

# LATER CARTHAGINIAN 219 BCE – 146 BCE

(version April 2019 - upgraded Numidian Cavalry, added Numidian ally option)

This army list covers the Carthaginians in their second and third wars against the Roman Republic which ultimately ended in their total annihilation. The main historical enemies of the Carthaginians were the Gauls, Syracusans, Polybian Romans, Numidians and Ancient Spanish.

A Carthaginian army must include a polemarch or strategos at least one unit of Libyan infantry.

Strategy Rating: 3

Climate: Fertile

## ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include 1 unit of Libyan infantry May include up to 9 other core
Support:	May include up to 6 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 30% of the points available may be spent on troops from the Allies section

## COMMAND

A Carthaginian army must include a general and may include up to 2 sub-commanders.

### General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
POLEMARCH	9 + 2	9 + 2	+2	ARMY GENERAL	50
STRATEGOS	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
XENAGOS	8 + 1	8 + 1	+1	NONE	55

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

As indicated in the Clash of Empires rulebook (page 97), characters and their mounts are used to elephants. Cavalry units taken from the Core and Support sections of the list are not, however, used to elephants.

## CORE

Players may select up to 10 units from the Core Troops section. At least one unit of Libyan infantry must be taken.

### Libyan Infantry

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	4+	4+	1	7	7	15

Weapons: Hand Weapon, Long Spear  
 Armour: Light Armour, Large Shield  
 Special Rules: Offensive Spearmen  
 Upgrades: May be Drilled at a cost of 1 pt per model.  
 May downgrade HTH to 2 and DL and ML to 6 at a reduction of 4 pts per model. Such units may not be drilled.

### Veteran Libyan Infantry

Models per unit: 10-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	4+	4+	1	7	8	24

Weapons: Hand Weapon, Long Spear  
 Armour: Light Armour, Large Shield  
 Special Rules: Drilled, Offensive spearmen, Steady  
 Upgrades: None

### Gallic Warband

Models per unit: 18-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	6	4+	1	5	7	11

Weapons: Hand Weapon, Javelins  
 Armour: Shield  
 Special Rules: Limited missiles, Warband, Woodsmen  
 Upgrades: May add light armour upgrading ARM to 5 at a cost of 2 pts per model.  
 May ignore the Impetuous rule (Warband rule 1, page 115) at a cost of 1pt per model. Every Gallic warband in the army must take the option if any do.

If open order, a unit may contain a maximum of 25 models.

### Citizen Infantry

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	2	6	4+	1	6	6	6

Weapons: Hand Weapon, Throwing Spear  
 Armour: Shield  
 Special Rules: Irregular  
 Upgrades: None

### Numidian Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	3+	1	3	5+	4+	1	7	7	29

Weapons: Hand Weapon, Javelin  
 Armour: Shield  
 Special Rules: Cantabrian Circle, Feigned Flight  
 Upgrades: None

### Spanish Scutarii

Models per unit: 15-40

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

Weapons: Hand Weapon, Throwing Spear

Armour: Shield

Special Rules: Woodsmen

Upgrades: May replace throwing spears with heavy javelins at no cost.

May add javelins at a cost of 1 pt per model.

May add light armour upgrading ARM to 5 at a cost of 2 pts per model.

If open order, a unit may contain a maximum of 25 models but may not take light armour or heavy javelins.

## SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

### Allied Italian Infantry

Models per unit: 10-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	7	7	11

Weapons: Hand Weapon, Throwing Spear

Armour: Shield

Special Rules: None

Upgrades: May add light armour upgrading ARM to 5 at a cost of 2 pts per model.

Up to 1 unit of Extraordinarii may be taken, upgrading HtH to 4, and DL and ML to 8 at a cost of 6 pts per model.

### Carthaginian Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	4+	4+	1	7	7	26

Weapons: Hand Weapon, Throwing Spear

Armour: Light Armour, Shield

Special Rules: None

Upgrades: None

### Gallic Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	5+	4+	1	6	7	31

Weapons: Hand Weapon, Javelins

Armour: Shield

Special Rules: Warband

Upgrades: May add light armour, upgrading ARM to 4+ at a cost of 2pts per model.

May ignore the Impetuous rule (Warband rule 1, page 115) at a cost of 1pt per model. Every Gallic cavalry unit in the army must take this option.

### Spanish Light Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	3	5+	4+	1	7	7	25

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

### Spanish Medium Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	5+	4+	1	7	7	31

Weapons: Hand Weapon, Long or Throwing Spear  
 Armour: Shield  
 Special Rules: None  
 Upgrades: May add light armour, upgrading ARM to 4+ at a cost of 2pts per model.

### Celtiberian Scutarii

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	6	4+	1	6	7	13

Weapons: Hand Weapon, Throwing Spear  
 Armour: Shield  
 Special Rules: Warband, Woodsmen  
 Upgrades: May replace throwing spears with heavy javelinss at no cost.  
 May add light armour upgrading ARM to 5 at a cost of 2 pts per model.

If open order, a unit may contain a maximum of 25 models but may not take light armour or heavy javelins.

### Oscan Hoplites

Models per unit: 16-48

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	6	6	12

Weapons: Hand Weapon, Long Spear  
 Armour: Large Shield  
 Special Rules: Phalanx (Classical)  
 Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

### Up to 2 African Elephants

Models per unit: 1

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	4 + CREW	4	6/4+ (FRONT)	2+	5	7	7	200

Weapons: Two crew with Hand Weapons and Javelins  
 Armour: Howdah  
 Special Rules: Terrifying  
 Upgrades: None

## 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.

### Numidian or Libyan Skirmishers

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	5	7

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

### Spanish 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	5	7	11

Weapons: Hand Weapon, Javelins  
 Armour: Shield  
 Special Rules: None  
 Upgrades: None

The number of Spanish Caetrati units may not be greater than the number of Spanish Scutarii units in the army.

### Up to 1 unit of Mercenary Archers

Models per unit: 8-15

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

Weapons: Hand Weapon, Composite Bow  
 Armour: Buckler  
 Special Rules: None  
 Upgrades: None

### Up to 1 unit of Balearic Slings

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.

### Up to 1 unit of Syracusan or Trallian Slings

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	5	7

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

## Oscan Skirmishers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	6	4+	1	5	6	11

Weapons: Hand Weapon, Javelins, Throwing Spear

Armour: Shield

Special Rules: None

Upgrades: May add light armour upgrading ARM to 5+ at a cost of 2 pts per model.

The number of Oscan skirmisher units may not be greater than the number of Oscan hoplite units in the army.

## ALLIES

Up to 30% of the points available may be spent on allies.

Samnite

Campanian

Gallic (chariots and gaesati may not be chosen)

Early or Later Numidian