LEGION

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THE RISE OF THE ROMAN REPUBLIC

INTRODUCTION

Salve, Imperator! This booklet provides the necessary army lists and rules to recreate the wars of expansion of the Roman Republic, from the Samnite Wars to the conquest of Macedon, using Warhammer Ancient Battles. These epic struggles turned Rome from a small-time regional power in central Italy to the undisputed master of the entire Mediterranean. And they are as interesting as the more famous Hannibalic War!

Why did I write this? Well, it all began with Jeff Jonas' Epirote army list, which I found on his amazing website (ancientbattles.com). As you might know, Jeff Jonas is the author of the excellent book *"Alexander the Great"*. As far as I understand, Jonas had written lists for both the campaigns of Alexander, and the civil wars fought by his successors. For some reason or another, the book on the Diadochi was never ultimately published, but the author was kind enough to upload the army list for Pyrrhus' army to his website.

Of course, being a wargamer (and therefore an over-thinker, rivet-counter and over-tinkerer), there were a few things in the list that I wasn't convinced with. My main issues were the complete lack of Italian allies in the list, and the inconsistencies between the Pyrrhic list and the units found on *AtG* and *HatPW*. Of course, the fact that *HatPW* refers several times to a future (and, like the one on the Successors, also unpublished) supplement about the rise of Rome and Carthage didn't help.

Inevitable, I began to tinker with the Pyrrhic army list, trying to fit it with the rest of the material. And inevitably, the scope of the project kept growing more and more (what if I added a Samnite list? Of course! What about an Antigonid one too?) until I had in my hands a project that encompassed the entire breath of the early wars of expansion of the Roman Republic, from the development of the manipular legion in the Samnite wars to final victory of Rome over Carthage and Greece in 146 BC.

Even so, I must openly insist that this work in not just my own. Indeed, all the lists included here have existed disseminated through the net in some form or another for years. A special shout-out must go to the Warhammer Historical and Warhammer Ancient Battles V2 Facebook groups, a veritable trove of material for WAB, plus the amazing website maintained by Jeff Jonas, ancientbattles.com.

My work has been one of picking, compiling, reformatting, expanding and adapting to my tastes what I have found on the net. In no way I claim authorship over the work done by others!

In essence, this book is an appendix to Allan E. Curtis' book *"Hannibal and the Punic Wars"*, and Jeff Jonas' book *"Alexander the Great"*, and you will need a copy of both books to get the most of this booklet, as well as the Warhammer Ancient Battles main rulebook. While this booklet has been written with WAB V1.5 in mind, I doubt that you will find much difficulty in using them with WAB V2 if you fancy the newer edition more. Use the WAB V2 errata for *"Hannibal and the Punic Wars"* and *"Alexander the Great"*, and with a bit of common sense you will have no problems.
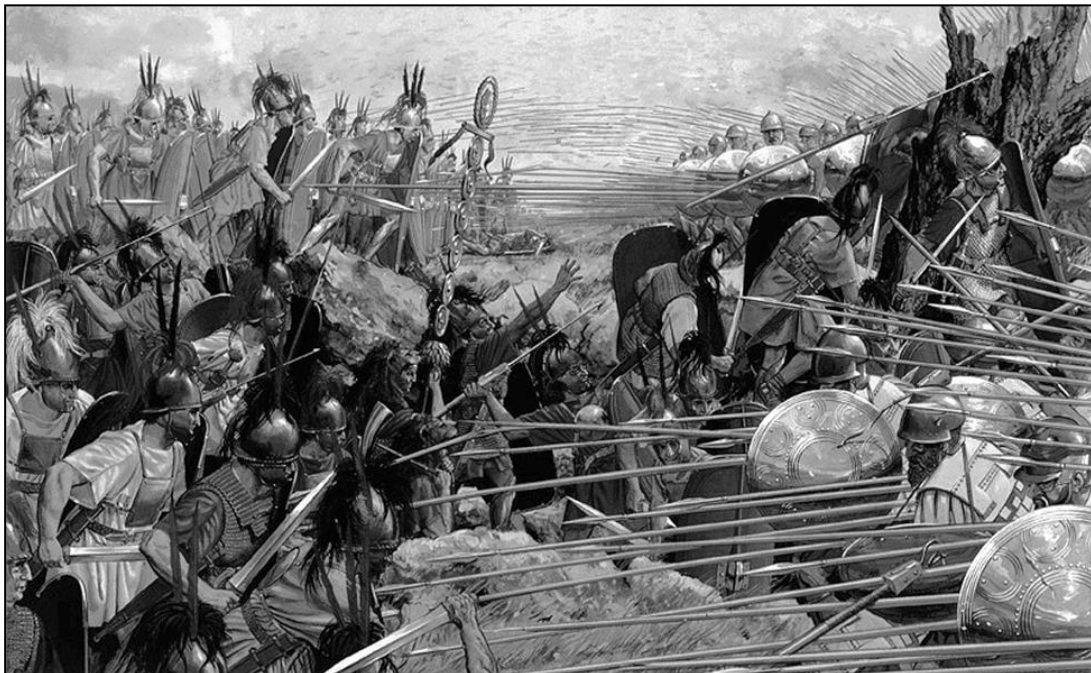
SPECIAL RULES AND CLARIFICATIONS

Unless otherwise mentioned, all the special rules in this book work as described in "Hannibal and the Punic Wars" and "Alexander the Great".

PHALANX

This book distinguishes between three types of phalanxes: Militia (or Greek) Phalanx, Trained (or Macedonian) Phalanx, and Drilled Phalanx.

MILITIA PHALANX

A Militia Phalanx represents the close order formation as used by the heavy infantry hoplites of the Greek city states and other hellenic-influenced cultures of the Mediterranean such as the Etruscans or Campanians. If a unit with this special rule contains at least 16 models and has a rank bonus of at least +1, then the following rules apply:

- Cavalry may not charge the front of a phalanx.

- Models in a phalanx may charge and still fight in two ranks.

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

- The *only* formation change allowed to a phalanx is an 'about face' (ie, a turn through 180º). Phalanxes may wheel, but may not march or charge if they do so. However, they are allowed to 'drift' (or rather 'slide') one inch to the right when they march or charge. They may also reform.

In brief, the Militia Phalanx rules are exactly the same as the Greek Phalanx rules found in WAB 1.5.

TRAINED AND DRILLED PHALANX

Trained and Drilled Phalanxes represent the same kind of close order formation, but unlike Militia Phalanxes, this formation is used by more veterans and professional troops like veteran mercenaries or the pikemen of the Hellenistic kingdoms, and their superior training and experience allows them to operate in close order while maintaining greater manoeuvrability.

Trained and Drilled Phalanxes work just as described in "Alexander the Great" (pgs. 5 to 6). Note that a unit with the Trained Phalanx and Drilled special rules does not automatically makes it a Drilled Phalanx!

REPUBLICAN ROMAN ARMY LIST

This army list is designed to help you create an Early Republican Roman wargames army for Warhammer Ancient Battles. The list represents the armies based on the citizen legionaries that served from around 390 BCE, replacing the class-based military system of the Etruscan and Roman kingdoms and the early Roman Republic. During this period, the expanding Republic fought its Latin and Italian neighbours and Celtic tribes in northern Italy and Gaul, the invasion of Pyrrhus of Epirus, the Carthaginians and their allies, and the Hellenistic Kingdoms of the east.

ARMY COMPOSITIONS

Use the list from the *Hannibal and the Punic Wars* supplement for Warhammer Ancient Battles, using the army composition relevant to the theatre you want to play. In order to play games set before the Punic Wars, you must use the following army composition.

THE CONQUEST OF ITALY

This list covers the expansion of Roman power across the Italian peninsula, including the Gallic invasions (from 390 to 358); campaigns against the Volsci, Hernici, and their allies (389 to 346); the First (343), Second (325 to 304) and Third (298 to 293) Samnite wars; the Latin war (340 to 338); and the Tarentine and Pyrrhic wars (302 and 282-275).

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
Accensii
Anti-Elephant Wagons
Flaming Pig Herds

All the Special Rules and Unit Upgrades from *Hannibal and the Punic Wars* apply.

ADDITIONAL UNITS

0-4 ANTI-ELEFANT WAGON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Wagon	5	-	-	4	4	5	-	-	-	85
Crew	4	3	3	3	3	1	3	1	8	-

Special Rule: The wagon has a crew of six, which count as armed with thrusting spear and either bow or sling (figures on the model should be equipped with the appropriate missile weapon). The wagon is pulled by oxen: its charge move is the same as its normal move, and it cannot cause impact hits. It causes Fear in elephants when in contact. Each wagon is an individual model; wagons do not form squadrons.

0-2 FLAMING PIG HERDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Flaming Pig	8	-	-	3	2	6	2	1	2	10
Swineherd	5	3	3	3	3	1	3	1	7	7

Equipment: The swineherd is armed with sword, javelins, and buckler. The pigs have no equipment (they are pigs!).

Special Rule: The swineherd is Light Infantry. Each herd of pigs is arranged on one 40-mm by 40-mm base, which is controlled by one swineherd. The pigs are lit, then "fired off" towards an enemy elephant in a single charge move of eight inches. Pigs are immune to psychology once "fired off". If a pig stand contacts an elephant, the startled pachyderm must immediately pass a Stampede check; if it fails it will turn about, roll for scatter direction, and flee. The pigs scatter and are eliminated after their charge. The swineherd must join the nearest friendly skirmisher, light infantry unit, or anti-elephant wagon crew during his next turn, or else he leaves the battlefield.

ALLIES

In large multi-player games, you may wish to field a 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 Roman list, and should be provided with leaders from their own lists.

Samnites: Use the Samnite list from this book.

Campanians: Use the Campanian list from this book.

Syracusan: Use the Syracusan list from this book.

Gallic Tribes: Use the Gallic list from Hannibal and the Punic Wars.

Spanish: Use the Spanish list from Hannibal and the Punic Wars.

Numidian: Use the Numidian list from Hannibal and the Punic Wars.

Hellenistic Greek: Use the Hellenistic Greek list from this book.

SAMNITE ARMY LIST

This army list is designed to help you create a Samnite wargames army for Warhammer Ancient Battles. It represents the armies of the Oscan-speaking peoples of central Italy: the list can be used to portray any of the tribes, or confederations of tribes, which variously opposed Roman expansion, allied with Rome against invaders, or fought among themselves. Samnite armies were feared by the Romans, although their armies consisted primarily of lightly-armed javelinmen, with a small proportion of cavalry. The Samnites' reputation was greatly enhanced by the humiliation of a Roman consular army forced to surrender at the Caudine Forks in the year 321.

ARMY COMPOSITIONS

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.

Infantry. At least 50% of the points value of the army.

Cavalry. Up to 25% of the points value of the army.

Allies. Up to 25% of the points value of the army.

SPECIAL RULES

TERRAIN
The Samnites' preferred tactic against Roman armies was the ambush. They 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 Ancient Battles rulebook), the Samnite player may place his generated terrain, during his turn, on his opponent's side of the table, if he so desires. If the Samnite 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 Samnite player with sufficient linear obstacles for protection, instead!

FIELD FORTIFICATIONS AND OBSTACLES
The Samnites often employed fortifications, barriers, or obstacles in conjunction with ambushes or other tactics. After the terrain for a tabletop battle has been determined, the Samnite player may place 4D6 inches of linear obstacles or field fortifications on his side of the table, at no cost.

CHARACTERS

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	140

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts). May ride a horse (free): his movement increases to 8, and he gains a +1 save.

Special Rule: Army General.

0-1 ARMY STANDARD BEARER

	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). May ride a horse (free): his movement increases to 8, and he gains a +1 save.

Special Rule: Army Standard Bearer.

HEROIC LEADER

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

Equipment: Armed with a sword. May have light armour (+3 points), shield (+2 points). May ride a horse (free): his movement increases to 8, and he gains a +1 save.

INFANTRY

LINEN LEGION

	M	WS	BS	S	T	W	I	A	Ld	Pts
Linen Legionary	4	4	3	3	3	1	3	1	7	10

Equipment: Armed with sword, throwing spear and shield. May have light armour (+2 points)

Special Rule: Drilled. Light Infantry. The total of Linen Legion figures may not outnumber the total of Warriors.

WARRIORS

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

Equipment: Armed with sword, throwing spear and shield. Every second unit may have light armour (+2 points).

Special Rule: Light Infantry.

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 a hand weapon and javelins. May have shield (+1 point).

Special Rule: Skirmishers.

CAVALRY

CAVALRY

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

Equipment: Armed with a hand weapon and javelins. May have shield (+1 point). Every second unit may have light armour (+2 points). May replace javelins with thrusting spear (free).

ALLIES

In large, multi-player games, you may wish to field a Samnite army in conjunction with one of its historical allies. Alternatively, this list does provide for the possibility of a small allied contingent. These include the following:

Romans: use the Republican Roman list in this book and Hannibal and the Punic Wars. Although they were traditional enemies, Rome occasionally allied with Samnite tribes in the face of a greater common threat. May not use with any other allies.

Etruscans: use the Etruscan list in this book. Samnites and Etruscan cities often allied, especially during the Second and Third Samnite Wars. May only use with Gauls; see "Gallic tribes" below.

Campanian: use the Campanian list in this book. The Campanian city of Nola allied with the Samnites during the Second Samnite War. One Apulian tribe (the Messapii) was allied to the Samnites at the same time the other Apuli were allied to Rome! May not use with any other allies.

Gallic Tribes: use the Gallic list from Hannibal and the Punic Wars. Gallic tribes from Italy were often allied with the Samnites, sometimes in conjunction with the Etruscans. May only use with Etruscans.

Pyrrhic: Use the Pyrrhic army list in this book.

CAMPANIAN ARMY LIST

This army list is designed to help you create a Campanian wargames army for Warhammer Ancient Battles. It represents the armies of those Oscan peoples who conquered the Greek possessions in the Campanian plain and elsewhere in southern Italy, and can be used to field not only the Campani, but also the Lucani, Brutii, the various tribes of Apulia, and the fearsome Mamertines. After the initial conquest of Campania, the fierce Oscan warriors apparently were "softened" by easy living and Greek civilization, and thus the Campanian hoplites are not as tough opponents as some other similar troops. However, the aristocratic Oscan cavalry retained their excellent reputation throughout the period, especially in the Campanian and Apulian armies.

ARMY COMPOSITIONS

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.

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

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

Allies. Up to 25% of the points value of the army.

SPECIAL RULES

HALF-BARDED ARMOUR
Some Oscan cavalry mounts wore rare and expensive armours, consisting of bronze plate chamfron and poitrail. The effect of half-barding is slightly less effective than Barding, but the cost is lightly less. Half-barding only adds +1 armour save to wounds inflicted by missiles.

CHARACTERS

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	140
Warhorse	8	3	-	3	-	-	5	1	-	4

Equipment: Armed with a sword. May have light armour (+3 points), shield (+2 points), large shield (+3 points). May ride a horse (free) or Warhorse (+4 points). If mounted, his movement increases to 8, and he gains a +1 save; he may have a thrusting spear (+2 points) and may have half-barding (+3 points).

Special Rule: Army General.

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
Warhorse	8	3	-	3	-	-	5	1	-	4

Equipment: Armed with a sword. May have light armour (+3 points), shield (+2 points), large shield (+3 points). May ride a horse (free) or Warhorse (+4 points). If mounted, he may have half-barding (+3 points).

Special Rule: Army Standard Bearer.

HEROIC LEADER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	4	5	5	5	3	2	5	3	8	80
Warhorse	8	3	-	3	-	-	5	1	-	4

Equipment: Armed with a sword. May have light armour (+3 points), shield (+2 points), large shield (+3 points). May ride a horse (free) or Warhorse (+4 points). If mounted, he may have half-barding (+3 points).

INFANTRY

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplite	4	3	3	3	3	1	3	1	5	8

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

Special Rule: Hoplites fight in Militia Phalanx formation.

WARRIORS

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

Equipment: Armed with a hand weapon, throwing spear, and shield. May have large shield (+1 point). Every second unit may have light armour (+2 points).

Special Rule: Light Infantry.

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 a hand weapon and javelins. May have shield (+1 point).

Special Rule: Skirmishers.

CAVALRY

Cavalry

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	4	3	3	3	1	4	1	7	18

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

Special Rule: Light Cavalry.

ALLIES

In large, multi-player games, you may wish to field a Campanian army in conjunction with one of its historical allies. Alternatively, this list does provide for the possibility of a small allied contingent. These include the following:

Republican Roman: Use the Republican Roman list in this book and Hannibal and the Punic Wars. The Campanians allied with Rome, fearing the Samnites. The Lucanians also asked for Roman aid against the Samnites on one occasion, and an Apulian tribe (actually the Apuli!) allied with Rome against the Samnites as well.

Samnites: Use the "Samnite" list in this series. The Oscan city of Nola was allied with Samnites. One Apulian tribe (the Messapii) were allied to the Samnites at the same time the Samnites were allied to Rome!

Other Oscan Tribes: Use this list! The Bruttii were allied with the Lucani, and other tribes often grouped together in leagues or confederations.

Pyrrhic: Use the Pyrrhic army list in this book.

ETRUSCAN ARMY LIST

This army list is designed to help you create an Etruscan wargames army for Warhammer Ancient Battles. It represents the armies of the Etruscan cities from their development of significant political and military power sometime before the year 600 until the conquest of most of the cities by Rome, from about 300 to 270. The Etruscan military system was based on economic classes, with the richest and best-equipped warriors forming a Greek-style hoplite phalanx, and the poorer classes providing supporting infantry.

ARMY COMPOSITIONS

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.

Infantry. At least 50% of the points value of the army.

Cavalry. Up to 25% of the points value of the army.

Allies. Up to 25% of the points value of the army.

SPECIAL RULES

DIVINATION
At the start of the battle, the Etruscan player rolls 1D6; the score represents how good the omens were for the battle. Each point rolled may be used to add +1 to a combat resolution score (in addition to +1 for unit standard) or re-roll a failed Leadership test once (and only once!). Once a point has been used it is 'spent' and may not be used again during the battle.

DEVOTED
Etruscan generals were often accompanied by bodyguards of troops who had sworn in special rites to die rather than leave the field. Devoted troops are subject to size limitations as indicated in their entries in the list; they may be organized in small units if desired. Devoted hoplites must meet the requirements for the phalanx special formation to use the phalanx special rules. Devoted troops may operate independently from their general, and their general may operate independently from them. If a general is killed, his devoted troop unit will not fail any subsequent Leadership tests and will not automatically break if it is reduced to less than five figures and loses a round of combat.

SMALL UNITS
Certain units of specialized troops are fielded only in small units. They may not exceed the minimum size for a unit (five figures), and may not contain leaders, standard bearers, or musicians. However, due to their unique psychology, they do not automatically break if they are reduced to less than five figures and lose a round of combat. Instead, they take a Leadership test like any other unit.

CHARACTERS

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	105

Equipment: Armed with a sword or hand weapon. May have light armour (+3 points) or heavy armour (+4 points); shield (+2 points) or (only if on foot) large shield (+3 points). May ride in a light chariot (bought at an additional cost from this list) or on a horse.

Special Rule: Army General. The army general may have a bodyguard of Devoted troops, sworn not to leave the field: this unit may be either Devoted cavalry (if the general is mounted on a Warhorse), or Devoted hoplites (if he is on foot). See the descriptions of, and limitations on, these units below.

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	4	2	8	78

Equipment: Armed with a sword or hand weapon. May have light armour (+3 points) or heavy armour (+4 points); shield (+2 points) or--only if on foot--large shield (+3 points). May ride in a light chariot (bought at an additional cost from this list) or on a horse.

Special Rule: Army Standard Bearer.

HEROIC LEADER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heroic Leader	4	4	4	4	3	2	5	2	8	60

Equipment: Armed with a sword or hand weapon. May have light armour (+3 points) or heavy armour (+4 points); shield (+2 points) or (only if on foot) large shield (+3 points). May ride in a light chariot (bought at an additional cost from this list) or on a horse.

Special Rule: Army Standard Bearer. Each Leader may have a bodyguard of Devoted troops, sworn not to leave the field: this unit may be either Devoted cavalry (if the Hero is mounted on a Warhorse), or Devoted hoplites (if he is on foot). See the descriptions of, and limitations on, these units below.

INFANTRY

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Devoted Hoplite	4	3	3	3	3	1	3	1	7	15
Hoplite	4	3	3	3	3	1	3	1	5	10

Equipment: Armed with a hand weapon, thrusting spear, light armour, and large shield. May have heavy armour (+1

point). May replace thrusting spear with heavy throwing spear (+1 point).

Special Rule: Devoted hoplites are, unsurprisingly, Devoted. There may be no more than one Devoted unit (of any type) for each Army General or additional Hero. No Devoted hoplite unit may be larger than half the size of the smallest ordinary hoplite unit in the army. The number of Devoted and ordinary hoplites combined may not exceed the number of spearmen (see below) in the army. All thrusting spear-armed hoplites fight in Militia Phalanx formation.

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	8

Equipment: Armed with a hand weapon, thrusting spear, and shield. May have light armour (+1 point); large shield (+1 point). Might exchange thrusting spear with heavy throwing spear (+1 point)

Special Rule: Spearmen with thrusting spears fight in Militia Phalanx formation.

AXEMEN

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

Equipment: Armed with light armour and a double handed weapon (axe).

Special Rule: Small Unit. Light Infantry. There may be one unit of axemen for each ordinary hoplite unit in the army.

0-1 PRIESTS

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

Equipment: Armed with snakes and flaming torches (equivalent to a single hand weapon).

Special Rule: Small Unit. Causes Fear on any enemy troops.

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 javelins. May have shield (+1 point). Every second unit purchased may replace their javelins with short bow or sling at no cost, but no bow- or sling-equipped unit may exceed the number of figures of the smallest hand weapon- or javelin-armed unit.

Special Rule: Skirmishers.

CAVALRY AND CHARIOTRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Devoted Cavalry	6	3	3	3	3	1	3	1	7	14
Cavalry	6	3	3	3	3	1	3	1	7	12

Equipment: Armed with a hand weapon and javelins. May have light armour (+2 points), shield (+1 point). May replace javelins with throwing spear (free) or thrusting spear (free).

Special Rule: Devoted cavalry, obviously, are Devoted. There may be no more than one Devoted unit (of any type) for each Army General or additional Hero. No "devoted" cavalry unit may be larger than the smallest ordinary cavalry unit. Unarmoured cavalry are Light Cavalry.

CHARIOTY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	7	3	3	3	3	1	3	2	7	32

Equipment: One crewman armed with light armour, shield, and throwing spear, riding in a two-horse light chariot with a driver. May have javelins (+1 point).

ALLIES

In large, multi-player games, you may wish to field an Etruscan army in conjunction with one or more of its historical allies. Samnite, Gallic, and Umbrian tribes joined the Etruscans in one especially dangerous coalition, which the Romans were fortunate to be able to defeat piecemeal. Alternatively, this list does provide for the possibility of an allied contingent from one of these allies. These include the following:

Samnites: use the "Samnite" list from this series. Samnite tribes and Etruscan cities often allied, especially during the Second and Third Samnite Wars.

Gallic Tribes: use the list from Hannibal and the Punic Wars. Gallic tribes from northern Italy were often allied with the Etruscans.

Italian Greeks: use the Magna Graecian list from this book.

Allies and Characters: Etruscan characters may not join allied units, and Etruscan generals have no effect on allied units. Likewise, allied characters have no effect on Etruscan units.

EARLY CARTHAGINAN ARMY LIST

This army list is designed to help you create a Carthaginian wargames army for Warhammer Ancient Battles. In the late ninth century, Phoenician traders and explorers founded the cities that formed the basis of the Carthaginian empire, at the western end of the Mediterranean Sea: on the North African coast, in Spain, and in Sicily. As her empire grew, Carthage came into conflict with Greek colonies in Sicily and Africa, native tribes in Spain, and the Ptolemaic successor kingdom in Egypt.

ARMY COMPOSITIONS

Use the list from the *Hannibal and the Punic Wars* supplement for Warhammer Ancient Battles, using the army composition relevant to the theatre you want to play. In order to play games set before the Punic Wars, you must use the following army composition.

THE EXPANSION OF CARHAGE
This list covers the expansion of the Carthaginian Empire across the Western Mediterranean, including the wars against the Greek colonies in Sicily and Africa, and the native tribes in Spain.

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:
Citizens (Heavy)
Levy Africans
Mercenary Hoplites
Gallic Warriors (R: Mercenary Hoplites, Citizens (Heavy))
Skirmishers
Chariots
Numidian Cavalry (R: Chariots, 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)
Sardinian or Corsican Infantry
Punic Heavy Cavalry
Greek or Etruscan Cavalry (R: Mercenary Hoplites)
Balearic Slingers
Ligurian Infantry
Sardinian Archers
Artillery

All the Special Rules and Unit Upgrades from *Hannibal and the Punic Wars* apply.

INFANTRY

CITIZEN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Citizen (Heavy)	4	3	3	3	3	1	3	1	7	10

Equipment: Armed with sword, thrusting spear, light armour, large shield. May have heavy armour (+2 points).

Special Rule: Citizen "hoplites" 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 2 ranks with their thrusting spears (to the front only).

SARDINIAN OR CORSICAN INFANTRY

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

Equipment: Sword, javelins and shield.

Special Rule: Light Infantry. Warband.

CAVALRY AND ELEPHANTS

GREEK OR ETRUSCAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary Cav.	6	3	3	3	3	1	3	1	7	12

Equipment: Armed with a sword and javelins. May have light armour (+1 point). May replace javelins with throwing spear (free).

PUNIC CHARIOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	3	4	2	7	82

Equipment: Two crew armed with sword, thrusting spear, light armour and shield riding in a four-horse heavy chariot with a driver. One crewman may have a composite bow (+3 points); one crewman may have javelins (+2 points). Crew may have heavy armour (+2 points each).

Special Rule: A charging heavy chariot inflicts D3 (S3) automatic hits in the first round of combat, in addition to any hits scored by the crew. Must be fielded in squadrons of at least three chariot models.

ALLIES

The scope of the typical friendly or competitive WAB game, at 1500 to 3000 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. 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.

Sicilian Greek: Use the Magna Graecia army list from this book to represent those Greek colonies in Sicily allied with Carthage during her wars against Syracuse. Should not be used with any other allies.

Mamertines: Use the Campanian army list from this book to represent the Mamertine mercenaries who fought in Sicily during the Greco-Punic war and the First Punic war.

SYRACUSAN ARMY LIST

This army list is designed to help you create a Syracusan wargames army for Warhammer Ancient Battles. In the early 5th century, the Greek colony of Syracuse became pre-eminent in eastern Sicily. Its rulers attempted to fend off first Carthaginian, then Roman attempts to exert control over the entire island, and from time to time, tried to extend her own power to the Italian mainland and even to Africa. Syracuse's independence ended in the year 213, during the Second Punic War, with the famous siege in which the famous scientist Archimedes developed new engines to hold off the Roman attackers. In the end, the city surrendered, Archimedes was killed, and all of Sicily became subject to Rome.

ARMY COMPOSITIONS

Characters. 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 generals representing subordinate Syracusan or allied Greek city contingent commanders, up to 25% of the points value of the army.

Infantry: At least 33% of the army's total points value must be spent on infantry. At least one unit of Hoplites must be taken for every two units of Peltasts or Skirmishers.

Cavalry: Up to 33% of the army's total points value may be spent on cavalry.

Allies and Special Units: The Syracusan player must make a choice: he may either have allies (up to 50% of the army's total points value) or special units (up to 25% of the army's total points value). If special units are chosen, one bolt shooter may be taken for every 500 points in the army.

CHARACTERS

0-1 TYRANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tyrant	4	6	3	4	4	3	6	3	9	175

Equipment: Armed with a sword, thrusting spear, light armour and large shield. May have heavy armour (free) if leading a unit equipped with heavy armour. May ride a horse (free) if leading a cavalry unit. If mounted on a horse, his movement increases to 6, and he replaces his large shield with an ordinary shield.

Special Rule: Army General. The general must lead one of the hoplite phalanxes unless mounted, in which case he leads a unit of heavy cavalry.

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 points) or heavy armour (+4 points); large shield (+3 points). May ride a horse (free). If mounted on a horse, his movement increases to 6, and he replaces his large shield with an ordinary shield.

Special Rule: Army Standard Bearer.

SYRACUSAN OFFICER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Officer	4	4	4	4	3	2	5	2	8	60

Equipment: Armed with a sword and thrusting spear. May have light armour (+3 points) or heavy armour (+4 points); large shield (+3 points). May ride a horse (free) if leading a cavalry unit. If mounted on a horse, his movement increases to 6, and he replaces his large shield with an ordinary shield.

Special Rule: Each officer must lead one of the hoplite phalanxes unless mounted, in which case he leads a unit of heavy cavalry. If your army does not include a Tyrant, one Officer may be the Army General (+25 points).

INFANTRY

0-1 TYRANT'S BODYGUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bodyguard	4	4	3	3	3	1	4	1	8	18

Equipment: Armed with sword, thrusting spears, light armour and large shield. May have heavy armour (+1 points).

Special Rule: Militia Phalanx. Stubborn. If the Bodyguard is used, the Army General must lead it unless he is mounted. The Bodyguard phalanx may not outnumber any other phalanx in the army.

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Syracusan	4	3	3	3	3	1	3	1	7	10
Mercenary	4	3	3	3	3	1	3	1	7	13
Allied Citizen	4	3	3	3	3	1	2	1	5	8

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

Special Rule: All Hoplites fight in a Militia Phalanx. Mercenary hoplites are Stubborn. Allied Citizen hoplites are Levy. At least one unit of Hoplites must be taken for every two units of Peltasts or Skirmishers.

PELTASTS

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

Equipment: Armed with sword, javelins, and shield. May have a thrusting spear (+1 point) and light armour (+2 points).

Special Rule: Light Infantry.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	7	7
Levy	5	2	2	3	3	1	2	1	5	4

Equipment: Skirmishers are armed with hand weapons and javelins. They may be given bucklers at no cost. Every second unit may trade their javelins for slings (+1 points) or short bows (+1 points).

Special Rule: Skirmishers. Levy skirmishers are Levy.

CAVALRY

GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Cavalry	6	3	3	3	3	1	3	1	7	18
Light Cavalry	8	2	3	3	3	1	3	1	6	15
Tarentine Cav.	8	2	4	3	3	1	3	1	7	20

Equipment: Armed with sword and javelins. Tarentines also carry shields; may have large shield (+1 point). Heavy cavalry may have thrusting spears (+1 points), and light armour (+2 points) or heavy armour (+3 pts). Both heavy and light cavalry may have shield or buckler (+1 point).

Special Rule: Light cavalry and Tarentines are Light Cavalry. Tarentines may use Parthian Shot and Feigned Flight. Every other unit of Greek Cavalry may be Tarentines.

SPECIAL UNITS

0-2 SPANISH INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts

Equipment: