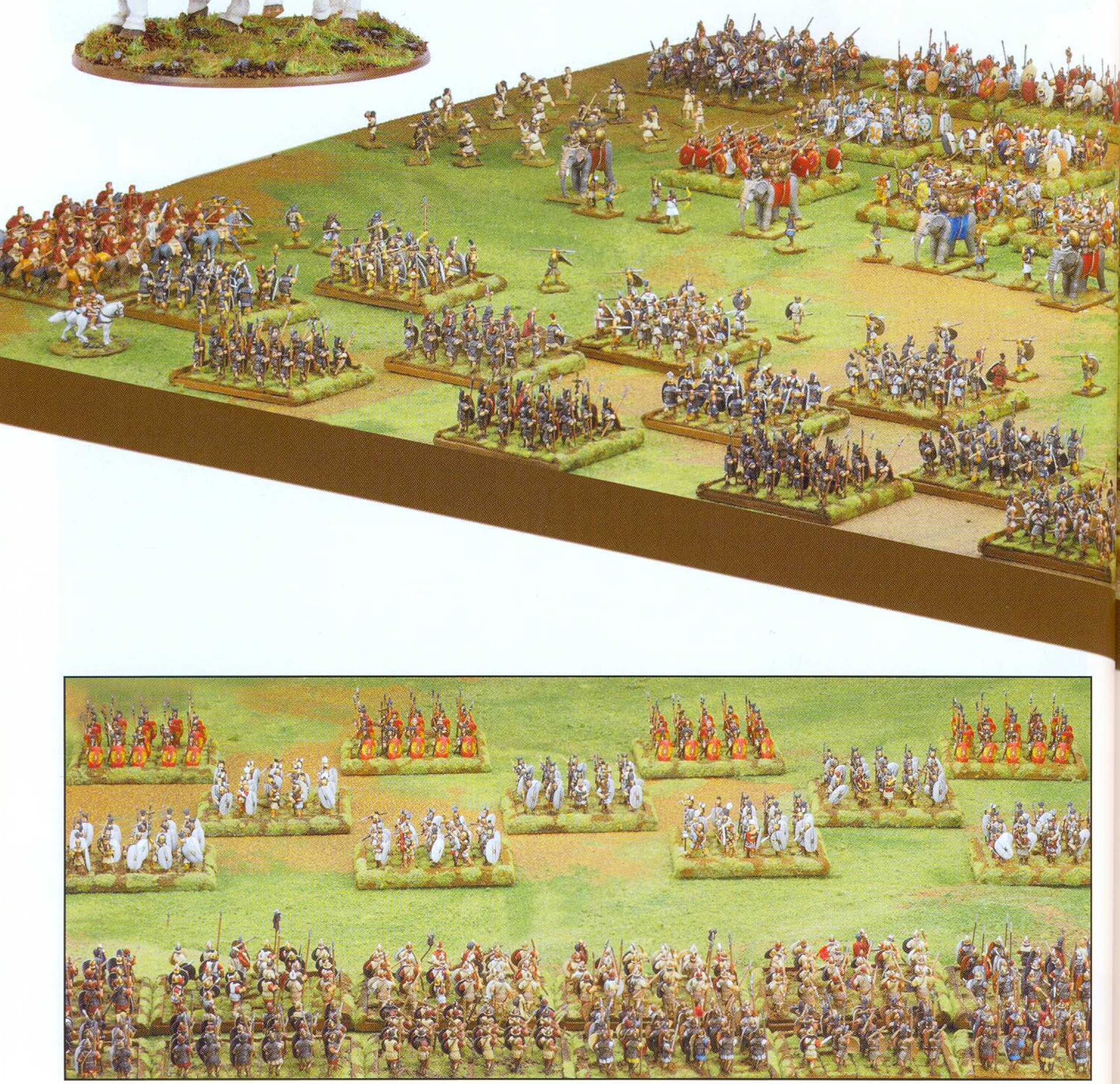
Two units of Roman Principes fight side by side. Using different shield colours helps differentiate between units on a table.

Ligurians ambush a Roman column.

THE RIVALS ARRAYED FOR BATTLE



Scipio conducted a successful campaign against Carthage in Spain before facing off against Hannibal at Zama.



Schematic showing the Roman manipular chequer board formation.

The Carthaginian battle line faces the Roman maniple.

Above: *Roman and Carthaginian armies deploy for battle at Zama before the Roman maniples create lanes for the elephants to move through. More pictures can be found on page 94.*



Right: *Hannibal. He lost an eye in 217 BC, prior to the battle at Lake Trasimene.*

THE INFANTRY OF ROME



Triarii – the last line of defence.



Principes – the second line.



Hastati – the first line. *Inset: Detail showing the pectoral breastplate.*

THE REPUBLICAN ROMAN ARMY

The army of the early Roman Republic was organised as a levy of the classes with the greatest wealth. These provided a force of heavy infantry, generally equipped much like a Greek hoplite phalanx, supported by a small amount of cavalry and other supporting infantry. The forthcoming supplement on the rise of Rome and Carthage goes into greater detail about the composition of the early army.

THE 'CAMILLAN' REFORMS

Probably after the Gallic invasion of 390 BC, the Roman army was reorganised to deal with impending further conflicts, based on the experience of over a hundred years of near-constant warfare against the Republic's adversaries, and especially the inflexibility of the hoplite phalanx to cope with the Gallic method of warfare. The reforms are often attributed to M. Furius Camillus, who was appointed dictator five times and was awarded three triumphs for his victories. However, it is likely that they took a longer period of time to fully implement.

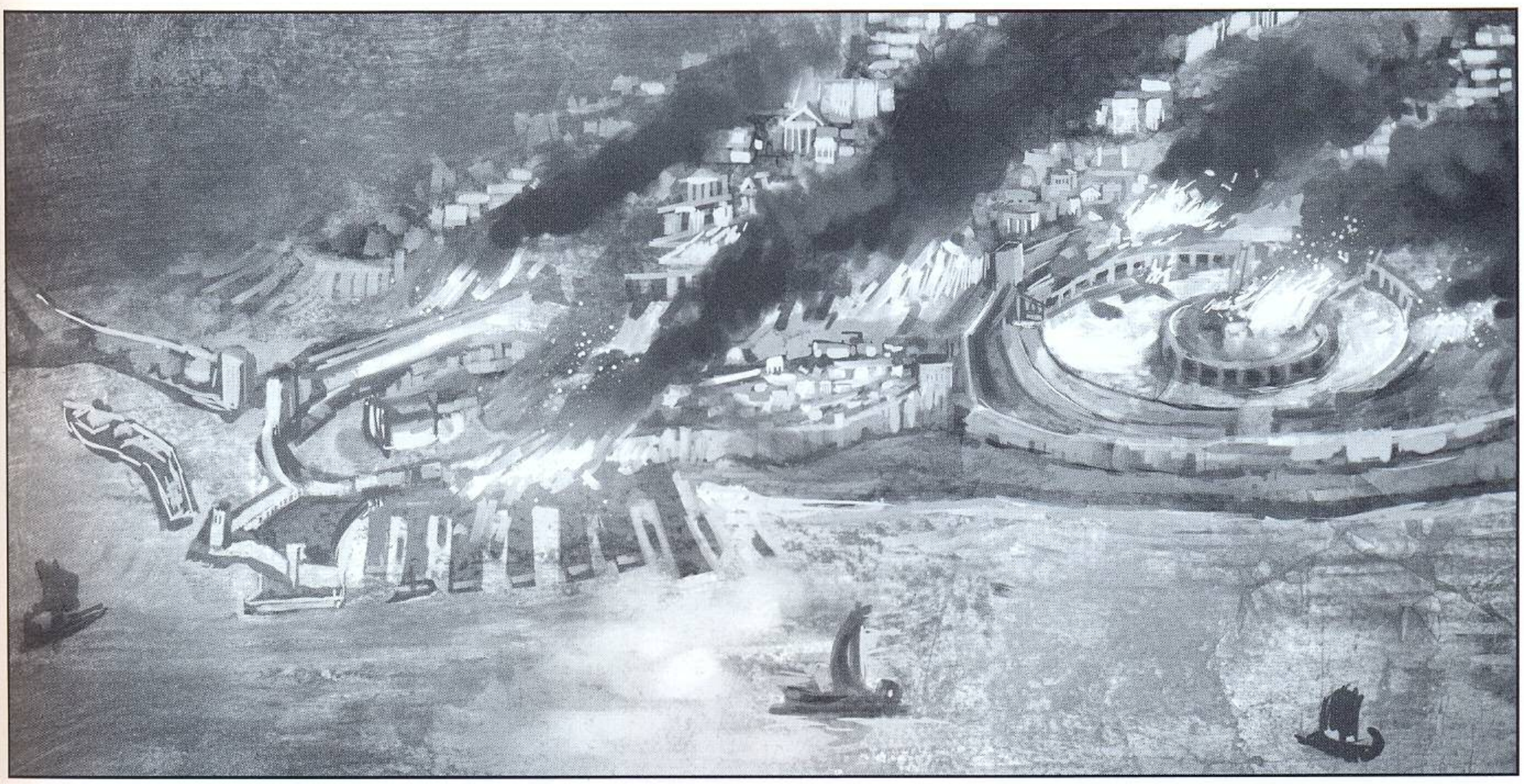
In the new model, the phalanx ceased to operate as a single entity, and was divided into organisational and combat formations capable of independent manoeuvre. These were called maniples, or 'handfuls'. The round hoplite shield was discarded, and all the heavy infantry adopted the long oval scutum. Some of the heavy infantry replaced their long spears with heavy javelins, to be thrown just before contact.

By the year 340 BC, after the end of the First Samnite War, the historian Livy shows us that these reforms had been more or less fully implemented. He indicates that in a fairly recent development, the legion's array had split into separate lines of battle. In front was a skirmishing screen of leves, or lightly-armed troops. The first line of battle consisted of ten maniples of *hastati*, or 'spearmen'; the second of maniples of *principes* ('men in their prime'); and the third of *triarii* ('the third' line). Livy does not mention the pilum, or heavy javelin, but indicates that at least the first and third lines carried the *hasta*, or spear. He mentions two other types of troops, the rorarii and *accensi*, which may correspond to the poorer classes of citizens referred to in earlier times as the Fourth and Fifth classes. The manipular strengths of each type of troop are shown in the army list on pages 57-58.

Livy may be describing an early or intermediate phase of armament for the various maniples, or he may simply have not gotten all the details right. Most military historians think that based on subsequent changes, it is most likely that despite their name, the hastati were the first to receive the pilum, and the second and third lines were equipped with the long spear.



Livy also describes how, in this period, Roman legions were usually accompanied by similar numbers of allies. These were formed from contingents of Latin and other Italian allies. At first armed, equipped, and operating in their own native styles, they gradually adopted Roman doctrine and became indistinguishable from their Roman brothers-in-arms. However, we cannot with any reliability pinpoint a date at which allies consistently came to appear and fight as Romans.



Allied town contingents were grouped into units about 500 strong. At first, these were called *turmae* perhaps because they included organic cavalry; the term *turma* was later used to indicate the basic cavalry element. Later they were called cohorts, and each was commanded by a local magistrate known as a prefect. A group of ten cohorts formed an *ala sociorum*, or 'wing' of allies. When a consular army of two legions took to the field, it was usually accompanied by two legion-sized *alae*. The elite of the allied troops, both cavalry and infantry, were often detailed off to form a special group, or *extraordinarii*, which could be held as a reserve or sent on specific missions.



Roman officers of equestrian rank were assigned by the consuls commanding the army to higher command positions in the alae. There were six *praefecti sociorum* for each ala, corresponding to the six military tribunes of each legion at the time. All the allied cavalry was combined and commanded by *praefecti equitum*, Romans of senatorial rank.

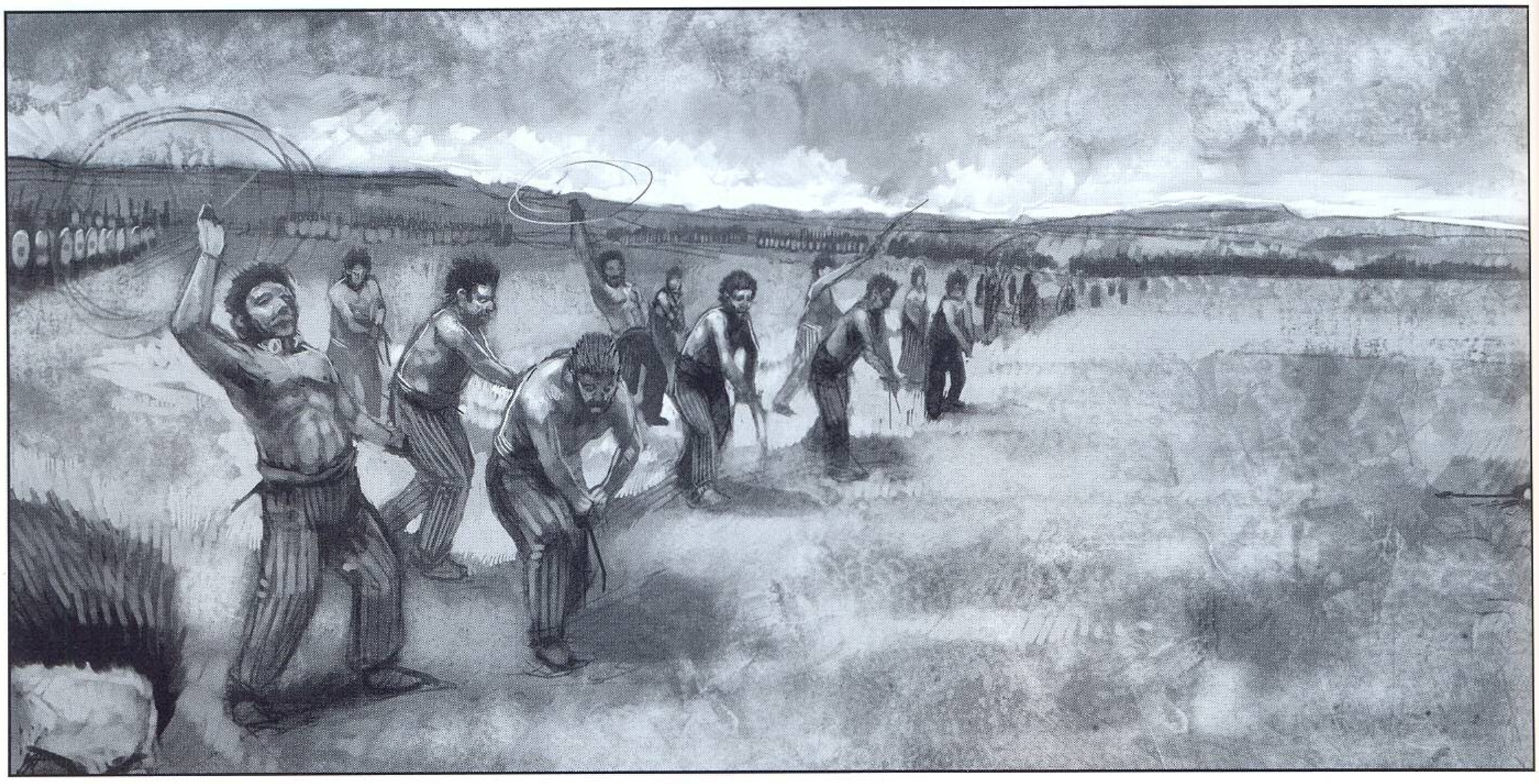
THE 'POLYBIAN' REFORMS

In his *Histories*, Polybius pauses after his narrative of the Second Punic War to provide a detailed description of the Roman army. Writing in about 160 BC, it is clear that some important changes have occurred since Livy's time. However we don't know exactly when they were supposed to have happened. Some historians assign these reforms to the result of 'lessons learned' in the war against Pyrrhus of Epirus, who invaded Italy with Macedonian-style pike phalanxes and war elephants. Others attribute it to reorganisation after the First Punic War, or suggest it may even have taken place during the struggle with Hannibal. We simply do not know for sure.

However, it is clear that at some point, the legion structure changed – details are shown in the army list on page 58. A new type of effective skirmishing infantry, the velites, replaced the leves. The principes adopted the pilum if they hadn't already, leaving only the triarii with the long hasta.

By this time, allied alae were almost certainly following the Roman model very closely. As time went by, and Rome expanded further into the Mediterranean world, she began to use more and varied types of mercenary, as well as learning to operate in conjunction with large forces of non-Italian allies. The army list shows quite clearly that the greatest use of mercenaries was after the Punic Wars, as Rome dealt with the problems of consolidating power in the western Mediterranean, and began to make her first probes into the world of Alexander's Successors in the east.

Over time, at the very end of the period covered in this book, the differences between the armament and equipment of maniples disappeared, and maniples themselves fell out of favour, replaced as battlefield (and eventually administrative) organisations by cohorts. These changes are often attributed to the general and seven-times consul Gaius Marius, and are best reflected either by the Late Republican Roman Consular army list in the *Spartacus* supplement, or the Early Imperial Roman army list in the *Warhammer Ancient Battles* rulebook – at least until something more specific comes along!



REPUBLICAN ROMAN ARMY LIST

This army list is designed to help you create a Republican Roman wargames army for Warhammer Ancient Battles. Rome's greatest wars during the Republic were fought for dominion of the western Mediterranean against her most powerful and tenacious competitor, the Punic empire of Carthage.

ARMY LIST OPTIONS

The list may be used to create one of six armies:

The First Punic War

The Second Punic War in Spain

The Second Punic War in Italy

The Second and Third Punic Wars in Africa

Roman Campaigns in the West

Roman Campaigns in the East

'Restricted' Troops: Some troops are noted as restricted in relationship to another listed troop type or types. What this means is that to use the restricted troops in the army, at least one unit of the listed type must be included in the army first. For example, '*Spanish Cavalry (R: Spanish Infantry)*' means that to include any Spanish Cavalry in the army, the army must first include a unit of Spanish Infantry. This restriction is in addition to any limitations spelled out in the text of the troop profile.

ARMY COMPOSITIONS

THE FIRST PUNIC WAR

This list covers the land campaigns of the First Punic War (264 BC - 241 BC).

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General.

Common Troops. At least 75% of the points value of the army must be spent on units chosen from the following:

Leves

Hastati

Principes

Triarii

Roman and Italian Cavalry

Italian Spearmen

Uncommon Troops. Up to 10% of the points value of the army may be spent on units chosen from the following:

Rorarii

Accensi

THE SECOND PUNIC WAR IN SPAIN

Unsurprisingly, this list covers the Roman army in Spain during the Second Punic War.

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General.

Common Troops. At least 75% of the points value of the army must be spent on units chosen from the following:

Leves OR Velites

Hastati

Principes

Triarii

Roman and Italian Cavalry

Italian Spearmen

Uncommon Troops. Up to 10% of the points value of the army may be spent on units chosen from the following:

Spanish Infantry

Spanish Cavalry (R: Roman and Italian Cavalry)

THE SECOND PUNIC WAR IN ITALY

This list covers the defence against Hannibal's expedition to invade Italy during the Second Punic War.

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General.

Common Troops. At least 75% of the points value of the army must be spent on units chosen from the following:

Leves OR Velites

Hastati

Principes

Triarii

Roman and Italian Cavalry

Italian Spearmen

Uncommon Troops. Up to 10% of the points value of the army may be spent on units chosen from the following:

Cretan Archers

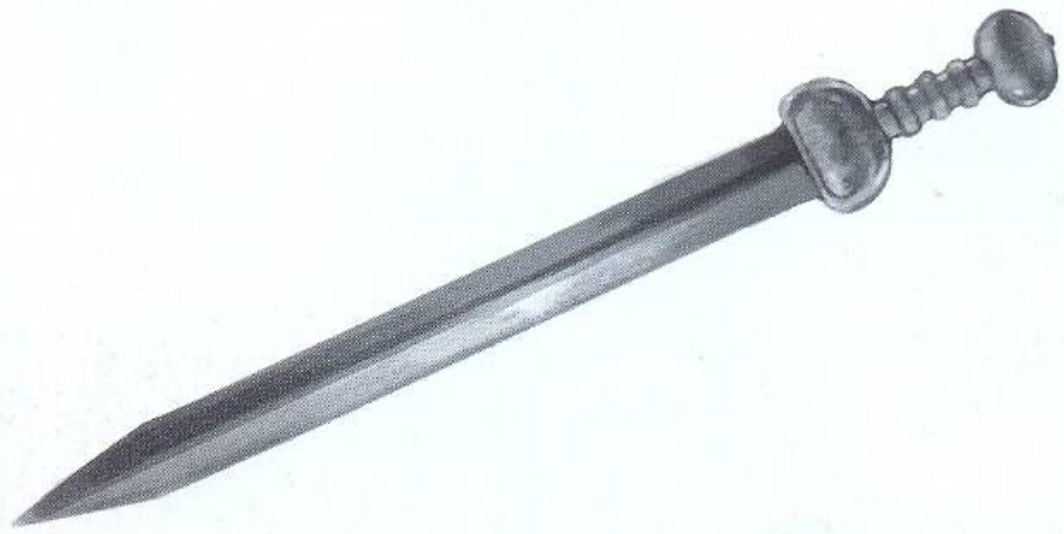
Syracusan Skirmishers

Tarentine Cavalry (R: Roman and Italian Cavalry)

THE SECOND & THIRD PUNIC WARS IN AFRICA

This list covers the campaign to defeat Carthage at the end of the Second Punic War, and the campaign that resulted in the destruction of that city in the Third Punic War.

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General.



Common Troops. At least 75% of the points value of the army must be spent on units chosen from the following:

Velites

Hastati

Principes

Triarii

Roman and Italian Cavalry

Uncommon Troops. Up to 5% of the points value of the army may be spent on units chosen from the following:

Syracusan Skirmishers

ROMAN CAMPAIGNS IN THE WEST

This list covers the Roman army during the campaigns against various Gallic uprisings (from 201 BC to 193 BC), in Spain (from 195 BC to 141 BC), and in Liguria (from 193 BC to 173 BC).

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General.

Common Troops. At least 65% of the points value of the army must be spent on units chosen from the following:

Velites

Hastati

Principes

Triarii

Roman and Italian Cavalry



Uncommon Troops. Up to 20% of the points value of the army may be spent on units chosen from the following:

Tarentine Cavalry (R: Roman and Italian Cavalry)

Numidian Cavalry (R: Roman and Italian Cavalry)

Spanish Cavalry (R: Roman and Italian Cavalry)

Gallic Infantry

Gallic Cavalry (R: Gallic Infantry)



ROMAN CAMPAIGNS IN THE EAST

This list covers the Roman army during the Second (200 BC to 197 BC) and Third (171 BC to 168 BC) Macedonian Wars, the war against Antiochus (190 BC), the expedition to Galatia (189 BC), and the Achaean War (146 BC).

Characters. Up to 25% of the points value of the army may be spent on characters chosen from the Characters section. The army must have at least one character to serve as the Army General.

Common Troops. At least 65% of the points value of the army must be spent on units chosen from the following:

Velites

Hastati

Principes

Triarii

Roman and Italian Cavalry

Thureophoroi and Peltasts

Uncommon Troops. Up to 20% of the points value of the army may be spent on units chosen from the following:

Cretan Archers

Tarentine Cavalry (R: Roman and Italian Cavalry)

Numidian Cavalry (R: Roman and Italian Cavalry)

Spanish Infantry

Spanish Cavalry (R: Spanish Infantry)

Gallic Infantry

Gallic Cavalry (R: Gallic Infantry)

Illyrian Infantry

Illyrian Cavalry (R: Illyrian Infantry)

Ligurian Infantry

0-1 Elephant

SPECIAL RULES

MANIPULAR FORMATION

A Republican Roman legion deployed in a unique formation consisting of small units (maniples) of different troop types arrayed in lines, one behind the other. It allowed tired maniples in the battle line to retire and be replaced with fresh ones from subsequent lines. Modern military historians are by no means sure exactly how this was accomplished.

The depth of the manipular formation gave the Roman legion staying power in a prolonged combat. Even though their supporting comrades were not packed in closely behind as in a Macedonian phalanx or barbarian shieldwall, Roman legionaries knew that their formation and drill would allow them, when tired, to disengage and withdraw through the ranks behind them.

The following rules are designed to give an approximation of the benefits of this tactical system. Note that they are quite complicated and their effects are synergistic. It would be a good idea to try these out in a couple of trial games before heading off to a tournament or an important game at which 'bragging rights' are at stake!

A Republican Roman army arranged in consecutive layers of maniples may benefit from a manipular formation. The following units are considered manipular units: hastati, principes and triarii.

The Manipular formation in Warhammer Ancient Battles terms receives the following benefits:

Manipular formation rank support

To receive support, a manipular unit must have a friendly manipular unit in its rear arc, which meets the following conditions. It is acceptable for a friendly manipular unit to support more than one maniple provided the conditions are met.

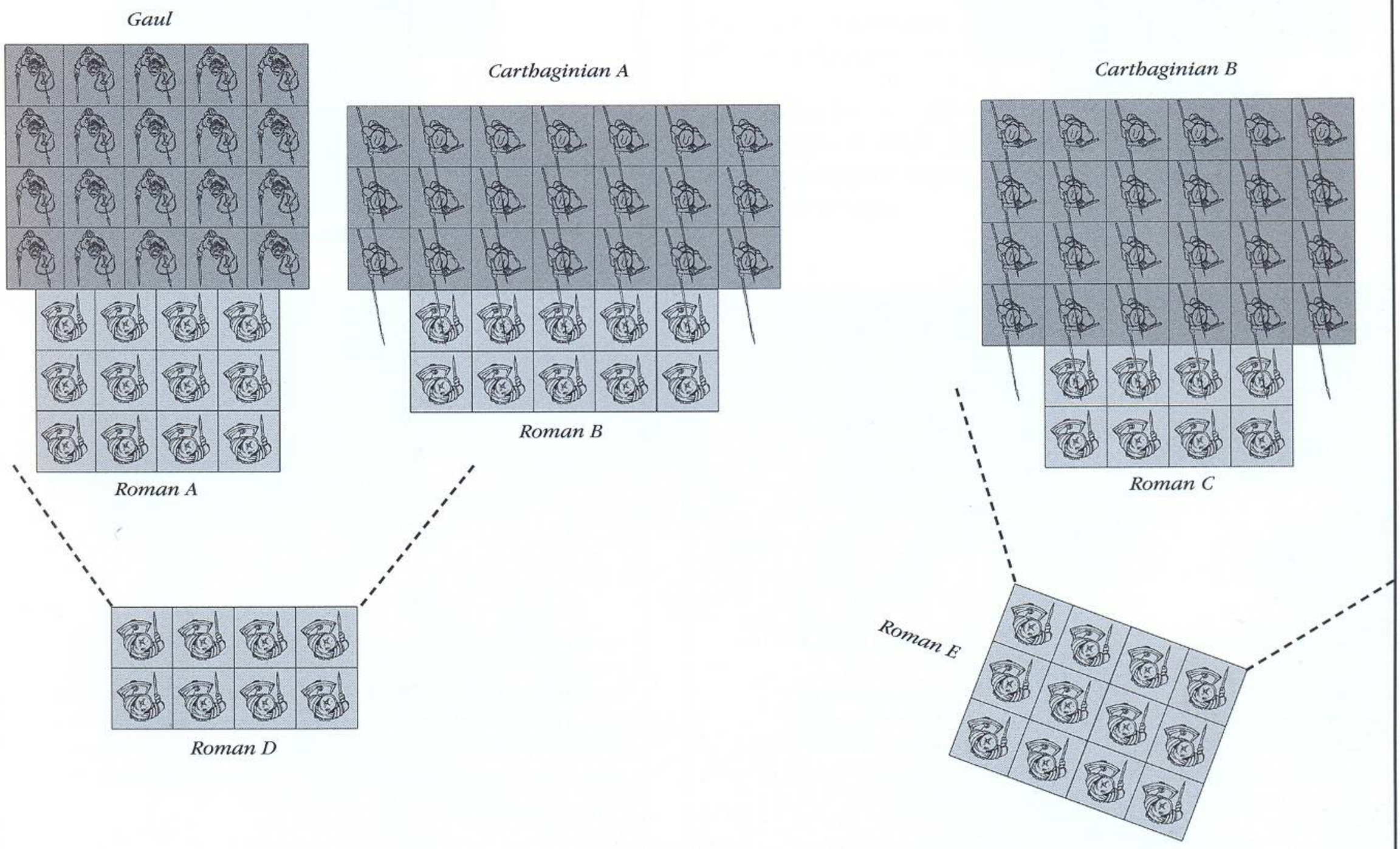
- At least part of the supporting manipular unit's charge arc must be in the rear arc of the unit receiving support (See diagram 53.1).
- The supporting unit must be 4" or less away.
- The supporting unit must be unengaged and not fleeing and must have a rank bonus (so, for example, cannot be in difficult terrain)

If all these conditions are met, then the unit may count the rear unit's rank bonus in addition to its own, up to the normal maximum +3 rank bonus.

A manipular unit may not receive support in the following circumstances:

- It is in column.
- It has no rank bonus due to terrain, obstacles or has been charged in the flank or rear.
- It is involved in a combat which includes an elephant.

Diagram 53.1 – Manipular Formation Rank Support



(i) Roman unit D is within 4" of Roman units A & B and its frontage is within both units' rear arc. Roman unit D may add its own rank bonus (+1) to the supported units. Roman unit D can also swap with Roman unit A but not Roman unit B.

(ii) Roman unit E cannot provide support to Roman unit B but can support Roman unit C. Roman unit E can also swap with Roman unit C.

Manipular formation swap

A manipular unit behind an engaged manipular unit may relieve its weary comrades by taking their place in combat.

In order to be replaced, a manipular unit must be, at the beginning of the Roman player's turn, engaged, not fleeing, and not in column formation.

If there is a friendly manipular unit to the rear that is unengaged, not fleeing and not in column, completely within the forward friendly manipular unit's rear arc and 8" or less away from the front of the engaged friendly unit, and having the forward unit completely within its charge arc, then the two units may swap places in the Roman player's turn.

The back unit may only swap with the front unit if it could declare a charge in the normal manner in the Roman player's turn, meeting the following conditions: the unit could draw a line of sight to the enemy, assuming the engaged friendly unit was not present, and the way is not blocked by another friendly or enemy unit (see Diagram 54.1).

Note that for this purpose, the front manipular unit is not considered to block the back manipular unit's line of sight or movement; the engaged unit moves back as the fresh unit moves in.

The unit being replaced keeps its formation and facing exactly as it is; the unit replacing it may adopt any formation it could legally do if it were charging into contact (see Diagram 54.2).

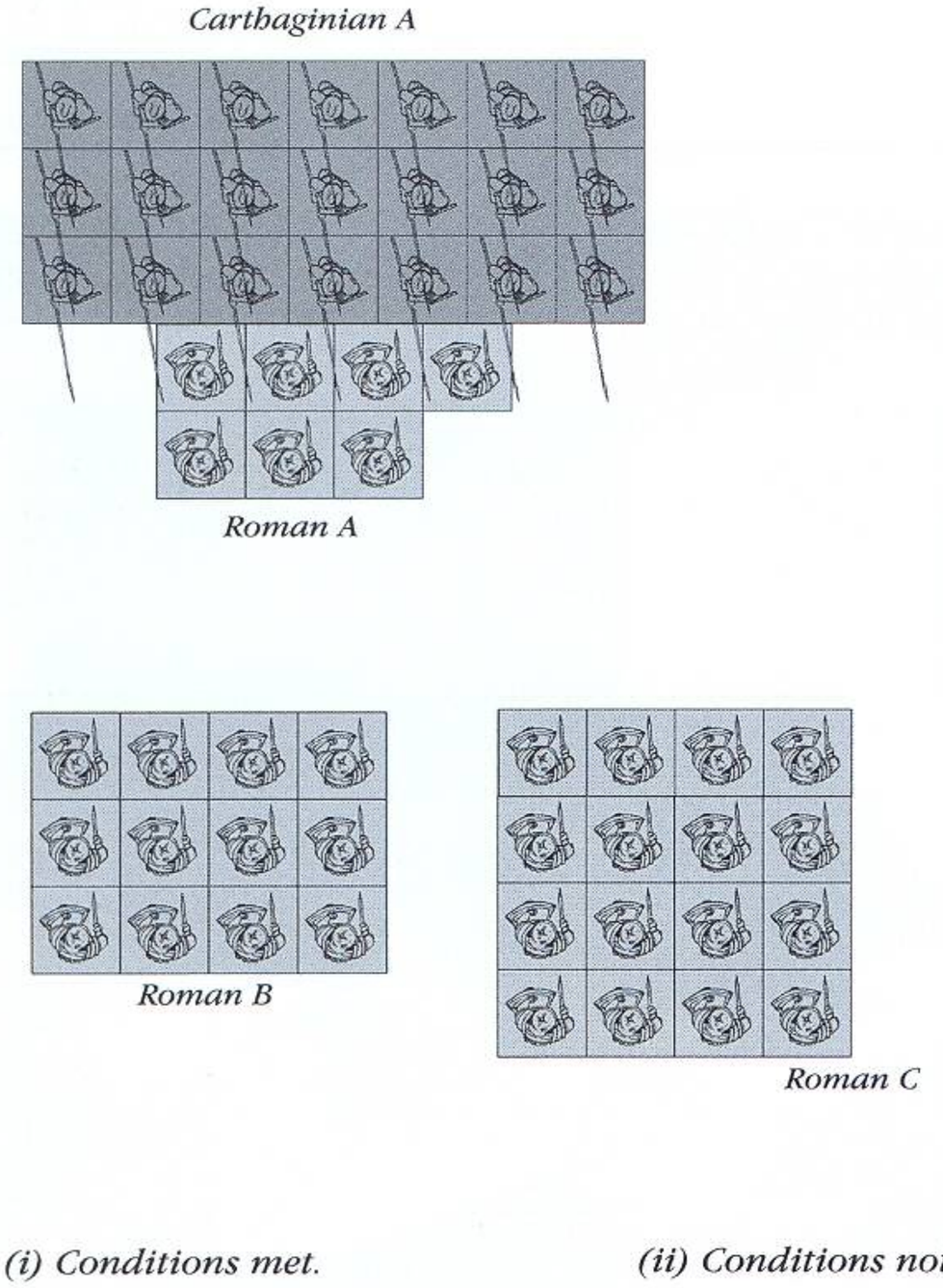
A unit cannot swap if it is engaged to more than one facing. This does not include lapping round and lapping troops should be moved back to the rear ranks.

A unit entering combat by swapping in this way is considered to be charging in the next combat round.

Note: As with many rules, this may create the occasional unusual situation.

However, the intent should be clear, and players are referred to page 2 – paragraphs 4 & 5 and page 10 'Be Prepared to Improvise' of the WAB rulebook.

Diagram 54.1 – Manipular Formation Swap



(i) Conditions met.

Roman unit B is completely within engaged Roman unit A's rear arc, and has Roman unit A completely in its front arc.

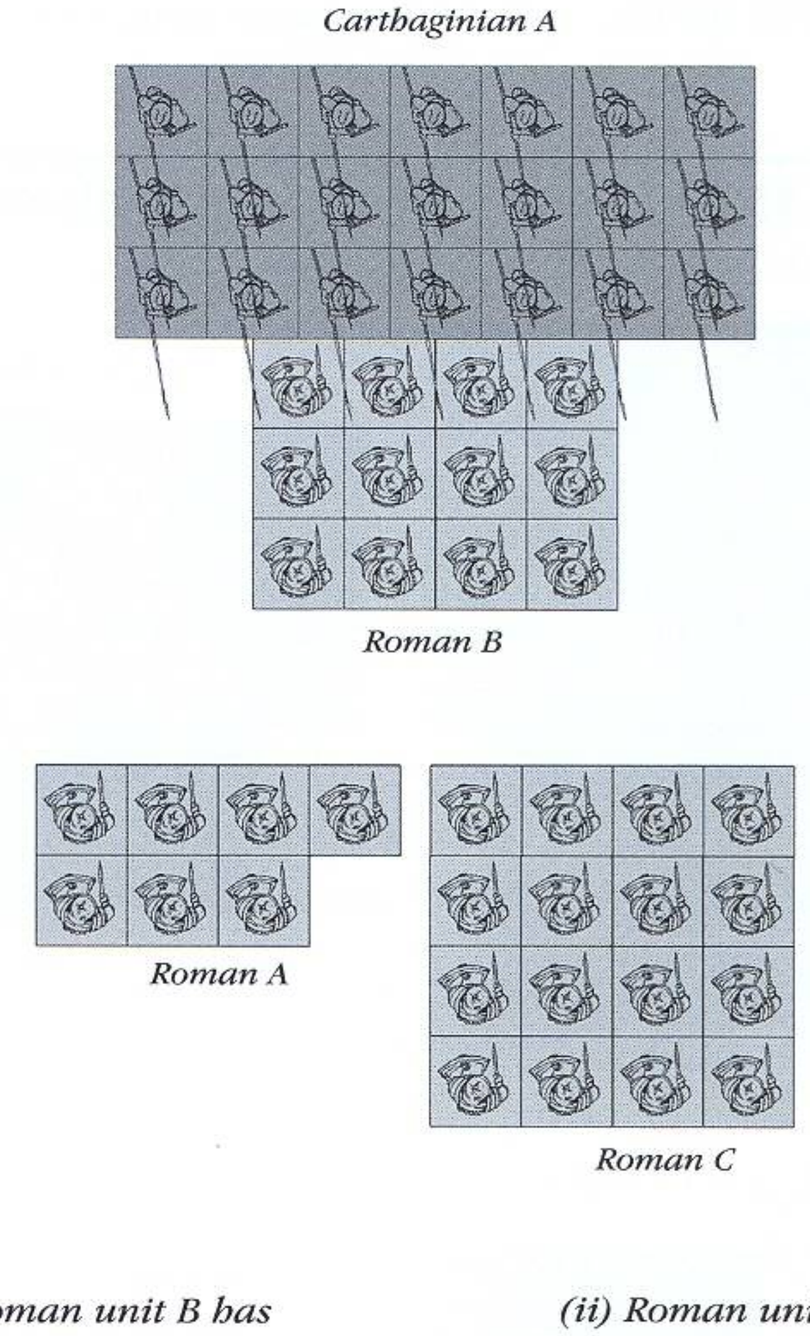
They may swap.

(ii) Conditions not met.

Roman unit C is not completely within engaged Roman unit A's rear arc and so may not swap.

However it may add rank bonus support.

Diagram 54.2 – Manipular Formation Swap



(i) Roman unit B has now swapped places with Roman unit A. Had Roman unit B been drilled, it may have expanded its frontage before swapping.

(ii) Roman unit C has moved across so that it meets all the conditions for swapping in a future turn and can still provide support.



Fleeing through Manipular Units
As mentioned above, it was part of Roman drill for exhausted units to retire through their supports.

The swapping mechanism above allows a Republican Roman player to voluntarily replace a depleted unit, but this additional rule provides some benefit in the case of an unordered withdrawal such as failing a Break or Panic test and fleeing from combat.

If a fleeing manipular unit which before it turned to flee had a friendly manipular unit which met all the conditions for swapping completely in its rear arc, then the fleeing unit may add +2 to its Flee dice roll.

Remember, you resolve all Break tests and Panic tests before moving units.

Manipular Formation Resistance to Panic
Manipular units were trained to relieve their hard-pressed comrades, and the more veteran troops were used as the reserve. Because of this, the more veteran troops weren't as concerned as they might have been in other armies when the front line faltered.

Principes may re-roll Panic tests caused by broken, destroyed, or fleeing friendly hastati units. Triarii may re-roll Panic tests caused by broken, destroyed, or fleeing friendly hastati or principes units.

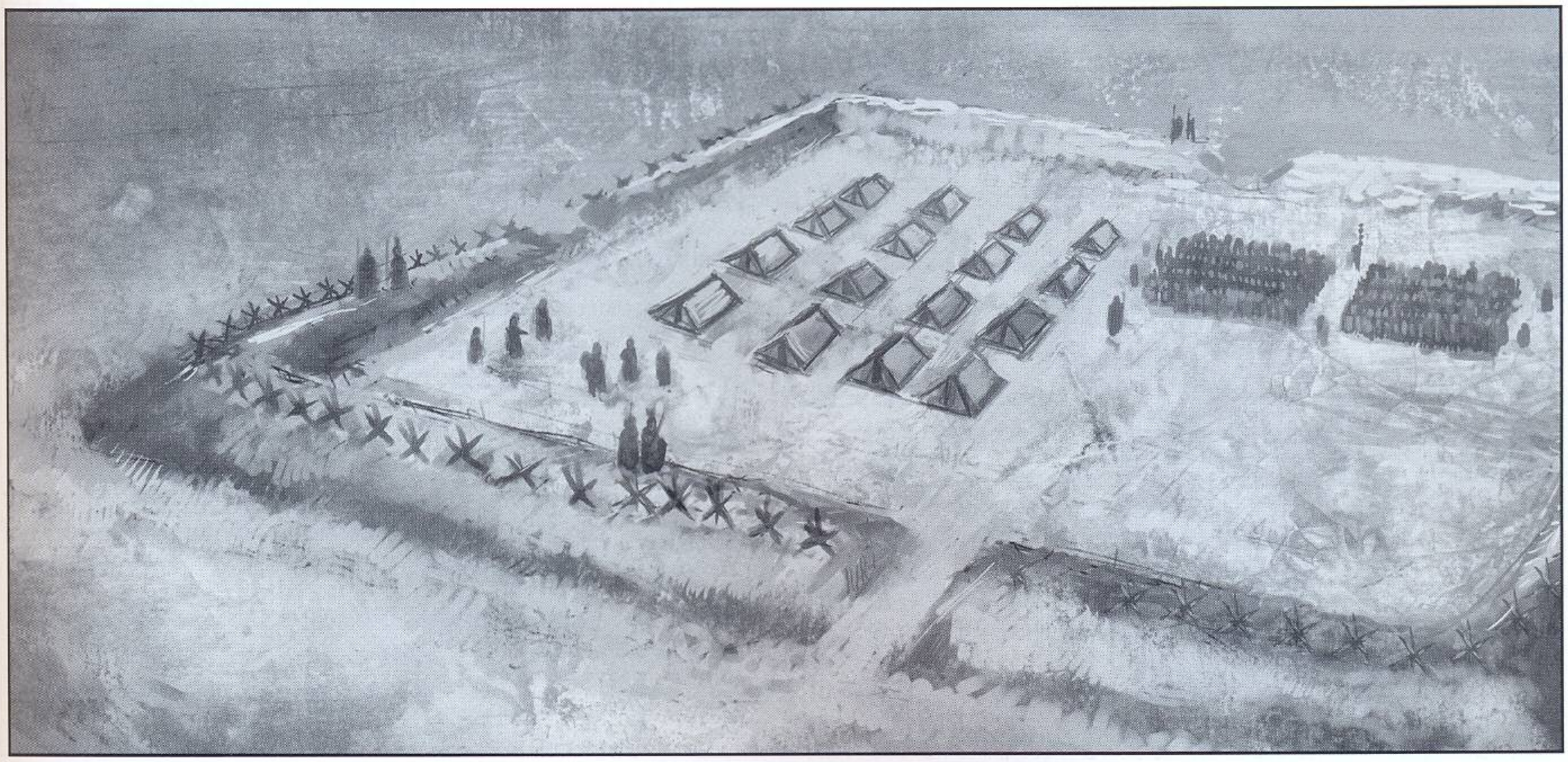
Roman characters on their own may re-roll Panic tests caused by broken, destroyed, or fleeing friendly hastati or principes units.

Unit Upgrades
As normal in Warhammer Ancient Battles, the minimum size for a unit is five infantry or cavalry models. There is no upper limit.

One model in each unit may be upgraded to Leader (+5 pts), Standard Bearer (+5 pts), and Musician (+5 pts).

However, the core troop types of the legion – hastati, principes, and triarii – do not have to pay for Leaders, Standard Bearers or Musicians; they are free!

This benefit is designed specifically to encourage Republican Roman players to field a larger number of small manipular units, rather than a few large blocks of legionary troops.



REPUBLICAN ROMAN ARMIES

CHARACTERS

You must include at least one character to command the army. If you do not select the Army General, the army commander will be the character with the highest Leadership value.

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army General	4	5	5	4	3	3	6	2	9	145

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts) or (only if on foot) large shield (+3 pts). May ride a horse (free).

Special Rules: Army General. Drilled. Stubborn. Alternative Generals.

The army general represents the consul, praetor or legate in charge of the army as a whole. Early in the Republic, when all available manpower would be raised as a single legion for a campaign, command of the army belonged to the consuls. These were the senior magistrates of Rome, who held political and military power during the year for which they were elected. When both consuls took to the field, they took turns alternating command from day to day.

As Rome's influence expanded in Italy, her military needs began to result in the mobilisation of multiple legions. A 'consular army' during most of our period consisted first of two, then four legions, with approximately the same amount of allied troops. Usually, each consul commanded two of the legions. A single legion might be assigned a specific mission under the command of a praetor, a senior magistrate ranking just under the consuls.

Toward the end of this period, it was common for a magistrate to delegate command of part of his forces (especially when separated geographically in a province) to an experienced ex-magistrate known as a legate. The Army General profile can also be used to portray a legate.



ALTERNATIVE GENERALS

After choosing his army, but before deployment, should the Roman player wish, he may roll a D6. On a roll of 1-2, he retains the standard Army General from the list above. On a roll of 3-4, he substitutes the Political Animal profile below. On a roll of 5-6, he substitutes the Military Man (***vir militaris*** – think Scipio Africanus) profile that follows. This dice roll has absolutely no effect on a second consul if taken by the Roman player.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Political Animal	4	4	4	4	3	3	4	2	8	145

Equipment: As selected for Army General.

Special Rules: Army General. Must always deploy first. The enemy player rolls a D6 at the beginning of the game. The result is the number of times he may require the Roman player to re-roll a Leadership test during the game (no single test may be re-rolled more than once). However, in compensation, the Roman player receives one free Military Tribune or Prefect of the Allies (but only the basic 69 point figure with no options).

	M	WS	BS	S	T	W	I	A	Ld	Pts
Military Man	4	6	6	4	4	3	6	3	10	145
Warhorse	8	3	0	3	-	-	3	1	-	-

Equipment: As selected for Army General and if mounted may ride a Warhorse instead.

Special Rules: Army General. Drilled. Stubborn. Always deploys second. The Roman player rolls a D6 at the beginning of the game. The result is the number of times he may re-roll a Leadership test during the game (no single test may be re-rolled more than once).

A characteristic of Republican Rome was the inconsistency of its senior magistrates' military competence. A consul might be a military genius, capable of pulling off a surprising victory, or more likely an utter fool, destined to lose his entire army. Not until the later Republic were consuls, such as Marius, elected specifically to competently and reliably conduct a military campaign. Going to war under an elected general was a true roll of the dice!

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	80

Equipment: Armed with a sword. May have light armour (+3 pts) shield (+2 pts) or (only if on foot) large shield (+3 pts). May ride a horse (free).

Special Rules: Army Standard Bearer. Drilled. Stubborn.

This represents the general's personal standard, since at this time, the legions did not have the eagles so revered during the Empire.

SENIOR OFFICERS

You may wish to include additional senior officers to represent the second consul, the military tribunes of the legions, legates, or officers of the allied troops.

0-1 CONSUL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Consul	4	5	5	4	3	3	6	2	9	145

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts) or (only if on foot) large shield (+3 pts). May ride a horse (free).

Special Rules: Army General. Drilled. Stubborn. The second Consul may only be taken if the army exceeds 2,000 points and acts as a second Army General.

As mentioned above, in the early Republic, when a single legion was fielded, the consuls would alternate command. The consul not in command on the day, however, would still be present, and often provided inspirational leadership at a critical point.

0-1 CAVALRY PREFECT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Praefectus Equitum	8	5	5	4	3	2	5	2	8	86

Equipment: Armed with a sword, light armour, shield. Rides a horse. May have a throwing spear (+2 pts).

Special Rule: A cavalry prefect only affects the Leadership of Roman and Italian Cavalry units.

In a consular army, the cavalry supplied both by the legions and the Italian allies would be grouped together under a Roman officer, the praefectus equitum.

MILITARY TRIBUNE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribune	4	4	4	4	3	2	5	2	8	69

Equipment: Armed with a sword and light armour. May have a shield (+2 pts) or (only if on foot) large shield (+3 pts). May ride a horse (free).

Special Rules: Drilled. Stubborn.

The tribunes were the most senior officers serving within the legions. They were variously elected (for the first four legions raised each year), or appointed by the magistrates in command, and were experienced campaigners and members of the ordo equester, often sons of senators.

PREFECT OF THE ALLIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Praefectus Socii	4	4	4	4	3	2	5	2	8	69

Equipment: Armed with a sword, light armour, and a large shield.

Special Rules: Drilled. May be Stubborn (+3 pts).

Roman officers were assigned to each Italian allied ala, and performed the same functions for the alae as military tribunes did for the legions.

LEGIONS AND ALAE

The infantry of the Roman legion consisted of several differently-equipped troop types. From the adoption of the manipular system (at an uncertain date between 390 BC and 340 BC), there were six troop types which could possibly appear in the legion's array:

	M	WS	BS	S	T	W	I	A	Ld	Pts
1+ Leves	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with javelins. May have shield (+1 pt), and thrusting spear (free).

Special Rules: Skirmishers. There must be at least one unit of Leves in the army, unless they are replaced by velites (see 'Reorganisation' below).

Leves were the skirmishers of the legion, provided by young men or others of insufficient property to qualify to stand in the battle line. Twenty leves were attached to each of the 15 maniples of hastati in each legion, totalling 300 skirmishers per legion. They were often poorly equipped and trained. They were unarmoured, although they might have acquired helmets, and carried a spear and javelins.

	M	WS	BS	S	T	W	I	A	Ld	Pts
1+ Hastatus	4	3	3	3	3	1	3	1	7	9
Raw Hastatus	4	2	3	3	3	1	3	1	5	7

Equipment: Armed with a sword, pilum and large shield. May have light armour (+2 pts).

Special Rules: Manipular Unit. May be Drilled (+2 pts). There must be one unit of Hastati for each unit of Principes in the army. A unit of Hastati or Raw Hastati may have a Leader, Standard Bearer & Musician at no cost.

Hastati were the youngest of those citizens who could provide an adequate panoply of armour. Despite their name (which would indicate that at one time they were equipped with the all-purpose hasta spear), they carried pila to break up the enemy's formation, before attacking with the sword. There were 15 maniples of 60 hastati each, totalling 900 in each legion.

Hastati may be replaced by Raw Hastati to depict hastily-raised and very young troops levied in emergencies.

	M	WS	BS	S	T	W	I	A	Ld	Pts
1+ Princeps	4	3	3	3	3	1	3	1	7	8

Equipment: Armed with a sword, thrusting spear, and large shield. May have light armour (+2 pts). May replace thrusting spear with pilum (+1 pt).

Special Rules: Manipular Unit. May be Drilled (+2 pts). May be Stubborn (+3 pts). There must be one unit of Principes for each unit of Triarii in the army. A unit of Principes may have a Leader, Standard Bearer, and Musician at no cost.

Principes were men in the prime of their life who backed up the hastati. Originally equipped with the hasta, they switched to the pilum, probably after the end of the wars with Pyrrhus of Epirus in 275 BC. There were 15 maniples of 60 principes each, totalling 900 in each legion.

	M	WS	BS	S	T	W	I	A	Ld	Pts
1+ Triarius	4	3	3	3	3	1	3	1	8	13

Equipment: Armed with a sword, thrusting spear, and large shield. May have light armour (+2 pts).

Special Rules: Manipular Unit. Drilled. Stubborn. There must be at least one unit of Triarii in the army. A unit of Triarii may have a Leader, Standard Bearer, and Musician at no cost.

Triarii were the oldest and most experienced men in the army. Equipped with the hasta, they could be depended upon to hold the line even if the hastati and principes had been unsuccessful in their efforts. Being mature, propertied men, they are usually depicted as better armoured than the hastati and principes.

There were 15 vexilla of 60 triarii each, totalling 900 in each legion; each vexillum of triarii was combined into an ordo with a vexillum of rorarii and one of accensi (see below).

Two other troop types used in the Roman force are available to use in your army but were poorly documented in the sources for our period:



Rorarii were young men of lesser means. They may have been unarmoured spearmen held in reserve with the triarii, but it seems more likely that they were skirmishers attached to the triarii in the same way the leves were attached to the hastati. If present, they were formed in 15 vexilla of 60 each, totalling 900 in each legion. Use the Leves profile to utilise them as additional skirmishers, or use the Accensi profile below if you wish to use them as spearmen.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Accensus	4	2	2	3	3	1	3	1	5	4

Equipment: Thrusting spear, large shield.

Accensi were only used in one documented battle, employed in a ruse to make the enemy think they were triarii, so they were probably formed up as heavy infantry, although poorly equipped. They may well have been camp servants and attendants pressed into service for this one occasion. They also were formed in 15 vexilla of 60 each, in each legion.

LATIN ALLIES

The alae provided by the Latin and other Italian allies originally fought using their native armament and tactics, but as time passed, they adopted Roman weapons, armour, and the manipular system (although they may not have duplicated all the troop types, especially the accensi). Their performance from battlefield accounts offers no reason to provide alternative profiles or special rules to differentiate between Romans and Latins. If you believe there should be a difference, you can certainly create one by selecting which troops are Raw, Drilled, or Stubborn. Having these as options also provides the ability to portray hastily raised or poorly trained troops, either Roman or allied.

If you wish to portray Italian allies from the early Republic, use the Italian Spearmen entry from the Auxiliaries section.

REORGANISATION

At some point during our period, but it is by no means clear exactly when, the Roman legion was reorganised. It now consisted of ten maniples of 120 hastati, totalling 1,200; ten maniples of 120 principes, totalling 1,200, and ten smaller maniples of only 60 triarii, totalling 600. By 211 BC, possibly concurrent with the legion reorganisation, the light infantry skirmishers comprised 1,200 well-trained velites, perhaps formed by combining the leves and rorarii. The accensi are not mentioned in connection with the reorganised legion.

To portray these changes, use the Velite profile below to replace the Leves, and reduce the number of Triarii in relation to the Principes and Hastati.

Use the following new special rule for Principes:

There must be two units of Principes for each unit of Triarii in the army.

To avoid small units, field one unit of Triarii for every two of Hastati and two of Principes, as if the Triarii of two legions or alae were combined – see the Building a Republican Roman Army section.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Velite	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a sword, javelins, and shield. May have throwing spear (+1 pt).

Special Rules: Skirmishers. Velites may not be used if any Leves, Rorarii or Accensi are used.

AUXILIARIES

ROMAN AND ITALIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	6	3	3	3	3	1	3	1	7	15

Equipment: Armed with a sword, throwing spear, and shield. May have light armour (+2 pts), javelins (+1 pt).

Special Rule: Unbridled Charge (optional).

Each Roman legion included 300 cavalry, and a Roman army would be accompanied by allied Latin and other Italian cavalry, in numbers at least equal to the total of Roman cavalry. Roman cavalry was provided by the wealthy equestrian order, and was armoured, but allied cavalry may have been more lightly equipped.

ITALIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	3	3	3	3	1	3	1	7	7
0-1 Extraordinarius	5	4	4	3	3	1	3	1	8	12

Equipment: Armed with a sword, throwing spear, and shield. May have light armour (+2 pts), large shield (+1 pt). The unit of Extraordinarii may not outnumber the smallest unit of Italian Spearmen.

Special Rule: Light Infantry.

These are suitable for portraying Latin and other Italian allies prior to their adoption of Roman weapons and tactics. Extraordinarii were a special unit selected from the best men of the allies accompanying a Roman army.

THUREOPHOROI AND PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thureophoros	5	3	3	3	3	1	3	1	7	7
Peltast	5	2	3	3	3	1	3	1	5	5

Equipment: Thureophoroi are armed with a sword, javelins, and shield. They may have thrusting spears (+1 pt). Peltasts are armed with a sword, javelins, and buckler. They may replace the buckler with a shield (+1 pt).

Special Rule: Light Infantry.

Small numbers of generally equivalent troops appeared in various campaigns in the east against the Hellenistic armies of Macedon and Syria. These represent Achaian, Macedonian, and Thracian peltasts or thureophoroi, usually volunteers.

SPECIALIST UNITS

The following listings comprise a variety of specialist troops that accompanied Romans in very limited numbers in specific periods and campaigns. The campaigns and theatres in which each type historically appeared is indicated. Restrictions such as 'May not be the largest unit of infantry skirmishers in the army' are designed to discourage excessive use of these troops.

Special units gain the Leadership benefits of the Army General, Army Standard Bearer, and other characters from this list, subject to the standard rules.

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cretan	5	3	4	3	3	1	3	1	6	10

Equipment: Cretans are armed with a sword, composite bow, and buckler.

Special Rules: Skirmishers. May not be the largest unit of infantry skirmishers in the army.

The Romans employed Cretans in their eastern campaigns during the Macedonian and Syrian Wars. In addition, a few were supplied by Syracuse during the Second Punic War, fighting against Hannibal in Italy.

SYRACUSAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Syracusan	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with sling. May have buckler (+1 pt).

Special Rules: Skirmishers. May not be the largest unit of infantry skirmishers in the army.

The Romans employed small numbers of slingers from Syracuse during the Second Punic War, fighting against Hannibal on the Italian peninsula, and later in Africa at the end of the war.

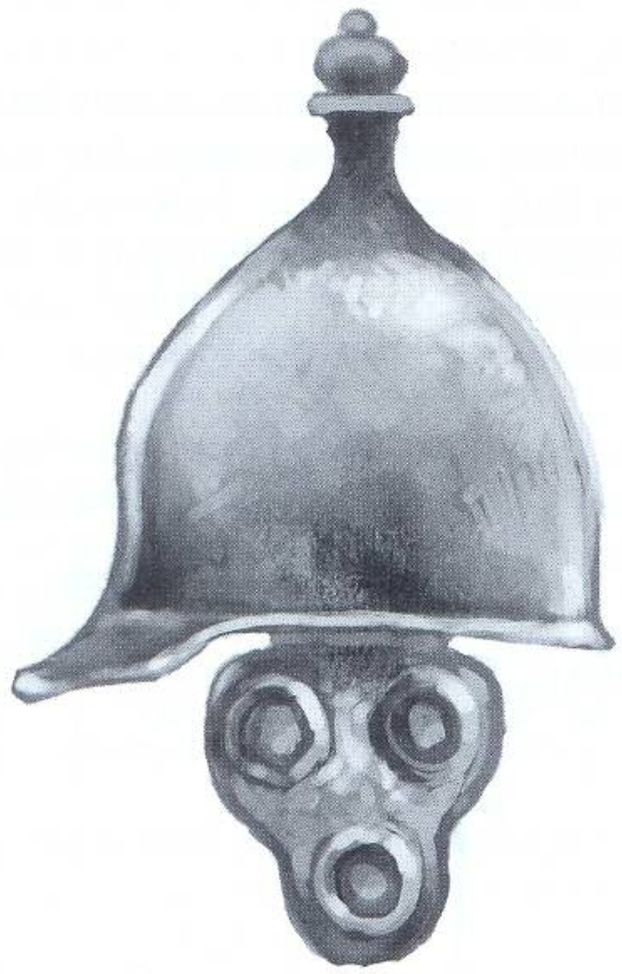
BALEARIC SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Balearic	5	3	4	3	3	1	3	1	7	10

Equipment: Armed with sword and sling. May have buckler (+1 pt).

Special Rules: Warband. Skirmishers. May not be the largest unit of infantry skirmishers in the army.

The Romans employed small numbers of slingers from the Balearic Islands during the last campaign of Second Punic War in Africa. Balearic slingers serving with the Roman army during the Later Republic were noted for their tendency to get stuck into close combat.



TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tarentine	8	2	4	3	3	1	3	1	7	20

Equipment: Armed with sword, javelins, and shield. May have large shield (+1 pt).

Special Rules: Light Cavalry. Feigned Flight. Parthian Shot. Tarentines may not outnumber any other unit of cavalry in the army.

The Romans employed Tarentines during the Second Punic War while fighting Hannibal on the Italian peninsula, and routinely employed them after the end of the Punic Wars.

NUMIDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Numidian	8	3	4	3	3	1	4	1	7	21

Equipment: Armed with knife, javelins, and buckler. May replace buckler with shield (+1 pt).

Special Rules: Light Cavalry, Feigned Flight, Parthian Shot. May not outnumber any other unit of cavalry in the army.

The Romans employed small numbers of Numidian cavalry after the end of the Punic Wars. For the large forces of Numidian allies which fought with Rome against Carthage, see Allies below.

SPANISH INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scutarius	5	3	3	3	3	1	3	1	7	9

Equipment: Armed with sword, throwing spear, and shield. May replace throwing spear with heavy throwing spear (+2 pts). May have javelins (+1 pt).

Special Rules: Stealth. May be Drilled (+2 pts).

The Romans employed small numbers of Spanish, probably scutarii, in the east. For the large forces of Spanish allies and mercenaries which fought with Rome against Carthage, see Allies below.

SPANISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with sword, throwing spear, and buckler. May have javelins (+1 pt).

Special Rules: Light Cavalry. May not outnumber any other unit of cavalry in the army.

The Romans employed small numbers of Spanish cavalry after the end of the Punic Wars.

GALLIC INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gallic Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Armed with mixed weapons and shield.

Special Rules: Warband. Stealth.

The Romans employed small numbers of Gallic warriors after the end of the Punic Wars.

GALLIC CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	4	3	3	1	4	1	6	19

Equipment: Armed with mixed weapons and shield. May have light armour (+2 pts).

Special Rule: Warband. May not outnumber any other unit of cavalry in the army.

The Romans employed small numbers of Gallic cavalry after the end of the Punic Wars.

ILLYRIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Sword, javelins, throwing spears and shield.

Special Rules: Light Infantry. Warband. Stealth.

The Romans employed small numbers of Illyrian warriors in the east.

ILLYRIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	3	1	7	16

Equipment: Sword, javelins and shield.

Special Rules: Light Cavalry. Warband. May not outnumber any other unit of cavalry in the army.

The Romans employed small numbers of Illyrian cavalry in the east.

LIGURIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	6	7

Equipment: Mixed weapons and shield.

Special Rules: Warband. Light Infantry. Stealth.

The Romans employed small numbers of Ligurian warriors in the east.

0-1 NUMIDIAN ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
African Elephant	6	4	0	6	5	5	3	4	4	116
Mahout	4	2	2	3	3	1	3	1	7	-
Crew	4	3	3	3	3	1	3	1	7	-
0-10 Escorts	5	3	3	3	3	1	3	1	7	10

Equipment: No more than one Elephant model is permissible, regardless of the size of the army. The Elephant has an unarmed mahout, and two crew armed with javelins in a fighting tower (5+ save). May have up to ten escorts, up to half of which are armed with sling and buckler, the rest are armed with javelin and buckler.

Special Rules: Elephant – May Stampede; causes *fear* in infantry and *terror* in cavalry. African elephants *fear* all elephants of Indian origin; this takes precedence over the normal elephant immunity to psychology. The escorts are Light Infantry. If the escorts join the elephant when it is engaged in close combat, any escorts touching an enemy model may fight as well. Escorts may not have a Leader, Standard Bearer, or Musician.

The Romans employed a few elephants, supplied by the Numidians, in the east. One draft of elephants was accompanied by Numidian infantry escorts.

ALLIES

In large multi-player games, you may wish to field a Republican Roman army in conjunction with one or more of its historical allies, which include those listed below. Allies do not gain the benefit of the Leadership effects of the Army General, Army Standard Bearer, or any other characters from the Republican Roman list, and should be provided with leaders from their own lists.

Gallic Tribes: Use the Gallic list in this book. One Gallic tribe from northern Italy were allies with Rome during the Second Punic War. May not be used with any other allies.

Spanish: Use the Spanish list in this book. Large numbers of Spanish tribesmen allied with, or served as, mercenaries with Rome in Spain and in Africa during the Second Punic War. May only be used with Numidians.

Numidian: Use the Numidian list in this book. The Numidian king Massinissa provided a large contingent to support the Roman campaign in Africa at the end of the Second Punic War. May only be used with Spanish.



Hellenistic Greek: Use the Ancient Greek list in *Armies of Antiquity*. Various states allied with Rome in the east against Macedon. May only be used with Pergamenes. May not use Spartans.



Pergamene: Use the Alexander and his Successors list in *Armies of Antiquity*. Pergamon supported Rome in the east against Macedon and Syria. May not use Phalanx Infantry or Scythed Chariots May have 0-1 Indian Elephant. Skirmishers may not have staff sling or crossbow.

NOTE: Both Hellenistic Greek and Pergamene armies may be more accurately and thoroughly portrayed by the appropriate list from the Macedonian Successors volume upon its publication.

OPTIONAL RULES

These optional rules require your opponent's permission to use. They are intended to add flavour to friendly games, especially in campaigns, and are not intended for tournament play.

FORTIFIED CAMP

Many battles of this period took place in the vicinity of one or both opponents' fortified camps. An all-out assault on a Roman force which has retired to its camp should use the 'Last Stand' scenario from the WAB rulebook. However, a number of the other scenarios (ie, Pitched Battle, Surprise Attack, Flank Attack, Breakthrough) could also take place with a portion of a camp on the table. Use the same 'Fortified Camp' rule for the Roman player that appears in the Carthaginian Army List.

PENAL & SLAVE LEGIONS

In one particularly desperate hour, when Rome's manpower pool had been drained by the disaster at Cannae, extraordinary measures were taken to temporarily expand available troops – 8,000 slave volunteers responded to an offer of freedom and voting franchise in return for military service; they formed two legions. A legion of 6,000 imprisoned debtors and criminals was also raised and each member was promised a pardon. Before the Battle of Beneventum, the Roman commander promised immediate freedom to the disgruntled slave legionaries, who had by then been in service for two years, for those men who brought him an enemy head. But during the battle, the consul saw that in their zeal to achieve freedom, the slaves' combat formation was being broken apart, and impetus lost, by the solders' stopping to cut trophies from enemy corpses. So he then ordered that no-one would be freed unless the enemy was totally defeated! These hastily-raised formations were equipped with trophy weapons scavenged from the temples of Rome; the penal legions were equipped with captured Gallic weapons taken at the Battle of Telamon.

To portray elements of a penal or slave legion, use the entries for Leves and Accensi, except that the armament for both troop types is mixed weapons. The figures should be converted so that they have different helmets and weapons, some individuals carrying enemy heads, and so on. The following special rules apply to both penal and slave legion units, for the sake of colour and simplicity.

Special Rules: Hate any enemy. Heavy infantry (Accensi profile) cause *fear*. If a Penal or Slave Legion unit defeats its close combat opponents and forces them to break and flee, the Penal or Slave Legion unit must take a Leadership test in order to determine whether it pursues.

If the Penal or Slave Legion unit fails the test, it will halt in place, while the legionaries collect enemy heads. The unit will continue to remain halted until the beginning of the next turn, when another Leadership test must be made. The unit continues to halt and take heads until a successful test is made; during this time, the unit may not use missile weapons. If shot at by enemy troops, the unit may make an additional and immediate test to continue as normal.

If the Penal or Slave Legion unit passes the initial Leadership test, it immediately becomes subject to Frenzy, and must pursue the fleeing unit. If it subsequently destroys the fleeing unit, it will halt in place and collect heads, and must pass a Leadership test, as described above, to return to normal.

UNBRIDLED CHARGE

Republican Roman cavalry generally seem to have performed in a lacklustre fashion compared to the 'heavy' cavalry of their allies and opponents. During this period, horsemanship was not as prized as it was in the later Imperial Roman Army. As a result, Roman and Italian cavalry are 'penalised' in this list by allowing them only mounts capable of moving 6". To compensate for this, and to account for the documented historical tactic of casting the bridle aside and charging wildly at the enemy in desperation, they may use the following rule:

A Roman or Italian cavalry unit may declare an 'unbridled charge' in lieu of an ordinary charge, but only against non-cataphract enemy cavalry. It may not use this tactic against infantry, cataphract cavalry, camels, chariots, or elephants. If the Roman unit charges and wins a round of combat, the charged unit will automatically break with no Leadership test being taken. Enemy units that normally ignore Break tests must roll a D6; on a roll of 1-3 they are broken anyway, and on a roll of 4-6 they hold.

After the charge move and successful combat (or if the charge did not bring the Roman unit into contact), the Roman cavalry must spend one turn reforming before being able to pursue or carry out any movement, other than fleeing. If charged while reforming, the Roman unit may not fall back in good order.

BUILDING A ROMAN ARMY

One of the main motivators for writing this supplement was that the Republican Roman list in *Armies of Antiquity* didn't work well at recreating a doctrinal Roman battle formation, and the author will take responsibility for that flaw! Actually, they would work under the right conditions and with a player determined to use historical tactics.

However, it simply wasn't possible to build enough maniples within a typical 2,000 point tournament army to create a proper looking formation using the points costs in the AoA list. Basic game mechanics tended to cause a diversion away from historical tactics, especially since the old manipular formation rule did not give a player good enough reasons to maintain a deep triple-line formation. As a result, many players created a single line of the biggest toughest 'maniples' they could build, and stuck the triarii out on a flank to counter enemy cavalry!

The author is very thankful to the playtest and review group for trying and discarding a number of possible solutions before agreeing that the version of capabilities and special rules you will find in the Roman list in this supplement is probably 'good enough'. These guys tried real hard to break everything that was suggested, and this version seems to have survived, with even the most diehard critics playing it and finding that it actually works.

A potential problem is that the benefits may not spring out at the reader simply by perusing the printed page. Much of the combination of things that make the Romans look and act something like their historical counterparts relies on synergism. In other words, you may not 'see' it until you play it.

So what this section will do is to set out one target organisation, show how variants can be made for other periods and for larger armies, and then, in the Employing a Roman Army section, go into detail about how the bits and bobs work together.

CHOOSING AN ARMY

Let's start with a 2,000 point army, since the main goal of the playtest working group was to figure out how to make an army of this size work. Anything larger just gets easier.

Let's also start with the period after the 'Polybian' reforms, since this is the most usable for the entire Punic Wars period, and the generally homogeneous composition makes for easy explanation. Variants will be covered later on.

So let's begin with the assumption that we're going to portray two Roman legions and two allied Italian alae that are virtually identical to the legions. We want to account for the Roman and allied horse, but are not going to try to jam in any of the various wild and wonderful mercenaries and other allies. These mostly provide light infantry and skirmishing specialists, and another benefit of choosing this period is that the legion organisation provides a wealth of high-quality skirmishers.

POINTS & UNITS

For simplicity, we'll create one 'legion' and then just duplicate it three more times. Each 'legion' will be represented by a unit of velites, one unit or 'maniple' of hastati, one of principes, and will combine its triarii with those of another legion or ala to form a maniple of similar size to the others.

Addressing the Velites first, let's take a unit of ten. We're going to make our heavy infantry 'maniples' 12 strong or so, and in theory, there should be as many velites as hastati. But ten skirmishers are enough to cover the front of a heavy unit quite well, and we can use the points savings. Besides, with four legion-equivalents' worth, that's 40 skirmishers, enough to overwhelm most opponent's skirmish screens and do some damage to their battle lines! We can add throwing spears, but we don't need to worry about a Leader (they'll do enough damage), Standard Bearer or Musician for these guys, as they're skirmishers. Ten figures: 90 points.

Now for the Hastati. Imperial Roman players will tell you that you need at least 15 or 16 Legionaries in a unit to be viable, and these guys aren't as good! But as we will see, the new Manipular Formation rule makes them just about as good as twice their number for many purposes, as long as they are backed up by a unit of principes. We'll go with 12. We won't add armour and won't make them Drilled. But we will give them a full command (Leader, Standard Bearer and Musician), because they're free. Twelve figures: 108 points.

We'll make the unit of Principes the same size. Let's add light armour to them, and replace their spears with pila, appropriate for the period. No Drilled or Stubborn as we're conserving on points. But again, full command is free. Twelve figures: 132 points.

For the triarii, our allotment per 'legion' is small, only six figures, doubling to 12 when combined with another group of triarii, with command free. We'll add light armour. Six figures: 90 points.

So that's it: one legion represented at a ratio of one figure to 100 actual men, totalling 420 points. Therefore the total for two legions and two alae is 1,680 points.

We ought to have a minimum of twelve figures worth of Roman and allied cavalry, representing the two legions, 600 equites and at least as many (and usually twice as many) allied cavalry. But we're going to scrimp here and only field one unit of ten figures, and assume the rest are off on scouting missions, guarding the baggage, or whatever your imagination can concoct. These aren't awfully good cavalry! You won't want to put them in the way of anything good the enemy have in that line, so it's probably fine to keep one unit hanging back to take a cheap shot… err, to exploit an opportune situation. Add light armour, and command we have to pay for. Ten figures: 185 points.

Let's not forget our high command: the consul of the day and his personal standard. The Army General, mounted on a horse, with light armour and shield costs 150 points. The Army Standard Bearer, also mounted, with light armour and shield, costs 85 points. Total for characters: 235 points.

We're within the army composition limits for any of the periods in which we could use this army. So let's add it up. 235 points for characters, 1,680 points for infantry and 185 points for cavalry (all Common troop selections) totalling: oops, 2,100 points.

Dang, this was looking too good – you were warned it wasn't easy! But we were doing so well at recreating a battle array that was generally historical. How are we going to save 100 points?

The easy solution is to save 90 points by omitting a unit of velites, and just spreading the remaining three units across the front of the four legion-equivalents. Then we'd have to drop perhaps one cavalryman, and waste a few points. Alternatively, we could reduce the velite unit strengths to seven and eight men. Make two of them seven men each, and two eight, and we've saved exactly 100 points: right on target. That's probably okay. In a 2,000 point game, 30 good skirmishers is going to be plenty.

VARIATIONS WITH MORE POINTS

Now, many players have come to firmly believe that Warhammer Ancient Battles plays much better at 3,000 points than 2,000, and bigger games are just great! If we were to increase our army to 3,000 points or more, what could we do?

The first thing you could consider is increasing all maniple strengths to 15 or 16 figures. If we have 3,000 points, more than likely our opponent does too, in a points-balanced game. He will have more units, or bigger units, and our maniples need to be more survivable to, erm, survive.

We can also consider helping our legionaries' survivability by armouring the hastati, which we couldn't do at the bare minimum. We may want to consider making the principes Stubborn to give us an potential extra round staying stuck-in partway through the game. If we're the sort that enjoys 'stupid Roman tricks' of the sort beloved by Early Imperial players, we may want to give some maniples of principes, and maybe even some hastati, the Drilled ability. This will allow some interesting opportunities for flexible and reactive manoeuvre. We might not want to give the Stubborn and Drilled abilities across the board, but use them to differentiate legions from alae somewhat.

VARIATIONS IN DIFFERENT PERIODS

Perhaps we might also consider forming an earlier 'manipular army' instead of the later one we've been absorbed in creating. It would be harder to accomplish at 2,000 points, because at least in theory, there should be as many triarii as there are hastati or principes, and there must be as many units as there are units of Principes. Fielding those expensive troops in even greater numbers will drive up our points total fast.

On the other hand, we don't have to field as many Leves as we did velites: only 16 figures worth for the whole army (and it's worth noting we've shifted to a 1:75 representational scale if we keep the 'maniples' at 12 figures each. We can also consider that the leves are much cheaper than velites, although nowhere near as good.

So let's build one 'legion' for the earlier time period. Four leves (we'll combine them into viable units) with shield added: 20 points. Twelve hastati, the same as before: 108 points. Twelve principes, with light armour, but keeping the thrusting spear: 120 points. Twelve triarii with light armour: 180 points. Total: 428 points, more than before!

If we add the same cavalry and characters as with the later army, we'll total 2,032 points. So how can we save some points? Hmm, suppose we presume that our Italian allies haven't yet adopted Roman doctrine; what happens then? We want each ala to total about 40 figures, about the same as a Roman legion, but if we use the Italian Spearmen profile, they're light infantry. That's just fine if we encounter some terrain for them to use, but because of their rank bonus limit I like to optimise light infantry with 18 figure units. Eighteen spearmen, with no extras, but having to pay for full command, totals 141 points. Good, good! Let's have two of those, and two more with light armour, at 177 points each. Total so far: 72 figures, costing 636 points, to replace 80 figures and save 872 points. We've got 236 more points to play with now. We could boost our cavalry strength to something more appropriate. We could buy a nice little unit of extraordinarii. We could add more leves (to represent allied skirmishers) or rorarii. Too many choices: I'll leave the final decisions up to you.

If we're fielding a later army, but with more points (3,000 or more), we can start thinking about adding some of the non-Italian troops that may be useful for specialist tasks. If we assume that we're in the Punic Wars period, we could have Spanish infantry or cavalry as Uncommon choices in Spain, or we could have perhaps Tarentine cavalry or a few Cretan archers in Italy.

In the later wars, especially in the East, the choices become much more plentiful. It's important to watch the unit size limits and choice restrictions though before getting carried away. What these options mean, however, is that when facing the diverse troop types likely to be in an historical match-up, against either a late Macedonian or Seleucid army, you can begin to match the same variety of specialist troops. Of course, that may also mean that you get distracted by them, rather than relying on your maniples to throw pila, draw swords, and get stuck in. In the past, Republican Roman wargames armies may not have fared well against the AoA Macedonian phalanx. But Roman players intent on playing historical scenarios may have a nice surprise in store when Jeff Jonas's Successor supplement is published.

EMPLOYING A ROMAN ARMY

As indicated in the Building a Roman Army section, it was clear that it would be necessary to make some changes in order to make the Republican Romans able to better portray their historical tactics, compared to the version in *Armies of Antiquity*. Although the result seems to work well, experienced Warhammer Ancient Battles players may find the dynamics of the special rules quite a change from their usual approach to the game mechanics and 'conventional' tactics.

One thing that players may have a hard time getting used to is the requirement to keep troops in a second, or a even a third, line in order to gain the maximum benefit from the Manipular Formation special rule. To a degree, this 'forces' the player to give up some control over his deployment. That's intentional! It seems necessary in order to 'force', or perhaps a better choice of words is 'motivate', a Republican Roman player to recreate a historical battle array. If you are the sort of player to whom this sort of thing is anathema – if you are far more interested in 'playing the game' than attempting to recreate history – then maybe the Republican Romans are not for you. If you want absolute control over your units as they go whizzing all over the battlefield, then maybe a Viking or Samurai army is more suited to your rapid style of play.

That's intended to be tongue-in-cheek, but the point is serious. If you try fighting the Romans as if they were any of a number of other armies, without considering the impact of their special rules, you will probably not be happy with the result. As mentioned before, the manipular troops' capabilities are synergistic. Some of the effects are rather subtle. At least, they seem subtle to the author! It would be nice to think that this has turned out to be a real 'finesse' type of army; a player skilled in exploiting its strengths will do well, but it may take a new player some time to learn to use it properly.

What this section will do is to walk you through the process of fighting using Manipular Formation for the most part. But it'll also touch on some of the aspects of the skirmish battle, at which the Romans should excel, and how to survive the battle for the flanks.

THE TRIPLEX ACIES

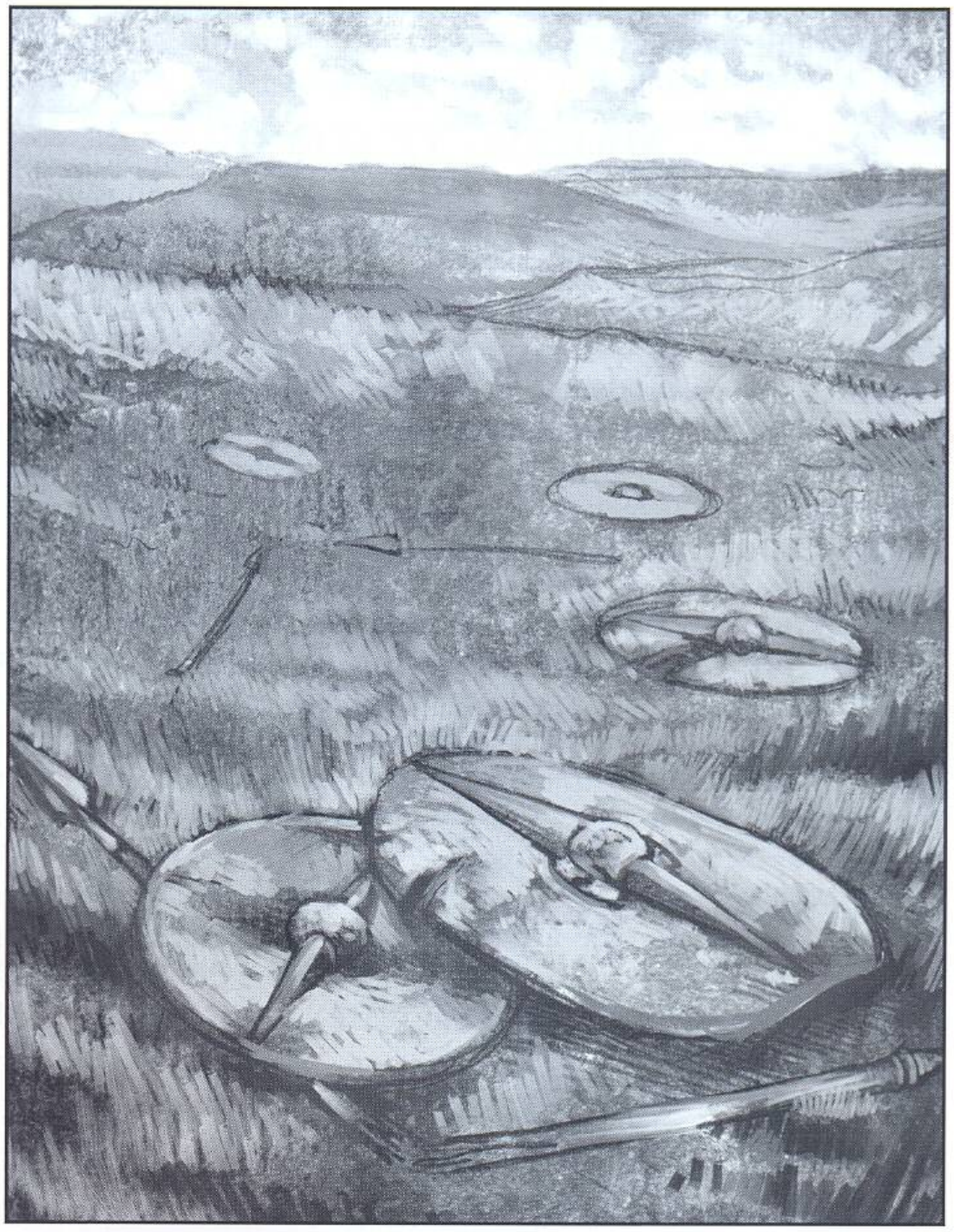
To be honest, we don't really know the detailed mechanics of how the Republican Roman line replacement technique actually worked. We simply don't have a suitable description from the ancient authors. The most credible explanation to me is that while the maniples of the first line deployed engaged in combat with the enemy, subsequent lines were arrayed as blocks of troops, with gaps between the maniples.

When the first line was pressured or attrited to the point that it could no longer sustain combat, it retired in some fashion through the gaps in the second line and, we can safely assume, reformed to the rear. The second line now becoming the new first line, its maniples redeployed to form a solid fighting front against the enemy.

In a big enough game, we could probably use the existing Warhammer Ancient Battles mechanisms to reproduce this, with the first line choosing to flee and the second line using Drilled to regenerate the new battleline. But this would require a very large game in order to look 'right', and something else was required in order to get a similar effect in a battle of 2,000 or 3,000 points.

From the description above, the actual tactics probably resulted in an overall retrograde movement: the first line falling back behind the second; the second falling back on the Triarii. If there actually was a method for moving the second line up through the first, generating momentum and reestablishing a solid front, we don't know what it was. But when you read the Manipular Formation rule, you will see that the normal use of the unit replacement provision results in keeping the front line right where it was, and since the 'second line' unit counts as charging, it seems more like an overall forward movement.

This was intentional. It seemed a good thing to allow the Republican Roman player to maintain contact with the enemy. Because of the short length and limited number of turns in most WAB games, each time one side breaks contact tends to make the results less decisive. It also seemed good to reward the Roman player for being aggressive. Just like their Early Imperial descendants, Republican legionaries should do best maintaining forward momentum rather than going over to the defence.



The third line, the triarii, were a problem. As mentioned earlier, players using the AoA list tended to push them to a flank, or even use them in the front line, to make best use of their thrusting spears. Something needed to change in order to influence the player to keep them in reserve in their historically doctrinal role. Yet it seemed quite cruel to force a player to keep these very expensive troops out of combat.

It was tempting to say that a player could leave out the triarii entirely, since in an actual battle the Romans considered that if things were 'down to the triarii', they were not going well at all. In effect, the battle was just about lost at that point. That solution could certainly have freed up a lot of points to better portray the first and second lines. But the goal of somehow encouraging the player to portray all three lines was important. In the end, the points cost of the triarii were adjusted downwards to make it a little more palatable to keep them out of the fight unless desperately needed, and now the Manipular Formation rule makes the rank bonus benefit they can lend to engaged principes a redeeming factor.

It's worth noting that it's not just triarii that can lend rank bonus support to principes; withdrawn hastati could do the same. Some of the playtesters suggested that there be a hierarchy for the manipular formation: only principes could replace and add rank bonuses to hastati, and so on. But we know that hastati, having been replaced, were able to reform and continue to fight; and we know that triarii were occasionally detailed for special missions. So this seemed like taking a bit too much control from the player. So you will still be able to set up the triarii on a flank if you really must. Hopefully, you will keep to the spirit of the thing as much as possible.

MAKING IT WORK

A key consideration for the Roman player should be keeping his units subject to the Manipular Formation rule 'qualified' to use it. Reading the rule, you will see that it is a really good idea to make sure that every engaged (or potentially engageable) first line unit has an unengaged second line unit within its rear arc. This will allow the first line unit to receive the rank bonus benefit, and as long as the second line unit meets the additional requirements for the rule, the second line unit will be able to replace the front line one if needed.

Now it's not essential to keep second line units perfectly lined up behind the front rank ones, or to adopt a 'chequer board' formation. There is enough flexibility built into the requirements to meet the rule (and intentionally so!) that a single second line unit can support two first line units – although it will not be able to replace both. This means that there will be opportunities to use a 'spare' second line unit to swing to protect a flank, or perhaps even attack an enemy flank, if the opportunity presents itself. So the second rank should not be considered 'pinned in place', but should be used flexibly.

The rank bonus provisions of the rule will drive some tough decisions about unit size and deployment. Take, for example, our 'target' 2,000 point army from the Building a Roman Army section. Its maniples are all 12 figures strong. When the hastati get into contact, you may want to have them deployed six figures across and two deep. As long as you haven't taken more than two casualties in such a 'maniple' yet, it will count +1 for its own rank bonus (and won't have to take a 25% Panic test for shooting casualties). If it has a 'maniple' of principes properly supporting it, it can have additional rank bonuses, depending on the formation of the Principes.

Let's say the principes are also deployed six figures wide and two deep. They are ready to go into combat, but only add another +1 rank bonus. But if they are deployed four wide by three deep, they confer a +2 rank bonus, bringing the hastati to their maximum +3 (which for combat results, is almost as good as having a 24 figure hastati unit).

Moreover, if you have deployed carefully, the principes can be close enough to the front line that if you need them to, they can reduce their ranks by one, expanding their frontage to six figures and replace a unit of hastati. It is even possible to have a single 'maniple' of principes supporting two of hastati, as described above, and still have them close enough to be able to conduct the rank reduction and charge. If you don't believe me, set up some figures, or draw the situation out to scale on paper, and see for yourself.

This all means that a Roman player that is careful and crafty can make the potential of his second line go quite a long way. He does not need to think of having a deep battle array and a reserve a 'waste' of points. But this also means that a Roman player must be very precise in his positioning and manoeuvre, and must think ahead to cover the possibilities of the next and subsequent turns. As suggested above, it is an army requiring finesse, and may not suit everyone.

THE SKIRMISH BATTLE

As we saw in the Building a Roman Army section, a Republican army has the potential to put out a very effective skirmish screen. In the earlier periods, the 300 leves per legion could be possibly supplemented by up to 900 rorarii. That could be as many as 16 figures per legion! – at our notional representational scale of 1:75 for the early legions. In the later legion, there were 1,200 velites, which because the scale of our 'target' army changes to 1:100, means there could still be 12 figures for each legion or ala.

Now most players are not going to want to field 48 - 64 skirmishers for a 2,000 point army. It's possible to reduce this number considerably and still have a great advantage over most opponent's skirmish screen. Although, to diverge off-topic for a moment, a number of experienced players have suggested that to come closer to recreating historical combat, at least for the Classical period, it might work better to have a separate skirmish phase, or even a separate skirmish battle. The results of this could then affect the deployment for the main battle in some way. But that's a topic for discussion elsewhere. It would be interesting to set up a game sometime of Romans versus Carthaginians, with nothing on the Roman side but a consular army's worth of velites, and nothing on the Punic side but about a dozen elephants and some Libyan skirmishers.

A Roman player should not discount the value of his skirmishers, especially if they're velites. They are some pretty tough hombres as skirmishers go! It's been mentioned elsewhere that warfare during this period in the western Mediterranean was characterised by a relative absence of long-range missile troops: archers and slingers. But a Republican Roman player that finds himself up against an opponent with lots of long-range missile skirmishers need not fear too much: just send in the velites (especially if they have been upgraded with throwing spears) and cut them to pieces.

Thanks to the large numbers of available skirmishers and their relatively good staying power, a Roman player may find that once he has routed or destroyed the enemy skirmish screen, he still has enough good skirmishers to begin to take the fight to the enemy's main battleline. It's certainly helpful if the Roman skirmishers can whittle away a few casualties from the enemy's main battle line. But don't leave the hastati standing around checking that their pila and swords are sharp for too long.

The Roman player should also consider how his skirmishers can be put to good use in later turns of the game, once the main battle has been joined. It's quite likely that he will have one or two skirmishing units still quite viable, and should plan to use them to inflict low blows (um, that is to say, 'exploit the tactical situation') against exposed flanks and rears.

The later period armies allow the Romans to hire a few skirmishing mercenaries. Experienced players that have used the AoA list know that Spanish scutarii made excellent skirmishers. Sorry, but that won't work any more. With the addition of the Stealth rule, they are no longer Light Infantry. Sorry about that! Now go on and have a little faith in your velites.

MIND THE FLANKS

It's very appropriate that a Republican Roman army should be vulnerable to an enemy that can turn a flank. After all, that's a very historical tactic. A Roman player that finds himself exposed to a flank threat is going to be faced with even tougher decisions than usual. But that's why it's a very good army for a player who likes to be challenged.

If you look again at our 'target' army, you'll see that the only unit that has the doctrinal mission of being on the flanks of the manipular array is the Roman and Italian horse. But they're not very good; you don't want to put them in harm's way too often, but keep them where they can possibly threaten the enemy's flank instead.

A Roman player may wish to consider withdrawing his skirmishers to the flanks once the skirmish battle is over. Not only will this possibly present the Roman skirmishers with opportunities to exploit themselves, but they should be able to hold up many flank threats for a turn or so.

As was mentioned before, it is possible to pull unengaged 'heavy' units out of the three line formation and still be able to maximise the manipular formation benefits most of the time. So it would be possible to swing a second or even third line unit to deal with a flank threat. But you'll find that if you take that practice too far, you risk your entire battle line becoming very brittle and possibly coming apart completely. Well, historically, that's as it should be...

As we saw earlier, an interesting variation on our 'target' army roster would be to change it over to the earlier 'Polybian' version, with the allies portrayed by Italian Spearmen rather than manipular troops. This will reduce the frontage of your manipular battleline, of course, and the early skirmishers are not nearly as good. But it is possible to field a generous amount of good quality light infantry, which can be a good thing for guarding the flanks, especially in conjunction with favourable terrain.

For later campaigns against those sneaky Successors, if the army points permit, a warband, some decent cavalry, or even the elephant from the Uncommon choices may be helpful either to secure a flank or pose a threat to the enemy. Whatever the solution, and regardless of points or period, it's probably better to put the preservation of one's own battleline ahead of posing a threat to the enemy's flanks. If you trust your legionaries, eventually they will work their way through and begin manoeuvering to destroy the enemy's main units. If they aren't protected in the meantime, they're likely to get broken through and defeated in detail themselves.

ALLIES

The real fun with Republican Romans comes when they get to play in 'mega' battles of several thousand points or more! At 'tournament' sized games, it takes pretty much all the points you've got to make the manipular formation work effectively. There's little to spare for extra goodies, and for the most part, the army list won't let you have them anyway.

But in a big game, there is more opportunity to use historical allies, whether it's a historical scenario, a doubles tournament, or just a massive club game where everyone brings what they've got. Let's take a look at the possibilities.

GALLIC TRIBES

These make a fun combination with the Republican legions. The Romans get to maintain a steady battleline, while the Gallic warbands go haring off after the nearest enemy. It's not likely to be a subtle combination, but then it's hard to recall anyone suggesting that 'barbarians' were terribly subtle.

SPANISH

The Spanish ability to position terrain, plus their Ambush rule, makes them very sneaky allies for a Roman player. With their reliance on Feigned Flight, they can be very effective at drawing the enemy into tactical traps. It's a tough choice as to whether these or the Samnites would be better at holding the flank for a Roman army. Don't forget that Spanish may be used alongside Numidian allies.

NUMIDIAN

Use Numidians as allies, and you should have no excuse for losing to enemy cavalry turning your battle line's flank. The only excuse might be if the enemy has Numidian allies too! The Numidian king Massinissa provided a large contingent to support the Roman campaign in Africa at the end of the Second Punic War. May only be used with Spanish.

HELLENISTIC GREEK

These are good for extending the battle line, at least. They may be used with Pergamene allies.

PERGAMENE

An ally from Pergamum offers the opportunity to field some high-quality cavalry.



PAINTING A ROMAN ARMY

Just as with the Carthaginian army, there are not a lot of 'hard and fast' rules to be observed when painting a Republican Roman army. Contrary to received opinion, there doesn't seem to have even been a standard colour for tunics, and we don't really have any idea what colours were used for shields. But that doesn't mean we can't use some informed guesses in our choices.

Leves came from the poorest citizens, as did the later velites. It's tempting to paint any leves, as well as rorarii (if used) in natural tones, reflecting the dress of someone who might not be able to afford dyed material to go to war in. Unbleached wool would be a possibility. On the other hand, several illustrators have depicted velites in popular books, showing them wearing snowy white tunics and white shields. My own velites wear what are obviously bleached woollen tunics and bear white shields.

Again, contrary to received opinion, not all velites necessarily wore skin headgear over their helmets. More than likely it was a distinction for valour, and worn by relatively few. If you have figures all with wolfskins, which most manufacturers seem to, that's just fine – paint them as such. The author happens to like 1st Corps' velites that only have helmets; the company has recently released another pack wearing (badger!) skins, and these can be used as Velite unit leaders on occasions when one wants an extra attack for a cheap 5 points.

If we don't know if there was a standard tunic colour, it's up to you how to paint the tunics on your manipular troops. The 'traditional' red of the Imperial Roman legionary looks fine. Some prefer white (again a bleached wool), especially for those figures wearing only a bronze pectoral instead of a Gallic-pattern mail shirt. The bronze makes a nice contrast against the white.

Indeed, all armour except for mail should be bronze in this period: helmet, pectoral (if present), and greave. Yes, that was 'greave'. The economical Romans only put one on the left leg, which would be vulnerable below the lower edge of the long scutum. You don't need to try to paint one on the other leg where the figure has none.

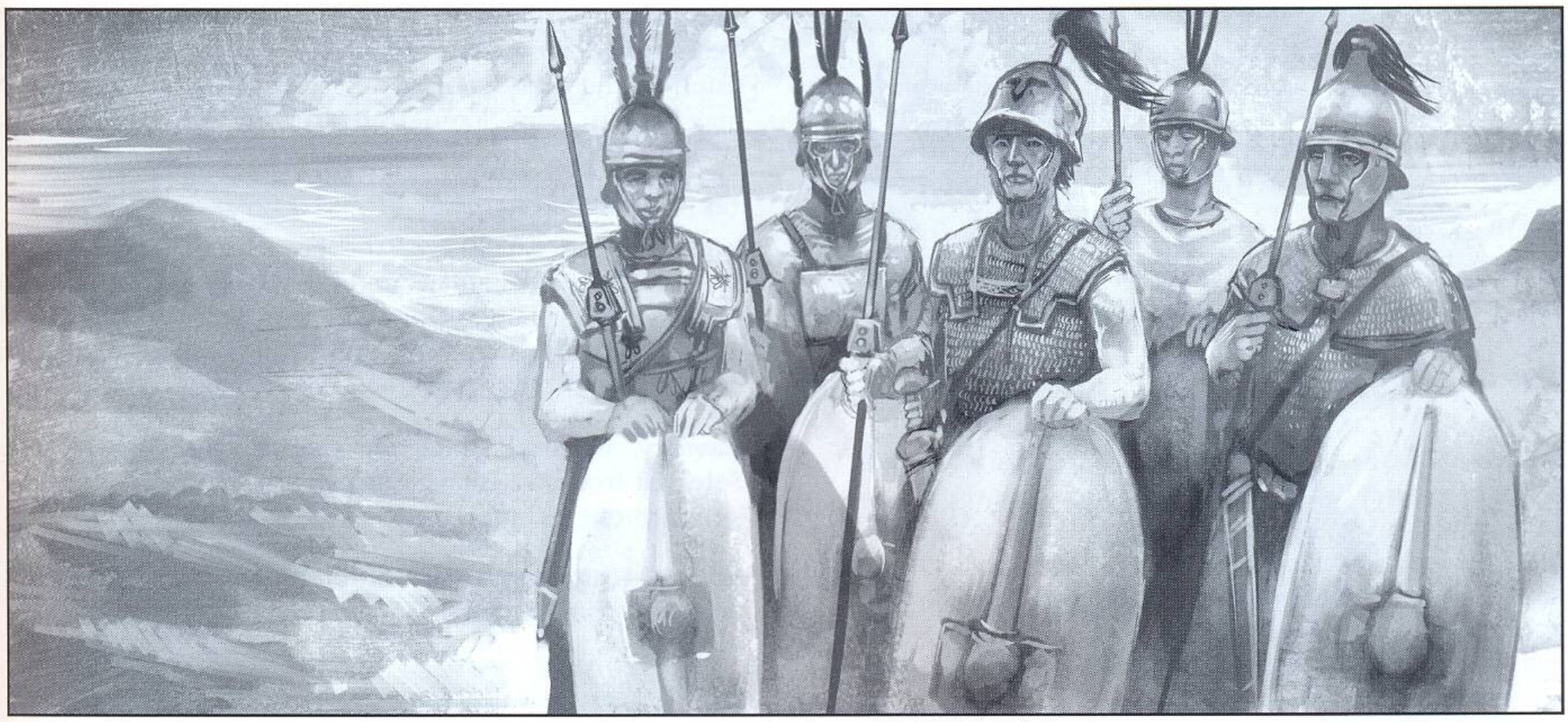
The scutum itself is another mystery when it comes to colour. Some players may want to use different colours to distinguish different maniples or legions. The author tends to go for a uniform red, having no confidence at all that it's 'correct'. His favourite figures are very diverse in poses and helmet variants so the uniform shield colour helps pull the army together visually.

We don't know if during the Republican period the Romans ever used shield designs as they did during the Empire. Everyone knows – if only from the painted figures in the rulebook – that the Early Imperial shields look very impressive with these patterns. In the absence of any evidence to the contrary, I can't say that it would be wrong to adapt some of the simpler patterns for Republican shields. One manufacturer of shield transfers even makes decals designed to fit Late Republican scuta.

Most figure manufacturers make their Republican scuta with a slight edge at the top and bottom to represent the bronze reinforcing strips that apparently were fitted to some, if not all, actual shields. This is a nice detail, so don't file it off during figure preparation.

If there are few rules to govern painting Roman units, there are even less to apply to Italian allies. If you are building units to represent Italian allies before the adoption of Roman doctrine, you will undoubtedly want to take advantage of the tremendous variety of Samnite, Oscan, and other Italian figures on the market. A few ideas for painting them appear in the photographs in this supplement, but you may want to have a look at the Osprey volumes (by Sekunda and Northwood) listed in the Bibliography for additional inspiration.

Notes on the Spanish, Gauls, and Numidians that might appear in the Roman army are covered in the Painting a Punic Army section.



SPANISH ARMY LIST

This army list is designed to help you create a Spanish wargames army representing the armies of the various peoples of the Iberian Peninsula. These were generally divided into distinctive cultural groupings. One was in northern Spain, whose inhabitants were very close culturally to their Celtic neighbours. For our purposes, these can be represented simply by using the Gallic army list in this supplement.

The second grouping was in central Spain, whose people exhibited a mixture of Celtic and Iberian culture (called Celtiberians). They provided numerous mercenaries to other tribes, as well as fielding armies of their own.

The third grouping inhabited the southern and eastern (Mediterranean) parts of the peninsula, and were most influenced by centuries of contact with the Phoenicians and Greeks. These are known as the Iberians, and are most pertinent to our period, as these were the tribes with whom Carthage and Rome had the most contact, either to attempt to gain them as allies, or to attempt to subjugate them. After the Punic Wars, Rome spent many years gaining control over the peninsula, and had to deal with numerous revolts, even after the province of Hispania had been established.



ARMY COMPOSITION

IBERIANS

Characters. Up to 25% of the points value of the army. The army must have at least one character to serve as the overall leader of the army, chosen from the characters listed in the section below. Besides a General, the army may have an Army Standard Bearer, and additional Heroic Leaders representing the leaders of other tribes or confederations.

Infantry. At least 50% of the points value of the army. Selected from Scutarii, Tribesmen and Caetrati.

Cavalry. Up to 25% of the points value of the army. Selected from 0-1 Heavy Cavalry, and Light Cavalry

Special Units. Up to 25% of the points value of the army. Selected from Slingers, Balearic Slingers and Celtiberian warriors.

CELTIBERIANS

Characters. Up to 25% of the points value of the army. The army must have at least one character to serve as the overall leader of the army, chosen from the Characters listed in the section below. Besides a General, the army may have an Army Standard Bearer, and additional Heroic Leaders representing the leaders of other tribes or confederations.

Infantry. At least 50% of the points value of the army. Selected from Celtiberian Warriors, Tribesmen and Caetrati (no Caetrati unit may outnumber the smallest Celtiberian unit).

Cavalry. Up to 25% of the points value of the army. Selected from 0-1 Heavy Cavalry, Light Cavalry.

Special Units. Up to 10% of the points value of the army. Selected from Slingers.

LUSITANIANS

Characters. Up to 25% of the points value of the army. The army must have at least one character to serve as the overall leader of the army, chosen from the characters listed in the section below. Besides a General, the army may have an Army Standard Bearer, and additional Heroic Leaders representing the leaders of other tribes or confederations.

Infantry. At least 50% of the points value of the army. Selected from Lusitanians and Caetrati (there may only be one unit of Lusitanians for every two units of Caetrati, and no Caetrati unit may outnumber the smallest Lusitanian unit).

Cavalry. Up to 25% of the points value of the army. Selected from 0-1 Heavy Cavalry, Light Cavalry (may have light armour +2 pts).

Special Units. Up to 10% of the points value of the army. Selected from Slingers.

SPECIAL RULES

TERRAIN

The Spanish tribes often successfully executed ambushes against their enemies, and traditionally selected favourable terrain whenever possible, allowing the enemy to come to them. To provide for this on the tabletop, when using the recommended method for placing scenery (page 93 of the WAB rulebook), the Spanish player may place his generated terrain, during his turn, on his opponent's side of the table if he so desires.

AMBUSH

At the start of deployment, the Spanish player may pick one unit in his army which is set up in hiding anywhere on the table that is out of sight of anywhere in his opponent's deployment zone. Write down where the unit is on a piece of paper. The unit is deployed at the start of the Spanish player's first turn.

CHARACTERS

You must include at least one character to command the army. If you do not select the Army General, the army commander must be an Heroic Leader.

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army General	4	5	5	4	4	3	6	3	9	145

Equipment: Armed with a sword and shield. May have javelins or throwing spear (+2 pts). If on foot may have heavy throwing spear (+3 pts). Light armour (+3 pts). May ride a horse (free).

Special Rules: Army General. Stubborn.

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	80

Equipment: Armed with a sword and shield. May have light armour (+3 pts). May ride a horse (free).

Special Rules: Army Standard Bearer. Stubborn.

HEROIC LEADERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heroic Leader	4	5	5	4	4	2	5	3	8	85

Equipment: Armed with a sword and shield. May have javelins or throwing spear (+2 pts). If on foot may have heavy throwing spear (+3 pts). Light armour (+3 pts). May ride a horse (free). May be Army General (+25 pts).

Special Rule: Stubborn.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Heavy Cavalry	8	4	4	3	3	1	3	1	7	23
Light Cavalry	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with sword, throwing spear, and shield (Heavy Cavalry) or buckler (Light Cavalry). May have javelins (+1 pt). Heavy Cavalry may replace throwing spear with thrusting spear (free) and may have light armour (+2 pts).

Special Rules: Light Cavalry are Light Cavalry. Heavy Cavalry may be designated Stubborn (+3 pts per figure).

Some Spanish cavalry were unarmoured, but examples exist depicting cavalry wearing various styles of armour: circular breastplates, scale cuirasses, and composite cuirasses. Likewise, most cavalry carried small round bucklers, but small numbers of 'long-shielded' cavalry may have formed escorts or bodyguards for Spanish generals. Sometimes, these bodyguards swore to die rather than retreat or outlive their leader.

INFANTRY

SCUTARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scutarius	5	3	3	3	3	1	3	1	7	9

Equipment: Armed with sword, throwing spear, and shield. May replace throwing spear with heavy throwing spear (+2 pts). May have javelins (+1 pt).

Special Rules: Feigned Flight. Stealth. One unit may be designated Stubborn (+3 pts per figure). If armed with heavy throwing spears they lose the Feigned Flight ability.

Spanish infantry were classified by the shields they used. Most warriors fighting in massed formations bore a long oval shield which Roman authors called a scutum, although it did not always provide as good coverage as the Roman legionary's version. These were called scutarii. They fought with a variety of thrown spears and javelins, including heavy weighted versions that seem to have been as effective as the Roman pilum. However in close combat, the scutarii were swordsmen, using well-crafted weapons, one of which the Romans eventually adopted as the gladius hispanensis. Most scutarii were unarmoured: although there are depictions of various armour styles, they do not justify armour for a unit.

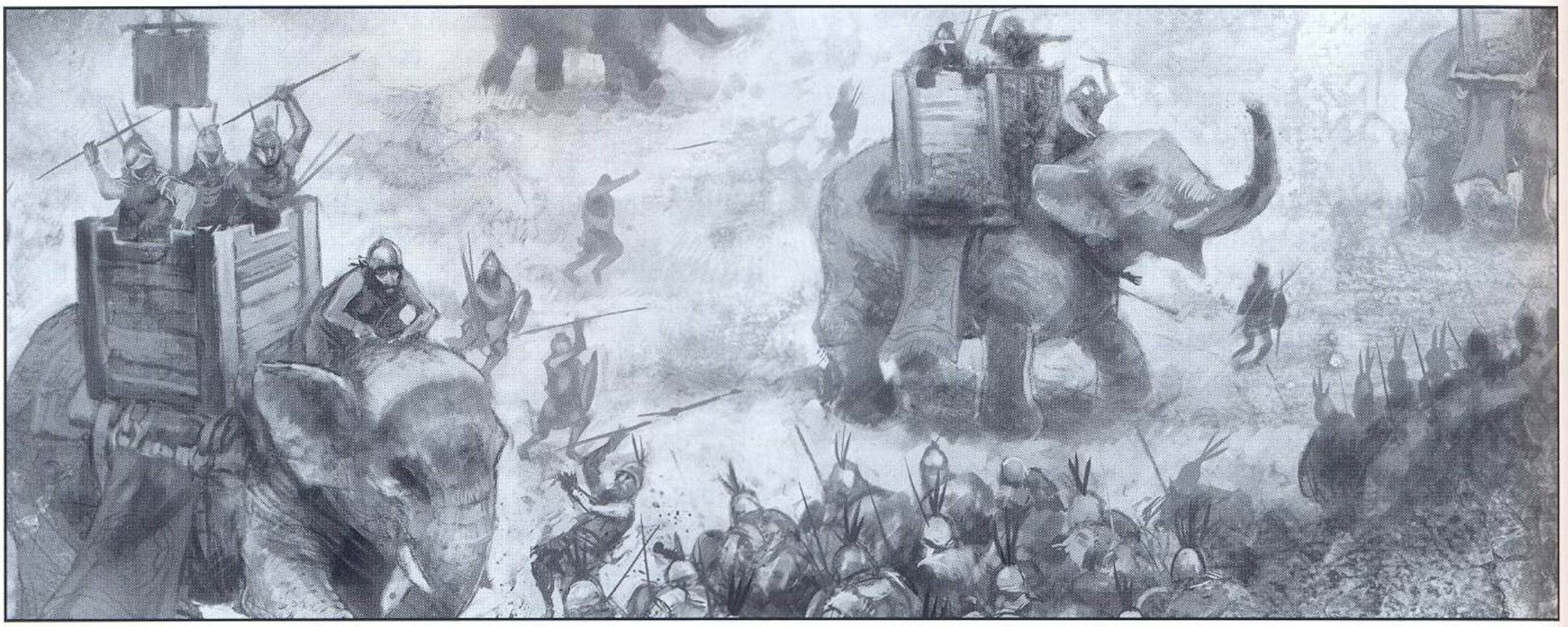
TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	5	3	3	3	3	1	3	1	5	6

Equipment: Armed with sword, throwing spear, and shield. May have javelins (+1 pt).

Special Rules: Warband, Stealth.

In some battles, large numbers of Spanish tribesmen sometimes appeared to have been raised hastily and did not always show the same degree of skill as their more experienced counterparts did on most occasions. This profile allows a larger number of Scutarii to be fielded at a lower points cost, but without all the abilities of the profile above, representing less-experienced tribesmen.



CAETRATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Caetratus	5	3	3	3	3	1	3	1	7	8

Equipment: Armed with sword, javelins, and buckler.

Special Rules: Skirmishers. Feigned Flight. A Spanish Iberian army may not have more than one unit of Caetrati for every two units of Scutarii, (unless no Scutarii are used) and no Caetrati unit may outnumber the smallest Scutarii unit.

Spanish infantry carrying a small round buckler, or caetra, were called caetrati, and specialised in skirmishing. They usually made up only a small portion of a tribe's infantry.

CELTIBERIAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Celtiberian	5	3	3	3	3	1	3	1	5	8

Equipment: Armed with sword, throwing spear, and shield. May replace throwing spear with heavy throwing spear (+1 pt). May have javelins (+1 pt).

Special Rules: Warband. Feigned Flight. Stealth. If armed with heavy throwing spears, they lose the Feigned Flight ability.

Those tribes with mixed Celtic and Iberian cultures were recorded as being more warlike than other tribes, and often served as mercenaries.

LUSITANIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lusitanian	5	3	3	3	3	1	3	1	7	9

Equipment: Armed with sword, throwing spear, light armour, and buckler. May replace buckler with shield (+1 pt). May replace throwing spear with heavy throwing spear (+1 pt). May have javelins (+1 pt).

Special Rules: Feigned Flight. Stealth. If armed with heavy throwing spears, they lose their Feigned Flight ability.

The Lusitani in the western peninsula (modern Portugal) differed from other tribes in that they do not seem to have used the long shield, and all warriors used the caetra. Depictions of armoured Lusitani seem to be more prevalent than for other tribes, so it is speculated that a small core of armoured troops fought in mass formations, accompanied by a large number of skirmishers.

SPECIAL UNITS

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	5	2	3	3	3	1	3	1	5	4
Balearic Slinger	5	3	4	3	3	1	3	1	7	10

Equipment: Armed with sword and sling. May have buckler (+1 pt).

Special Rules: Skirmishers. Every other unit may be Balearic Slingers. Balearic Slingers are also Warband and may not outnumber any other skirmishing infantry unit in the army.

Small numbers of sling-armed skirmishers accompanied most Spanish armies. When possible, these were recruited from the Balearic Islands off the Mediterranean coast, where the skilled slingers were popular mercenaries in many armies.

OPTIONAL RULES

These rules require the agreement of your opponent. They are intended primarily for playing specific historical scenarios.

SERTORIUS AND OTHER REVOLTS

Although it is past the end of the period, a Spanish player who wishes to fight later Roman opponents may choose to represent forces from one of the frequent Spanish insurrections. In one of the most serious of these (from 80 BC to 74 BC), the popular party (***populares***) which had supported Marius in the First Civil War fell out of favour. Under the leadership of Sertorius, a large number of Roman citizens departed to Spain where they conducted a successful guerilla campaign, and forming regular units, consistently defeated Roman armies and commanders (including Pompey) sent against them. The revolt ended with Sertorius's assassination in 72 BC.

With your opponent's consent, field up to a quarter of the points value of the army using the Roman army list from the WAB rulebook. You may use any Roman characters, up to the overall army Character allowance. Do not use Praetorian Guard, Legion Light Infantry (Lanciarii), any Auxiliaries, Marines, Camelry, or Elephants.

'AMPHIBIOUS' CAETRATI
(Written by, and in memory of, Heine Baekkelund)

An indispensable part of caetrati equipment in times of war was an inflatable bladder, probably from a goat or some other household animal. Although this might not sound like much of a weapon, it could be used with surprising results: it let the caetrati cross rivers and streams that would otherwise be impassable. To portray this unusual piece of military equipment, the following optional rule applies to any unit of Caetrati skirmishers equipped with bladders:

Any unit of Caetrati may be equipped with bladders at a cost of +1 pt per model.

Caetrati that begin their move in base contact with any type of impassable stream, river, pond or lake may attempt to cross over to the other side using their inflatable bladders; the bladders count as being already inflated at the beginning of the battle.

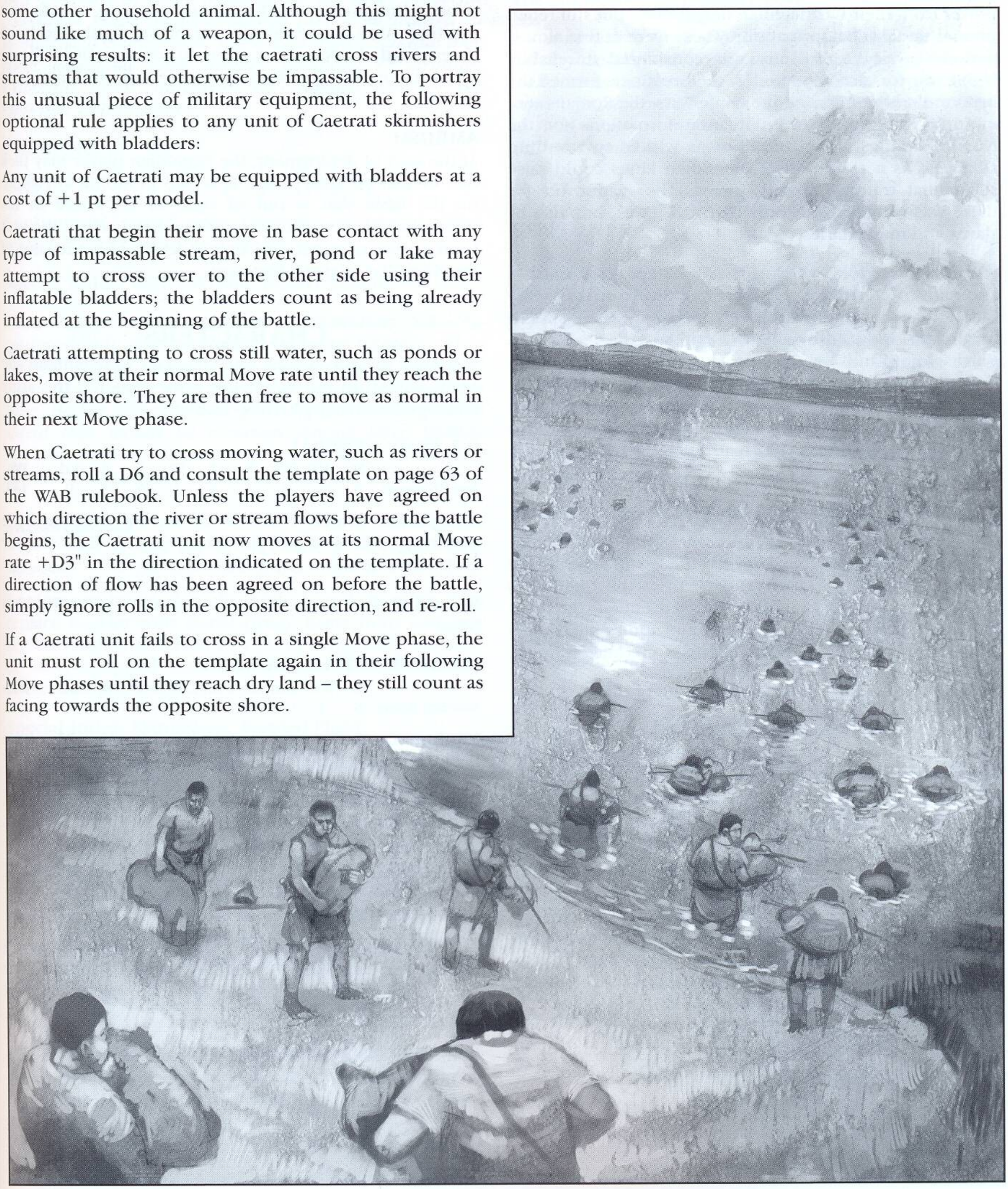
Caetrati attempting to cross still water, such as ponds or lakes, move at their normal Move rate until they reach the opposite shore. They are then free to move as normal in their next Move phase.

When Caetrati try to cross moving water, such as rivers or streams, roll a D6 and consult the template on page 63 of the WAB rulebook. Unless the players have agreed on which direction the river or stream flows before the battle begins, the Caetrati unit now moves at its normal Move rate +D3" in the direction indicated on the template. If a direction of flow has been agreed on before the battle, simply ignore rolls in the opposite direction, and re-roll.

If a Caetrati unit fails to cross in a single Move phase, the unit must roll on the template again in their following Move phases until they reach dry land – they still count as facing towards the opposite shore.

EXAMPLE: A Caetrati unit attempts to cross a 6" stream. The players have agreed that the river flows left to right. The Spanish player now rolls a 6 and consults the template. The Caetrati are carried away by the river.

When rolling for distance, the Spanish player rolls a 2 (1-2=1, 3-4=2, 5-6=3), which adds +1" to the normal Move rate of 5. The terrified Caetrati are swept 6" downstream and now have to attempt to land in their next Move phase.



NUMIDIAN ARMY LIST

This army list is designed to help represent the armies of the north African Berber peoples, known variously in classical times as Numidians and Moors. These were originally tribal groups without standing armies. To meet a military threat, confederations of tribes would be formed. By the beginning of the period covered by this book, large tribal groupings may have been ruled by kings. These dynastic rulers adopted many trappings of power from their Carthaginian neighbours, but still relied on traditional tribal formations. These were at first almost entirely cavalry, as infantry was considered unreliable. Noble warriors accompanied by their retainers formed the best cavalry units. During the Punic Wars, the Romans sent multiple missions to train infantry formations for the Numidian kings whom the Romans wished to woo into alliances. As a result, some Numidian kings could raise substantial trained infantry forces. The manpower for these was provided not only by tribal levies, but also by slaves and mercenaries.

Numidian warriors were especially adept in ambushes and raids, preferring to use their mobility to strike swiftly rather than becoming decisively engaged. Their superb cavalry was induced by alliances and subsidies into both Carthaginian and Roman service, and Numidian kings provided large allied contingents to both sides at different times during the Punic Wars. However, the Numidian kings never felt so bound by their treaties that they could not switch sides if they saw an advantage to doing so!

ARMY COMPOSITION

Characters. Up to 25% of the points value of the army. The army must have at least one character to serve as the overall leader of the army, chosen from the Characters listed in the section below. Besides a General, the army may have an Army Standard Bearer and additional leaders representing the leaders of other tribes or confederations.

Infantry. Up to 50% of the points value of the army.

Cavalry. At least 25% of the points value of the army.

Special Units. Up to 25% of the points value of the army.

SPECIAL RULES

TERRAIN

When on the defensive, the Numidians preferred to occupy a strong position, such as a hilltop, fortify it, and force the enemy to come to them. They were also masters of ambush and encirclement, and chose terrain favourable to execute these tactics. To provide for this on the tabletop, when using the recommended method for placing scenery (see page 93 of the WAB rulebook), the Numidian player may place his generated terrain, during his turn, on his opponent's side of the table, if he so desires. If the Numidian player rolls a 9 (Walls/Hedges or Fencing) on the Scenery Generator table, he may instead place any other terrain of his choice. The Field Fortifications and Obstacles special rule below should provide the Numidian player with sufficient linear obstacles for protection instead.

FIELD FORTIFICATIONS

The Numidians could quickly erect improvised strongpoints and palisades when assuming a defensive position. After the terrain for a tabletop battle has been determined, the Numidian player may place 4D6" of linear obstacles or field fortifications on his side of the table at no cost.

AMBUSH

At the start of deployment, the Numidian player may pick one unit in his army which is set up in hiding anywhere on the table that is out of sight of anywhere in his opponent's deployment zone. Write down where the unit is on a piece of paper. The unit is deployed at the start of the Numidian player's first turn.

CHARACTERS

You must include at least one character to command the army. If you do not select the Army General, the army commander must be a Tribal Leader.

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army General	8	5	5	4	4	3	6	3	9	140

Equipment: Armed with a sword and buckler. May have throwing spear (+2 pts), javelins (+2 pts), light armour (+3 pts), shield (+1 pt). Rides a horse.

Special Rules: Army General. Feigned Flight. Parthian Shot.

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	8	4	4	4	3	2	5	2	8	75

Equipment: Armed with a sword and buckler. May have light armour (+3 pts), shield (+1 pt). Rides a horse.

Special Rules: Army Standard Bearer. Feigned Flight. Parthian Shot.

0-2 TRIBAL LEADERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal Leader	8	5	5	4	4	2	5	3	8	80

Equipment: Armed with a sword and buckler. May have throwing spear (+2 pts), javelins (+2 pts), light armour (+3 pts), shield (+1 pt). May be Army General (+25 pts). Rides a horse.

Special Rules: Feigned Flight. Parthian Shot.

INFANTRY

TRAINED INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trained Infantry	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with sword, javelins and shield.

Special Rules: Light Infantry. The total of Trained Infantry figures may not outnumber the total number of Warriors.

As mentioned above, the Romans on several occasions sent missions to train infantry for the more powerful Numidian kings. To what degree they were trained in Roman drill is uncertain. There is no indication that they were equipped with Roman weapons or armour, although later 'imitation legionaries' were – see Optional Rules below.

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with javelins and buckler. May replace buckler with shield (free).

Special Rules: Warband (Rule 1 only). Stealth.

These make up the majority of Numidian infantry, equipped only with javelins as offensive weapons. They carried a light round shield which may be classified either as a buckler or a shield. It is unlikely that at this time, Berber infantry had yet adopted the large hide shield that would be common among later Islamic African infantry. Numidians were adept at luring enemies into ambushes.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with javelins and buckler. May replace buckler with shield (free). Every third unit may replace javelins with bow (+1 pt) or sling (free). No bow- or sling-equipped unit may outnumber the smallest javelin-equipped Skirmisher unit.

Special Rules: Skirmishers. Feigned Flight.

These represent tribesmen, often reported in large numbers, in a skirmishing role on the battlefield.

CAVALRY

NUMIDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retainers	8	3	4	3	3	1	4	1	7	21

Equipment: Armed with knife, javelins and buckler. May replace buckler with shield (+1 pt).

Special Rules: Light Cavalry. Feigned Flight. Parthian Shot.

The cavalry provided by Numidian nobles and their retainers on many occasions made up the greater part of the army. Indeed, some allied contingents consisted solely of cavalry, and these were quite likely the best warriors available. There is no evidence for armour other than that presented as gifts to important leaders. As a result, only characters may have armour.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	8	2	3	3	3	1	3	1	5	10

Equipment: Armed with javelins and buckler. May replace buckler with shield (+1 pt).

Special Rules: Light Cavalry. Levy.

On a number of occasions in Africa, large numbers of cavalry were levied. It may well be that these were not as well trained as the more experienced retainers, but were more of a clan or tribal levy. This profile offers an option to field larger numbers of less expensive, but also less skilled, Numidian horsemen.

SPECIAL UNITS

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
African Elephant	6	4	0	6	5	5	3	4	4	114
Mahout	4	2	2	3	3	1	3	1	7	-
Crew	4	2	3	3	3	1	3	1	7	-

Equipment: The Elephant has an unarmed mahout and two crew armed with javelins in a fighting tower (+5 save). May replace javelins with bow (+1 pt each) Shields may be attached to the outside of the tower (+4 pts); these provide an additional +1 save for the crew. A third identically armed crewman may be added (+7 pts; +8 pts if bow-armed).

Special Rules: Elephant – May Stampede; causes *fear* in infantry and *terror* in cavalry. African elephants *fear* all elephants of Indian origin; this takes precedence over the normal elephant immunity to psychology.

The Numidians hunted African forest elephants, and eventually copied the Carthaginians' use of them in war toward the end of the Punic Wars.

OPTIONAL RULES

IMITATION LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Imitation Legionary	4	3	3	3	3	1	3	1	7	11

Equipment: Armed with sword, pilum, light armour, and shield.

Special Rules: The total number of Imitation Legionary figures may not outnumber the total number of Warriors. Imitation Legionaries count as infantry in the Army Composition.

After the end of the Punic Wars, Numidian kings equipped some of their infantry with Roman-style weapons and armour, and drilled them after the Roman fashion. Imitation Legionaries represent these troops. If playing such an out of period scenario, they may be used with your opponent's permission.

LIGURIAN ARMY LIST

This army list is designed to help you create an ancient Ligurian or Celto-Ligurian wargames army for Warhammer Ancient Battles. The Ligurians were one of the most ancient people of the western worlds, and their origin is unknown. They may have originated in the lands in which we find them in the historical era, or may have originated in north-central Europe. In any case, by the time of their first contact with Rome, they occupied the mountainous region at the western end of the Apennines, where the latter met the Maritime Alps. During our period, they completely controlled access between Gaul, where their territory extended to the Rhône river valley, and northern Italy, where their land extended east well past modern-day Genoa, almost as far as the Arno River on the edge of Etruria. They also extended north as far as the level lands (today southern Piemonte) along the right bank of the River Po (Bodincus, in the Ligurian language).

Ligurians were tough fighters, renowned for their agility and stamina. They could be dangerous opponents as, in time of need, different minor groups of the same tribe could join together in a confederation, providing many thousands of men. Sometimes, different tribes would help each other by sending contingents. Ligurian warriors, extremely brave and fearless, were bound by sacred oaths and rarely surrendered to the enemy.

Before the Punic Wars, Liguria provided large mercenary contingents to Carthage in Sicily (as at the Battle of Himera in 480 BC) and to the Syracusan tyrants. When Hannibal crossed the Alps during the Second Punic War, the majority of the Ligurian tribes went over to the side of Carthage, and probably sent a contribution of soldiers to their ally. Ligurians also fought with Hasdrubal at the Metaurus River in 207 BC.

One of the most important tribes (or so we assume) was the Ingauni, who allied with the Carthaginian general Mago. When fighting against the Roman consul Aemilius Paulus approximately 25 years later, the Ingauni were able at one point to field 40,000 warriors. The Intemelii, Genuati, Statielli, Apuani, Friniates, and the Celto-Ligurian Salluvii were also important tribes. The Ingauni and Intemelii were also skilful sailors and feared pirates; in later years the Romans were often compelled to send naval expeditions to secure the sea route to Gaul.

Towards the end of the Second Punic War, Hannibal's brother Mago operated out of Liguria, allying with the Ingauni. Mago tried to raise Ligurian troops, but was defeated by the Romans and forced to embark to Africa for the defence of Carthage against Scipio (unfortunately, Mago died en-route). A Carthaginian officer named Hamilcar continued to base his operations in Liguria for several years after the war, provoking neighbouring Gallic and Celto-Ligurian tribes to rise up against Rome, which suppressed the rebellions only in 197 BC.

Meanwhile the Apuani had taken the opportunity to invade Etruria while the Romans were distracted elsewhere. However, they were subsequently forced out by the Romans. The struggle of Rome against the Apuani was very long and difficult; many expeditions failed in subduing the Ligurians, and the Romans only beat them by surprise attacks in 180 BC.

As a result of this conflict, Rome deported 47,000 Apuani to Samnium. The Roman-Ligurian wars, which had begun in 238 BC, lasted off and on, until the late 2nd Century BC, when almost every Ligurian tribe had been defeated and forced to come to terms with the Romans. During these operations Roman legions usually obtained victory, but the sources also tell of terrible feats of arms, such as the disastrous defeat of Quintus Marcius Philippus to an Apuani ambush in 186 BC, or the death of the consul Petillius Spurinus on the slopes of Mount Letum in 176 BC.

In later years, Ligurians were employed as auxiliaries in Roman armies. They certainly took part in the battles of Pydna (in the Third Macedonian War – commanded by their former enemy, Aemilius Paulus, in his second consulship), Aquae Sextiae (allied with Gaius Marius against the invading northern tribes), and also in the campaign against King Jugurtha of Numidia (again under Marius). A famous episode involves the role of a Ligurian mountain climber in locating a route to storm the Numidian stronghold at the River Muluchath, the capture of which allowed Marius to seize Jugurtha's treasury. This story is superbly related in fiction by Colleen McCullough in her novel *The First Man in Rome*.

The following army list is designed to create ancient Ligurian or Celto-Ligurian confederal army for the period from the 5th to the 2nd centuries. A player may also use this list to create specific armies by applying some modifications; because these are potentially much more powerful, these are optional variants and require your opponent's concurrence:

- An army of Apuani may be created by ignoring the 0-1 limit on Apuani warriors and omitting any Capillati and Veterans.

- Outside the period of this supplement, an army of Capillati or Celto-Ligurian tribes inhabiting the Alps may be created by ignoring the 0-1 limit on Capillati, and omitting any Apuani and Veterans. In this case, the chronological limits are moved to the first century BC, the period of the Roman campaigns against the tribes of the Alps and their final conquest by Augustus.

ARMY COMPOSITION

Characters. Up to 25% of the points value of the army. The army must have at least one character to serve as the overall leader of the army, chosen from the Characters listed in the section below. Besides a General, the army may have an Army Standard Bearer, and additional characters representing the Clan Chieftain of the tribe or tribal confederation.

Warriors. At least 50% of the points value of the army.

Skirmishers. Up to 25% of the points value of the army.

SPECIAL RULES

WARBAND

The fierce Ligurian warriors follow all the rules related to warbands as described in the Psychology section of the *Warhammer Ancient Battles* rulebook.

FEIGNED FLIGHT

The Ligurians were well known for their ability to avoid enemy attacks and to make rapid retreats on the mountains by exploiting their knowledge of their native land and terrain. As stated by Florus, it was more difficult to find the Ligurians than to beat them; they were often elusive. By inducing the enemy to pursue them, the Ligurians were able to conduct effective ambuscades: Livy describes a most notable and terrible ambush in which the Apuani killed 4,000 men – nearly a whole Roman legion! In order to simulate this ability, Ligurian skirmishers (in this list, but not elsewhere in other lists unless specified) can use the Feigned Flight special rule.

If Ligurian skirmishers choose to flee or fire & flee as a charge reaction, they rally immediately at the end of their move, and may reform (albeit in skirmish formation) facing in any direction. Should the charging enemy encounter them, the Ligurian skirmishers are not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging.

CYCNUS STANDARD BEARER

Ligurians are somewhat linked to the symbol of the swan, which was of ancient origin, full of meaning: the Hyperborean swan was also a Scandinavian symbol and meant 'light' and 'purity'. According to the myth connected to the fall of Phaeton's chariot on the banks of the Eridanus, the Ligurian musician-king Cycnus, Phaeton's friend, fled the death of the son of the Sun, Apollo. Zeus took pity on him and transformed him into a swan. With the swan's song, Cycnus flew into the skies, reaching the celestial vault and forming the Cycnus constellation. Virgil tells that the Ligurian hero Cupavo, son of Cycnus, had swan feathers on his helmet, a symbol of his father's beauty.

Some objects which have appeared in archeological excavations have decorations of the swan shape. At Trana, near Turin, archeologists have found a stone mould for the head of a standard depicting the swan and the disc of the sun. Although this object is dated to the Villanovan period, considering the persistence of the swan in classical accounts of the Ligurians, we may assume that the importance of this emblem survived among them even in the later phases of the Iron Age. Ligurian standard bearers may have carried in battle the sacred symbol of the swan to inspire the warriors.

For rules details see the Army Standard Bearer entry in the Characters section of the list.

LIGURIAN BARD

Ancient sources define the Ligurians as 'musical stock'; a number of elements link them to music. Not only was their mythical king Cycnus a musician, but it is also told (with obvious exaggeration) that in war only a part of the warriors fought, while the others sang. The Celto-Ligurian people, the Salluvii, probably had cultural similarities to the Gallic tribe, the Allobroges, whose embassy to Gnaeus Domitius included ballad singers. We can assume, for all these reasons, that Ligurian armies were accompanied by singers who directed the warriors' warsongs, inspiring courage and bravery, perhaps remembering the deeds of their ancestors.

For rules details see the Ligurian Bard entry in the Characters section of the list.

PENNATO

The Apuani people used a tool and weapon similar to the modern-day pennato knife or 'pennata-blade'. Pennati are carved on hundreds of Apuan stones on the famous Ripiano dei Pennati, a sort of terrace or plateau, on the Monte Gabberi at Camaiore (Lucca). This weapon was probably used in a manner similar to the Thracian rhomphaia or Dacian falx, although it was often a little smaller. The pennato may be wielded one-handed or two-handed. When used one-handed, it is the same as a sword. When used two-handed, it is treated like a halberd (+1S bonus).

WILD BEAST SKIN

Diodorus Siculus describes Ligurians covering themselves with wild beast skins. Wild beast skins give a +1 Save bonus against missile fire and may be combined with a shield as normal.



CHARACTERS

You must include at least one character to command the army. If you do not select the Prince as Army General, the army commander must be a Clan Chieftain.

0-1 PRINCE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Prince	5	6	6	4	4	3	6	3	8	150

Equipment: Armed with a sword or axe. May have light armour (+3 pts), shield (+2 pts). May have a thrusting spear (+2 pts), throwing spear (+2 pts), or javelins (+2 pts). If he is a Prince of the Apuani, he may have a pennato (+2 pts).

Special Rules: Army General. Warband.

In the era covered by this supplement, Ligurian tribes were probably ruled by an elite aristocracy, (principes, perhaps recognised for their feats of arms). Princes were charismatic leaders who, by fighting in the front-line and hurling themselves first into the mêlée, set the example and carried the rest of the army with them.

0-1 CYCNUS STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cycnus Standard	5	4	4	4	3	1	5	2	7	85

Equipment: Armed with a sword or axe. May have light armour (+3 pts), shield (+2 pts). May have a thrusting spear (+2 pts), throwing spear (+2 pts), or javelins (+2 pts).

Special Rules: Army Standard Bearer. Warband. In addition, if the Army Standard Bearer joins a unit, the unit is considered Stubborn until the Army Standard Bearer is killed or leaves the unit.

The emblem of the swan, connected to the sun, was an ancient religious symbol. When carried before the army in battle, it filled the warriors who saw it full of bravery and the will to resist the enemy.

CLAN-CHIEFTAINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Clan-chieftain	5	5	5	4	4	2	5	3	7	80

Equipment: Armed with a sword or axe. May have light armour (+3 pts), shield (+2 pts). May have a thrusting spear (+2 pts), throwing spear (+2 pts), or javelins (+2 pts). If he is a Chieftain of the Apuani, he may have a pennato (+2 pts). May be Army General (+25 pts).

Special Rule: Warband.

Chieftains were formidable fighters who were chosen by their people to lead the warriors which every clan could field. Each tribe comprised a number of clans, and the contingents sent by all the clans, led by their most valourous men, fought in the confederation armies.

0-1 LIGURIAN BARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bard	5	3	4	3	4	2	5	2	8	80

Equipment: Armed with a hand weapon. May have shield (+2 pts), sling (+2 pts), and javelins (+2 pts). If he is a Bard of the Apuani, he may have a pennato (+2 pts).

Special Rules: Warband. In addition, any unit to which the Bard is attached becomes subject to Hatred – see the WAB rulebook for details.

WARRIORS

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	6	7

Equipment: Armed with mixed weapons and shield. May have wild beast skins (+1 pt), and may replace mixed weapons with throwing spear (+1 pt).

Special Rules: Warband. Light Infantry. Stealth.

According to ancient sources the Ligurian stock was bold and bellicose by nature. Ligurian warriors were medium-tall and hardened by their superhuman efforts to draw sustenance from their impervious and harsh land. They were astute and parsimonious and knew their territory perfectly; for this reason they were able to inflict terrible ambushes on the enemy. They were very ferocious and strong, and often kept unshaved beards and uncut hair, which increased their feral appearance. They were flexible: able to fight field battles or take up a defensive position in their castellari, fortified sites in the mountains.

0-1 VETERANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Veteran	5	4	3	3	3	1	3	1	6	11

Equipment: Armed with sword or axe, throwing spear, light armour, and shield. May replace throwing spear with thrusting spear at no additional cost.

Special Rule: Warband.

Veterans were expert soldiers who fought as mercenaries in Punic armies and in other Mediterranean armies (for example, in Syracusan service). Warriors who fought alongside Carthaginian or other more developed, disciplined soldiers came back to their home tribe with a good 'baggage' of experience and training. Rather than relying on traditional instinctive fighting techniques, they learned to fight in closer formations, in depth. Their armour could have been bought with their soldo (Carthaginian silver), or could have been stripped from dead enemies, or could have been given as gifts by their Punic commanders.

0-1 APUANI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Apuani Warrior	5	3	3	3	3	1	3	1	7	8

Equipment: Pennato, shield. May have wild beast skins (+1 pt), javelins (+1 pt).

Special Rules: Warband. Light Infantry. Stealth.

The Apuani were the most fearsome enemies of the Romans. They were formidable and indomitable warriors, and were able to inflict heavy damage on Roman armies. The Apuani lived in the mountains of Lunigiana and Garfagnana, not far from the religious centre of Monte Sagro. However, they often came down from the mountains to the valleys and at times extended their territory eastwards and southwards, reaching and even sacking the territory of Pisa.

0-1 CAPILLATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Capillati Warrior	5	3	3	3	3	1	3	1	6	9

Equipment: Armed with mixed weapons and shield. May have wild beast skins (+1 pt).

Special Rules: Warband. Light Infantry. Stealth. Capillati cause *fear*.

The Capillati were a Celto-Ligurian tribe inhabiting the Maritime Alps. Even very late in the period they kept the custom of wearing long beards and hair. For this reason they presented a very terrifying appearance to the eyes of civilised people. The Capillati constituted a serious problem for Caesar's crossing the Alps to reach Gaul. Even later, Octavian (Augustus) had to personally lead the legions to the Western Alps to subdue some still independent Celto-Ligurian tribes.

SKIRMISHERS

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	6	4

Equipment: Armed with a knife. May have javelins (+1 pt), sling (+1 pt), or composite bows (+2 pts).

Special Rules: Skirmishers, Feigned Flight. Note that they do not have Warband psychology.

These were the youngest or weakest soldiers, who were equipped with shooting weapons and played decisive roles in the defence of Castellari and as support to the ambushes. Ancient sources speak about the great ability of Ligurians in the use of the sling.

HISTORICAL NOTES

By the period covered by this supplement, Ligurian society had become quite acclimatised to warfare. The military model was similar to that of the Celts who crossed the Alps and settled in northern Italy. Ligurians adopted Celtic weapons, such as the La Tène swords, but there were differences from Gallic warrior equipment. Ligurians used a particular type of shield (noted as a 'Ligurian shield' in the sources), which was probably oval and decorated with Celtic-style motifs and ornaments. Despite similarities in equipment, sources clearly speak of different styles of fighting between the Celts and Ligurians.

After our period, Ligurian Light Infantry warriors in skirmish formation can easily portray the roles of Ligurian velites in Roman service at Pydna and Aquae Sextiae.



GALLIC ARMY LIST

This army list represents the various Celtic tribes of northern Italy and the Mediterranean coast with whom Rome and Carthage most often came into contact. It can also be used to represent the tribes of northern Spain whose inhabitants were very close culturally to their Celtic neighbours.

The Gauls in northern Italy had caused problems for the Romans earlier, but had remained quiet for a generation prior to the First Punic War. In 225 BC, a large force (reported as 50,000 infantry and 20,000 cavalry) of the Boii, Insubres and other tribes, invaded Italy and penetrated into Etruria before being crushed by the Romans at Telamon. A follow-up Roman campaign against the Insubres resulted in two Gallic defeats; in the first, one of the Roman consuls killed the Gallic chieftain in close combat! During the Second Punic War in 218 BC, Hannibal was forced to engage and defeat a Gallic tribe in order to cross the Rhône river en route to the Alps, but the Boii and Insubres provided large contingents to support his Italian campaign. Gallic uprisings in northern Italy occupied the Romans for several years after the defeat of Carthage. As you can see, there are historical precedents for using a Gallic army against either of the main protagonists, or against other Gauls.

ARMY COMPOSITION

Characters. Up to 25% of the points value of the army. The army must have at least one character to serve as the overall leader of the army, chosen from the Characters listed in the section below. Besides a General, the army may have an Army Standard Bearer, and additional chieftains representing the leaders of other tribes or confederations.

Infantry. At least 50% of the points value of the army.

Cavalry & Chariots. Up to 25% of the points value of the army.

Supporting Infantry. Up to 20% of the points value of the army.

CHARACTERS

You must include at least one character to command the army. If you do not select the High Chieftain, the army commander must be a Chieftain.

0-1 HIGH CHIEFTAIN

	M	WS	BS	S	T	W	I	A	Ld	Pts
High Chieftain	5	6	6	4	4	3	6	3	7	140

Equipment: Armed with a sword. May have a thrusting or throwing spear (+2 pts), javelins (+2 pts), light armour (+3 pts), shield (+2 pts). May ride a horse (free) or Warhorse (+4 pts). May ride in a Light Chariot chosen from the Cavalry and Chariots section at an additional points cost.

Special Rules: Army General. Warband. Stealth.

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	5	4	4	4	3	1	4	2	5	50

Equipment: Armed with a sword. May have a thrusting or throwing spear (+2 pts), javelins (+2 pts), light armour (+3 pts), shield (+2 pts). May ride a horse (free). May ride in a Light Chariot chosen from the Cavalry & Chariots section at an additional points cost.

Special Rules: Army Standard Bearer. Warband. Stealth.

The standard represents the personal totem of the High Chieftain or that of the clan or tribe.

CHIEFTAINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chieftain	5	5	5	4	4	2	5	3	6	70

Equipment: Armed with a sword. May have a thrusting or throwing spear (+2 pts), javelins (+2 pts), light armour (+3 pts), shield (+2 pts). May ride a horse (free). May ride in a Light Chariot chosen from the Cavalry & Chariots section at an additional points cost. May be Army General (+25 pts).

Special Rules: Warband. Stealth.

Chieftains represent the leaders of the different tribal contingents or clans within the army.

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Armed with a shield and mixed weapons. Up to a quarter of the figures in each unit may have light armour (+2 pts). See the special rules for mixed weapons and mixed armour in the How to Use the Army Lists chapter.

Special Rules: Warband. Stealth. One unit in the army may be designated Stubborn (+3 pts per figure).

Gallic warriors were famed for the ferocity of their initial attack. However, if the first charge did not quickly lead to victory, the warriors would often lose heart. Sometimes, a unit of warriors would take oaths to die rather than leave their chief, and would fight particularly stubbornly.

The option to equip a portion of a unit of warriors with armour reflects the apparent increased armour production capabilities of Cisalpine Gallic tribes; it is worth noting that during the late Republic, most of the factories supplying the greatly increased number of Roman legions were located in the ager Gallicus. We may presume that the armour would be acquired by the wealthier and more prominent warriors of the tribe who would form up in the front ranks, as befitted their status.

FANATICS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fanatic	5	3	3	3	3	1	3	1	5	10

Equipment: Armed with shield and mixed weapons.

Special Rules: Frenzy. Warband. Stealth. There must be at least one unit of Chariots in the army in order to take any Fanatics. The total number of Fanatic figures may not exceed the total number of Warrior figures in the army.

Ten thousand Gaesati are reported to have joined the Insubres in 225 BC. These were probably the tribe of that name, not the bands of young toughs that often served as bodyguards and mercenaries in various Gallic tribes during the later Republic. They were noted for going into battle 'sky clad' or naked, apparently convinced that this would vouchsafe them divine protection.

CAVALRY & CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	4	3	3	1	4	1	6	21

Equipment: Armed with light armour, shield, and mixed weapons.

Special Rules: Warband.

Some Gallic nobles formed into cavalry formations. These do not seem to have operated as light or skirmishing cavalry as did the Britons whom the Romans later encountered.

CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Chariots	8	4	4	3	4	1	4	2	6	36

Equipment: A Chariot is pulled by two horses, and is crewed by a driver and a noble warrior. The warrior is armed with sword, javelins and has light armour and shield.

Special Rules: Chariots are light chariots as described in the WAB rulebook. Chariots are not subject to Warband Psychology. Chariots must be taken in squadrons of at least three models.

Chariots were in use as late as 225 BC, but are not documented after that year. They were used in traditional Celtic fashion, not to charge into the enemy, but to carry warriors close to the enemy where they would either attack the enemy with missile weapons or dismount and fight on foot. With your opponent's permission, use the alternative rules for Ancient Briton chariots from page 47 of AoA.

SUPPORTING INFANTRY

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	3

Equipment: Armed with a dagger or other improvised weapon. May have a buckler (+1 pt). May have javelins (+1 pt) or sling (+2 pts) or bow (+3 pts).

Special Rules: Skirmishers. A unit of Slingers or Bowmen may not outnumber any other skirmishing infantry unit in the army.

Young Gallic warriors who had not yet proved themselves in battle, or poor tribesmen who were not rich enough to own a sword and shield were employed as skirmishers. The use of bows in battle is not well documented, and slingers were not as prolific as they were in Britain.

ALLIES

In this period, there is limited documentation for any alliances providing military contingents to support Gallic tribes, apart from other Gallic tribes, of course. Hannibal's Boii and Insubres allies are better represented as Gallic allies for a Carthaginian army.



Fanatics

BATTLES OF THE PERIOD

The following battle summaries are primarily intended to give the basic context and details to quickly set up a variety of historical scenarios, and to give a range of opponents and tactical situations for as many diverse and hopefully unusual battles as possible in the space of a few pages.

Those wanting to recreate a major battle such as Cannae in 'precise' detail should consult Goldsworthy or Bagnall, or one of the other historians referenced in the Bibliography section.

For even more battle summaries – and to learn some of the outcomes – there is nothing better than Montagu, also listed in the Bibliography; it's a tremendous resource.

Please note that, unless specified otherwise, all scenarios used the Pitched Battle scenario set-up guidelines from the WAB rulebook, but with NO terrain items permitted. Generals in our period of interest went to a great deal of trouble to find battle sites that were clear of obstructing terrain, and we should do likewise!

Having said that, there's no reason why you cannot use the odd tree, clump of rocks or gentle slope to make your battlefield more visually appealing. However, just ensure that the terrain features will not significantly dictate deployment and battlefield manoeuvres.



AGRIGENTUM (ACRAGAS), 262 BC, ROME vs CARTHAGE

BACKGROUND

The first major land battle of the First Punic War occurred when the Carthaginian general Hanno marched to relieve his colleague Hannibal, besieged by the Romans in the Sicilian city formerly known as Acragas. This is about as simple as it gets.

ARMY STRENGTHS

Unknown, except that Hanno had 50 elephants.

ARMY COMPOSITION

Romans: Use the First Punic War variant of the Republican Roman army list.

Hanno: Use the First Punic War variant of the Carthaginian army list.



RIVER BAGRADAS, 255 BC, ROME vs CARTHAGE

BACKGROUND

The Romans had invaded Africa in 256 BC with an army under the command of Marcus Atilius Regulus, who had beaten the Carthaginians at Atyx. The Punic suffetes entrusted the Greek strategos Xanthippus with the task of training a new army, and supplemented it with additional Greek mercenaries. Xanthippus and the mercenaries then convinced the Punic fathers to give him command and march out against Regulus.

ARMY STRENGTHS

Regulus: 15,000 infantry and 500 cavalry.

Xanthippus: 12,000 infantry, 4,000 cavalry, and 100 elephants.

ARMY COMPOSITION

Regulus: Use the First Punic War variant of the Republican Roman army list.

Xanthippus: Use the First Punic War variant of the Carthaginian army list, replacing Levy Africans with Trained Africans. The Army General is Xanthippus – use the Subordinate General profile, but give him Ld 9 for no extra cost.

UTICA, 240 BC, CARTHAGE vs MERCENARY REBELS

BACKGROUND

At the end of the First Punic War, Carthage withdrew her army of 20,000 mercenaries from Sicily, and planned to demobilise and pay them off once they were encamped outside Carthage. The back pay was delayed, and the mercenaries rebelled, led by a Libyan, Matho, and a Campanian, Spendius. They were joined by large numbers of disaffected Libyans and Numidians, and established a base at Tunis. The Punic general Hanno put together an army and drove the rebels out. But they returned, routing Hanno's army. The suffetes then asked the veteran general Hamilcar 'Barca' (Lightning) to intervene. He collected more levy troops and manoeuvred to engage a portion of the rebels under Spendius. Here's a chance for two Punic players to face off!

ARMY STRENGTHS

Hamilcar: 8,000 infantry, 2,000 cavalry, and 70 elephants.

Spendius: 18,000 men.

ARMY COMPOSITION

Hamilcar: Use the First Punic War variant of the Carthaginian army list, limiting the selection to:

Levy Africans

Skirmishers (may use Feigned Flight)

Numidian Cavalry

Punic Heavy Cavalry

Elephants (may use Feigned Flight!!!)

Spendius: Use the First Punic War variant of the Carthaginian army list, limiting the selection to the following; use the Subordinate General profile for Spendius as the Army General:

Levy Africans (may replace with Trained Africans)

Mercenary Hoplites

Gallic Warriors

Spanish Infantry

Skirmishers

Numidian Cavalry

Greek Cavalry

Balearic Slingers

Ligurian Infantry



TUNIS, 238 BC, CARTHAGE vs. MERCENARY REBELS

BACKGROUND

The mercenary revolt continued with another battle at Hippacritae in 240 BC. This was another victory for Hamilcar (assisted by the Numidian prince Naravas) over Spendius. Both sides treated each other's prisoners vilely, and this caused the conflict to be referred to as the Truceless War. The cities of Utica and Hippacritae went over to the rebels, and more Punic disaffected subjects increased their numbers.

Fifty thousand rebels under Spendius besieged Carthage, but could not cut her off from the sea, and the city received supplies from both Syracuse and Rome. Hamilcar (assisted by Hannibal) operated outside the city, and manoeuvred to surround the rebels and cut off their own supplies. The starving rebels turned to cannibalism, until the remaining 40,000 were finally cut down trying to break out.

Hamilcar then turned to destroy Matho's army at its base at Tunis. In order to lay siege to the city, Hamilcar camped on one side, and Hannibal on the other. Hannibal crucified Spendius and other captured rebel leaders in view of the city. In response, Matho launched a surprise attack on the Punic camp.

ARMY STRENGTHS

Hannibal: 7,000 infantry, 1,000 cavalry, and 30 elephants.

Matho: 12,000 infantry and 1,200 cavalry

ARMY COMPOSITION

Hannibal: Use the First Punic War variant of the Carthaginian army list, limiting the selection to the following; the Punic player has a fortified camp using the optional rule in the Carthaginian list; use the Subordinate general profile for Hannibal as the Army General:

Levy Africans

Skirmishers

Numidian Cavalry

Punic Heavy Cavalry

Elephants

Artillery (must be placed in the camp)

Matho: Use the First Punic War variant of the Carthaginian army list, limiting the selection to the following:

Levy Africans (replace with Trained Africans)

Mercenary Hoplites

Spanish Infantry

Skirmishers

Numidian Cavalry

Ligurian Infantry

Set-up: The Carthaginian player (Hannibal) must deploy completely before the Rebel player (Matho) deploys, representing the surprise attack.

CLASTIDIUM, 222 BC, ROME vs. GAULS

BACKGROUND

In 225 BC, the Gallic tribes of the Boii and Insubres, reinforced by others, invaded Etruria. Rome fielded several armies: one suffered a minor defeat at Clusium, but two others shattered this last Gallic invasion at Telamon.

The Romans decided to force the remaining Insubres from the Po river valley. In 223 BC and 222 BC, Roman armies attacked the Gauls; the Gauls countered by besieging Clastidium. One of the Roman consuls commanding the army, Marcus Claudius Marcellus, took the army's cavalry and a small body of infantry to raise the siege.

ARMY STRENGTHS

Marcellus: 3,000 cavalry and 600 velites!

Gauls: Unknown, but including 10,000 Gaesatae mercenaries.

ARMY COMPOSITION

Marcellus: Use the Second Punic War in Italy version of the Republican Roman army list. Cavalry figures must outnumber infantry figures (don't try this with only velites!). Use the Military Man character to represent Marcellus.

Gauls: Use the Gallic army list. Must take Chariots and Fanatics.

SET-UP

Use the Flank Attack scenario, but the Roman player may send flanking forces to both flanks. Cornelius was able to extend his frontage and encircle the Gauls.



RIVER TREBIA, 218 BC, ROME vs CARTHAGE

BACKGROUND

Like several of the major Punic War battles, perfectly good and well-thought-out detailed scenarios are available on a number of WAB enthusiasts' web sites. The Trebia is one. This version is highly simplified; just set up and play.

Hannibal had managed to cross the Alps into Italy, attracting Gallic tribes in support. Publius Cornelius Scipio marched with a Roman army to the river Trebia to ensure that tribes friendly to Rome did not also go over. Titus Sempronius Longus joined him with another army and as Scipio had been wounded, Longus assumed overall command. Hannibal goaded Longus into crossing the river and engaging in battle, with the Romans wet and cold from the crossing.

ARMY STRENGTHS

Longus: 16,000 Romans, 20,000 Italian allies, 4,000 cavalry, and an unspecified number of Gauls from the Cenomani tribe.

Hannibal: 28,000 infantry, 10,000 cavalry, and 37 elephants.

ARMY COMPOSITION

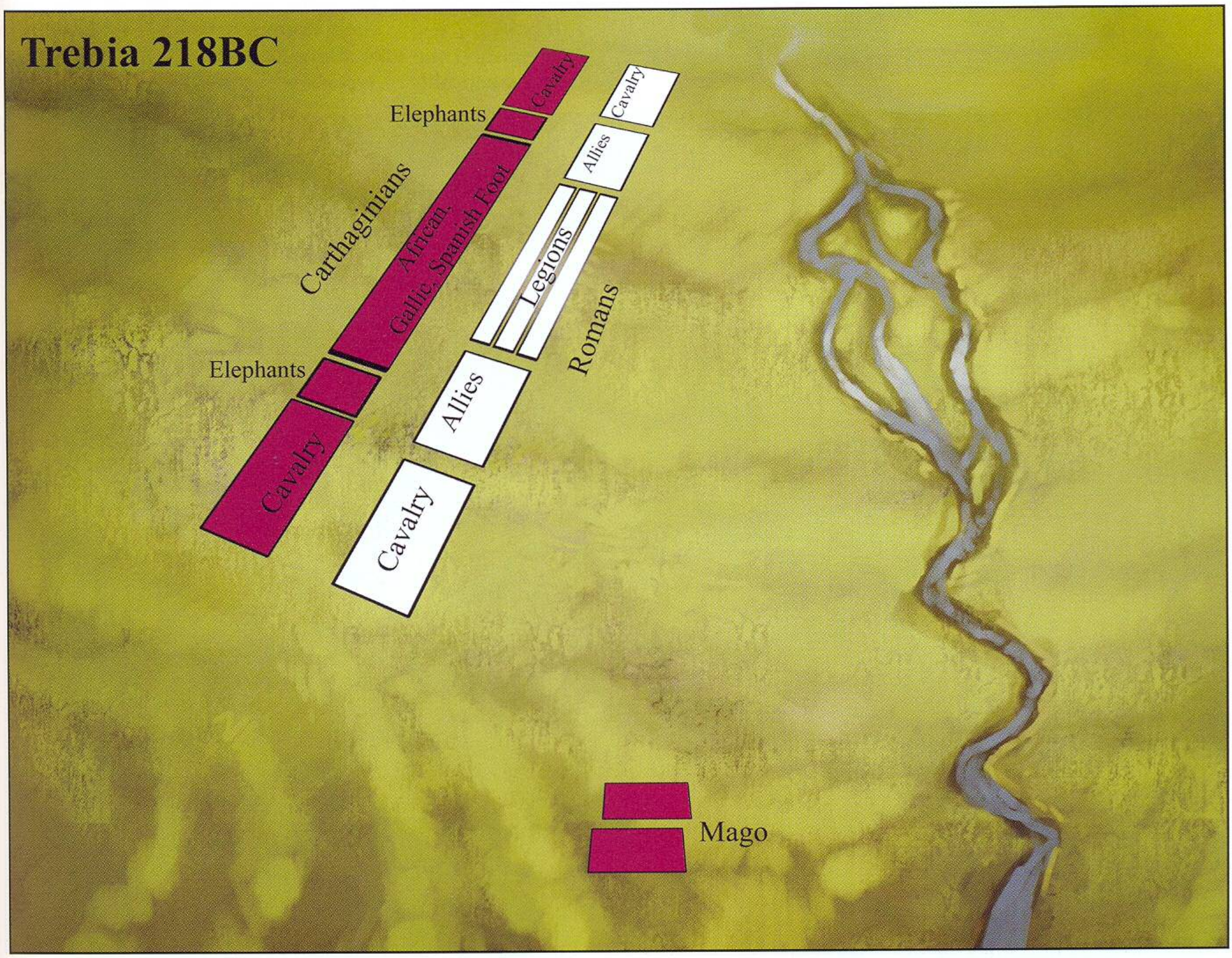
Longus: Use the Second Punic War in Italy version of the Republican Roman army list. May not use Uncommon troops.

Hannibal: Use the Second Punic War in Italy version of the Carthaginian army list, limiting the selection to the following:

Trained Africans
Gallic Warriors
Spanish Infantry
Skirmishers
Numidian Cavalry
Spanish Cavalry
Gallic Cavalry
Elephants (May have two, as they were deployed on both flanks)
Celtiberian Scutarii

SET-UP

Use the Flank Attack scenario, with the Punic player able to send a flanking force of up to 10% of the total points of the army, representing the ambush force under Mago, I believe this works better than an on-table ambush force.



LAKE TRASIMENE, 217 BC, ROME vs CARTHAGE



BACKGROUND

The consul Gaius Flaminius, lured into following Hannibal through Etruria towards Rome, was ambushed along the lake shore.

ARMY STRENGTHS

Flaminius: 25,000 men comprising two legions & allies.

Hannibal: Unknown.

ARMY COMPOSITION

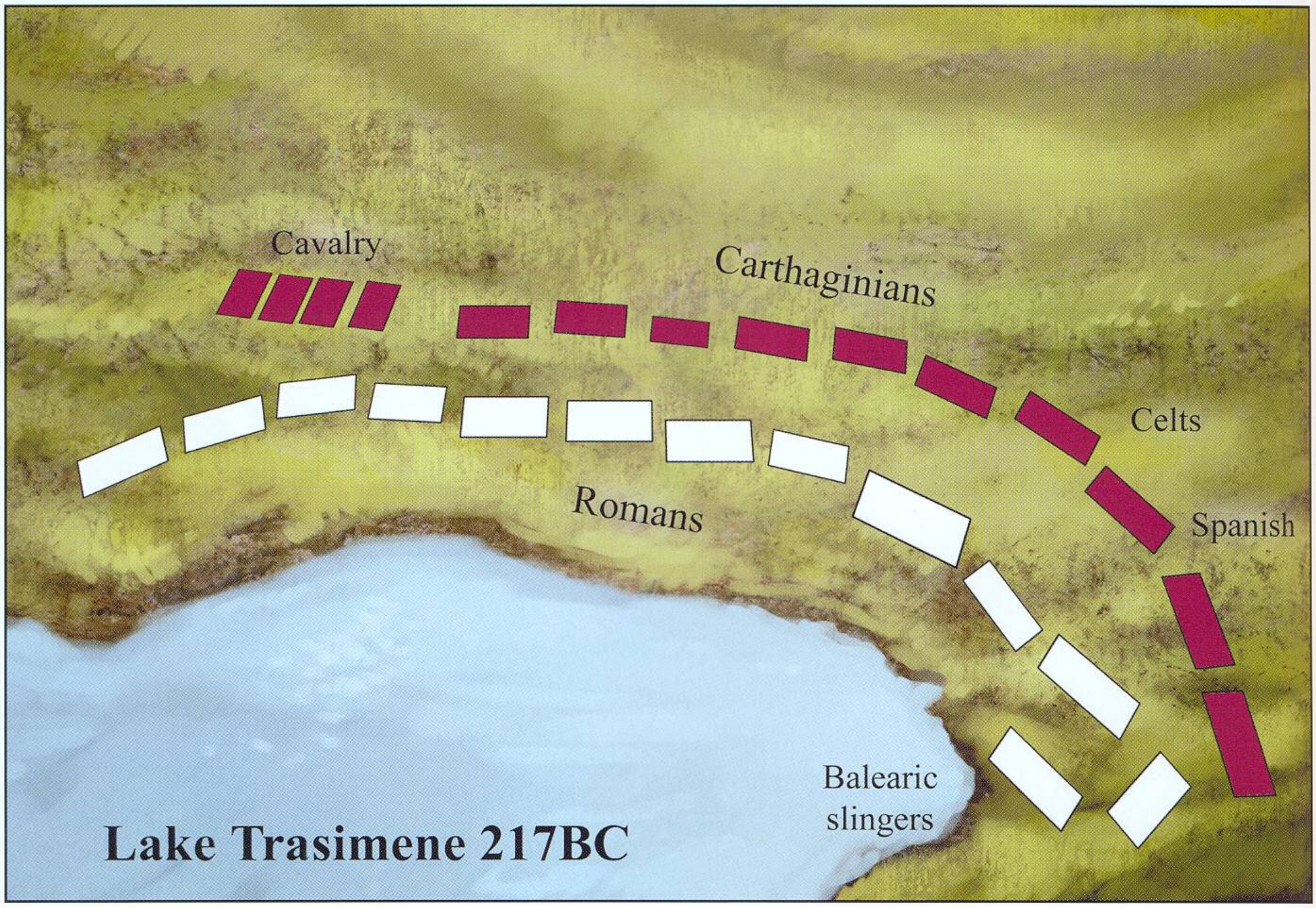
Flaminius: Use the Second Punic War in Italy version of the Republican Roman army list. May not use Uncommon troops.

Hannibal: Use the Second Punic War in Italy version of the Carthaginian army list, limiting the selection to:

Trained Africans
Gallic Warriors
Spanish Infantry
Skirmishers
Numidian Cavalry
Spanish Cavalry
Gallic Cavalry
Celtiberian Scutarii

SET-UP

Use the Ambush scenario (see pg 81 of the WAB rulebook), with the Roman player's table edge representing the lake shore. The Punic player may place D6+2 steep hills or woods in his deployment area.



CANNAE, 216 BC, ROME vs CARTHAGE

BACKGROUND

Here is the third well-known battle from Hannibal's Italian campaign in abridged form. Gaius Terentius Varro with eight Roman legions confronted Hannibal in Apulia.

ARMY STRENGTHS

Varro: 80,000 infantry and 6,000 cavalry. However, 10,000 infantry had been left in one of the two Roman camps – with orders to attack the Punic camp – and 5,000 left in the other.

Hannibal: 40,000 infantry and 10,000 cavalry.

ARMY COMPOSITION

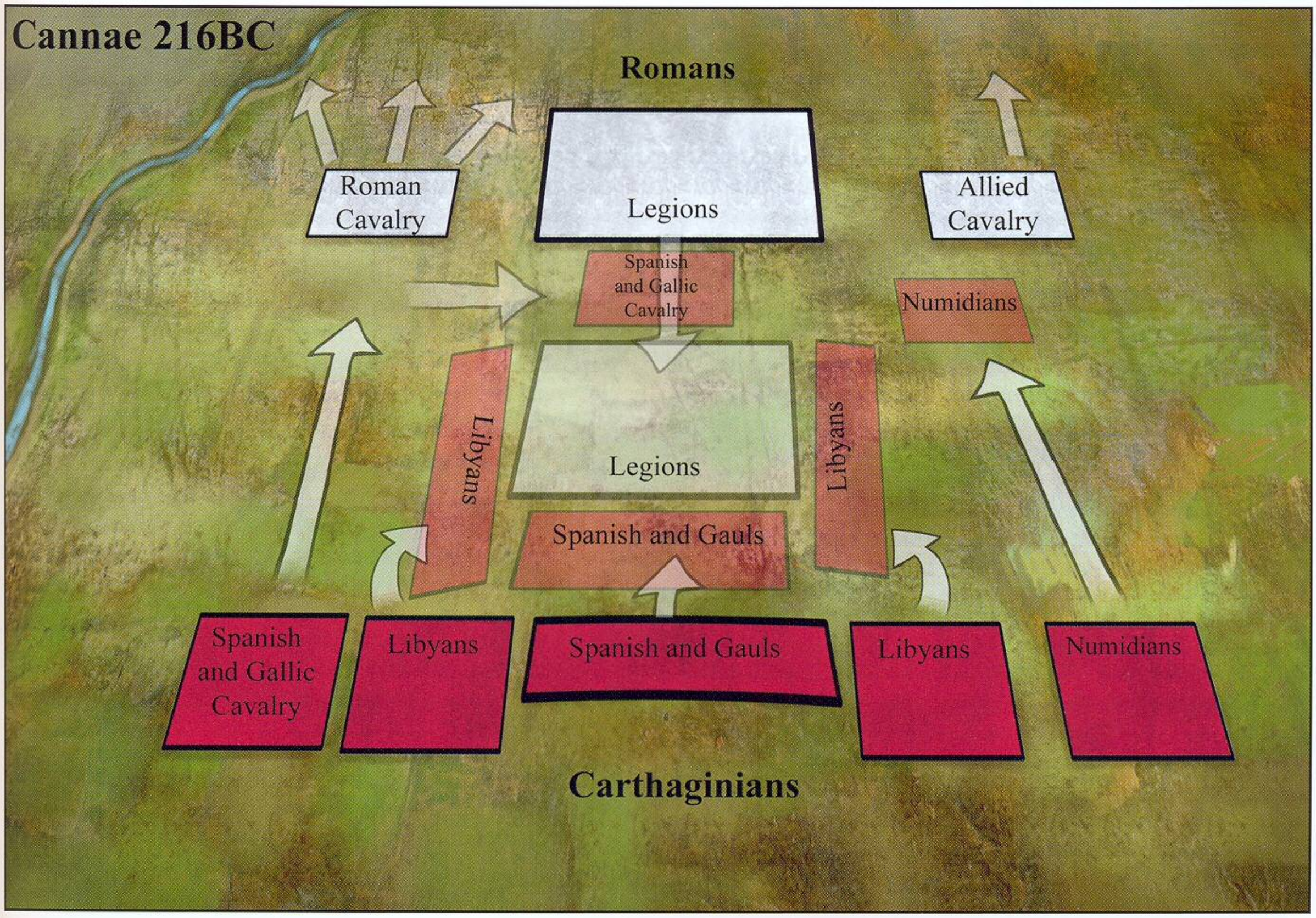
Varro: Use the Second Punic War in Italy version of the Republican Roman army list.

Hannibal: Use the Second Punic War in Italy version of the Carthaginian army list.

SET-UP

Use the Pitched Battle scenario.





CARALIS, 215 BC, ROME vs CARTHAGE & SARDINIANS

BACKGROUND

We haven't said that much about Sardinia in this supplement yet. First colonised by Carthage, it was seized by Rome in 238 BC while Carthage was distracted by the Truceless War with her rebellious mercenaries. But Rome was never able to completely pacify the island, and had to send repeated expeditions to deal with the natives. In 238 BC, both consuls were on the island, and consular armies were sent each year from 235 BC to 231 BC.

In 238 BC, Rome increased the number of praetors specifically to cope with the increased management of new overseas provinces. The first praetor for Sardinia was Gaius Flaminius, who later commanded at Lake Trasimene. In 225 BC, the consul Gaius Atilius Regulus quashed an uprising on the island, and returned to Italy to defeat the Gauls at Telamon.

During the Second Punic War, the Sardinian natives were again stirring up trouble against Rome, and Carthage dispatched an expedition under Hasdrubal Calvos ('the bald') to aid them. The Punic army and the Sardinians engaged a Roman army under Titus Manlius Torquatus, who as consul had commanded the Sardinian expedition in 235 BC.

This makes an interesting multi-player game.

ARMY STRENGTHS

Manlius: 22,000 infantry and 1,200 cavalry. 4,000 of the infantry were marines and rowers from the fleet, hastily transformed into legionaries and light infantry.

Hasdrubal: 12,000 infantry, 1,500 cavalry, and 20 elephants, plus about 12,000 Sardinians under the chieftain Hampsicora.

ARMY COMPOSITION

Manlius: Use the Second Punic War in Spain version of the Republican Roman army list. May not use Uncommon troops.

May use Raw Hastati to represent marines, and Leves (in addition to Velites) to represent rowers.

Hasdrubal: Use the Second Punic War in Spain version of the Carthaginian army list, limiting the selection to the following:

Trained Africans

Spanish Infantry

Skirmishers

Numidian Cavalry

Spanish Cavalry

Elephants

Balearic Slingers

Hampsicora: Use the Sicilian Slave Revolt army list from the *Spartacus* supplement. Trained Slaves, representing better-equipped Sardinians, may not have pilum or large shields. May have Cavalry, Bodyguard, and Bandits, but may not have Dogs.



ACRILLAE, 213 BC, ROME vs SYRACUSE

BACKGROUND

Hiero of Syracuse had been a staunch ally of Rome, but had died in 215 BC. Punic agents encouraged revolt in the city, which declared for Carthage about the time Marcus Claudius Marcellus arrived in 214 BC with two veteran legions. Marcellus began to besiege the city (this is the siege foiled for three years by Archimedes's inventions), but a Punic relief force under Himilco had landed and occupied Agrigentum.

Marcellus left most of the army to continue to invest Syracuse, and took part off towards Agrigentum, but found it already occupied and well-defended by 28,000 Carthaginians. Meanwhile, the Syracusans resolved to send out a force under Hippocrates to slip through the siege lines and link up with Himilco. Not expecting to meet Romans en-route, the Syracusans were setting up an overnight camp when Marcellus, returning from Agrigentum, encountered them and attacked.

ARMY STRENGTHS

Marcellus: About 7,000 men.

Hippocrates: 10,000 infantry and 500 cavalry.

ARMY COMPOSITION

Marcellus: Use the Second Punic War in Spain version of the Republican Roman army list. May not use Uncommon troops. Again, portray Marcellus with the Military Man character.

Hippocrates: Use the Syracusan army list from the forthcoming supplement on the rise of Rome and Carthage. May not use Tarentine cavalry or any Special Units.

SET-UP

Use the Meeting Engagement scenario.

ILORCA, 211 BC, ROME vs CARTHAGE

BACKGROUND

As with Sardinia, we haven't talked about Spain too much. At the beginning of the Second Punic War, Rome sent an army under Publius Cornelius Scipio to invade Spain, where Hamilcar Barca had built a province for Carthage between 238 BC and 229 BC. Hannibal had left his brother Hasdrubal Barca with an army in the Punic province, and had himself subdued north-eastern Spain en-route to Italy. He left a force under Hanno in that region.

On his arrival at Massilia in 218 BC to undertake the invasion, Publius was surprised to find that Hannibal had already crossed the Rhône and was headed towards Italy. Publius sent his brother, Gnaeus Cornelius Scipio, to continue the invasion of Spain, and returned to Italy to confront Hannibal at the River Ticinus, where Scipio was defeated and wounded.

Gnaeus Scipio defeated Hanno at Cissis and gained control of northern Spain. The following year, Hasdrubal moved north to meet the Romans, but Gnaeus Scipio captured the Punic fleet at the river Iberus (Ebro). Publius Scipio then arrived with reinforcements and proconsular rank, having been assigned Spain as a province.

Hasdrubal came north again in 215 BC, armed with the news of the victory at Cannae, and defeated the Scipio brothers at Dertosa, near Ibera on the river Iberus. The Scipios won victories at the towns of Iliturgi, Intibili, and in 213 BC (under Gnaeus) at Ilitugi again, at Munda (where Gnaeus was wounded), and at Aurinx.

In 211 BC, Carthage could be more confident. A rebellion of the Numidian king Syphax had been put down, and the Numidian prince Massinissa had brought a large force of cavalry to Spain. A prince of the Spanish Ilergetes tribe named Indibilis was raising troops to reinforce the Carthaginians. The Scipios responded by hiring 20,000 Celtiberian mercenaries.

Learning that the Carthaginians had split their forces near Nova Carthago, the Scipios decided to do the same. Publius led one force against Mago Barca and Hasdrubal Gisco in the Baetis river valley. Gnaeus took another force, only half the size, against Hasdrubal Barca.

But Hasdrubal Barca responded quickly. He ordered Mago Barca, Hasdrubal Gisco, Massinissa, and Indibilis to concentrate near Castulo. He then sent emissaries to bribe the Celtiberian mercenaries, who promptly walked off the job.

Publius rushed to cut off Ildibilis, but while the Romans and Spanish were engaged, Massinissa arrived on the Roman flank. Publius was slain and most of his troops slaughtered.

The Punic forces then consolidated and went after Gnaeus. He attempted to withdraw but was overtaken by the Numidian cavalry. The Roman army occupied a hill near Ilorca and prepared to repel the overwhelming enemy.

ARMY STRENGTHS

Gnaeus Scipio: A double legion of 10,000 men.

Hasdrubal Barca: 35,000 men in the combined forces of Hasdrubal Barca (15,000), Mago Barca (10,000) and Hasdrubal Gisco (10,000), plus 3,500 Numidians under Massinissa, and 7,500 Suessetani under Indibilis.

ARMY COMPOSITION

Gnaeus Scipio: Use the Second Punic War in Spain version of the Republican Roman army list. May not use Uncommon troops.

Hasdrubal Barca: Use the Second Punic War in Spain version of the Carthaginian army list. May not have elephants or artillery. May have an Additional Leader character from the Numidian army list to represent Massinissa, and a Heroic Character from the Spanish list to represent Indibilis. These may lead units of their own nationality drawn from the Carthaginian list.

SET-UP

Use the Last Stand scenario. Place a low hill covering most of the Roman player's deployment area in the centre. The Roman player may place up to 24" of field fortifications, representing barricades hastily established using pack-saddles and baggage.



NUMISTRO, 210 BC, ROME vs CARTHAGE

BACKGROUND

While Marcellus was in Sicily (see Acrillae above), the campaign against Hannibal had shifted from central to southern Italy. Marcellus's political foes were able to deny him a triumph for capturing Syracuse, but could not prevent his re-election as consul for the fourth time.

Arriving in Apulia with a consular army, Marcellus resolved to avenge the defeat of another Roman army by Hannibal at Herdonea. Hannibal accepted battle, and a straightforward combat ensued.

ARMY STRENGTHS

Marcellus: About 17,000 infantry and 1,800 cavalry.

Hannibal: About 17,000 infantry and 3,600 cavalry.

ARMY COMPOSITION

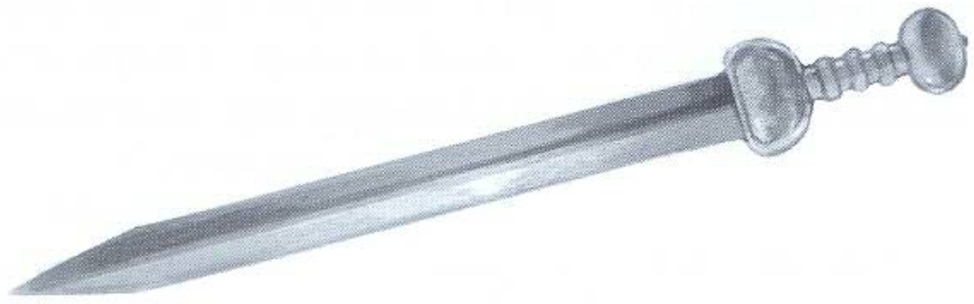
Marcellus: Use the Second Punic War in Italy version of the Republican Roman army list. Use the Military Man character for Marcellus one more time.

Hannibal: Use the Second Punic War in Italy version of the Carthaginian army list.

SOMEWHERE IN CELTIBERIA, 207 BC, ROME vs CARTHAGE

BACKGROUND

After the defeats and deaths of the Scipio brothers, Rome responded quickly by sending as proprateor Gaius Claudius Nero and then as proconsul Publius Cornelius Scipio. Scipio was son and nephew of the dead generals, and would later receive the epithet 'Africanus'. He captured Nova Carthago in 209 BC and defeated Hasdrubal Barca at Baecula in 208 BC.



Reorganising their armies and devoting their efforts to recruitment, the Punic commanders prepared for continued struggle. Mago Barca took a small army into the lands of the Celtiberian tribes and was successful in recruiting 9,000 warriors. Hearing of this, and wishing to interrupt Mago's training of the tribesmen, Scipio detailed his propraetor, Marcus Junius Silanus, with a single legion, allies, and cavalry to do so. An immediate attack from the march surprised Mago's troops, especially the Celtiberians, whose camp was not fortified.

ARMY STRENGTHS

Silanus: 10,000 infantry and 500 cavalry.

Mago: 4,000 African troops, 2,000 Balearic mercenaries, and 9,000 Celtiberians.

ARMY COMPOSITION

Silanus: Use The Second Punic War in Spain version of the Republican Roman army list. May not use Uncommon troops.

Mago: Use The Second Punic War in Spain version of the Carthaginian army list, limiting the selection to the following:

Trained Africans

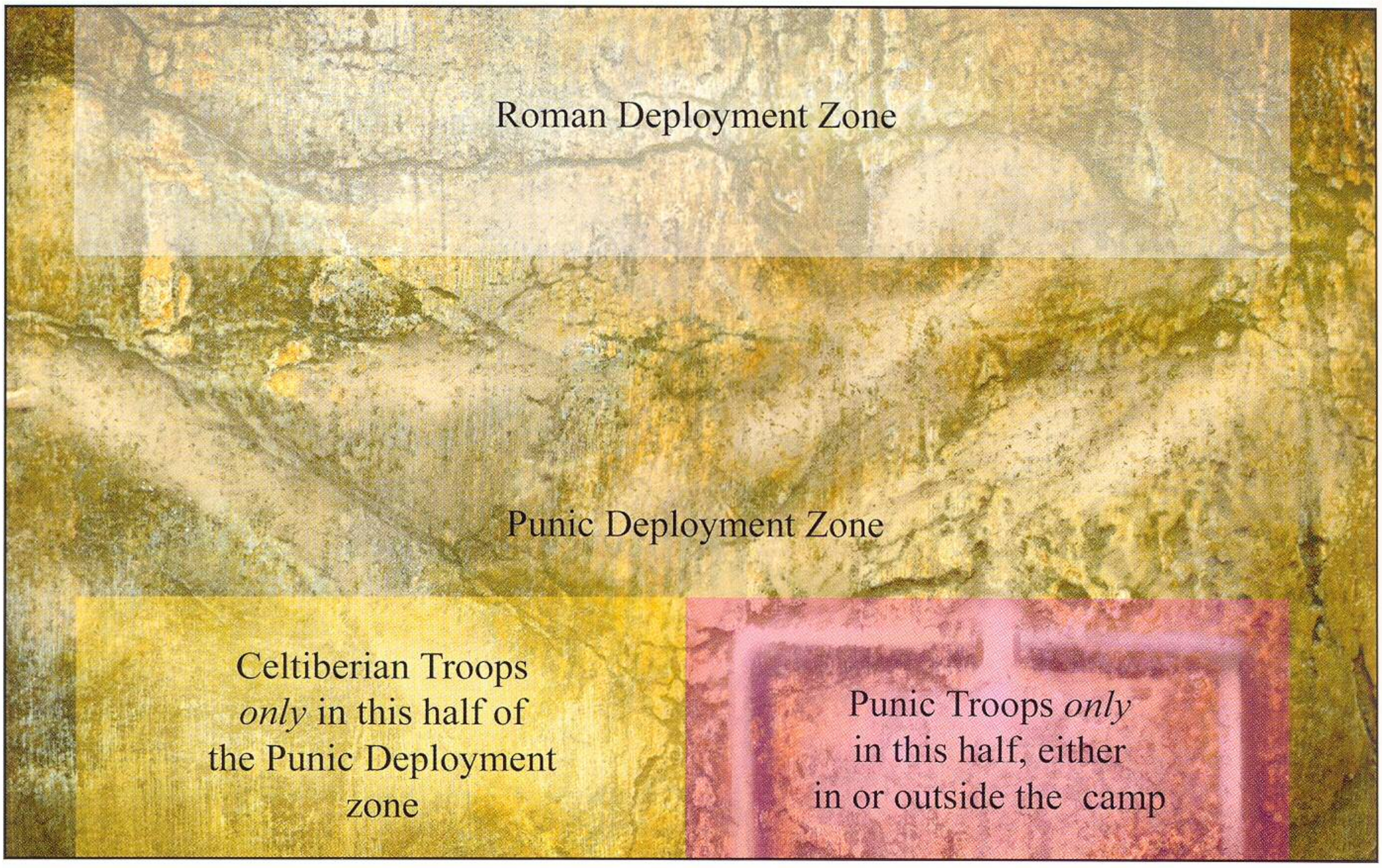
Skirmishers

Celtiberian Scutarii (chosen as Common troops; it is not required to take Spanish Infantry in order to take these)

Balearic Slingers

SET-UP

The Punic player must deploy completely first before the Roman player deploys, to represent the surprise attack. The Punic player takes a fortified camp, as in the optional rule, but positions it as shown. The Punic deployment area is divided in two: no Celtiberians may be deployed in the half with the camp; only Celtiberians may be deployed in the other half.



RIVER METAURUS, 207 BC, ROME vs. CARTHAGE

BACKGROUND

Hannibal wasn't the only Carthaginian general to cross the Alps. His brother Hasdrubal brought a second army over into Italy and penetrated to Umbria. The Roman consuls Marcus Livius Salinator and Caius Claudius Nero secretly joined forces and planned a surprise attack. Hasdrubal withdrew across the Metaurus, but the consuls forced him to join battle. A deadly struggle took place between the Roman left flank and the Spanish veterans on the Punic right. Unable to advance over the hilly ground in front of him, Nero detached several cohorts from his legions on the right flank and led them around to encircle the Punic right.

ARMY STRENGTHS

Generally unknown. The Romans had possibly less than 40,000 men, and the Carthaginians less than that (20,000 to 30,000), but Hasdrubal did have either 10 or 15 elephants.

ARMY COMPOSITION

Romans: Use the Second Punic War in Italy variant of the Republican Roman army list. Uncommon troops are not allowed. If the army does not exceed 2,000 points, use the normal Army General profile; if it is greater than 2,000 points, you may use the normal Army General for Livius and the Military Man for Nero.

> For this and subsequent battles, use the post-reorganisation guidelines including velites instead of Leves.

Hasdrubal: Use the Second Punic War in Italy variant of the Carthaginian army list, limiting the selection to the following (no prerequisites are necessary):

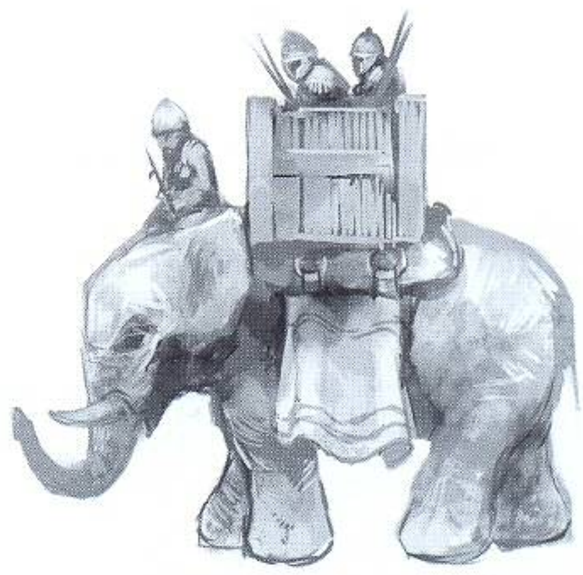
Gallic Warriors

Spanish Infantry

Skirmishers

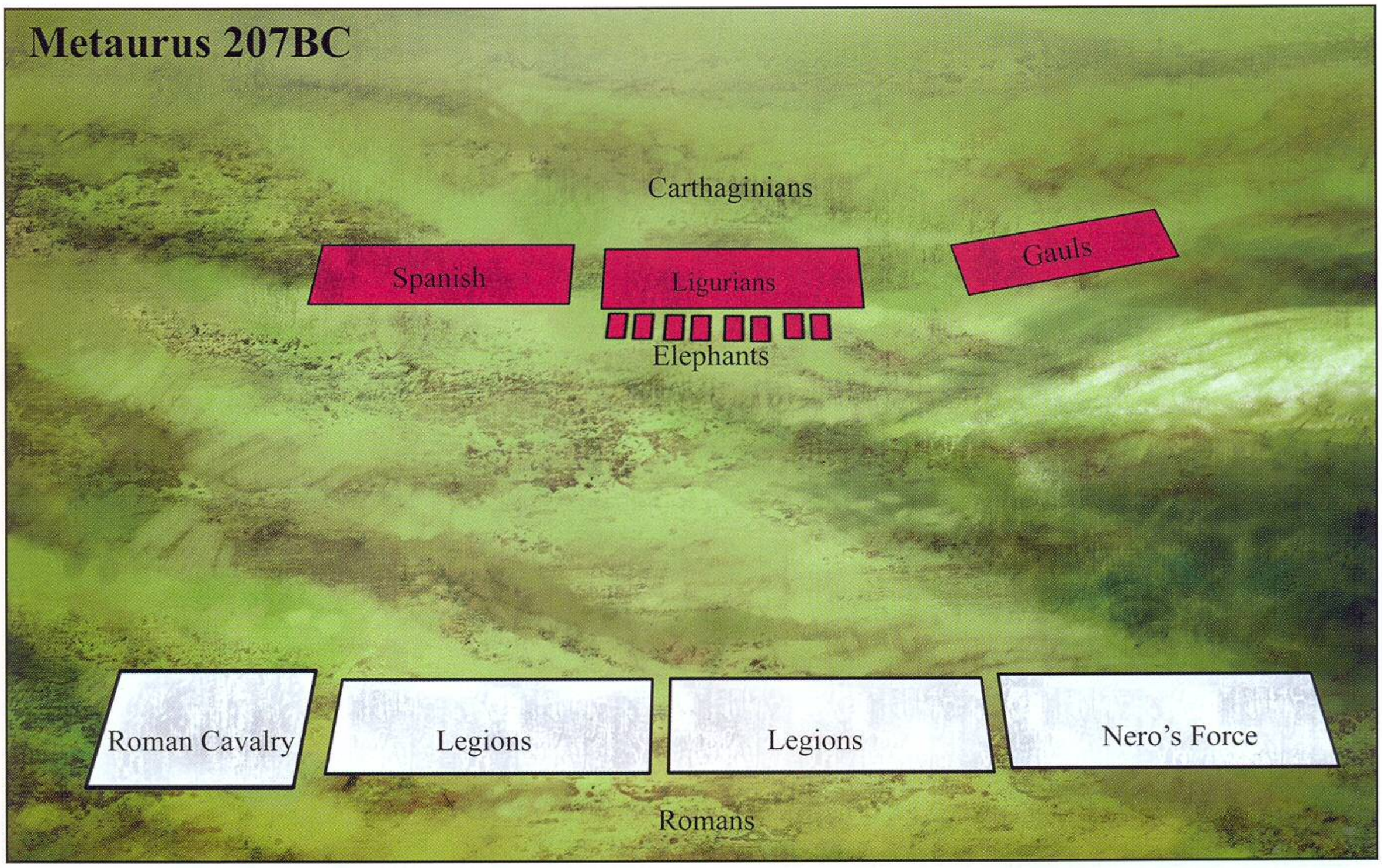
Elephants (R: Only one per 2,000 points)

Ligurian Infantry



TERRAIN

The ground between Hasdrubal's Gauls and Nero's right wing should be difficult hilly terrain.



ILIPA, 206 BC, ROME vs. CARTHAGE

BACKGROUND

In Spain, another Hasdrubal, the son of Gisco, raised a large army of about 50,000 to 70,000 foot and 4,000 cavalry. The Roman commander Scipio (still not yet 'Africanus') recruited Spanish tribesmen to bring his own force up to about 45,000 men. Hasdrubal offered battle to the Romans for several days, but Scipio kept his troops close to camp and watched Hasdrubal's deployment keenly. When he was ready, Scipio pinned Hasdrubal's centre with his own Spanish troops and after a period of skirmishing, conducted an extremely complex series of manoeuvres to double envelop the Punic army.

ARMY STRENGTHS

Scipio: 45,000 men, including 3,000 Spanish.

Hasdrubal: From 50,000 (according to Livy) to 70,000 (according to Polybius) infantry, 4,000 to 4,500 cavalry, and 32 elephants.

ARMY COMPOSITIONS

Scipio: Use the Second Punic War in Spain variant of the Republican Roman army list. Use the normal Army General for Scipio.

Hasdrubal: Use the Second Punic War in Spain variant of the Carthaginian army list, limiting selection to:

Trained Africans
Spanish Infantry
Skirmishers
Spanish Cavalry
Gallic Cavalry
Elephants (R: Trained Africans)



RIVER PO, 203 BC, ROME vs CARTHAGE

BACKGROUND

Scipio defeated Hasdrubal at Ilipa in 206 BC, and Spain now belonged to Rome. Mago Barca then conceived a plan to invade Italy once more, and landed in Liguria at Genoa in 205 BC. After receiving reinforcements from Africa, and recruiting Ligurian and Gallic allies, he moved into the Po river valley in 203 BC. He was met by proconsul Marcus Cornelius Cethegus and the praetor Publius Quintilius Varus with eight legions.

ARMY STRENGTHS

Cethegus: 40,000 infantry and 3,500 cavalry.

Mago: 18,000 infantry, 2,800 cavalry, and seven elephants; plus about 15,000 infantry and 1,500 cavalry from the Celtic and Ligurian tribes.

ARMY COMPOSITION

Cethegus: Use the Second Punic War in Italy version of the Republican Roman army list. May not use Uncommon troops.

Use the Cavalry Prefect character to represent Varus, who commanded the cavalry.

Mago: Use the Second Punic War in Spain version of the Carthaginian army list limiting selection to following:

Trained Africans
Gallic Warriors
Skirmishers
Numidian Cavalry
Gallic Cavalry
Elephants
Balearic Slingers
Ligurian Infantry



GREAT PLAINS, 203 BC, ROME vs CARTHAGE

BACKGROUND

Arriving in Africa in 204 BC, Scipio was joined by Massinissa, who was contesting the Numidian kingship with Syphax, and decided to back the Romans. While besieging Utica, Scipio attempted to woo Syphax as well, but then decided to break the alliance another way.

Scipio sent Gaius Laelius and Massinissa with half the army to attack the combined enemy camp of Syphax and Hasdrubal Barca, killing thousands, and temporarily scattering the enemy and separating the leaders. But Hasdrubal rebuilt an army around the survivors, and Syphax, encouraged by the arrival of several thousand Celtiberian mercenaries, rejoined Hasdrubal. Scipio left the siege of Utica with most of the army and marched to engage the two enemy commanders.

ARMY STRENGTHS

Scipio: About 15,000 men.

Hasdrubal: About 25,000 men.

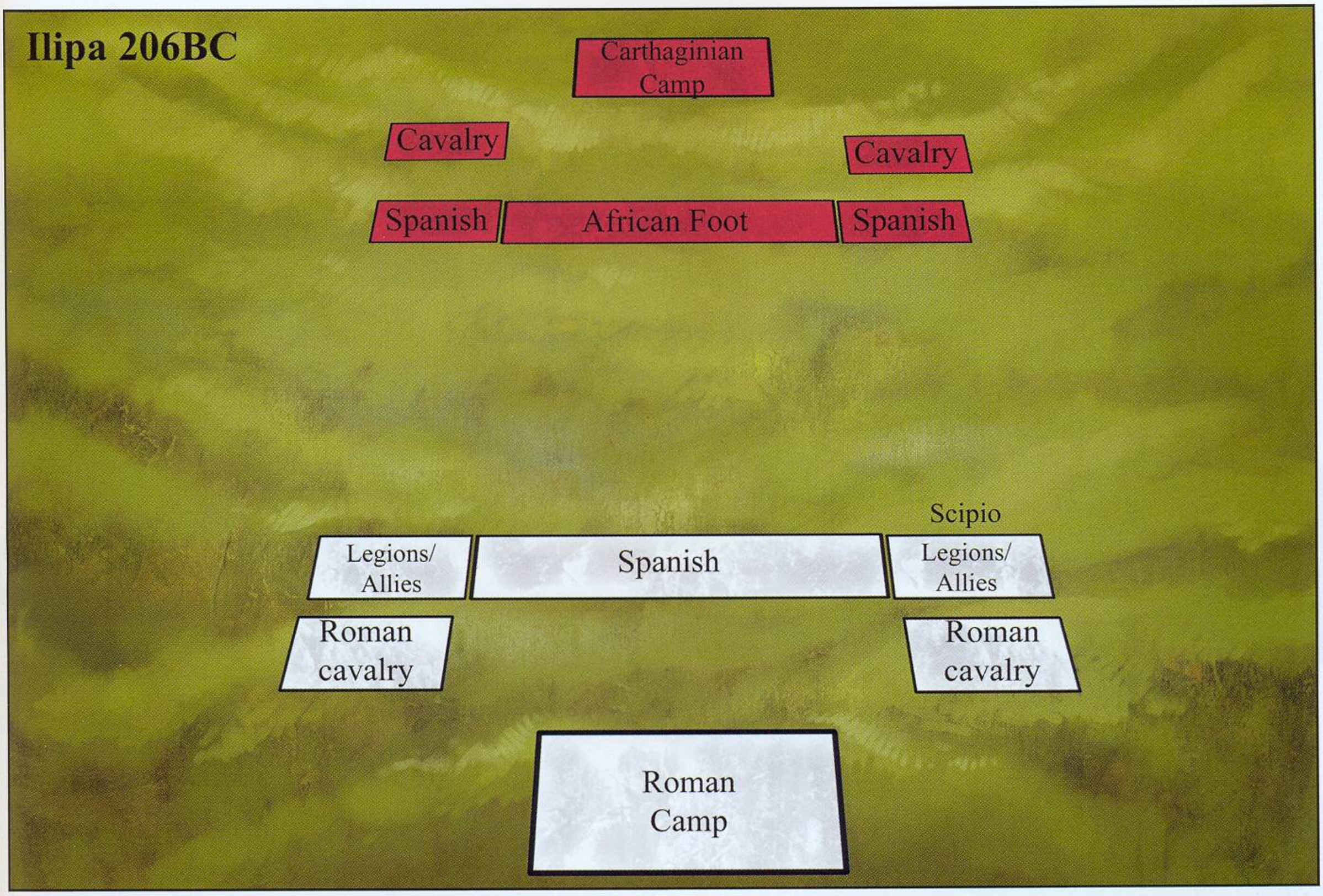
ARMY COMPOSITION

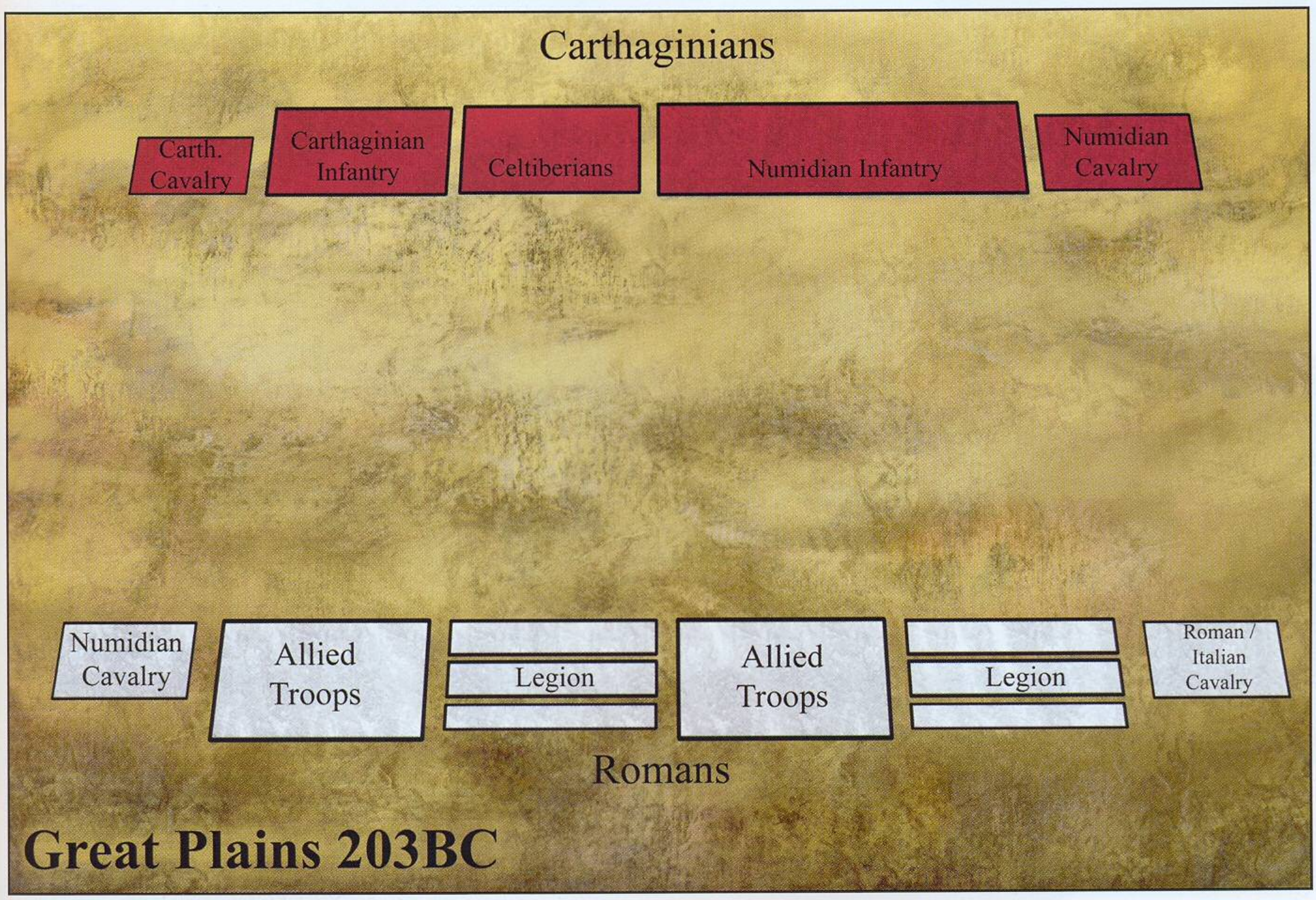
Scipio: Use the Second and Third Punic Wars in Africa variant of the Republican Roman army list, but allow up to 10% of the total points value of the army as Uncommon troops, using only Numidian Cavalry (not normally allowed). Use the Military Man optional character profile for Scipio, who was now in his prime as a tactician.

Hasdrubal: Use the Second Punic War in Africa variant of the Carthaginian army list, limiting the selection to the following:

Levy Africans (it is not required to take Citizens in order to take these)
Skirmishers
Numidian Cavalry
Punic Heavy Cavalry
Balearic Slingers
Celtiberian Scutarii (it is not required to take Trained Africans or Veterans in order to take these)

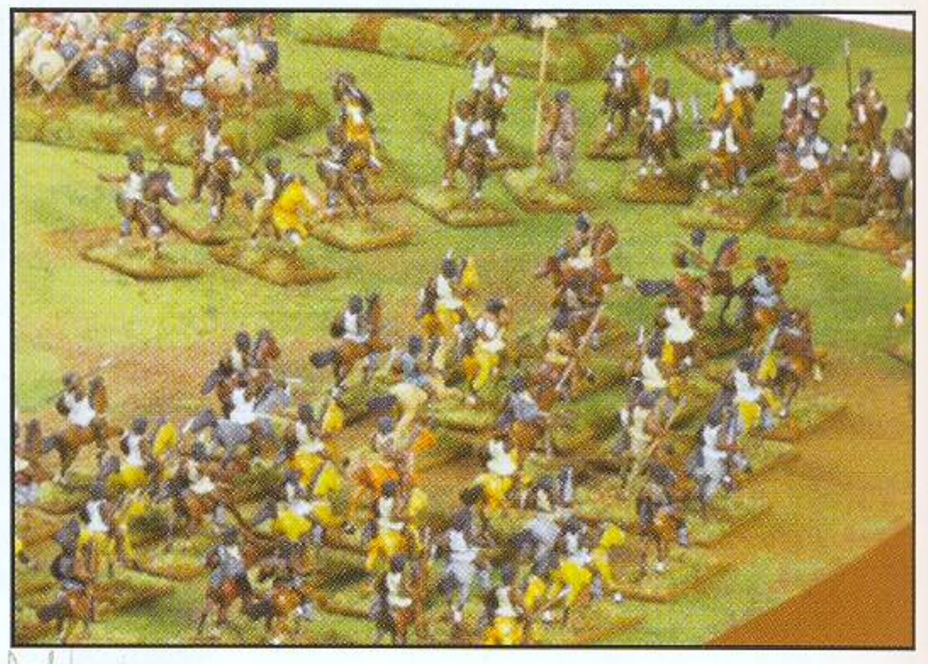
Ilipa 206BC





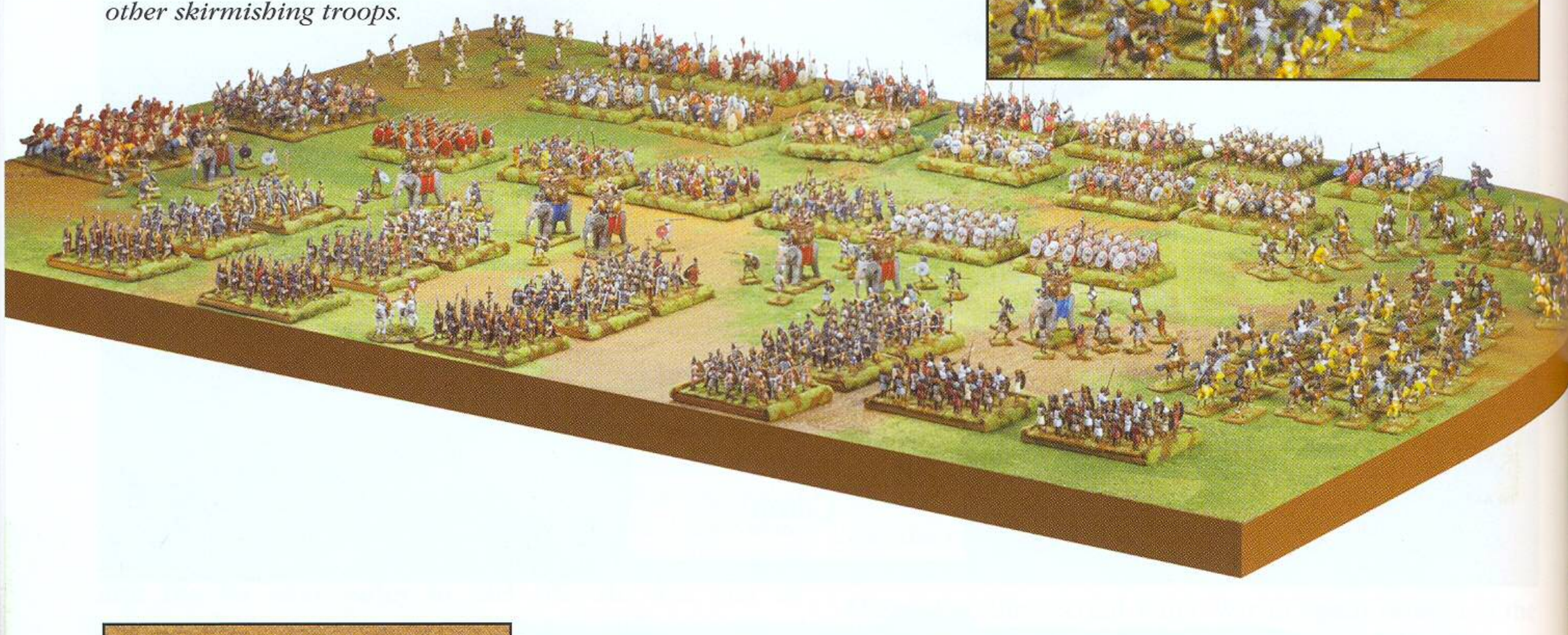
Great Plains 203BC

ZAMA, 202 BC, ROME vs CARTHAGE



Inset: *On the Roman right flank, their Numidian allies charge into the Carthaginian Numidian allies.*

Below: *The Roman maniples formed into columns so that the elephants would be driven into these lanes and dealt with by the velites and other skirmishing troops.*





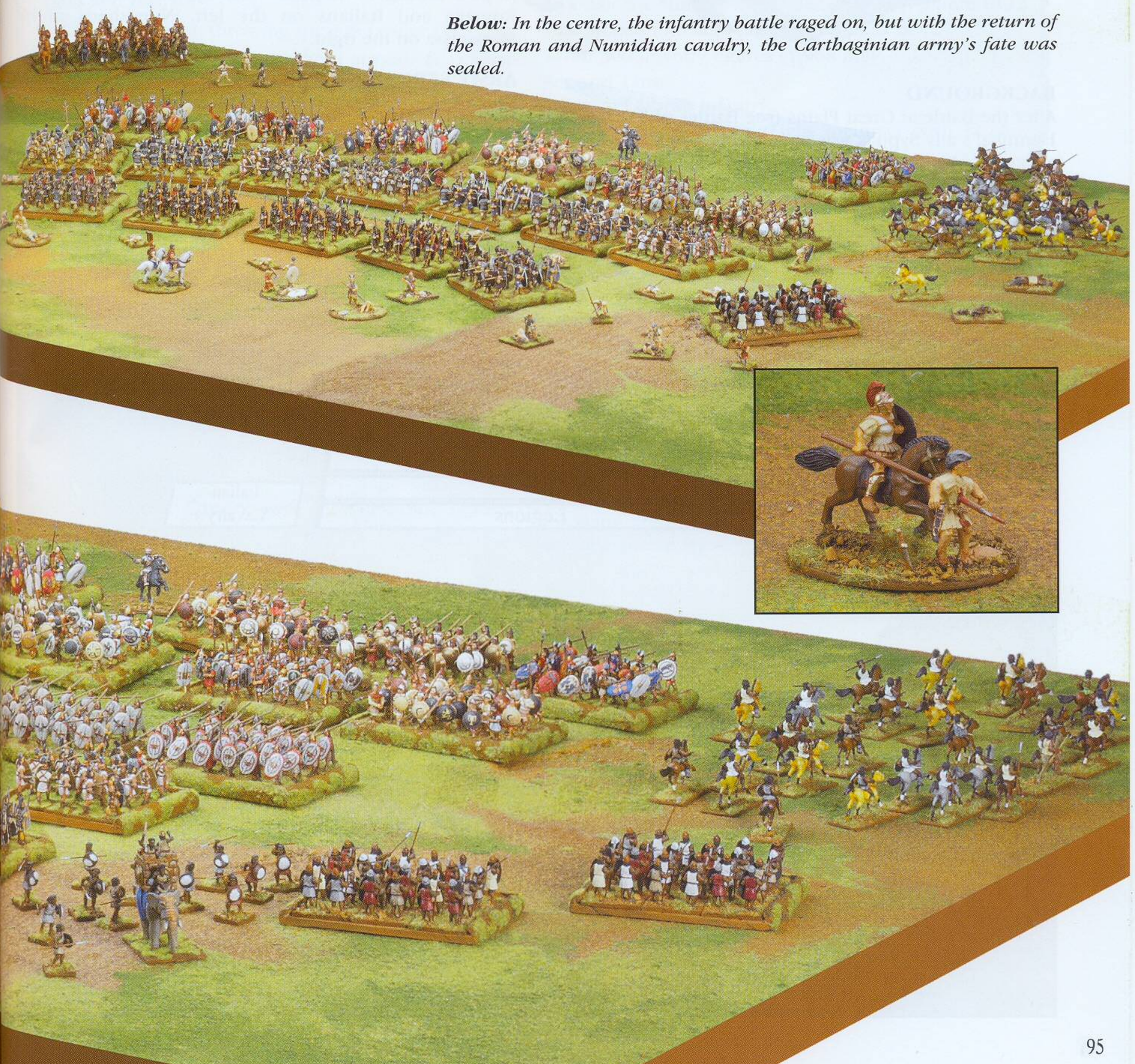
Below: *Both armies had initially formed three lines. The Carthaginian first line, consisting mainly of mercenary troops, clashed with the Roman hastati. On the right Roman flank, the Roman's Numidian allies drove off the Carthaginian Numidian allies, whilst on the Roman left, the Roman cavalry drove off the Punic cavalry.*

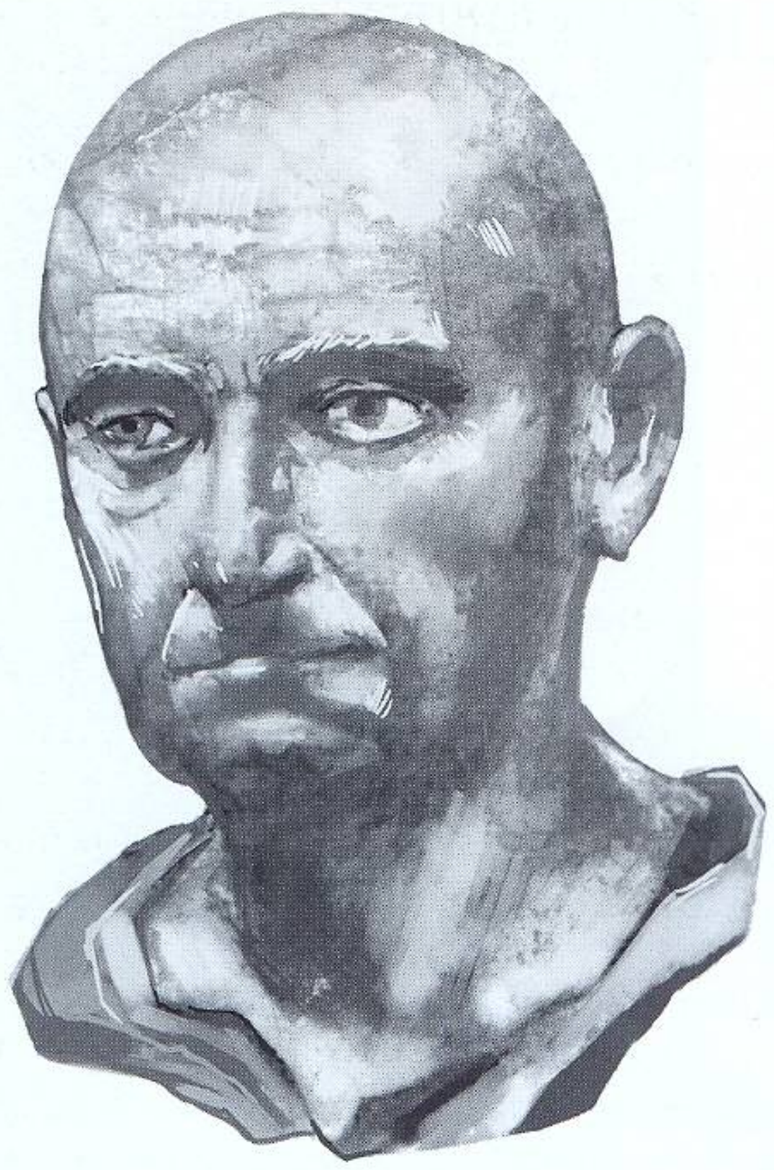




Above: *The Roman infantry bring down the elephants.*

Below: *In the centre, the infantry battle raged on, but with the return of the Roman and Numidian cavalry, the Carthaginian army's fate was sealed.*





BACKGROUND

After the Battle at Great Plains (see Battles of the Period), Hannibal's ally Syphax was captured by the Romans, who also were able to capture the city of Tunis. The suffetes of Carthage recalled Hannibal from Italy while simultaneously seeking terms with Rome. The peace talks broke down, and Hannibal's and Scipio's armies faced each other for a final confrontation.

The two great commanders met – for the first time – for a conference, and there is reason to suspect that they determined upon a set-piece battle to end the war. However, each of the two generals had stratagems in mind.

The Carthaginian army was drawn up in three lines. In front of the main lines were the skirmishers (Numidians, Moorish archers, and Balearic slingers) and about eighty elephants; however the elephants had been hastily trained. Behind them were 12,000 Ligurian and Gallic mercenaries. A second line consisted of Punic citizens and Liby-Phoenician troops. Hannibal placed his 15,0000-20,000 veterans in a third line, and covering the flanks were the cavalry: Punic horse on the right, and Numidians on the left.

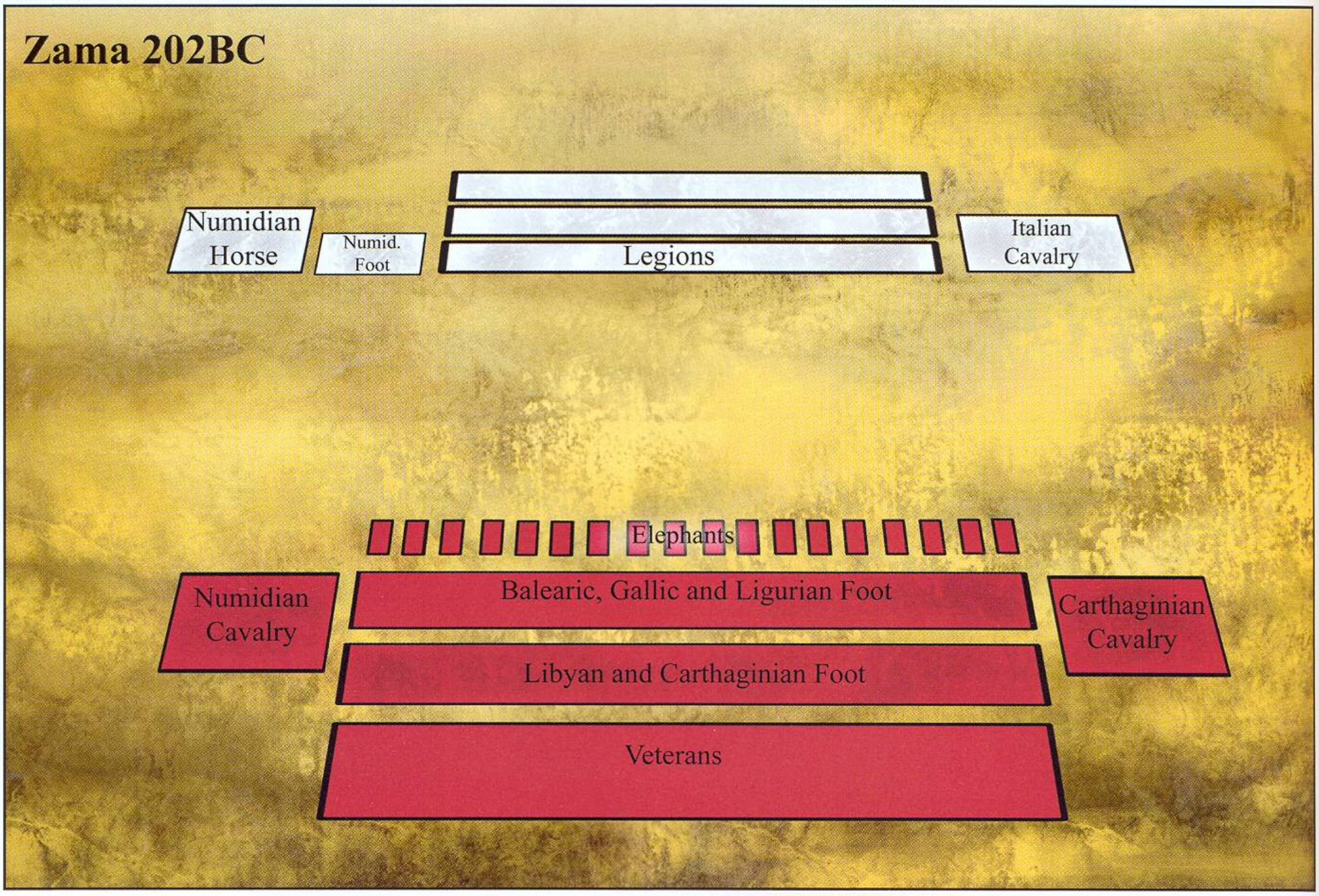
The Roman battle array was also in three lines. Behind the velites were the lines of hastati, principes, and triarii, with gaps between the maniples to allow the enemy elephants to pass through. The Roman cavalry was on both wings: Romans and Italians on the left, Numidians under Massinissa on the right.

ARMY STRENGTHS

The numbers are debatable and fairly unclear.

Hannibal: Perhaps 40,000 infantry, an uncertain number of cavalry and 80 elephants.

Scipio: Perhaps 23,000 Roman infantry, 1,500 Roman cavalry; plus 4,000 or more Numidian cavalry and 6,000 Numidian infantry.



ARMY COMPOSITION

Assumptions: The following order of battle is at roughly a 1:40 figure scale, except 1:10 for elephants.

Scenario Grand Totals: 8 elephant models, 1,628 infantry figures, 184 cavalry figures (22,691 pts not including characters).

Romans: 23,000 Roman and Italian infantry (assume 5 legion equivalents), 1,500 Roman and Italian cavalry; 6,000 Numidian infantry and 4,600 Numidian cavalry under Massinissa.

Characters
Military Man as Army General, plus an Army Standard Bearer, a Cavalry Prefect, two Tribunes, and a Numidian General and an Army Standard Bearer

First Line:
Velites and Hastati:

10 x 12 Velites, with throwing spear & Leader (113 pts)

10 x 16 Hastati, Drilled, with light armour & Leader, Standard Bearer & Musician (free) (208 pts)

Total: 280 infantry figures (3,210 pts)

Second Line
Principes:

10 x 16 Principes, Drilled and Stubborn, with light armour, pilum, Leader, Standard Bearer & Musician (free) (256 pts)

Total: 160 infantry figures (2,560 pts)

Third Line
Triarii:

5 x 16 Triarii, with light armour, Leader, Standard Bearer & Musician (free) (240 pts)

Total: 80 infantry figures (1,200 pts)

Left Wing
Roman cavalry under Caius Laelius:

3 x 12 Roman Cavalry with light armour, Leader, Standard Bearer & Musician (219 pts)

Total: 36 cavalry figures (657 pts)

Right Wing
Numidians under Massinissa (use Numidian army list):

4 x 16 Numidian Cavalry, with Leader, Standard Bearer & Musician (335 pts)

4 x 12 Numidian Cavalry, with Leader, Standard Bearer & Musician (255 pts)

3 x 32 Numidian Warriors, with Leader, Standard Bearer & Musician (207 pts)

3 x 16 Numidian Skirmishers (javelin) (80 pts)

Total: 144 infantry figures and 112 cavalry figures (3,221 pts not including characters)

Roman Grand Totals: 664 infantry figures and 148 cavalry figures (10,848 pts not including characters)

Carthaginians: 40,000 men and 80 elephants.

Characters
Army General and an Army Standard Bearer, plus four Subordinate Generals

Elephants
80 elephants:

8 x Elephants with two fighting crew, fighting tower, shields on tower (139 pts)

Total: 8 elephant models (1,112 pts)

First Line
12,000 Gauls, Ligurians, Moorish archers, and Balearic Slingers:

6 x 32 Gallic Warriors with Leader, Standard Bearer & Musician (207 pts)

2 x 24 Ligurian Warriors (Light Infantry) with Leader, Standard Bearer & Musician (159 pts)

24 x Balearic Slingers w. buckler (264 pts): 2 units of 12

36 x Moorish Archers (144 pts): 3 units of 12

Total: 300 infantry figures (1,968 pts)

Second Line
Punic and Libyan infantry:

3 x 24 Punic Citizens (Light infantry) with Leader, Standard Bearer & Musician (183 pts)

8 x 32 African Levy with Leader, Standard Bearer & Musician (207 pts)

Note: Punic citizens are unarmoured, with oval thureos shield. African Levies have light armour and large round shield.

Total: 328 infantry figures (2,205 pts)

Third Line
15,000 Hannibal's veterans, including Bruttii:

10 x 24 Veterans (not Drilled) with Leader, Standard Bearer & Musician (423 pts)

4 x 24 Bruttian Veterans (Light Infantry) with Leader, Standard Bearer & Musician (351 pts)

Note: Veterans could appear with Gallic mail (light armour), Roman scutum, and either thrusting or throwing spear (thrusting is probably better for the stationary role they played in this battle). Bruttians should appear as Italians in light armour and oval shield or small scutum, with throwing spear.

Total: 336 infantry figures (4,788 points)

Left Wing
Numidian cavalry, numbers not known, but much less than their opposing numbers under Massinissa:

4 x 12 Numidian Cavalry, with Leader, Standard Bearer & Musician (303 pts)

Total: 48 cavalry figures (1,212 pts)

Right Wing
Punic Cavalry, numbers not known, but less than their Roman opponent:

2 x 12 Punic Cavalry, with Leader, Standard Bearer & Musician (279 pts)

Total: 24 cavalry figures (558 pts)

Carthaginian Grand Totals: 8 elephant models, 964 infantry figures, 72 cavalry figures (11,843 pts not including characters)



MAGNESIA-AD-SIPYLUM, 190 BC, ROME vs ANTIOCHUS

BACKGROUND

Here is a foretaste of the Roman campaigns in the east against the Successors. After liberating Greece from Antiochus III in 191 BC, the Romans took the war to him in Asia.

A consular army under Gnaeus Domitius Ahenobarbus with Pergamene troops under Eumenes II brought Antiochus to battle beside the river Phrygius.

ARMY STRENGTHS

Ahenobarbus: About 30,000 men including 3,000 peltasts, 800 cavalry, 500 Cretan archers, and 500 Trallianoi javelinmen provided by Eumenes, 16 African elephants.

Antiochus: Reports very from 45,000-58,000 infantry, 12,000 cavalry, 54 Indian elephants, as well as camels and scythed chariots!

ARMY COMPOSITION

Ahenobarbus: Use the Roman Campaigns in the East variant of the Republican Roman army list, limiting the selection to the following:

Velites, Hastati, Principes, Triarii
Roman and Italian Cavalry
Thureophoroi and Peltasts
Cretan Archers
Tarentine Cavalry
Numidian Cavalry

The Roman player may also take as Uncommon troops Shock Cavalry (but not Royal Guard) and Skirmishers (any of the three profiles) from the Alexander & His Successors list in *Armies of Antiquity*. This is a stand-in to represent additional Pergamene troops until the proper Pergamene list appears in the Successor supplement.

Antiochus: Again as a stand-in, use the Alexander & His Successors list in *Armies of Antiquity*. May not take African elephants, artillery, or allies, except for one unit of Arab Camel Riders from the Cataphract list. This may not be larger than the smallest cavalry unit in the army, and may not have barding.

THE GREAT COMMANDERS

Ask anyone who they would immediately identify as the most important commanders of the Punic Wars, and the names of Hannibal and Scipio Africanus inevitably spring to mind. Here's a little more information about them to supplement what you will have already have gleaned from the Historical Background section.

HANNIBAL BARCA

As we have already seen, and as mentioned in 'Who Are These Guys?' below, Hannibal was the son of Hamilcar Barca. The Barca family (or the Barcids) was one of the noble families of Carthage that traditionally provided its military leaders. Hannibal was born in 247 BC, the same year that his father was given command over the Punic forces in Sicily.

Young Hannibal grew up in his native city, but did not spend more than his childhood there. His father was recalled from Sicily at the end of the First Punic War in 241 BC. The ruling party of Carthage tried to delay paying off their mercenaries, who then revolted and twice defeated Hanno, the Punic general sent against them. Carthage then called upon Hamilcar to put down the revolt, which he did in three years of bloody campaigning.

The two commanders sent against the mercenaries represented two parties in the Punic senate. Hanno was aligned to a party that wished to appease the Romans, and was willing to maintain peace at any cost, to ensure the survival of Carthage. Hasdrubal and his extended family, as well as members of other ruling families, saw that there was no option but a life-or-death struggle against Rome in the wake of the First Punic War. It is probably safe to assume that an experienced commander like Hasdrubal, having seen the Roman ability to keep mustering new armies and building new fleets, even after disastrous defeats, was fatalistic and foresaw that Carthage was ultimately doomed.

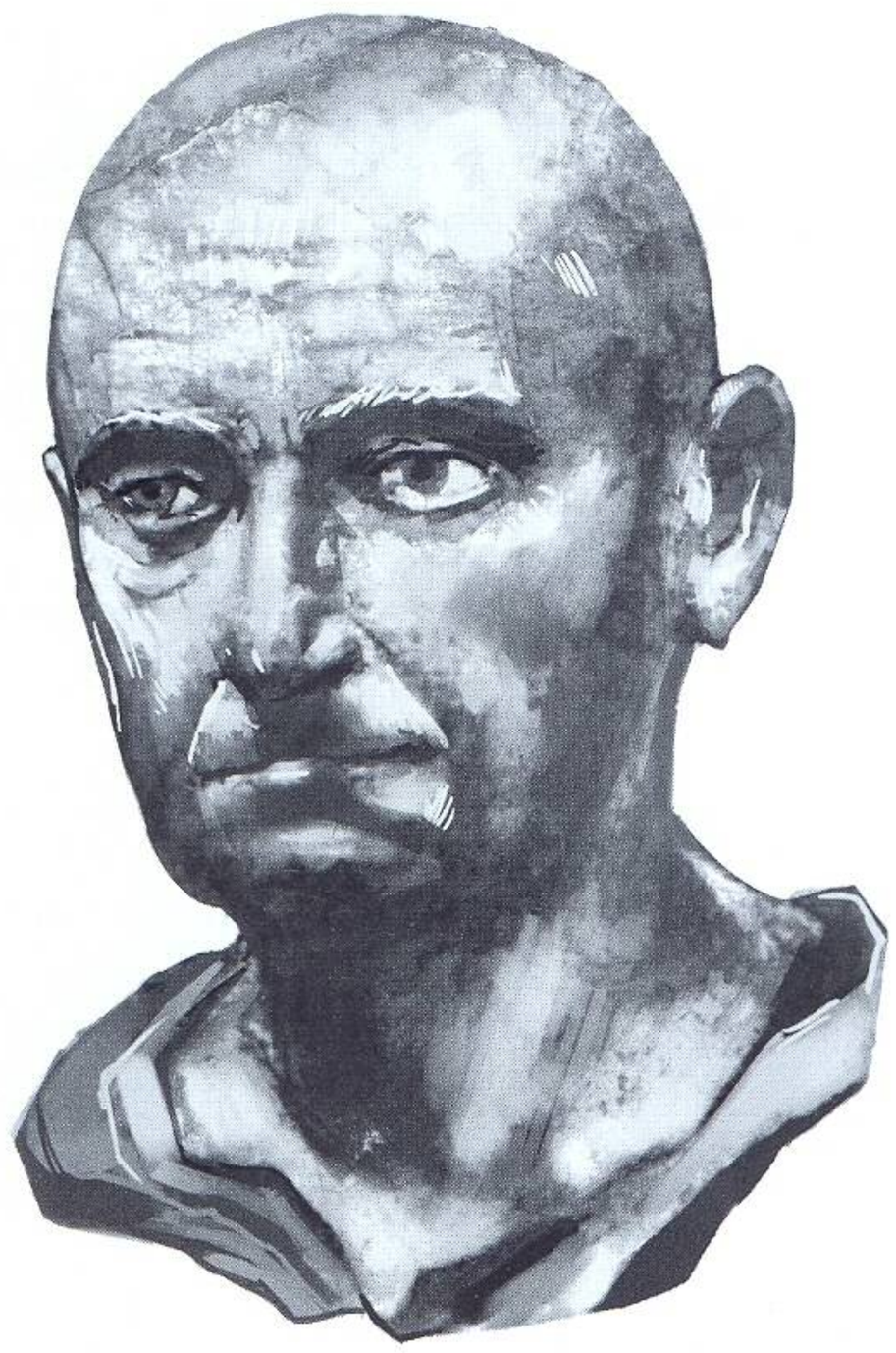
Hamilcar saw the necessity to establish a base in Spain, which would provide wealth and resources, as well as manpower, to threaten the Romans from the land. He undoubtedly saw the losses of Sicily and Sardinia as indicative of the Roman pre-eminence at sea, and so did not rely on the Punic fleet during his time in Spain. He set out in 237 BC across the north African coast, with the nine year old Hannibal accompanying him.



Later in life, while in Syria, Hannibal told the story that before departing for Spain, his father took him to the temple of Melqart, the principal Punic deity. Hasdrubal took the boy to the altar and placed one of his son's hands on the sacrificial offering. According to Polybius, he asked Hannibal to swear that he would never be a friend to the Romans (in Livy's version, to swear that he would be an enemy to the Roman people), and the boy did so. Hannibal thus inherited his father's desire to inflict retribution upon Rome for taking the possessions of Carthage in Sicily and Sardinia, and for imposing a large indemnity on Carthage, which had to be paid for many years.

From that tender age, Hannibal lived in military camps and learned the life of a soldier. He had a Greek tutor, but no doubt learned his most important lessons from his father's successful campaigns against the Spanish and Celtiberian tribes. After nine years, Hasdrubal was killed when a Spanish king who was a professed ally turned coat and ambushed Hasdrubal. His father was killed, but Hannibal and his brother Hasdrubal 'the Younger' escaped. Since Hannibal, at 18, was too young to command an army in the field, his brother-in-law, Hannibal 'the Splendid' or 'the Elder' took command. Hannibal continued to serve under him to learn the ways of war and governing until Hasdrubal was assassinated in 221 BC by a local Gaul. At 26 years of age, Hannibal was acclaimed as supreme commander by the Punic armies in Spain.

The section titled 'Historical Background' takes up the story of how Hannibal created an army for the invasion of Italy, and then spent 14 years campaigning on the Italian peninsula. Although his initial stroke was bold, it is easy to see that after time, he withdrew with no clear strategic focus to the southern end of Italy, until recalled to Carthage in 203 BC. His ability to deliver tactical victories with a polyglot army is inarguable, but in the end, his vision of how to continue must have failed him. Certainly the losses of his brother Hasdrubal, also invading into northern Italy, and his brother Mago, doing the same, weighed on him.



Upon returning to Africa, Carthage's hopes must have laid heavily upon Hannibal's shoulders. But at Zama, he did not show the tactical brilliance that had characterised earlier battles such as Cannae. He entered into a set piece battle after negotiating with Scipio to meet face-to-face.

After the war was lost, Hannibal no longer was a leader of the war party. A story tells how a young noble harangued the assembly in Carthage to man the walls and continue to resist the Romans, but Hannibal mounted the rostrum and pulled him down, subsequently apologising for having forgotten parliamentary procedure, as he had been away so long. Hannibal was appointed chief magistrate of Carthage, and undertook an extensive rebuilding program.

But, after a few years, Roman vengeance stirred. Roma had defeated Philip V of Macedon at Cynoscephalae in 197 BC, shattering the myth of the Macedonian phalanx's power. In 195 BC, a Roman delegation headed for Carthage to complain that Hannibal had been conspiring with Antiochus of Syria, the one remaining ruler in the Hellenistic East who could seriously challenge Rome at that time. Hannibal did not wait to hear the charges, but fled to join Antiochus in the east.

Hannibal was never popular at the court of Antiochus, and after Antiochus's defeat at Magnesia in 189 BC, it became clear that the Romans would be continuing to expand into Asia. Hannibal met Scipio again when the latter led a delegation to ask Antiochus about his intentions in the east. It is remarkable that the two adversaries were able to meet, once on the eve of battle, and once later in life, and show great respect for each other.

An anecdote tells that Scipio asked Hannibal who he thought was the greatest general in history. Hannibal answered, Alexander the Great. Scipio asked who would be second. Hannibal answered Pyrrhus of Epirus. Scipio then asked who Hannibal would reckon to be the third greatest. Hannibal answered, "Myself, without a doubt". Laughing, Scipio asked what Hannibal would have said if he had been able to beat Scipio. Hannibal replied that he would then have judged himself the greatest commander of all time.

After the defeat of Antiochus, Hannibal relocated to Crete, but soon his presence was discovered by Rome. He relocated to Bithynia, in Asia Minor.

But eventually, Bithynia went to war with Pergamum, and in the course of examining the reasons for the war, Rome discovered Hannibal's presence yet again. The Roman Senate demanded that their old enemy be surrendered, and sent soldiers to surround his villa. At the age of 64, Hannibal Barca committed suicide in his exile home rather than be captured there by the Romans.

WHO ARE THESE GUYS?

I'll be very surprised if you haven't become confused by the multiplicity of Magos, Hannos, Hasdrubals, Hannibals, Giscos, and Barcas among the Punic leaders. Let's try to sort them out...

We'll start with Hamilcar Barca, whom we met commanding Punic forces in Sicily during the First Punic War. He had three sons: Hannibal, Hasdrubal, Mago, and possibly Hanno. He also had a son-in-law called Hasdrubal the Splendid, who commanded in Spain from the death of Hamilcar in 229 BC until he was assassinated in 221 BC and replaced by Hannibal, who had served as his subordinate.

Hannibal Barca commanded in Spain from 221 BC to 218 BC, in Italy from 219 BC to 203 BC, and in Africa from 203 BC to 201 BC . He is the Hannibal we first think of. One of his subordinates was also named Hannibal, nicknamed 'Monomachus' (The Gladiator), who could have also appropriately been nicknamed 'the Cannibal' – as he advised that while crossing the Alps, the Punic soldiers could eat any of their fellows who perished along the way if supplies ran short! Another officer named Hannibal was on Hannibal Barca's staff.

Hasdrubal Barca served under his brother Hannibal in Spain. He commanded in Spain from 218 BC to 208 BC, and commanded an army in Gaul and Italy from 208 BC to 207 BC. He died in battle at the River Metaurus in 207 BC. Another Hasdrubal served under Hannibal Barca throughout the campaign in Italy and commanded the cavalry at Cannae. We've already met Hasdrubal Calvos (the Bald) in Sardinia. An admiral Hasdrubal attempted to stop Scipio's invasion of Africa. Yet another Hasdrubal led the pacifist faction in Carthage at the end of the Second Punic War.

Mago Barca served under his brother Hannibal in Gaul from 218 BC to 216 BC. He commanded in Spain from 215 BC to 206 BC. He landed in Liguria to invade Italy again in 205 BC, was wounded at the river Po, and died from his wounds while sailing home in 203 BC. A Mago, possibly related to the Barcas, served under Hasdrubal Calvos in Sardinia. Another Mago commanded Nova Carthago until its fall to the Romans in 210 BC. Mago, called 'the Samnite', served under Hannibal in Italy. Yet another Mago was sent by Hannibal to attempt to negotiate an alliance with Philip of Macedon in 215 BC.

Hanno, commanding in northern Spain in 218 BC, may have been a brother of the Barcas, depending on how a passage in Polybius is translated. Another Hanno commanded in Sicily from 212 BC to 211 BC. Another was subordinate to Mago Barca in Celtiberia in 207 BC. Livy identifies a Hanno, son of Hamilcar, commanding cavalry in Africa. Another Hanno served under Hasdrubal Calvos in Sardinia. Even more Hannos were in Italy; commanding cavalry under Mago Barca in Spain; commanding cavalry in Africa (a second one). Some of these may be the same, but we can't be sure. Yet another Hanno was of the older generation, having commanded in Africa during the First Punic War, and proving ineffective at the beginning of the mercenaries' revolt. A rival of Hamilcar Barca, he was known undeservedly as Hanno 'the Great'. A final Hanno was known as Hanno, son of Bomilcar, who served under Hannibal in Italy and Africa.

Gisco was another rival of Hamilcar Barca during the First Punic War. His son, Hasdrubal Gisco, commanded in Spain and Africa during the Second Punic War, as we have seen. He was defeated three times by Scipio Africanus: at Ilipa, at Utica, and at Great Plains. He committed suicide rather than die at the hands of the angry citizens of Carthage in 203 BC. Hamilcar, son of Gisco, was probably Hasdrubal's brother; he commanded the island of Malta. Another Gisco served in Hannibal's army at Cannae.

There were more Hamilcars, as well as Himilcos, Bomilcars, and Bostars. You get the picture. Figuring out the Romans is a snap compared to the Punic generals!



SCIPIO AFRICANUS

Scipio was the son of a noted commander. He was born in 236 BC as Publius Cornelius Scipio 'the Younger'. At the age of 18, he went off campaining with his father 'the Elder', and his uncle Gnaeus Cornelius Scipio, in Spain during the early campaigns there. At the Battle of Ticinus, young Scipio is reported to have saved his wounded father and removed him safely from the battlefield.

Although only 22 years old, Scipio stood for election to aedile and was elected along with his cousin Lucius Cornelius. After his father and uncle were killed at the Battle of the River Baetis in 211 BC, it is said that no Roman general was willing to take reinforcements to Spain. Scipio volunteered, and was given proconsular imperium by the people, although not having been a magistrate, he was technically not qualified.

Scipio's amazing abilities of generalship enabled him to turn the tide of the war in Spain, and ultimately to completely force out the Punic armies in only four years, as described in the Historical Background section. Then having been elected consul in 205 BC , he took the war to Africa and achieved victory.

As mentioned above, Scipio met Hannibal on the eve of Zama, and both men were impressed with each other. After the war, Scipio was elected censor, elected consul a second time, became princeps senatus three times, and was recalled to active service twice: the first time was as consul to defeat the Ligurians in 194 BC.

As consul, Scipio had argued against leaving Greece undefended after the defeat of Philip V of Macedon, fearing that Antiochus of Syria would invade. He was foresighted: in 190 BC, Antiochus invaded Greece, but was repelled. Scipio then went to join his brother Lucius, commanding the army facing Antiochus. Unfortunately, Scipio fell ill, and was not present when Gnaeus Domitius Ahenobarbus and Lucius Scipio defeated Antiochus at Magnesia in 189 BC.

Cato the Censor now embarked on a campaign to discredit the Scipio brothers, in a series of trials claiming their malfeasance during the Asian campaign. Lucius was found guilty, fined, and stripped of his knightly rank. After this, Scipio retired to private life at a villa in Campania, feeling unappreciated by the nation he had served so well. He died at age 53 at his villa in the year 183 BC – the same year as his great adversary, Hannibal.



COLLECTING, PAINTING & BUILDING YOUR OWN ARMY

Many readers will already have an army for this period, either built using the army lists in *Armies of Antiquity*, or perhaps for another set of wargames rules. If you are one of these, your challenge is meshing your existing army with the appropriate list.

If you are considering building your first army for the period, then you are fortunate in the wide choice of figures and scales available. The author built his first armies for this period using 15mm figures and based for another set of rules. But when he became interested in Warhammer Ancient Battles, he decided to collect a second set of 25mm armies specifically for this game. At that time, the selection of 25mm figures for the Punic Wars was very good, and it seems to be getting better nearly every month.

Republican Romans, Carthaginians, and the various mercenaries employed by these two major powers, are thoroughly covered by several manufacturers, as are the essentially Greek hoplite troops of the Etruscans, Syracuse, and the Greek cities of Italy and Sicily. Lately, Samnites have become quite popular, with new figure ranges for them being released in the last couple of years or so. Fortunately, Samnites can also stand in for Oscans, Latins, and other Italian peoples. In fact, there is hardly a troop type listed in this book for which you will not easily find appropriate commercial figures.

We don't want to take the space to list all the available figure sources, and anything so written would be out of date by the time it reached your hands. A list of manufacturers providing the figures illustrated in the supplement is at the back of the supplement on page 112. Many manufacturers are starting to add at least representative images of their figures to their web sites. Internet access is now readily available for most of us, even if only through the local or school library. So look before you buy!

Because of the enormous proliferation of historical wargames figures, most hobby shops are only able to carry a few ranges, and only for the most popular periods. Don't be discouraged if your local hobby shop doesn't carry any 25mm Ligurian pennato-wielders! You can rapidly discover through the Internet who makes appropriate figures and weapons for conversion, and your hobby shop will probably be very happy to order them for you. Alternatively, you may prefer to do your shopping over the Internet, by e-mail, or using mail order, which can be very efficient. But keep in mind that local shops often provide space for wargamers to meet and play, and your business helps them pay to keep the lights on. Besides, by pestering your local shop to get the figures that you want, you may encounter other customers who either are interested in ancient wargaming, or can be persuaded to give it a try. You may even be able to achieve the coup of 'converting' someone who plays a different set of ancients rules.

The following notes are intended to supplement the Building a Punic Army and Building a Roman Army sections of the book, and are aimed at first time players.

COLLECTING REPUBLICAN ROMANS

The Republican Romans have perhaps the most complex army list, and some of the most fiddly special rules. Here are some suggestions for those collecting a Republican Roman army for the first time:

Warhammer Ancient Battles makes a point of being able to cover multiple figure scales, accommodating small skirmishes as well as the great battles of antiquity. You may be disappointed, however, if you try to represent anything other than a full field army of Republican Romans. The definition of troop types and the manipular formation mechanisms are intended to allow a Roman player to field a proper ***triplex acies*** (triple line) of units representing maniples, and to give the Romans a benefit from doing so. If you field a small force, or just a few large units, you will certainly find that your battle does not look anything like those represented in this book, and you will probably not have the kind of success you hoped to.

On the other hand, it can be very challenging to shoehorn a representative array of legionary units, allied alae (wings), and other troops into a typical 2,000 point WAB army. With the Romans, more than any other army, you may want to sit down and figure out how you would build a force before you get too tempted by any figures. Otherwise, you may find that all those triarii that you thought looked really cool, don't really fit into the army that you want to field.



COLLECTING A CARTHAGINIAN ARMY

It's a lot less difficult to sort out a Punic (Carthaginian) army than a Roman one. Because the typical Punic army was a polyglot one, consisting of assorted mercenaries, it's the perfect force for a player who wants some of this figure, some of that figure, and so on. It's also a good army for a player who enjoys the challenge of running a 'combined arms' army with lots of different troop types. I would certainly recommend, however, before you have spent nearly all your points on colourful light infantry, elephants, and tribesmen, that you make sure you have a good solid core of heavy infantry.

If you are interested in building a really big army, say of 4,000 to 6,000 points, a very good combination is Carthaginians with Numidian allies. Not only is it characteristic of the period, but it is a nice mix of generally regular Punic troops with irregular desert nomads. You can also take the Numidian component and easily flesh it out with trained infantry, and perhaps an elephant or two, into a purely Numidian army, which can be used very nicely as allies of, or opponents to, 'Marian' or 'Caesarian' Romans in the Roman Civil Wars.



COLLECTING OTHER ARMIES

Indeed, the Numidians are not the only army that can be used outside the primary scope of this supplement. A Spanish army can also fight in a campaign based on the Roman conquest of Spain after the Punic Wars, and subsequent revolts.

These armies tend to be a little less tactically flexible than the Romans or Carthaginians, but still can be very interesting to collect and paint. They are to varying degrees 'tribal' armies. Some do not fight so well in 'toe-to-toe' set piece battles, but rely on terrain to gain an advantage over a more conventional appointment. They tend to have fewer troop types available than their more 'civilised' opponents. Perhaps the best examples of the one-trick pony style of army are the Gauls, and Ligurians, which rely primarily on massive warbands to break through the enemy lines.

PAINTING ARMIES OF THE PERIOD

Many of these armies will paint up very quickly. Numidians are a good example of a simple paint scheme and a limited palette. Spanish troops are simply clad, but their shield patterns can be as elaborate as Gauls or Britons; the same goes for the Ligurians.

Republican Romans can have a fairly simple colour scheme. The really good news is that in this period, their shields may well have been painted in just a single colour, so the shield designs of the Roman Empire don't need to be recreated either through careful painting or the use of transfers. Carthaginian armies take at least as much effort as a hoplite army, with armoured phalanxes, shield designs, a variety of support troops, and elephants.

PREPARING FIGURES FOR PAINTING

Note: Tools and materials suggested for use may be dangerous if used incorrectly and are not recommended for children under 16 without adult supervision.

One of the most time-consuming parts of building an army may not be the painting, but preparing the figures to be painted. Depending on the manufacturer (and even some very good manufacturers seem to have bad days), a figure may require a lot of trimming and filing to remove the excess metal, known as flash. Also, many figures may require the addition of separate weapons, which are not always supplied.

After over 25 years of collecting metal wargames figures, the author has learned that a very important investment is a good variety of modeller's knives, files, and other tools. Having bought the tools, you also need to keep a good stock of disposable items as well. There's no such thing as having too many new fresh knife blades and drill bits. Organising your tools in a work space is a very personal thing, but the better organised and laid out your tools are, the less time you will spend rummaging for them.

In general, the author is not happy with cast spears, javelins, and other pointy polearms. Different manufacturers simply don't match each other in weapon length, thickness, and style of head. So he invariably

makes his own spears and suchlike out of brass rod; plastic rod also works very well for some people, but brass ones are really rugged. One can cut away those spears that are cast in a figure's hand, and can even carve away shafts that are cast next to a figure's body. One complication, especially for this period, is the Roman pilum. It would take enough work to hand-make this complex weapon that the author generally uses the cast one provided, and just replaces the iron shaft and head with brass rod.

This kind of work requires a lot of drilling, and you can maintain much better control with a hand-held pin vice than with a power tool. The key to success in drilling out a figure's hands, or other repetitive drilling, is to work slowly, use light pressure, and let your hands build up to it. Don't work too long at this task, or any repetitive task such as filing, or your hands will cramp. When getting into a session of assembling figures, one should rotate tasks to avoid boredom and fatigue such as:

- trimming and cleaning up the figures to remove flash, mould lines, excess sprue and venting
- carving down figure bases if required; filing the bottom of the base flat
- cutting brass rod to length for weapons (requires eye protection)
- hammering spearpoints, etc, flat on an anvil (requires eye protection)
- shaping the spearpoints with a power tool grinding wheel (requires eye protection)
- drilling out the figure's hands or filing open hands for a good fit (requires eye protection)
- cleaning up and trimming shields
- assembling the figures and weapons
- 'ranking up' on an array of metal bases; gluing the figures down
- building up the base (prior to painting) with model railroad ballast and white glue or matte medium
- final check for flash, etc

All this takes place prior to priming! But just as in painting, working on groups of four to eight figures makes each individual task seem less tedious. If you have to drill out the hands for a 24 figure phalanx all at once, you might get about eight done, and give up!

It also helps to approach this kind of work with the right attitude too. It's not as much fun, or as creative, as actually painting, but you can't get on with painting until this part is done. You can also remind yourself that if you do a good job during this phase, you will be much more proud of your figures when they're complete, and they will hold up better to handling without damage.

You can also try to think of it as therapeutic work: a nice break from other stressful things, so you can do calm, soothing, repetitive, manual activity. It may sound rather corny, but having a good frame of mind makes the work go more smoothly. And as soon as something becomes frustrating (such as 'blowing out' the side of a figure's hand while drilling, or trimming off a detail accidentally), take a break immediately!

One other thing may sound really childish, but it works! As you cut your brass rod and hammer an end flat, and shape and sharpen it – and as you file shield edges and that sort of thing – imagine yourself as an armourer actually equipping a warband, cohort or whatever. (If you've ever done some work on full-sized reenactment armour, you'll know you're getting off pretty easy on the amount of work required for these little guys). Just that little spark of imagination, providing a focus for the work, really seems to relieve the tedium.

Hopefully these preparation tips are useful to you, and will enhance the process of fielding onto the table an army in which you can take great pride!

A NOTE ON LIGHT INFANTRY BASING

Light Infantry seems to suffer unduly harshly at the hands of many WAB players. These players note that in the basing suggestions in the rulebook, the range of frontages is different for Light Infantry and Skirmishers (20-25 mm) and for other infantry (15-20 mm). It has become very common for many players to mount specialist skirmishers individually on 1" (25 mm) washers, and this works very well since these troops can only skirmish and never form up.

However, many players also mount Light Infantry individually on square bases with a 25 mm frontage. This certainly identifies them as Light Infantry, and allows them to spread out into a skirmish formation as well as ranking up neatly when forming ranks. But it also puts them at a minor disadvantage when joining in hand-to-hand combat with formed troops, which as 'Other Infantry' are commonly based on a 20 mm frontage, either individually or on multiple figure bases.

The description of Light Infantry in the rule book states that they 'can either fight shoulder-to-shoulder like ordinary troops on the battlefield, or they can fight as skirmishers by adopting a skirmish formation'. The rules for Light Infantry have one close combat penalty built in: they can only claim a maximum rank bonus of +2, regardless of the depth of the formation. The author (and also the editor!) doesn't think it's fair to penalise them again by putting them on a wider frontage than formed troops!

GENERAL RULES & CLARIFICATIONS

LEADERSHIP & WARBAND PSYCHOLOGY
If a unit with Warband Psychology is joined by a character who does not have Warband Psychology, the unit must use either its own Ld or the character's. It cannot use the character's Ld and add on the Warband rank bonus.

WARBAND LEADERSHIP VALUES
Characters, infantry and cavalry subject to Warband rule 1 may count a rank bonus of up to 3, which may be used to achieve a maximum Leadership of 10 (Light troops count up to two ranks).

If they have no rank bonus for whatever reason, then this Leadership benefit is lost.

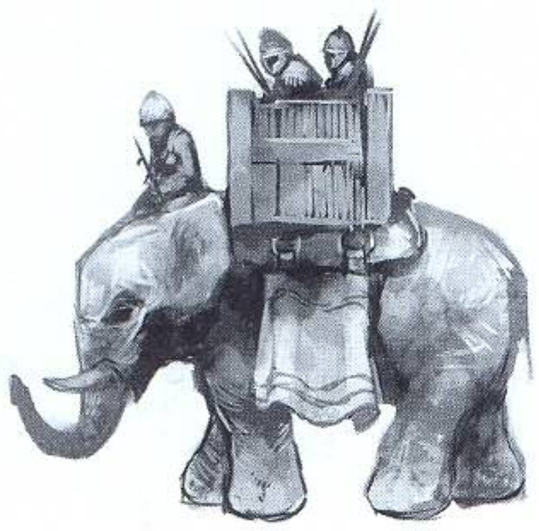
CAVALRY COUNTER CHARGES
This is a new charge reaction that may only be taken by cavalry units that are charged to the front by enemy cavalry. The unit counts as charging for the purposes of using its weapons (ie, it gets +1S if it has thrusting spears, etc). Cavalry with a move of less than 6" (Cataphracts from *Armies of Antiquity*, for example) may not counter charge. Note that the unit does not move, and it does not count as charging for the purposes of deciding who strikes first. Also note that cavalry may not counter charge infantry (just try not to let them get close enough to charge in the first place!).

Note: The term Cavalry may also apply to Camelry and Light Chariots in this instance.

REFORMING IN COMBAT
A unit that is fighting to the flank or rear may reform at the end of the Close Combat phase, as long as it did not break, and is also not engaged on another facing. Reforming takes place before the opponent laps round, if it is allowed to do so. If the option to reform is taken (it does not have to be) then the unit must reform so that it is facing the unit engaging it. In addition, the centre of the reformed unit must be placed in base contact with the centre of the enemy unit. Note that a reformed unit still loses its rank bonus for the duration of the combat if it is charged by an enemy unit which contains five or more models.

COMBINED FORMATION
Some units may mix troop types together, with typically archers taking up the rear ranks of the unit, shooting over the heads of the troops in front.

Units that can do this are indicated in the relevant army list



Note that no troops in *Hannibal and the Punic Wars* may use Combined Formation. The rule is included for completeness, and for when your opponent is using a list from another supplement.

This is represented as follows:

- The archers lose their Light Troop status if applicable, and are treated as normal troops for the purposes of movement and rank bonuses.
- The archers may shoot using the Massed Archery rules on page 23 of the WAB rulebook, as well as any special rules that may apply to that unit.
- A unit may stand & shoot or fire & flee using massed archery.
- All missile hits taken by the unit use the saving throw of the majority of models in the unit, at the time when the saving rolls are made. If numbers of models are equal, the best saving throw is used. Any models that fail their saving throw are removed from the unit in roughly equal proportions; eg, if a unit of 12 spearmen and 12 archers takes two casualties from missile fire, one of each model is removed. If a third casualty were inflicted, the owning player should choose which type of model to remove.
- In close combat, hits on the unit should be taken by whichever models are in contact with enemy attackers, and armour saves taken as appropriate. If the attacker has a choice of attacking differently armoured models, then he should declare which he is attacking before throwing any dice.

FEROCIOUS CHARGE
The charge of some units, such as medieval knights, was renowned for its ferocity, and few could stand up to it. If a unit from the army is noted as having Ferocious Charge and wins the round of combat, their opponents automatically break, with no Leadership test being taken. Enemy units that normally ignore Break tests (such as Stubborn troops) must roll a D6. On a 1-3 they are broken anyway and on a 4-6 they hold. However, it may be possible for a unit to fall back in good order, so refer to those rules.

Note that no troops in *Hannibal and the Punic Wars* may use Ferocious Charge. The rule is included for completeness, and for when your opponent is using a list from another supplement.

FEIGNED FLIGHT
If cavalry choose to flee or fire & flee as a charge reaction, they rally immediately at the end of their move, and may reform facing any direction. This means that should the charging enemy encounter them, the cavalry are not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging.

PARTHIAN SHOT
The unit may make a normal move immediately after shooting. This is only allowed in the Shooting phase, is not a charge reaction and the unit may not march.

RULES CLARIFICATIONS

This section was originally published in both *Spartacus* and *Armies of Chivalry*, and is also available on the Warhammer Historical website. We have repeated it here for players who have neither publication or access to the website. Warhammer Historical recommends you include these updates in your games.

These rules are general clarifications and recommendations to the game rules found in *Warhammer Ancient Battles* and *Armies of Antiquity*, along with some changes. These will also affect duplicated rules printed in the following publications: *Chariot Wars*, *Fall of the West*, *Shieldwall*, *El Cid* and *Alexander the Great*.

Any additional updates to these rules can be found at: www.warhammer-historical.com

UNITS & CHARACTERS

UNIT COMPOSITION

The minimum size for a unit is five models, unless stated otherwise. All units, unless stated otherwise, may upgrade one model to a Leader, one to a Standard Bearer, and one to a Musician (+5 pts each).

UNITS & PSYCHOLOGY

Units of less than five models, and unattached characters, that lose a round of close combat are broken automatically and cannot use any Psychology rules (eg, Stubborn) to stand. This also applies to units that are normally immune to Break tests and represents a depleted unit being overwhelmed.

For a unit to be affected by a Psychology rule (eg, Hatred) from a character, that character must be in the front rank of the unit, or engaged in close combat as part of that unit. Characters with psychology effects located elsewhere in the unit do not inspire the unit and the psychology has no effect.

Units subject to frenzy cannot flee or fire & flee as a charge reaction.

CHARACTERS

Should they lose a round of close combat, unattached characters will automatically break and flee but may attempt to rally as normal.

If a character is attached to a unit reduced to less than five models in total, and the unit flees as the result of losing in close combat or a failed Panic test, the unit cannot rally. The character flees with the unit and cannot rally in this instance as he is swept away in the retreat.

A character may not join a unit that is engaged in close combat. The character may charge into the combat though if a valid charge can be performed.

A character may not charge an enemy in the rear if he starts his move in the front of it. (This is a clarification to a statement on page 41 of the WAB rules).

MOVEMENT & MANOEUVRE

MOVEMENT RATES

In all cases for both mounted and dismounted troops, unless stated otherwise, the Movement value is listed giving the unencumbered rate. Players must deduct the applicable movement penalties for armour and barding.

REFORMING

Models in units that reform cannot move more than double their normal Movement rate while doing so. Should this situation occur, the desired formation cannot be completed, and the unit must assume a formation to conform with the movement distances available.

DISENGAGING

When a unit disengages, it moves away from the enemy unit it is in contact with in a straight line and ends up with its rear facing the enemy. Units fighting to more than one facing (eg, front and flank) may not disengage.

TERRAIN

Every wargamer's terrain is different and it is impossible to write rules to cater for every terrain feature. We recommend that before deploying your army when using a pre-set terrain table, or before placing terrain when not using a pre-set terrain table, that you agree with your opponent the effects of terrain on the game. Consider specifically the effects of missile fire and difficult ground on skirmishers and light troop types. Please note that event organisers may have already adopted specific rules for consistency during their event, so ensure you are aware of them.

DIFFICULT TERRAIN

Difficult terrain slows skirmishing mounted troops' movement in the same way as it affects most formed units.

COPSES OF TREES OR ORCHARDS

Copses and orchards are classified as difficult terrain for movement of formed units of troops, chariots, etc. All skirmishing troop types are unaffected.

Copses and orchards do not block line of sight, but all shooting through or at targets within the copse or orchard suffer a -1 to hit.

In order to define copses and orchards, we suggest trees are spaced well apart, and pathways or well-trodden routes between the trees are shown along with other features.

Formed units can use a 'snaking column' through this terrain by following any paths with no reduction in movement (see page 20 of the WAB rules).

A similar terrain feature for groups of rocks, areas covered with brush or shrubs, etc, to represent 'open' difficult ground could also be used at the discretion of players.

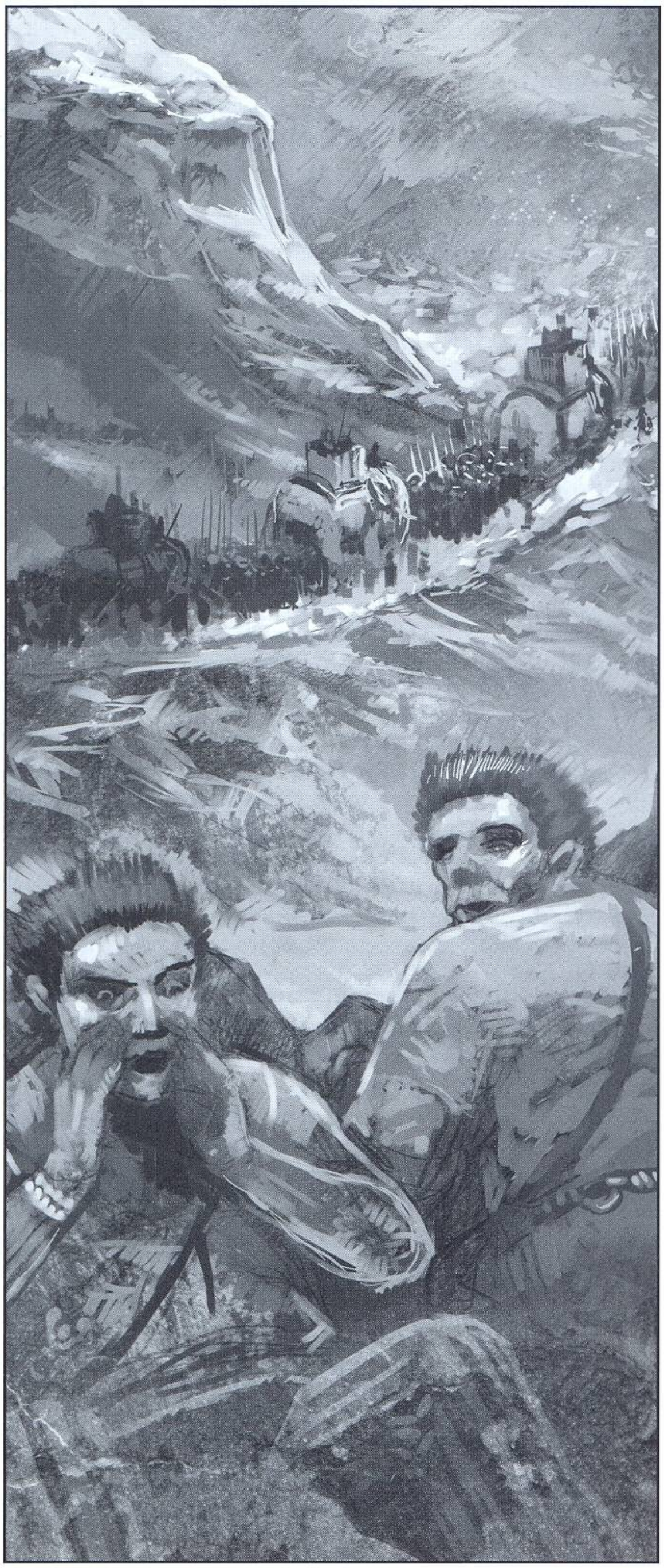
Typically, we would recommend this terrain type for games involving 25mm or greater scales.

SHOOTING

SHOOTING & ELEVATED POSITIONS

Currently, all models in a unit on an elevated position can shoot, and be targeted by all models in a unit which is shooting at them as they can see and be seen by all.

Unless agreed otherwise with your opponent before the game starts, (see Terrain previously) apply the rules for Massed Archery (page 23 of the WAB rules) to all missile weapons for these situations when using formed units.



SKIRMISHING UNITS & LINE OF SIGHT

Line of sight rules apply to skirmishing models, and care should be taken when moving models and determining which can and cannot shoot. Model bases obstruct line of sight and fire arcs apply to skirmishers (see page 9 of the WAB rulebook). This applies even when skirmishers are firing from or at elevated positions, and space between bases and a valid fire arc are still necessary to fire.

MOVING CREWS

Crew models aboard elephants, chariots and war-wagons that move are subject to the -1 to hit modifier for moving unless stated for the weapon itself or other special rules.

HEAVY/SCYTHED CHARIOTS AS TARGETS

Heavy Chariots and Scythed Chariots are treated as large targets (+1 to hit) when shot at.

HAND-TO-HAND COMBAT

WEAPONS

Weapons that can be used to fight in two ranks only do so to the frontal facing of the unit. Models in corner-to-corner contact to their front and models in the second rank behind them may also fight if they are appropriately armed.

SKIRMISHING UNITS

The following applies to all units in skirmish formation:

Units that charge the flank or rear of an enemy do not cause a Panic test, and do not negate rank bonuses for Combat Results. Units attacking from the flank or rear do gain the applicable +1 or +2 Combat Result.

Units do not gain the combat bonuses for unit standards and may not use any Musicians in a roll-off.

DIFFICULT TERRAIN

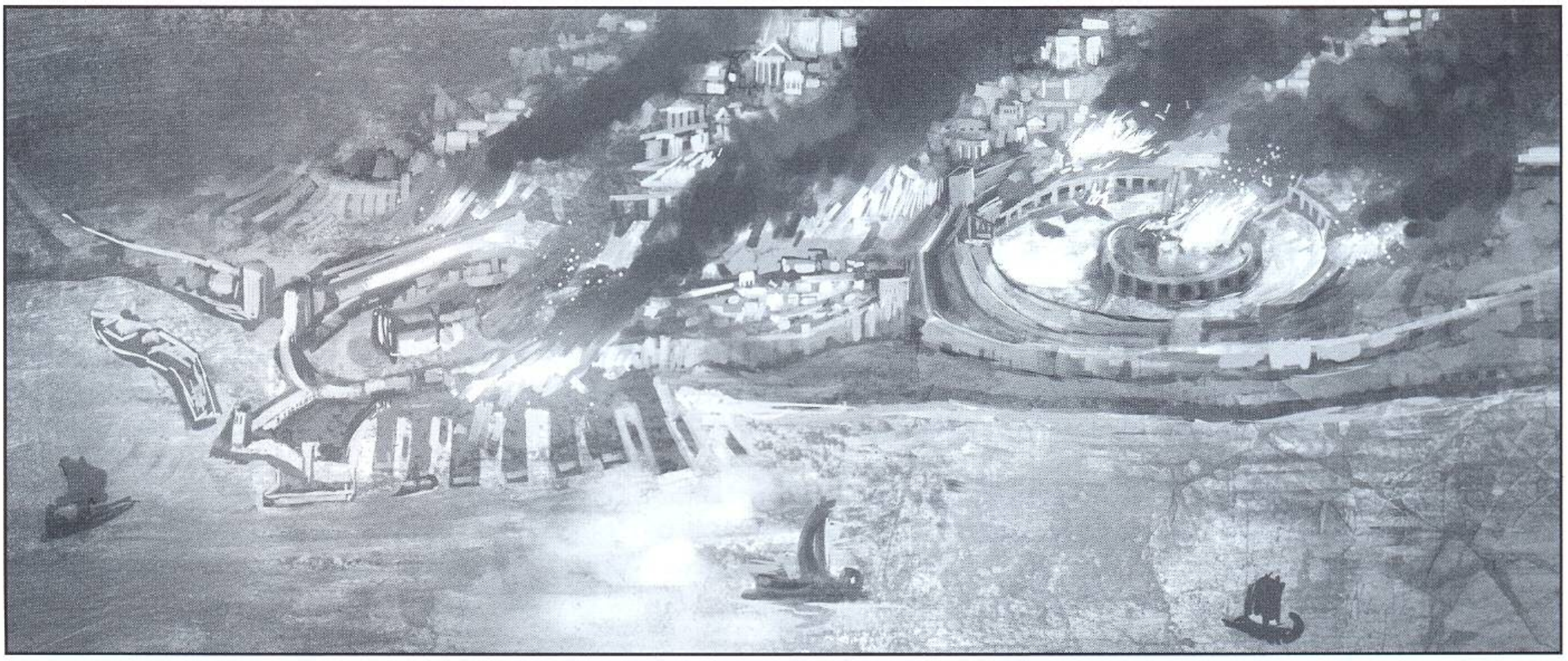
A unit that is in clear ground and fighting an enemy unit that is located within difficult ground will only lose any rank bonus if models in the unit are in direct contact with enemy models who are located in the difficult ground.

OVERRUN

Sometimes a powerful unit is capable of smashing through an enemy in a single round of close combat. In such cases, the thundering charge of the victorious unit will sweep it forward as it cuts down its enemies.

This is represented by the Overrun rule. This rule prevents individuals and small units from stopping a unit of charging Knights in its tracks, for example.

If all of a unit's opponents are slain in the first round of close combat (for that unit) then it is allowed to make an Overrun move as if it had broken its enemies. This will be 2D6" or 3D6" depending on the Movement value of the unit (like with fleeing and pursuit). The unit moves forwards in a direct line (ie, towards and through the position where the destroyed enemy unit was). Note that the victorious unit does not have to make the Overrun move – the player may elect to keep his troops stationary if he wishes.



Sometimes the Overrun move allows the unit to hit a fresh enemy unit. This is treated as if it were a new charge, and all the rules governing charges apply. In this case, the Overrunning unit has no choice in the matter, it must charge against the fresh enemy. The unexpectedly attacked unit can only respond to the charge by holding; any attempt to flee or stand & shoot is impossible. When moving an overrunning unit into contact with the enemy, the player must endeavour to bring as many models from the charging unit into combat as possible. This can usually be achieved by moving them straight forward, but it will sometimes be necessary to wheel the unit slightly to face the enemy.

If the new enemy or the overrunning unit causes *fear* or *terror* then take a test in accordance with the rules for *fear* or *terror* and abide by the results of the test.

Any resulting combat is worked out in the following turn. The overrunning troops are charging and so get all the usual benefits and bonuses, just as if they had charged that turn, even though their charge actually occurred during the Close Combat phase of the previous turn.

Assuming that overrunning troops do not encounter any fresh enemy, they move the distance indicated by their dice roll and thereafter are ready to fight normally.

So, in their following turn, they may charge, march or move normally exactly like any other unit, and no penalty is imposed because of pursuing.

FALLING BACK IN GOOD ORDER

Sometimes, units will be forced to fall back in good order. Units can do this under the following circumstances:

Any combat where one side outnumbers the other by over 2:1 gives overwhelming odds to the side with the most models. If the side with overwhelming odds (calculated at the end of the combat) loses a combat and fails their Break test, they fall back in good order instead of fleeing. (This is an 'easy to forget' special rule. If you forget that one of your units should have fallen back in good order rather than flee, that is your own silly fault and cannot be changed later in the battle!).

Drilled troops, units in skirmish formation, and cavalry that lose a combat but pass their Break test may fall back in good order if they wish, instead of remaining in the combat.

The fall back move is made in the same way as when a unit flees, with the following exceptions:

1. Units falling back in good order don't cause friends within 12" to take a Panic test.

2. Units falling back in good order rally automatically at the end of the move and may immediately reform. However, if a unit is falling back from a lost combat in which it was fighting to the flank or rear, it cannot reform and remains with its original facing at the end of the fall back move. Thus, a flanked unit cannot fall back into a better position and continues to suffer all applicable penalties if contacted by pursuers.

   Unusual situations: It is impossible to cover in words all the situations that could occur on the tabletop in this instance. The important thing to achieve when falling back from a flank or rear charge (or both!) is that the falling back unit does not gain any advantages and players should be prepared to improvise (see pg 10 of the WAB rulebook) when repositioning units after this move.

3. Units falling back in good order may be pursued, but if caught they're not wiped out; instead the pursuing units count as having charged in the next Close Combat phase.

4. Units that fell back in good order are not allowed to declare a charge in their next turn. Apart from this, however, they may move and shoot normally.

5. A unit that falls back off the table is lost.

6. Units can fall back in good order from a First Charge or Ferocious Charge.

CAVALRY COUNTER CHARGES

The unit also counts as charging for the purposes of Ferocious Charge and Warband, and for weapon bonuses.

FURTHER INFORMATION

BIBLIOGRAPHY

Basic Wargames Sources: These should be reasonably available to most wargamers either through a local wargames shop, at a wargames show or through one of the many mail order suppliers (such as Caliver Books, Keep Wargaming or Stratagem in the UK; or Brookhurst Hobbies or Wargames Inc. in the USA).

Duncan Head, *Armies of the Macedonian and Punic Wars, 359 BC to 146 BC* (Goring-by-Sea: Wargames Research Group, 1982). If one had to get by with one single reference for this period, this would be it! Plenty of historical campaign and battle information, excellent summaries of the various armies' organisation and tactics, and detailed, illustrated descriptions of individual troop types make this a classic.

Nick Sekunda and Simon Northwood, *Early Roman Armies* (London: Osprey, 1995), and Nick Sekunda, *Republican Roman Army, 200-104 BC* (London: Osprey, 1996). Dr. Sekunda is one of the number of academics who have recently added much to the popular knowledge of warfare in the ancient world, through their publications in the Osprey 'Men-at-Arms'and Montvert series of books.

Rafael Treviño, *Rome's Enemies (4): Spanish Armies 218 BC-19 BC* (London: Osprey, 1986).

Nick Bouette, *The First Punic War, 264-241 BC (1997)*. This concise booklet is available from Irregular Miniatures – the ancient wargaming community could use more like this.

Phil Barker and Richard Bodley Scott, *D.B.M. Army Lists*, For use with the *De Bellis Multitudinis Wargames Rules, Book 1: 3000 BC to 500 BC; and Book 2: 500 BC to 476 AD* (Devizes: Wargames Research Group, 1998-2000). These require access to a copy of De Bellis Multitudinis (more commonly known as DBM), not only to use the army lists as originally intended, but also to interpret the meanings of the abbreviations for the various troop types. However, this small investment provides a great store of information (in just these first two army list books) on 147 ancient armies. I find the paragraph of comments on each army to be especially useful. The lists give a good overview of the general composition of each army.

Other wargames army list books are available, of course. If you have previous experience with *WRG 7th Edition (or earlier) Rules, Newbury Rules, Classical Hack, Shock of Impact, Tactica, Armati, Ancient Warfare, Might of Arms, or (recommended) Warrior*, you may find the appropriate lists useful for developing an army for Warhammer Ancient Battles. Of course, if you already have an army based on another rule system, there is nothing preventing you from using it as is with Warhammer Ancient Battles, as described in the basic rulebook.

Don't neglect the wargames magazines either. Wargames Illustrated, Miniature Wargames, and Battleground, among others, contain articles describing historical battles. Usually, wargames orders of battle are provided as well.

Slingshot, the journal of the Society of Ancients, is probably the periodical of greatest interest to ancient wargamers, and has begun to address Warhammer Ancient Battles with its customary mix of verve and vituperation! Back issues of the journal from its inception in 1965 through to the year 2000 are available on cd from the Society.

Information about the Society of Ancients is available on its website: www.soa.org.uk

To join, write to Andrew Nicoll, Membership Secretary, The Society of Ancients, 39 Kempton Grove, Cheltenham, GL51 0JX, England; e-mail membership@soa.org.uk

Additional Sources: Not every wargamer will have these in a personal library, but they should be available through a local library system. Most are currently available from booksellers, in the editions listed.

Adrian Goldsworthy: *The Punic Wars* (London: Cassell, 2000). A superb recent survey by a well-published academic and active wargamer. If one could only have one non-wargames reference for the period, this would be a good pick. His *Roman Warfare* (London: Cassel, 2000) also covers our period in its first two chapters.



All the following companies have assisted Warhammer Historical in some way, our sincere thanks to them for their continued support.

MINIATURES MANUFACTURERS

Gripping Beast produce an extensive range of models for this period and are predominately featured in this supplement, particularly in the Battle of Zama photos:

Gripping Beast, 3 Shor Street, Evesham, WR11 3AT, UK – www.grippingbeast.com

They also provide a full range of banners, shield transfers and designs.

Additional miniatures and products included in, or suitable for use with, this supplement are available from the following companies:

Old Glory USA, Box 20, Calumet, PA 15621, USA – www.oldgloryminiatures.com

Old Glory UK, Institute House, New Kyo, Stanley, Co. Durham, DH9 7TJ, UK – www.oldgloryuk.com

1st Corps Limited, Lower Howorth Fold House, Howorth Road, Burnley BB11 2RE, UK – www.1stcorps.com

A and A Miniatures, 12 Beechfield Avenue, Bangor Co. Down BT19 7ZY Northern Ireland. www.aandaminiatures.co.uk

Wargames Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK – www.wargamesfoundry.com

Games Workshop – www.games-workshop.com

Little Big Men Studios – www.Littlebigmenstudios.co.uk. Appropriate transfer ranges are also available from Gripping Beast.

Magister Militum, Unit 4, The Business Centre, Morgans Vale Road, Redlynch, Salisbury, SP5 2HA, UK – www.magistermilitum.com

Perry Miniatures, PO Box 6512, Nottingham NG7 1UJ, UK – www.perry-miniatures.com

BUILDINGS & TERRAIN MANUFACTURERS

Grand Manner, Unit B, Smiths Way, Saxon Business Park, Stoke Prior, Bromsgrove, B60 4AD, UK – www.grandmanner.co.uk

Scheltrum Miniatures, 75 Albury Road, Aberdeen, AB11 6TP, UK – scheltrum.iron-mammoth.co.uk

Monolith Designs, The Bunker, Shaun McLaughlin 78 Harcourt St, Newark, NG24 1RF, UK

PUBLISHERS

Warhammer Historical, PO Box 5226, Nottingham NG7 2WT – www.warhammer-historical.com

Osprey Publishing Ltd, Midland House, West Way, Botley, Oxford OX2 0PH, UK

Wargames Research Group (WRG), The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER, UK

SOCIETIES

Society of Ancients, The Membership Secretary, 39 Kempton Grove, Cheltenham, GL51 0JX, UK – www.soa.org.uk.

Lance and Longbow Society, The Secretary, 11 Westmeade Close Rosedale, Cheshunt Herts EN7 6JP, UK – www.lanceandlongbow.com

COMMUNITY

The WABList, WABMedievalBattles and many other Internet discussion groups can be found on Yahoo! Groups and similar services. A listing is available on the Warhammer Historical website.

MAGAZINES

These cover wargaming in general, rather than being specifically about a particular subject.

Wargames Illustrated, PO Box 6712, Newark, Notts NG24 1GY, UK.

Miniature Wargames, Pireme Publishing Ltd, Suite 10, Wessex House, St Leonard's Road, Bournemouth, BH8 8QS, UK.

Wargames, Soldiers and Strategy, Revistas Profesionales S.L. Valentin Beato 42 28037 Madrid, Spain.

The alternative Roman generals rule is inspired by Adrian Goldsworthy's excellent article 'The Roman Army in the Punic Wars: Building a Republican Roman Army for Warhammer Ancient Battles' in the January 2001 issue of Slingshot (see 'References' at the end of the book),

Nigel Bagnall, *The Punic Wars* (London: Hutchinson, 1990). Not every general is well equipped to write military history upon retirement, although many give it a try. Field Marshall Sir Nigel Bagnall, a distinguished soldier, produced an outstanding work in this history. If it doesn't get you fired up to wargame this period, perhaps nothing will!

John Peddie, *Hannibal's War* (Phoenix Mill: Sutton, 1997). A good illustrated history for a narrower scope of time.

John Drogo Montagu, *Battles of the Greek and Roman Worlds* (London: Greenhill, 2000). This book is a scenario gold mine! It provides brief descriptions of 667 land and naval battles from the classical period, and many of these are pertinent to this supplement. It also contains a wealth of maps and battle plans.

Peter Connolly, *Greece and Rome at War* (London: Greenhill, 1998). Another classic, originally published in 1981. Good, broad coverage of a variety of topics: military developments, tactics, strategy, campaigns and battles.

Lawrence Keppie, *The Making of the Roman Army: From Republic to Empire* (London: Batsford, 1984). Important to help understand the changes in the structure and tactics of the Roman legions, not only in this period, but throughout the Republic and early Empire. Recently reprinted inexpensively by Barnes and Noble.

Ernle Bradford, *Hannibal* (New York: Barnes and Noble Books, 1993). This is a reprint of this popular historian's 1981 biography of the great Carthaginian general. There's lots of information in this concise volume.

Serge Lancel, *Carthage: A History* (Oxford: Blackwell, 1995). Although this does not contain all that much of immediate interest to the wargamer, it is an excellent current source, based on archeological evidence, to understand the somewhat 'alien' culture of Carthage.

J.F. Lazenby, *The First Punic War* (Stanford: Stanford University Press, 1996) and *Hannibal's War* (Norman, OK: Oklanhoma University Press, 1998). Excellent analysis of the first two Punic wars. Constant citations to the ancient sources are found throughout. Hannibal's War has many good maps, and a number of photos of the modern battle sites.

Tim Cornell and John Matthews, *Atlas of the Roman World* (New York: Facts on File, 1983). A good atlas is essential when planning a wargames campaign, and can be very helpful if kept handy when reading a history which is not well equipped with detailed maps. This is the author's favourite for this period, as well as for all of Roman history; it is well illustrated with photos in addition to the maps.

Film and Fiction: Sadly, Hollywood never took much interest in this period in comparison to the number of films that can provide inspiration to those wargaming the Roman Civil Wars and the Empire. Nor have novelists done much better!

Jupiter's Darling, starring Howard Keel and Esther Williams. The author would be unaware of the existence of this film if two of the authors of the De Bellis Multitudinis ancients rules system had not asked him to find a copy for them. From their comments it could best be described as a 'guilty pleasure', and they make no claims to its historical authenticity! Hannibal and his elephants are in there, somewhere...

Ross Leckie, *Hannibal: The Novel and Scipio Africanus: The Man Who Defeated Hannibal* (Washington, DC: Regnery, 1996 and 1998); also, *Carthage* (Edinburgh: Canongate, 2000). This Scottish author doesn't do much for me personally, although these novels received positive critical reviews. You may find them 'ripping', or perhaps you might find a use for them to entertain your spouse or partner while you paint your armies! A cinematic version of Hannibal has been proposed, starring Vin Diesel in the title role.

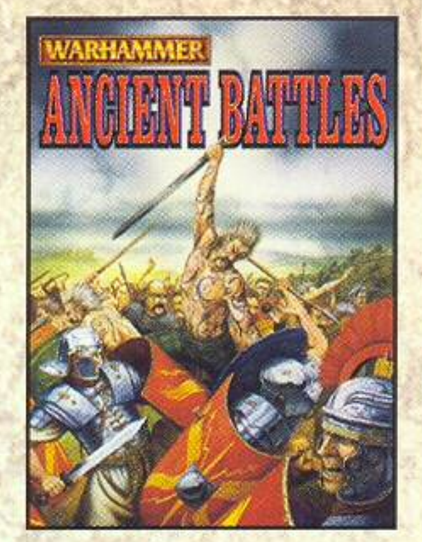
G.A. Henty, *The Young Carthaginian: A Story of the Times of Hannibal*, is a classic Victorian children's novel. Beware the descriptions of armour and equipment, but it is otherwise a good story.

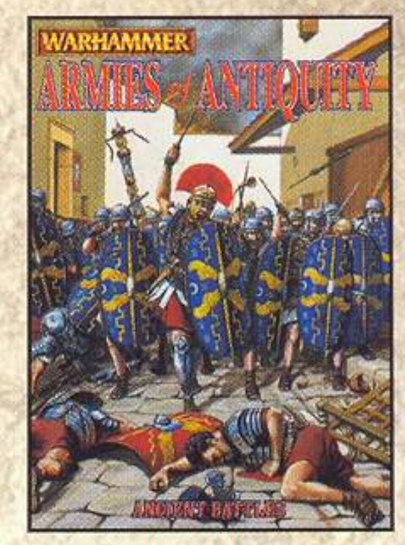
A very helpful web site on Numidia is at: http://www.fortunecity.com/skyscraper/ballard/168/index.html

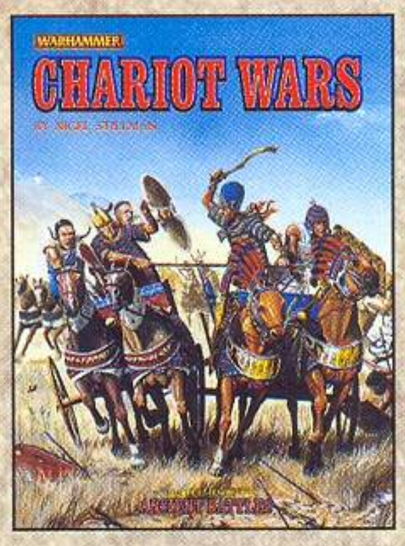
Be sure to take a look at Peter Morrison's excellent article 'The Nimble Numidians' located there.

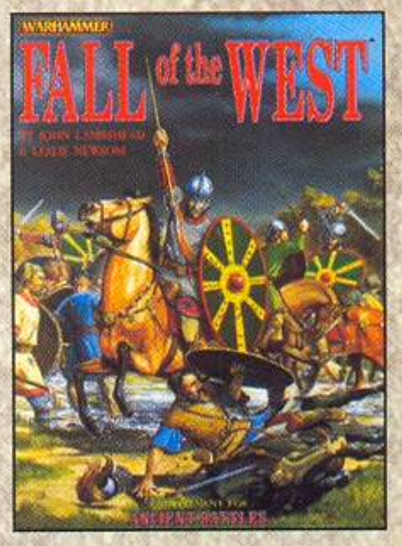


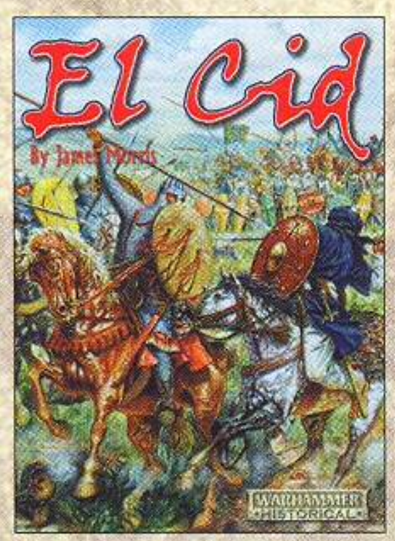
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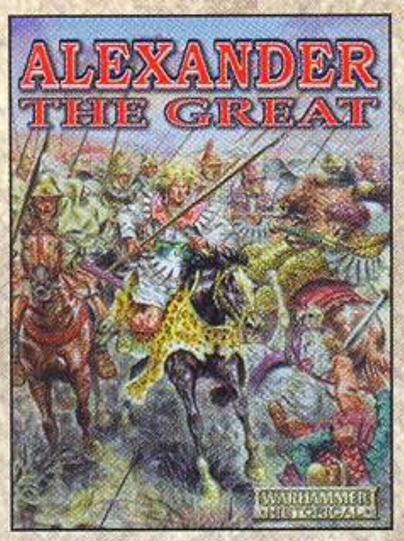


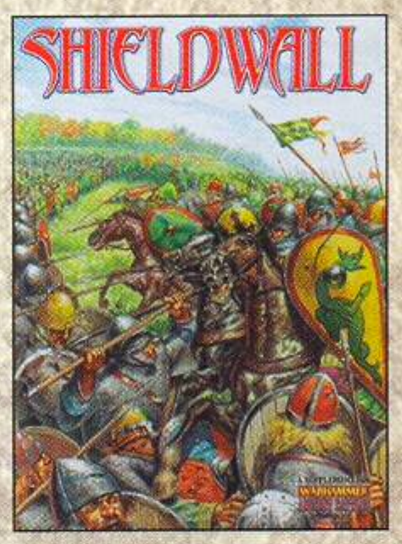






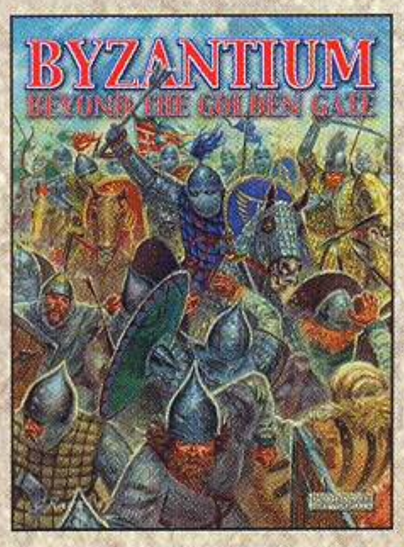


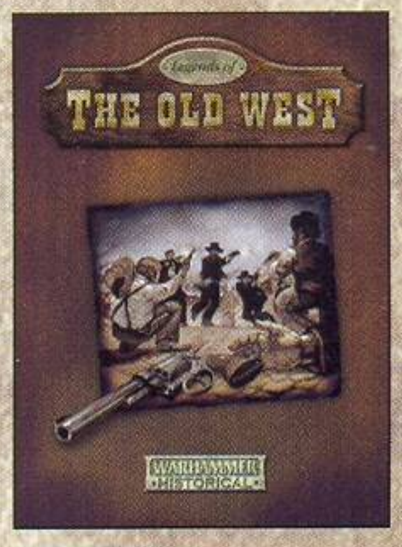




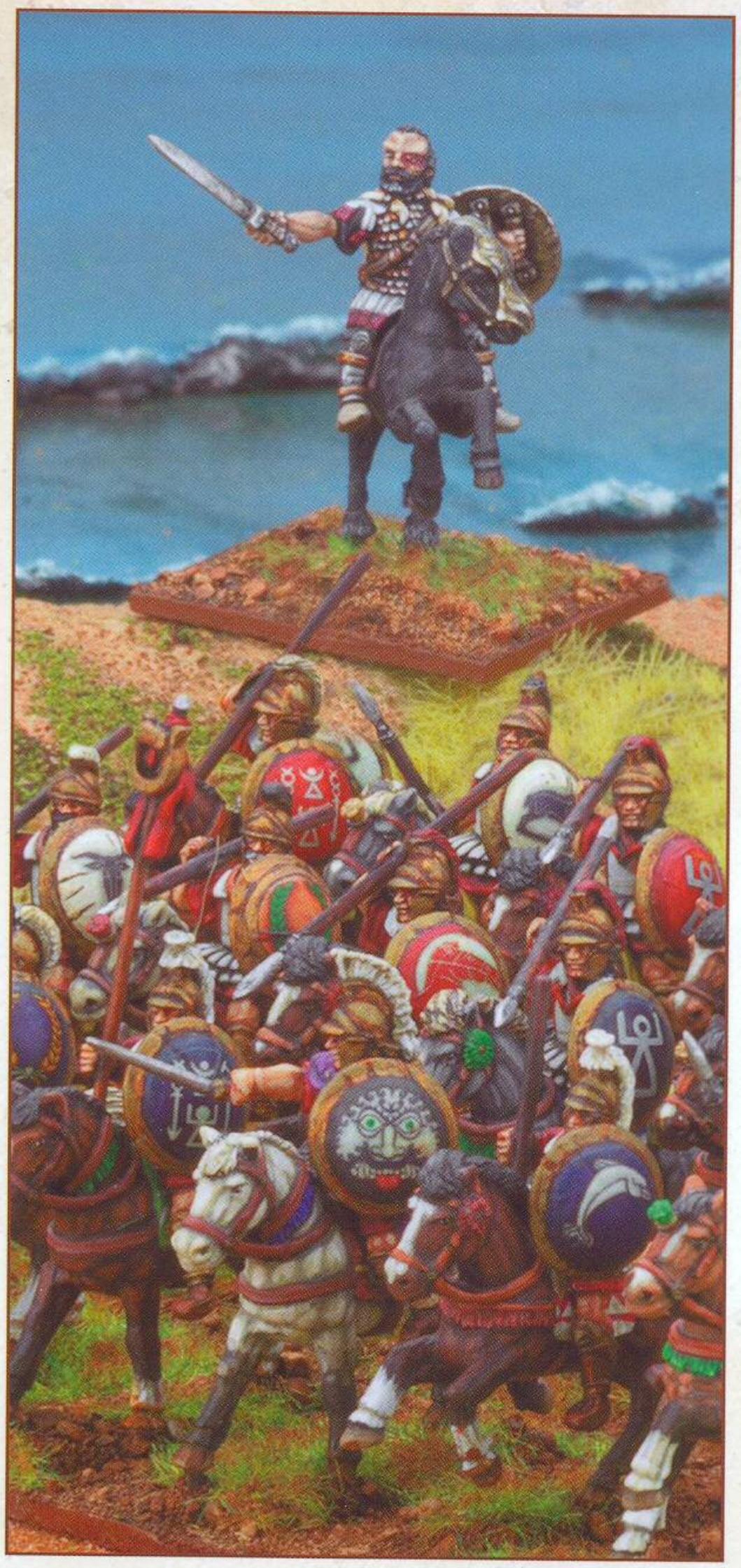








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