

2nd and 3rd Punic War

These are the armies of the second and third Punic war. The armies are based upon those found in DBA 1.2 and Might of Arms. They have been modified based on research and gut instinct.

Tables Explained

Each list has an outline of a number of units. The following is an example unit:

Velites

<i>Figs</i>	<i>MV</i>	<i>Arm</i>	<i>Mods</i>	<i>List</i>	<i>Type</i>	<i>Cost</i>
2	2	5+	<ul style="list-style-type: none"> ● Javelin (2") ● Non-Melee ● Skirmisher ● Small Shields 	2-4 (1-2)	SK 20mm	16

At the top is the name of the unit.

Figs: is the combat strength of the unit. This number governs all forms of combat and morale, including rally.

MV: is the amount that the unit may move with 1 movement action.

Arm: is the armor save of this unit.

Mods: is a list of capabilities of the unit. The rules give a detailed description of what each mod is. It is a good idea to make a unit card for each unit in your army with detailed explanations on the effects of each capability of the unit. If the unit has a missile weapon, it is given as weapon (range in inches). Our example unit has Javelins with a 2" range.

List: This shows the amount of troops available for that army. The first set of numbers (ie 1-3) is the minimum and maximums available for a 300-point army. You must buy the minimum. Numbers in parentheses are the incremental increase for that unit for each 150 points. So in a basic army, you could purchase 1 to 3 Velites. In a 450 point army, you could purchase 2-5 Velites. 600 points brings the total up to 3-7 and so on.

Type: The base depth of the troops and type. In our example 20mm/SK is 20mm base depth and SK denote skirmisher.

Cost: is the cost of the unit in points. Some notes with a * are upgrades for that unit. This unit may add a Sling Armed (4") for +4 points to the normal cost of the unit.

Generals and Captains

Each player gets 1 commander per 150 points of army. The first commander is a General and the rest are Captains. In a 300 point game, for example, there is one General and one Captain.

Overspending

You may spend up to your point total. You may optionally go a maximum of 10% over your total but may only spend that on one last unit. For instance, in a 300-point game, you may spend a total of 330 points. Those last 30 points must be spent on a single unit. Let's say I have designed an army and spent 295 points. I decide to buy one more unit of Hastati. This will cost me 28 points bringing my total up to 323.

There is a drawback to overspending. If you spent more than your opponent and you over spend your points, he starts with that difference in victory points. In the example above, let's say my opponent manages to spend exactly 300 points. I have spent more than he has by 23 points so he starts the game with 23 victory points. Had I spent only 295 points, nobody would benefit for the 5-point difference since nobody overspent their budget. If both players overspend, then award victory points as normal.

Republican Roman

Triari

<i>Figs</i>	<i>MV</i>	<i>Arm</i>	<i>Mods</i>	<i>List</i>	<i>Type</i>	<i>Cost</i>
4	1.5	4+	<ul style="list-style-type: none"> ● Battle Drill ● Spear ● Support ● Veteran 	1-2 (0-1)	HI 15mm	44

Principes

<i>Figs</i>	<i>MV</i>	<i>Arm</i>	<i>Mods</i>	<i>List</i>	<i>Type</i>	<i>Cost</i>
4	1.5	4+	<ul style="list-style-type: none"> ● Battle Drill ● Charge Bonus ● Support ● Veteran (+5 pts) 	2-4 (1-2)	HI 15mm	39

Hastati

<i>Figs</i>	<i>MV</i>	<i>Arm</i>	<i>Mods</i>	<i>List</i>	<i>Type</i>	<i>Cost</i>
4	1.5	5+	<ul style="list-style-type: none"> ● Battle Drill ● Charge Bonus ● Support 	2-4 (1-2)	HI 15mm	29

Equites

<i>Figs</i>	<i>MV</i>	<i>Arm</i>	<i>Mods</i>	<i>List</i>	<i>Type</i>	<i>Cost</i>
3	2.5	5+	<ul style="list-style-type: none"> ● Charge Bonus ● Frenzy ● Mounted 	0-2 (0-1)	HC 30mm	28

Velites

<i>Figs</i>	<i>MV</i>	<i>Arm</i>	<i>Mods</i>	<i>List</i>	<i>Type</i>	<i>Cost</i>
2	2	5+	<ul style="list-style-type: none"> ● Javelin (2") ● Non-Melee ● Skirmisher ● Small Shields 	2-4 (1-2)	SK 20mm	16

May take a superior General or captain for 25 points

May not take more Princepes than Hastati

May not take more Triari than half the amount of Princepes

May take up to 2 stands of Italian Spear or Gallic Warbands.

Carthaginian

Veteran Spear

Figs	MV	Arm	Mods	List	Type	Cost
4	1.5	4+	<ul style="list-style-type: none"> ● Spear ● Support ● *Veteran (+5 pts) 	0-4 (0-2)	HI 15mm	33

Libyan Spear

Figs	MV	Arm	Mods	List	Type	Cost
4	1.5	5+	<ul style="list-style-type: none"> ● Spear ● Support 	2-4 (1-2)	HI 15mm	24

Libyan Skirmishers

Figs	MV	Arm	Mods	List	Type	Cost
2	2	6+	<ul style="list-style-type: none"> ● Javelin (2'') ● Non-Melee ● Skirmisher 	0-3 (0-2)	SK 20mm	14

Elephant

Figs	MV	Arm	Mods	List	Type	Cost
3	2	3+	<ul style="list-style-type: none"> ● Behemoth ● Charge Bonus ● Terror 	0-2 (0-1)	Vehicle 40mm	38

Citizen Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
3	2.5	5+	<ul style="list-style-type: none"> ● Charge Bonus ● Frenzy ● Mounted 	1-2 (0-1)	HC 30mm	28

May take a superior General for 25 points

May purchase up to 150 points of mercenary (items labeled “Mercenary”) troops. These troops may be Spanish Infantry, Gallic Warbands, Numidian Light Cavalry or Baeleric Slings. You may not take more than 3 stands of any unit type.

Gallic

Gallic Warband

Figs	MV	Arm	Mods	List	Type	Cost
3	2	5+	<ul style="list-style-type: none"> ● Frenzy ● Warband 	5-10 (3-5)	LI 20mm	23

Gallic Unarmored Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
3	2.5	6+	<ul style="list-style-type: none"> ● Charge Bonus ● Frenzy ● Mounted 	1-4 (1-2)	HC 30mm	22

Gallic Noble Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
3	2.5	5+	<ul style="list-style-type: none"> ● Charge Bonus ● Frenzy ● Mounted 	0-2 (0-1)	HC 30mm	28

Gallic Light Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
2	3	6+	<ul style="list-style-type: none"> ● Javelin (2'') ● Mounted ● Skirmisher 	0-2 (0-1)	LC 30mm	22

Young Warriors

Figs	MV	Arm	Mods	List	Type	Cost
2	2	6+	<ul style="list-style-type: none"> ● Javelin (2'') ● Non-Melee ● Skirmisher 	1-4 (1-2)	SK 20mm	14

Slingers

Figs	MV	Arm	Mods	List	Type	Cost
2	2	6+	<ul style="list-style-type: none"> ● Sling (4'') ● Non-Melee ● Skirmisher 	0-2 (0-2)	SK 20mm	18

Ancient Spanish

Scutari

Figs	MV	Arm	Mods	List	Type	Cost
3	2	5+	<ul style="list-style-type: none"> ● Charge Bonus ● Support 	2-6 (1-3)	LI 20mm	23

Celt-Iberian Warband

Figs	MV	Arm	Mods	List	Type	Cost
3	2	5+	<ul style="list-style-type: none"> ● Frenzy ● Warband 	0-4 (0-2)	LI 20mm	23

Spanish Heavy Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
3	2.5	5+	<ul style="list-style-type: none"> ● Charge Bonus ● Frenzy ● Mounted 	1-2 (0-1)	HC 30mm	28

Spanish Light Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
2	3	6+	<ul style="list-style-type: none"> ● Javelin (2'') ● Mounted ● Skirmisher 	1-4 (1-2)	LC 30mm	22

Caetreti

Figs	MV	Arm	Mods	List	Type	Cost
2	2	5+	<ul style="list-style-type: none"> ● Javelin (2'') ● Non-Melee ● Skirmisher ● Small Shields 	1-3 (1-3)	SK 20mm	16

Slingers

Figs	MV	Arm	Mods	List	Type	Cost
2	2	6+	<ul style="list-style-type: none"> ● Sling (4'') ● Non-Melee ● Skirmisher 	0-2 (0-1)	SK 20mm	18

Macedonian

Front Rank Pike Phalanx

Figs	MV	Arm	Mods	List	Type	Cost
4	1.5	4+	<ul style="list-style-type: none"> ● Pike ● Support ● Small Shield ● Veteran (+5 pts) 	A	HI 15mm	30

Rear Rank Pike Phalanx

Figs	MV	Arm	Mods	List	Type	Cost
4	1.5	5+	<ul style="list-style-type: none"> ● Pike ● Support ● Small Shield 	4-8 (2-4)	HI 15mm	20

Peltasts

Figs	MV	Arm	Mods	List	Type	Cost
3	2	5+	<ul style="list-style-type: none"> ● Charge Bonus ● Support 	0-4 (0-2)	LI 20mm	23

Light Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
2	3	6+	<ul style="list-style-type: none"> ● Javelin (2") ● Mounted ● Skirmisher 	0-2 (0-1)	LC 30mm	22

Heavy Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
3	2.5	5+	<ul style="list-style-type: none"> ● Charge Bonus ● Frenzy ● Mounted 	1-2 (0-1)	HC 30mm	28

Companion Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
3	2.5	5+	<ul style="list-style-type: none"> ● Charge Bonus ● Fear ● Frenzy ● Mounted 	B	HC 30mm	32

Javelin Men

Figs	MV	Arm	Mods	List	Type	Cost
2	2	5+	<ul style="list-style-type: none"> ● Javelin (2") ● Non-Melee ● Skirmisher ● Small Shields 	0-3 (0-2)	SK 20mm	16

Slingers

Figs	MV	Arm	Mods	List	Type	Cost
2	2	6+	<ul style="list-style-type: none"> ● Bow (4") ● Non-Melee ● Skirmisher 	0-3 (0-1)	SK 20mm	18

(A) May be bought in pairs with rear rank pike phalanx.

(B) May upgrade 1 heavy cavalry to companions.

May buy up to 2 units of Gallatian mercenaries.

Mercenaries

Numidian Light Cavalry

Figs	MV	Arm	Mods	List	Type	Cost
2	3	6+	<ul style="list-style-type: none"> ● Javelin (2'') ● Mounted ● Skirmisher 	0-2 (0-1)	LC 30mm	22

Gallic Warband

Figs	MV	Arm	Mods	List	Type	Cost
3	2	5+	<ul style="list-style-type: none"> ● Frenzy ● Warband 	5-10 (3-5)	LI 20mm	23

Spanish Scutari

Figs	MV	Arm	Mods	List	Type	Cost
3	2	5+	<ul style="list-style-type: none"> ● Charge Bonus ● Support 	2-6 (1-3)	LI 20mm	23

Italian Spear

Figs	MV	Arm	Mods	List	Type	Cost
4	1.5	5+	<ul style="list-style-type: none"> ● Spear ● Support 	2-4 (1-2)	HI 15mm	24

Gallatian Warband

Figs	MV	Arm	Mods	List	Type	Cost
4	1.5	5+	<ul style="list-style-type: none"> ● Warband 		HI 15mm	23

Baeleric Slingers

Figs	MV	Arm	Mods	List	Type	Cost
2	2	6+	<ul style="list-style-type: none"> ● Sling (4'') ● Non-Melee ● Skirmisher 	0-2 (0-1)	SK 20mm	18