

# EARLY NUMIDIAN OR MOORISH C. 300 BCE – 148 BCE

(version April 24th, 2019)

This army list covers North African tribal people who would form confederations in order to meet military threats. Some confederations were ruled by kings, especially at the blessing of the mighty Carthage. The list concludes with the end of the Third Punic War.

An Early Numidian/Moorish army must include a general and at least two units of Light Cavalry.

Strategy Rating: 5

Climate: Arid

## ARMY SELECTION

- Command:** Must include a general  
May include up to 2 sub-commanders
- Core:** Must include 2 units of light cavalry  
May include up to 8 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

## COMMAND

An Early Numidian/Moorish 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
NOBLE	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
NOBLE	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 Light Cavalry must be taken.

### 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	23

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

### Elite Light Cavalry

Models per unit: 6-15

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

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

*Retainers of noblemen, these units were often the most numerous of troops in a Numidian army.*

## 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.

### Tribal Warriors

Models per unit: 18-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	12	4+	1	3	6	4+	1	5	7	8

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

### Levy Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	2	5+	4+	1	5	6	17

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



**Trained Infantry**

Models per unit: 12-24

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

- Weapons: Hand Weapon, Throwing Spear
- Armour: Light Armour, Shield
- Special Rules: None
- Upgrades: May add light armour upgrading ARM to 5+ at a cost of 2 pts per model.

**Up to 2 units of Cavalry Scouts**

Models per unit: 6-12

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, Javelins
- Armour: Shield
- Special Rules: Feigned Flight, Scouts
- Upgrades: None

**Up to 1 African Elephant**

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: May add Composite Boxes +8 pts.



## 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.

### Infantry 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	7	7	13

Weapons: Hand Weapon, Javelins

Armour: Buckler

Special Rules: Feigned Flight

Upgrades: May add throwing spears at a cost of 1pt per model.

### 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	9

Weapons: Javelins, Improvised Weapon

Armour: None

Special Rules: Feigned Flight

Upgrades: Every second unit may exchange Javelins for Slings at no cost or for Composite Bows at a cost of 1pt per model.

## EARLY NUMIDIAN/MOORISH ALLIES

Early Numidian/Moorish allies may be taken by other armies as indicated in their army list and are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander

Up to 1 unit of cavalry scouts

Up to 1 unit of trained infantry

Up to 1 unit of skirmishers

Up to 2 units of light cavalry

1-2 units of elite light cavalry

Up to 1 unit of infantry skirmishers