

# LATER NUMIDIAN C. 148 BCE – 40 BCE

(version April 24th, 2019)

This army list covers Numidia from near the end of the Third Punic War to its final annexation by Rome in 40 BCE. It might also be employed for Tacfarinas' near-decade long rebellion - perhaps with a greater emphasis on infantry and certainly no elephants - which was finally put down in 24 CE. Further from this period, this list may only appear as an allied contingent.

A Later Numidian 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

A Later Numidian 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: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
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.*

### 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

### Up to 2 Units of 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.



# E P I G R U SUPPORT C R O N I U

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.

## Imitation Legionaries

Models per unit: 12-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	12

Region: All  
 Weapons: Hand Weapon, Pilum  
 Armour: Large Shield  
 Special Rules: None  
 Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.  
 May exchange pila for javelins at no cost.

The number of Imitation Legionary units may not exceed the number of Tribal Warrior units.

*The exact origin of this troop type is open to debate. Juba I (reigned 60–46 BC) was said to have had ten legions armed in the Roman fashion. In this list we adopt them from the Jugurthine War.*

## 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

## 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 3 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: May add Composite Boxes +8 pts.



Up to 1 unit of Spanish Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	4+	4+	1	7	7	33

Weapons: Hand Weapon, Throwing Spear

Armour: Light Armour, Shield

Special Rules: Bodyguard

Upgrades: None

The general must be King Juba I and must accompany the unit.

Up to 1 Units of Ligurian Deserters

Models per unit: 12-30

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: Shield

Special Rules: None

Upgrades: None

Jugurthine War 118-105 BCE. May not be used with Spanish Cavalry.

Up to 1 unit of Thracian Cavalry

Models per unit: 6-12

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

Weapons: Hand Weapon, Throwing Spear, Javelins

Armour: Shield

Special Rules: None

Upgrades: None

Jugurthine War 118-105 BCE. May not be used with Spanish Cavalry.



## 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.

## LATE NUMIDIAN ALLIES

Late Numidian allies may be taken by other armies as indicated in their army list and are subject to the 'Allies' special rule (see page 101). May not have trained infantry and imitation legionaries together.

Up to 1 sub-commander

Up to 2 units of light cavalry

Up to 1 unit of elite light cavalry

Up to 1 unit of trained infantry

Up to 2 units of imitation legionaries

Up to 1 unit of infantry skirmishers

Up to 1 unit of skirmishers