

ANCIENT IBERIAN SPANISH C. 220-20 BCE

(version December 22nd, 2012)

This army lists represents the armies of the various tribes of the southern Iberian Peninsula, including modern Andalusia. From the beginning of the Second Punic War until the last uprising in 22 BCE, the Spanish fought for and against Rome. Numerous ancient sources refer to the 'hit and run' tactics of the Iberian tribes and the ability of the tactic to disrupt Roman infantry formations. Many of the weapons, equipment and tactics of the Roman army had been influenced by protracted campaigns and occupation of Spain. The Iberian tribes had been influenced by the Phoenicians, Greeks, Egyptians and Carthaginians. Some of the more notable Iberian tribes were the Turdetani, Edetani, Hergetes and the Contestani.

An Ancient Spanish army must include a general and at least two units of Scutarii.

Strategy Rating: 3

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include 2 units scutarii
May include up to 8 other core
- Support:** May include up to 4 support
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 4 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 20% of the points available may be spent on troops from the Allies section

COMMAND

An Ancient Spanish army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING	9 + 2	9 + 2	+2	ARMY GENERAL	50
GENERAL	8 + 1	8 + 1	+1		FREE

Upgrades: May be mounted on a horse at a cost of 10 pts

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
CHIEFTAIN	8 + 1	8 + 1	+1	NONE*	55

Upgrades: May be mounted on a horse at a cost of 10 pts

CORE

Players may select up to 10 units from the Core Troops section. At least two units of Scutarii must be taken.

Scutarii

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	5+	4+	1	7	7	16

- Weapons:** Hand Weapon, Throwing Spear, Javelins
- Armour:** Large Shield
- Special Rules:** Feigned Flight, Woodsmen
- Upgrades:** Every second unit may replace throwing spears with heavy javelins at no cost; must be closed order, lose the feigned flight unit rule, and cost 14 pts per model.

Tribesmen

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	6	6	9

- Weapons:** Hand Weapon, Throwing Spear
- Armour:** Shield
- Special Rules:** None
- Upgrades:** May upgrade to large shield (ARM 5+) at a cost of 2 pts per model. May add javelins at a cost of 1 pt per model.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Support units may be chosen.

Allied Celt-Iberians

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	12	4+	1	3	6	4+	1	6	7	14

- Weapons:** Hand Weapon, Throwing Spear, Javelins
- Armour:** Shield
- Special Rules:** Allies, Warband, Woodsmen
- Upgrades:** May upgrade to large shield (ARM 5+) at a cost of 2 pts per model. May upgrade to light armor (ARM 5+ or ARM 4+ if large shield was taken), at a cost of 2 pts per model. May replace throwing spears with heavy javelins at no cost

There may not be more units of Allied Celt-Iberians than there are Scutarii in the army.

Spanish Heavy Cavalry

Models per unit: 6-16

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	4+	4+	1	8	8	36

- Weapons:** Hand Weapon, Long or Throwing Spear
- Armour:** Light Armour, Shield
- Special Rules:** None
- Upgrades:** May add javelins at a cost of 1 pt per model.

ALLIES

Up to 20% of the points available may be spent on allies taken from any of the following:

Celt-Iberians
Later Carthaginian

Gallic
Republican Roman

ANCIENT SPANISH ALLIES

Allied armies may take the following Spanish troops as allies. Allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander
Up to 2 units of tribesmen
Up to 1 unit of light cavalry

1-2 units of scutarii
Up to 1 unit of heavy cavalry
Up to 2 units of caetrati/slingers*

*the number of caetrati/slinger units may not exceed the number of formed infantry units

Many thanks to Pat Lowinger for putting this army list together. And thanks for the additional material from Darren Smith.

Spanish Light Cavalry Models per unit: 6-16

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	7	7	23

Weapons: Hand Weapon, Javelins
Armour: Shield or Buckler
Special Rules: None
Upgrades: May add throwing spears at a cost of 2 pts per model.

Units of no more than 12 models may be in skirmish order and count as being chosen for the skirmish section.

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen.

Caetrati Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	6	4+	1	6	7	12

Weapons: Hand Weapon, Javelins
Armour: Buckler
Special Rules: Feigned Flight
Upgrades: Any unit may be assigned to a mounted unit as cavalry runners at a cost of 1 pt per model.

Slingers Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	6	8

Weapons: Hand Weapon, Sling
Armour: None
Special Rules: None
Upgrades: May add bucklers upgrading ARM to 6 at a cost of 1 pt per model.

Up to 1 unit of Balearic Slingers Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	3+	1	3	N/A	4+	1	5	7	13

Weapons: Hand Weapon, Sling
Armour: None
Special Rules: None
Upgrades: May add bucklers upgrading ARM to 6 at a cost of 1 pt per model.