

## **“IN DEATH GROUND”: ADDITIONAL ARMY LISTS.**

### **PART 2). “ALLIES AND ENEMIES OF ROME AND CARTHAGE, c. 264 to 202 BC”.**

The First and Second Punic Wars are longstanding favourites with ancient wargamers, thanks to the varied and effective armies which they featured, and of course to the characters of great commanders like Hannibal and Scipio. The conflict was also of enormous historical significance, leading to the establishment of Rome as the unchallenged superpower in the Western Mediterranean, and it was fought with desperate ferocity over a period of three generations. The two main protagonists, Rome and Carthage, are already covered by lists in the “In Death Ground” rule book, and the extra ones provided here are intended to complete the list of combatants. Some of these, such as the Gauls, had been major military powers in their own right for many years before the Punic Wars broke out, but others - the Spanish and Numidians for example - make their first appearance in history as allies of one or both of the rivals. It is in fact quite likely that they were encouraged to organise themselves into kingdoms by the examples of Rome or Carthage, and by the need for unity in the face of the perils of such a warlike age. It is therefore not always easy to set start and end dates for these lists, but most of the armies which continued their careers beyond the end of the Second Punic War will be revisited in a later supplement, under the heading of the “Armies and Enemies of Republican Rome”.

**Note:** A Carthaginian army can have up to 2 allied contingents drawn from the appropriate lists in this supplement, totalling up to half the army’s points, as long as any date or other restrictions in the lists are adhered to.

#### **THE GAULS & CELTIBERIANS, 390 - 200 BC (Tribal or Heroic).**

Historians nowadays are less certain than they used to be that they know what is meant by “Celts” or “Gauls”, and the people known by those names to the Greeks and Romans may have originated in the south-west of Europe rather than with the Central European La Tene culture which is usually associated with them. But in the period we are concerned with, the people living on both sides of the Western Alps had a lot in common with each other, and we are fairly safe in using the word “Gauls” for all of them. The extension of the term to cover the Celtiberians of Spain is more controversial, but makes just as much sense as putting them in the Spanish list. In fact some scholars suspect that the similarities between the Celtiberians and the people of what came to be known as Gaul were not due to recent Gaulish invasions of Spain, but go back very much further. So in this list we include the Gauls of North Italy, who made their first appearance in history with their attack on Rome in 390 BC, and all the Western European “barbarians” who fought in a similar style. The Gauls were not just the wild savages of Roman-inspired myth; they were famed for the fury of their initial charge, but sometimes exhibited considerable staying power. Polybius’ tale about their swords bending in action seems highly implausible, and we feel that they merit classification as Swordsmen just as much as their Roman enemies, whom in the early days they often defeated. They also invented mail armour, though in their highly stratified society it was probably restricted to the very rich. Gaulish tribes not only fought for Hannibal but waged frequent wars against the Romans on their own account, the best known being the Telamon campaign of 225 BC. This war saw the first appearance in Central Italy of the Gaesati, a community of ferocious mercenaries based in the Alps.

Elite Light Chariots (10 points)	0 - 3
Heavy Cavalry (10 points)	1 - 4
Furious Warrior Swordsmen (8 points)	3 - 8
Skirmishers with spears (4 points)	0 - 1

- Up to half of the total number of chariot and cavalry bases fielded may be upgraded to Armoured (+2 points). If no chariots are present, up to 1 Armoured cavalry unit may also be Elite (+2 points), representing the nobility who would once have taken the field in chariots.
- Celtiberians cannot have chariots or Gaesati. Otherwise up to 4 units of Warrior Swordsmen may be Gaesati, who are treated as Elite instead of Furious (+2 points).

**Home terrain** must be Mountain if Celtiberian, or if any Gaesati are used. Otherwise it may be Mountain, Forest or Pastoral.

**Alliances:** Punic War Romans can have allies from this list at any date; the rule in the Punic War Roman list prohibiting Gauls and Spaniards in the same army does not apply to allied contingents. Celtiberians can have Spanish allies, or vice versa. Italian Gauls may have Ligurian allies, or vice versa, after 226 BC. A Carthaginian army can have Gaulish allies between 218 and 203 BC, but only if its commander is Hannibal.

### **SPANISH, 270 - 133 BC (Tribal).**

Not much is known about conditions in Spain before the Carthaginians moved into the interior after the First Punic War, but this list can cover all the Iberian tribes until the fall of Numantia after the end of the Third Punic War, by which time the Romans were too firmly established to be got rid of, despite ferocious and unrelenting Spanish resistance. Spanish “Scutarii” carried large shields and fought hand-to-hand with swords as well as spears, so the most logical classification for them is Warrior Swordsmen. However they were also said to be more mobile in rough terrain than the Gauls, for example, and it is quite possible that some of the mountain tribes fought in looser formations than their neighbours. Lusitanian infantry, in fact, were all known as “Caetrati” from the small round shields which they carried, even though some of them were well equipped for close combat. The Celtiberians, whose culture was a blend of Celtic and Spanish elements, are included in the Gaulish list.

Heavy Cavalry (10 points)	
Light Cavalry (8 points)	1 - 2
Scutarii: all Warrior Swordsmen or all Elite Skirmishers (8 points)	2 - 6
Caetrati: Skirmishers, up to a quarter with slings (6 points), rest with spears (4 points)	2 - 4

- Up to 4 Heavy Cavalry bases, and 4 infantry bases of any type, may be upgraded to Armoured (+2 points).

**Home terrain** must be Mountain if the Scutarii are fielded as Skirmishers, otherwise either Mountain or Pastoral.

**Alliances:** A Spanish army may have Celtiberian allies from the Gaulish list, or vice versa. Carthaginians may have Spanish allies between 235 and 202 BC. Punic War Romans can have Spanish allies from 212 BC onwards. The rule in the Punic War Roman list prohibiting Gauls and Spaniards in the same army does not apply to allied contingents.

### **SYRACUSAN, 269 – 212 BC (Organised).**

Syracuse was the leading city state of Greek Sicily and a longstanding rival of Carthage, but eventually changed sides and took the Sicilian Greeks into the conflict against Rome. This list covers the period from the rise to power of the Syracusan tyrant Hieron until the sack of the city by the Romans - an episode famous for the ingenious defensive devices invented by Archimedes. The Syracusan citizens were generally thought to live luxurious lives which made them unfit to be soldiers, so they relied heavily on mercenaries.

Greek or Campanian Armoured Heavy Cavalry (12 points)	1 - 2
Tarentine Light Cavalry (8 points)	0 - 1
Greek or Campanian mercenary hoplites: Warriors (6 points)	1 - 3
Sicilian hoplites: Raw Warriors (4 points)	1 - 4
Sicilian or Italian skirmishers; up to 4 bases with bows or slings (6 points), rest with spears (4 points)	1 - 2
Mercenary Thureophoroi: Elite Skirmishers (8 points) or Elite Armoured Skirmishers (10 points)	0 - 1
Gauls: Furious Warrior Swordsmen (8 points)	0 - 1

**Home terrain** is Coastal.

**Allies:** Syracuse was allied to Carthage in the Second Punic War, but the two powers did not start to co-operate closely until it was almost too late. Carthaginian allies are therefore allowed after 215 BC only.

### **Special Rule: Archimedes.**

If defending in a Siege scenario set between 215 and 212 BC, this army may field a figure to represent the mathematician Archimedes, at a cost of 50 points. He has the following effects:

He can cause one enemy unit per turn to take a morale test, to reproduce the terror inspired by his cunning machines. The Romans were said to be frightened even of the sight of them, so the unit does not need to be shot at to take this test.

Any defending artillery within 8 inches of Archimedes' figure adds 1 to all its shooting dice, representing his ability to set the machines to shoot at precisely calculated ranges.

### **THE NUMIDIANS & MOORS, 260 – 202 BC (Organised if Numidian after 214 BC, otherwise Tribal).**

By the middle of the 3<sup>rd</sup> century BC the peoples of North-west Africa were organised into two kingdoms – the Moors of Mauretania in the west, corresponding roughly to present-day Morocco, and the Numidians in the hinterland of Carthage further east. This list covers both peoples from the approximate date of their first appearance in the historical record until the destruction of Carthaginian power after the Battle of Zama. According to Livy the Numidians were useless on foot before a Roman military mission arrived to train them in 213. This need not mean that they had no infantry at all, but they probably played a subordinate role to the cavalry. The latter were expert skirmishers, although their equipment was too light to justify classing them as Elite. The

Carthaginians relied heavily on them; in fact the Numidian king Massinissa's defection to Rome in 202 was a major factor in Hannibal's defeat.

Light Cavalry (8 points)	2 - 8
Skirmishers; at least half with spears (4 points), rest with slings or bows (6 points)	2 - 6
Mounted peasants: Raw Light Cavalry (6 points)	0 - 4
Roman trained infantry: Elite Skirmishers (8 points)	0 - 2

- The compulsory minimum for infantry does not apply to a Numidian army before that date. Instead the minimum for cavalry is increased to 4.
- After 204 BC the maximum number of cavalry units (other than mounted peasants) is reduced to 5. Mounted peasants can only be used by Numidians between 203 and 202.
- Roman trained infantry can only be used by Numidians between 213 and 202. We assume that they were better disciplined and better trained for close combat than ordinary Numidian infantry, but were not actually equipped as Roman legionaries.
- Only Moors can have more than 6 bases armed with slings or bows.

**Home terrain** is Steppe if Numidian, Mountain if Moorish.

**Alliances:** Carthaginians can have Numidian or Moorish allies at any date. Punic War Romans can have Numidian allies in 202 BC only.

### **THE OSCANS, 264 – 202 BC (Organised).**

“Oscan” is a rather imprecise term, usually referring to peoples related to Rome's old enemies the Samnites, and speaking a similar language. We use it here to cover all the tribes of southern Italy which were still independent of Rome, or took the opportunity to defect when Hannibal arrived. These include the Campani, Lucani, Bruttii and Apuli, but not the Samnites themselves, who had been decisively crushed by the Romans before the Punic Wars began. An army must belong to one of the tribes named above and cannot use options restricted to any of the others, except that Lucani and Bruttii can be combined in the same army in any desired proportion..

Armoured Heavy Cavalry (12 points)	0 - 1
Heavy Cavalry (10 points)	1 - 3
Campanian Hoplites: Warriors (6 points) or Armoured Warriors (8 points)	0 - 3
Roman-style infantry: up to half Armoured Warrior Swordsmen (10 points), rest Warrior Swordsmen (8 points)	0 - 3
Skirmishers with spears (4 points)	3 - 6

- Only Campani or Apuli may field Armoured Heavy Cavalry, or more than the 1 compulsory unit of unarmoured Heavy Cavalry.
- Only Campani can have Hoplites or Roman-style infantry. They must replace 1 compulsory Skirmisher unit with a compulsory Hoplite unit.
- Lucani and Bruttii can upgrade up to half of their Skirmishers to Armoured (+2 points). Up to 2 units of Bruttian Skirmishers can be upgraded to Elite.

**Home terrain** is Cultivated if Campani, Forest if Lucani or Brutti, Pastoral if Apuli.

**Alliances:** Carthaginians can have Bruttian allies from 216 BC. They can have Campanian or Lucanian allies from 216 to 203 BC, but only if the commander is Hannibal. Punic War Romans can have Apulian allies from 225 BC.

### **THE LIGURIANS, 264 – 202 BC (Tribal).**

The Ligurians were a group of hill tribes from northern Italy who often collaborated with the Gauls in their raids on Roman territory. They were said to be excellent skirmishers as well as determined hand-to-hand fighters, in contrast to the more excitable Gauls. In reality, though, many of them had intermarried with the Gauls and some tribes had adopted Gaulish equipment and styles of fighting - including cavalry, though not, apparently, chariots.

Heavy Cavalry (10 points)	0 - 1
Light Cavalry (8 points)	0 - 1
Warriors (6 points)	2 - 6
Skirmishers with spears (4 points)	2 - 6

- Any or all Heavy Cavalry may be upgraded to Armoured (+2 points).
- Any or all Skirmishers may be upgraded to Elite (+4 points).

**Home terrain** is Mountain.

**Alliances:** Ligurians may have Gaulish allies, or vice versa, after 226 BC.