



LATER CARTHAGINIAN 238 BC – 146 BC

The following Army Organisation List (AOL) will enable you to build a Later Carthaginian army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document. This is Version 6, August 2019. Feedback and observations are most welcome.

Thanks to John O'Connor for drafting the original list.

The Carthaginians built an empire in the Mediterranean, which resulted in 3 wars with Rome (known as the Punic Wars). The second is the most well known, characterised by Hannibal and his crossing of the Alps with elephants.

A Carthaginian army must be specified as coming from a specific theatre of war. Each troop type is available in the theatres specified in each entry. The army list is divided into 3 theatres – Africa, Spain and Italy as well as having different options for armies led by Hannibal. The options available to Hannibal are denoted as follows – HA (Hannibal in Africa) HI (Hannibal in Italy).

3rd Punic war armies may be created using this list with the following restrictions – May only use entries listed as available to all or Africa. All entries listed as “all” are limited to up to 1 choice per entry. No Legends of War, allies or elephants may be fielded.

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army.
An Army General must be selected.
Strategy Intervention Points are automatically pooled in a Carthaginian army

INFANTRY FORMATIONS

At least 25% of the points value of the army

CAVALRY AND SKIRMISH FORMATIONS

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

SUPPORTING FORMATIONS

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

ALLIED FORMATIONS

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

LEGENDS OF WAR

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War or you can increase the size of your army with extra formations.

PERSONALITIES OF WAR

0-1 ARMY GENERAL

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	+1	Army General	2	10"	140

Equipment: As unit
Armour Value: As unit
Options: He may add up to 1 additional Strategy Intervention Point for 20 points.

Formation: Personality
 May move independently with an Armour Value of 2
 May be mounted for 10 points with an Armour Value of 3

COMMANDER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+1	Army General	1	10"	120

Equipment: As unit
Armour Value: As unit
Options: He may add up to 1 additional Strategy Intervention Point for 20 points..

Formation: Personality
 May move independently with an Armour Value of 2
 May be mounted for 10 points with an Armour Value of 3
Special: May act as Army General if the Army General above is not in the army or is killed during the battle.

INFANTRY OFFICER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	-	60

Equipment: As unit
Armour Value: As unit

Formation: Personality
 Infantry Officers must be placed in an infantry unit at the start of the battle and remain there throughout.
Special: They may use Strategy Intervention Points on the unit they are with

CAVALRY OFFICER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	-	70

Equipment: As unit
Armour Value: As unit

Formation: Personality
 Cavalry Officers must be placed in a cavalry unit at the start of the battle and remain there throughout.
Special: They may use Strategy Intervention Points on the unit they are with

ARMY STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+1	Army Standard	-	-	60

Equipment: As unit

Armour Value: As unit

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: Increases the Army Generals Zone of Control by 5".

Should you have more than one Personality with the ability to become Army General, they may also take an army standard. This increases their Zone of Command when using Strategy Intervention Points, and should they become Army General during the battle due to the current incumbent having a misfortune, then they are suitably equipped to show their whereabouts on the battlefield.

ALLIED INFANTRY OFFICER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+1	-	-	10"	70

Equipment: As unit

Armour Value: As unit

Formation: Personality

Allied Infantry Officers must be placed in an Allied infantry unit at the start of the battle and remain there throughout.

Special: They may use Strategy Intervention Points on any Allied units of the same nationality as the one they accompany

ALLIED CAVALRY OFFICER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+1	-	-	10"	80

Equipment: As unit

Armour Value: As unit

Formation: Personality

Allied Cavalry Officers must be placed in an Allied Cavalry unit at the start of the battle and remain there throughout.

Special: They may use Strategy Intervention Points on any Allied units of the same nationality as the one they accompany

INFANTRY FORMATIONS

1+ AFRICAN SPEARMEN (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	Trained Phalanx	13

Equipment: Thrusting spear, light armour, large shield

VETERAN SPEARMEN (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	Trained Phalanx Drilled	22

Equipment: Thrusting spear, light armour, large shield

Special: May not outnumber African Spearmen units unless Hannibal is commanding the army.

There is some speculation about how Carthaginian infantry were armed. The camps are divided between a spear-armed phalanx, as above, and a throwing spear armed version. If you want to experiment or believe they should be throwing spear-armed please use the following alternative options. All African and Veteran spearmen in an army must be armed similarly.

1+ AFRICAN SPEARMEN (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	-	11

Equipment: Throwing spear, light armour, large shield

VETERAN SPEARMEN (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	Drilled	20

Equipment: Throwing spear, light armour, large shield

Special: May not outnumber African Spearmen units unless Hannibal is commanding the army.

PUNIC CITIZEN MILITIA (AFRICA AND SPAIN)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Regular	Unmotivated	7

Equipment: Hand weapon, throwing spear and shield.

Options: The unit may replace shield with large shield for 1 point per model.
The unit may replace throwing spear with thrusting spear for 1 point per model.
May take Extra Armour at 20 points per unit

Special: All Punic Citizen Militia units must have same formation type and weapons.

SPANISH SCUTARII (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	10

Equipment: Hand weapon, throwing spear, javelins and shield.

Options: May upgrade throwing spear to heavy throwing spear at 1 point per model.

May take Extra Armour at 20 points per unit(HI).

May be Regular formation (HI).

Hannibal used his Spanish troops in the main battleline with great success. They were able to stand up to legionaries in open battle indicating that they may have adapted to this role and therefore may be better represented as regular formation troops.

CELTIC WARRIORS (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	Warband Resilient	10

Equipment: Hand weapon, javelins and shield.

Options: The unit may have throwing spear at 1 point per model.

May take Extra Armour at 20 points per unit(HI).

Special: May be fielded as a Regular formation but all Celtic warrior units must be fielded in the same formation.

CELTIBERIANS (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	Warband	10

Equipment: Hand weapon, javelins, throwing spear and shield.

Options: May upgrade throwing spear to heavy throwing spear at 1 point per model.

May take Extra Armour at 20 points per unit

CAVALRY & SKIRMISH FORMATIONS

LIBYAN JAVELINMEN (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	-	4

Equipment: Javelins.

Options: May have buckler for 1 point per model

This choice can also be used for Ligurian, Numidian, Italian or Gallic skirmishers.

SPANISH CAETRATI (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Skirmish	Feign Flight	10

Equipment: Hand weapon, javelins and buckler

Special: May not take more units of Caetrati than Spanish or Celt Iberian Scutarii

SPANISH HEAVY CAVALRY (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	-	15

Equipment: Horse, hand weapon, throwing spear and shield.

Options: May have light armour at 1 point per model.

May have javelins at 1 point per model

May exchange throwing spear for thrusting spear.

SPANISH LIGHT CAVALRY (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2*	Light	-	15

Equipment: Horse, hand weapon, javelins and buckler. **Options:** May have throwing spear at 1 point per model.

Special: May skirmish.

* Buckler only provides Armour Value from shooting when in skirmish (page 124)

CELTIC CAVALRY (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	3	Regular	Warband	18

Equipment: Horse, hand weapon, javelins, light armour and shield.

Options: The unit may have throwing spear or thrusting spear at 1 point per model.

NUMIDIAN CAVALRY (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	2	6	2	Light	Feign Flight	15

Equipment: Horse, javelins and shield.

Special: May change into Skirmish formation.

Options: Unit may have Morale 7 at 2 points per model (HI).

0 -1 MOORISH ARCHERS (AFRICA)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	-	5

Equipment: Bow

SUPPORTING & ALLIED FORMATIONS

AFRICAN ELEPHANT (ALL)

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
3	3	4	7	2	5	4	8	138

Equipment: Unarmed mahout and 2 warriors armed with javelins and hand weapons.

Options: One warrior may take a bow for 2 points.

Special: 1 African Elephant per 1000 points
Refer to page 148 of the War & Conquest rulebook for details

LIGURIANS (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	9

Equipment: Hand weapon, javelins, and shield.

Options: The unit may have throwing spear at 1 point per model.

PUNIC CAVALRY (SPAIN AND AFRICA)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	-	16

Equipment: Horse, hand weapon, throwing spear, light armour and shield

0-1 ALLIED LONG SHIELD SPANISH CAVALRY (SPAIN)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	Resilient	18

Equipment: Horse, hand weapon, throwing spear, javelins, light armour and shield.

Options: May replace throwing spear with thrusting spear

ALLIED SPANISH ROUND SHIELD CAVALRY (SPAIN)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2*	Light	-	15

Equipment: Horse, hand weapon, throwing spear, javelins and buckler.

Special : May skirmish.
* Buckler only provides Armour Value from shooting when in skirmish (page 124)

ALLIED SPANISH SCUTARII (SPAIN)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	10

Equipment: Hand weapon, throwing spear, javelins and shield.

Options: The unit may upgrade throwing spear to heavy throwing spear at 1 point per model.

ALLIED SPANISH CAETRATI (SPAIN)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Skirmish	Feign Flight	10

Equipment: Hand weapon, javelins and buckler.

Special: May not take more units of caetrati than scutarii

ALLIED CELTIBERIANS (SPAIN)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	Warband	10

Equipment: Hand weapon, javelins, throwing spear and shield.

Options: The unit may upgrade throwing spear to heavy throwing spear at 1 point per model.
May have light armour at 1 point per model.

0-1 ALLIED SPANISH SLINGERS (SPAIN)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	-	4

Equipment: Sling

ALLIED NUMIDIAN CAVALRY (AFRICA)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	2	6	2	Light	Feign Flight	15

Equipment: Horse, javelins and shield.

Special: May change into Skirmish formation.

ALLIED NUMIDIAN JAVELINMEN (AFRICA)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	-	4

Equipment: Javelin.

Options: May have buckler at 1 point per model.

ALLIED NUMIDIAN INFANTRY (AFRICA)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	8

Equipment: Hand weapon, javelins, and shield.

Options: The unit may have throwing spear at 1 point per model.

ITALIAN SPEARMEN (ITALY)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	8

Equipment: Hand weapon, throwing spear and shield.

Options: May have Extra Armour at 20 points per unit.
The unit may exchange shield for large shield at 1 point per model.

ITALIAN HOPLITE (ITALY)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	3	Regular	Phalanx	11

Equipment: Hand weapon, thrusting spear, light armour and large shield.

Special: May take one unit for each unit of Italian Spearmen

0-1 BALEARIC SLINGERS (ALL)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	-	Skirmish	-	8

Equipment: Sling and hand weapon.

Options: Unit may have bucklers at 1 point per model.

Special: The unit of Balearic slingers may not be the largest skirmish formation (or equal largest for that matter!) in your army.

0 - 1 VETERAN BRUTTIANS (HI AND HA ONLY)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Light	Resilient	13

Equipment: Hand weapon, throwing spear, light armour and shield

Options: The unit may exchange shield for large shield at 1 point per model.

LEGENDS OF WAR

HANNIBAL

A legendary commander. Should you wish, you may upgrade your Army General (not Commander) to Hannibal for 40 points. You should notify your opponent that Hannibal is your Army General, along with the rules below, as his brilliance precedes him.

The following rules apply:

Hannibal has 3 Strategy Intervention Points and may take an additional Strategy Intervention Point for 20 points.

Hannibal was able to marshal his resources and apply great tactical skill in battle.

TACTICAL BRILLIANCE

Should Hannibal use Strategy Intervention Points towards winning the Strategic Advantage, roll a D6 for each Point used. On a 4+ the Point will be returned immediately, rather than discarded.

AMBUSH

Hannibal planned and executed a number of ambushes during his campaign in Italy.

If using the Veiled Hand rule on page 158, rather than turn 4, you do not need to start rolling until Turn 5 to see if the unit does not arrive.

To further execute your plans, when using Veiled Hand, (unless playing a specific scenario), you may bring one unit of cavalry onto any table edge from turn 5, using the rules for returning to the table found on page 99 (although of course it must roll first to see if it arrives!).

CELTIC INFANTRY (HI)

Celtic infantry were used to tie up Roman legionaries in a number of battles with horrendous losses being caused to them. At the Trebbia, for example, the Romans cut their way through the Celts in the centre of Hannibal's army and escaped. Hannibal expected them to suffer and break. This rule is to help simulate this.

All Morale tests caused by routing Celtic warriors (only – not Celtic cavalry) are performed with an additional +1.

Should Hannibal be killed or dispersed during the battle, the benefits are all lost.

FEATURE RULES

EXTRA ARMOUR

It was not uncommon for some members of a formation to be well armoured in comparison to others, who may have little, or even no armour. Although we assume this was found in Warband style armies and hastily levied troops from the Dark Ages, it is also a good way to provide an Armour benefit to Combined Formations and other formations where only part of the unit may have been well armoured.

A formation with Extra Armour gains a +1 Armour Value while over half strength. Once it drops to half strength or less then the bonus is lost.

To represent the formation on the tabletop, ensure some of the front rank models are equipped with armour or use some extra shields at the back of the unit to remind yourself and your opponent.

UNMOTIVATED

This rule is used to represent some of the more poorly motivated 'levy' formations. Strategy Intervention Points cannot be used on unmotivated troops unless a Personality who can use them is in the unit.

RESILIENT

Some formations were renowned for their staying power in combat and to simulate this, we use 'Resilient'. There are limits to the bravery of Resilient troops, and the 'Resilient' ability ceases to apply once the unit is reduced to half strength or less.

Resilient works as follows when a unit of Resilient troops is required to take a Combat Morale Test -

Combat Result Difference of 1

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient (even if outnumbered), it will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1. Should the defeated unit outnumber the winner by 2 to 1 or more then they will not receive the additional Push and Shove bonus, as the defeated unit is able to hold its ground through weight of numbers.

Combat Result Difference of 2

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient and outnumbers the enemy will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1.

You should advise your opponent that your formations are Resilient



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