

## **PHOENICIANS IN THE EAST**

### **400 BC to 332 BC**

Tyrian or Sidonian CinC in four-horse light chariot with "Regular B" crew of unarmed driver and 1 with JLS, @ 80 points. 1 only.

Tyrian or Sidonian or other Phoenician ally general in four-horse light chariot with "Regular B" crew of unarmed driver and 1 with JLS, @ 70 points. Up to 3.

*Extra to upgrade chariots to heavy chariot by adding 1 with JLS, @ 7 points.*

Phoenician four-horse light chariot with "Regular B" crew of unarmed driver and 1 with JLS, @ 25 points per model. Min 4 to 12 models.

*Extra to upgrade chariot to heavy chariot by adding 1 with JLS, @ 7 points per model. All or none*

#### **OR**

Replace all generals chariots as HC, JLS, with standard bearer @ - 10 points for CinC and - 10 points for ally generals.

Phoenician noble cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.

Phoenician cavalry "Regular C" HC, JLS, @ 18 points per 3 figure element. Up to 4 elements.

Tyrian Sacred Band infantry, "Regular B" MI, LTS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

*Extra to upgrade Sacred Band to HI, @ 8 points per element. All or none*

Tyrian spearmen "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 8 to 24 elements.

Other Phoenician citizen levy infantry "Regular C" LMI, JLS, Sh, @ 12 points per 4 figure element.

Up to 24 elements.

Phoenician javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 6 to 12 elements.

Phoenician slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Phoenician archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 6 models.

#### **Egyptian supplied mercenaries**

Greek mercenary ally-general, mounted on horse with standard bearer as HC, JLS, and standard bearer @ 60 points, or on foot as MI LTS, Sh, with standard and trumpeter @ 50 points. 1 only.

Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 16 elements.

*Extra to upgrade Generals bodyguard Hoplites to "Regular A", @ 8 points per element. Up to 4 elements.*

*Extra to upgrade hoplites to HI, @ 8 points per element. Up to 10 elements.*

Cretan archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

*Extra to give Cretans, slingers or javelinmen Sh, @ 2 points per element. Any or all*

Up to 26 regular command factors.

Up to 12 irregular command factors.

## **PHOENICIANS IN THE WEST**

### **EARLY CARTHAGINIAN**

#### **550 BC to 275 BC**

CinC mounted on horse as HC, JLS, with standard bearer, @ 70 points, or in four-horse light chariot with "Regular B" crew of unarmed driver and 1 with JLS, @ 80 points. 1 only.

*Extra to upgrade chariot to heavy chariot by adding 1 with JLS, @ 7 points.*

Sub-General mounted on horse as HC, JLS, @ 50 points. Up to 3

#### **African cavalry**

Carthaginian four-horse light chariot with "Regular B" crew of unarmed driver and 1 with JLS, @ 25 points per model. Min 4 to 8 models.

*Extra to upgrade chariot to heavy chariot by adding 1 with JLS, @ 7 points per model. All or none*

Carthaginian Noble cavalry "Regular A" HC, JLS, @ 30 points per 3 figure element. Up to 2 elements.

Liby-Phoenician cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Up to 10 elements.

#### **African infantry**

Carthaginian Sacred Band infantry, "Regular B" MI, LTS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

*Extra to upgrade Sacred Band or Poeni citizen infantry to HI, @ 8 points per element. All or none*

Liby-Phoenician citizen levy infantry "Regular C" LMI, JLS, Sh, @ 12 points per 4 figure element. Up to 16 elements.

Libyan spearmen "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 8 to 24 elements.

Libyan javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 5 to 12 elements.

#### **Spanish mercenaries**

Spanish cavalry "Irregular C" MC, JLS, @ 12 points per 3 figure element. Up to 8 elements.

*Extra to upgrade Spanish medium cavalry to "Regular C", @ 6 points per element. All or none*

Or

Spanish cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

*Extra to upgrade Spanish light cavalry to "Regular C", @ 4 points per element. All or none*

*Any combination of numbers Spanish medium and light cavalry elements may be fielded as long as the number of figures does not exceed 24.*

Spanish scutarii "Irregular C" LMI, HTW, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Spanish caetrati "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 6 elements.

Balearic slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 10 elements.

#### **Celtic, Ligurian and Sardinian mercenaries**

Gallic cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 4 elements.

Gaesati warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 8 elements.

Ligurian and Sardinian javelinmen "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Sardinian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

#### **Italian and Greek mercenaries**

Campanian cavalry "Regular B" MC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

Campanian hoplite mercenaries "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

Campanian infantry "Regular C" LMI, JLS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 8 elements.

**Sicilian Greek allies**

*Minimums apply if any Sicilian Greeks are used, and ally general is compulsory.*

Sicilian Greek Ally-General mounted on horse as HC, JLS, with trumpeter @ 60 points. \*1 only.

Sicilian Greek cavalry "Regular C" HC, JLS, @ 18 points per 3 figure element. Up to 3 elements.

*Extra to give Greek heavy cavalry Sh, @ 6 points per element. Any or all*

Sicilian Greek light cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Up to 5 elements.

*Extra to give Greek light cavalry Sh, @ 4 points per element. Any or all*

Allied Sicilian Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element.  
Up to 8 elements.

Allied Sicilian Greek citizen hoplites "Regular D" MI, LTS, Sh, @ 12 points per 4 figure element. Up to 8 elements.

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 2 models.

**Numidian allies**

*Minimums apply if any Numidian allies are used, and ally general is compulsory.*

Numidian Ally-General mounted on horse as LC or HC, JLS, Sh, with standard @ 60 points. \*1 only.

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per two figure element. Up to 16 elements.

*Extra to upgrade Numidian LC to "Irregular B" bodyguard, @ 2 points per element. Up to 5 elements.*

Numidian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 8 to 16 elements.

Numidian archers or slingers "Irregular C" LI, B or S, @ 4 points per 2 figure element. Up to 6 elements.

*Extra to give Numidian slingers Sh, @ 2 points per element. Any or all*

*Numidian and Sicilian Greek allies may not be used together.*

Up to 20 regular command factors.

Up to 24 irregular command factors.

## **LATER CARTHAGINIAN 275 BC to 146 BC**

### **LATER CARTHAGINIAN IN SICILY**

CinC mounted on horse as HC, JLS, with standard bearer, @ 70 points. 1 only.  
Sub-General mounted on horse as HC, JLS, @ 50 points. Up to 3

#### **African cavalry**

Carthaginian Noble cavalry "Regular A" HC, JLS, @ 30 points per 3 figure element. Min \*2 elements.

Liby-Phoenician cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Up to 24 elements.

#### **African infantry**

Libyan spearmen "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 8 to 24 elements.

Liby-Phoenician citizen levy infantry "Regular C" LMI, JLS, Sh, @ 12 points per 4 figure element.  
Up to 12 elements.

Libyan, Moorish or Numidian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element.  
Min 6 to 26 elements.

Moorish or Numidian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 5 elements.

#### **Spanish mercenaries**

Spanish cavalry "Irregular C" MC, JLS, @ 12 points per 3 figure element. Up to 8 elements.

*Extra to upgrade Spanish medium cavalry to "Regular C", @ 6 points per element. All or none*

Or

Spanish cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

*Extra to upgrade Spanish light cavalry to "Regular C", @ 4 points per element. All or none*

*Any combination of numbers Spanish medium and light cavalry elements may be fielded as long as the number of figures does not exceed 24.*

Spanish scutarii "Regular C" LMI, HTW, Sh, @ 20 points per 4 figure element. Up to 12 elements.

OR

Spanish scutarii "Irregular D" LMI, HTW, Sh, @ 6 points per 3 figure element. Up to 16 elements.

*Extra to upgrade Spanish scutarii to "Irregular B" as Celtiberians, @ 6 points per element. Up to 6 elements.*

Spanish caetrati "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 12 elements.

*Extra to upgrade Spanish caetrati to "Regular C", @ 4 points per element. Up to 6 elements.*

Balearic slingers "Irregular C" LI, S, Sh, @ 6 points per element. Up to 10 elements.

*Extra to upgrade Balearic slingers to "Regular C", @ 2 points per element. Up to 10 elements.*

#### **Celtic and Ligurian mercenaries**

Gallic cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 12 elements.

*Extra to upgrade Gallic cavalry to HC, @ 6 points per element. Up to ¼*

Gaesati warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 4 elements.

Gallic infantry "Irregular C" LMI, JLS, Sh, @ 9 points per element. Up to 30 elements.

#### **Greek mercenaries**

Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 8 elements.

Mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

#### **Italian mercenaries**

Campanian cavalry "Regular B" MC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

*Extra to give Campanian cavalry Sh, @ 6 points per element. Any or all*

Campanian hoplite mercenaries "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

Campanian infantry "Regular C" LMI, JLS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

Italian infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 16 elements.

*Extra to upgrade Italian infantry to "Regular C", @ 3 points per element. Up to 8 elements.*

*Extra to upgrade Italian LMI to LHI @ 6 points per element. Up to 1/2*

### **Sicilian Greek allies**

*Minimums apply if any Sicilian Greeks are used, and ally general is compulsory.*

Sicilian Greek Ally-General mounted on horse as HC, JLS, with trumpeter @ 60 points. \*1 only.

Sicilian Greek cavalry "Regular C" HC, JLS, @ 18 points per 3 figure element. Up to 4 elements.

*Extra to give Greek heavy cavalry Sh, @ 6 points per element. Any or all*

Sicilian Greek light cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Up to 5 elements.

*Extra to give Greek light cavalry Sh, @ 4 points per element. Any or all*

Allied Sicilian Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element.

Min 6 to 12 elements.

Allied Sicilian Greek citizen hoplites "Regular D" MI, LTS, Sh, @ 12 points per 4 figure element.

Min 6 to 24 elements.

Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

Archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Slingers "Regular C" LI, S, @ 6 points per 2 figure element. Up to 6 elements.

Javelinmen "Regular C" LI, JLS, @ 6 points per 2 figure element. Up to 6 elements.

*Extra to give javelinmen, slingers or Cretan archers Sh, @ 2 points per element. Any or all.*

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 2 models.

African or Indian elephant with "Irregular C" crew of driver with JLS, @ 35 points per model. Up to 4 models.

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 2 models.

Up to 20 regular command factors.

Up to 24 irregular command factors.

## LATER CARTHAGINIAN IN SPAIN

CinC mounted on horse as HC, JLS, with standard bearer, @ 70 points. 1 only.  
Sub-General mounted on horse as HC, JLS, @ 50 points. Up to 3

### African cavalry

Carthaginian Noble cavalry "Regular A" HC, JLS, @ 30 points per 3 figure element. Min \*2 elements.

Liby-Phoenician cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Up to 24 elements.

### African infantry

Libyan spearmen "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 8 to 24 elements.

Libyan, Moorish or Numidian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 6 to 26 elements.

Moorish or Numidian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 5 elements.

### Spanish mercenaries

Spanish cavalry "Irregular C" MC, JLS, @ 12 points per 3 figure element. Up to 8 elements.

*Extra to upgrade Spanish medium cavalry to "Regular C", @ 6 points per element. All or none*

Or

Spanish cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

*Extra to upgrade Spanish light cavalry to "Regular C", @ 4 points per element. All or none*

*Any combination of numbers Spanish medium and light cavalry elements may be fielded as long as the number of figures does not exceed 24.*

Spanish scutarii "Regular C" LMI, HTW, Sh, @ 20 points per 4 figure element. Up to 12 elements.

OR

Spanish scutarii "Irregular D" LMI, HTW, Sh, @ 6 points per 3 figure element. Up to 16 elements.

*Extra to upgrade Spanish scutarii to "Irregular B" as Celtiberians, @ 6 points per element. Up to 6 elements.*

Spanish caetrati "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 12 elements.

*Extra to upgrade Spanish caetrati to "Regular C", @ 4 points per element. Up to 6 elements.*

Balearic slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 10 elements.

*Extra to upgrade Balearic slingers to "Regular C", @ 2 points per element. Up to 10 elements.*

### Celtic and Ligurian mercenaries

Gallic cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 6 elements.

*Extra to upgrade Gallic cavalry to HC, @ 6 points per element. Up to 1/2*

Gaesati warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 8 elements.

Gallic infantry "Irregular C" LMI, JLS, Sh, @ 9 points per element. Up to 20 elements.

Ligurian warriors "Irregular C" LMI, 1/2 JLS, Sh, 1/2 2HCW, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Ligurian javelinmen "Irregular C" LMI JLS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

### Italian mercenaries

Campanian cavalry "Regular B" MC, JLS, @ 21 points per element. Up to 4 elements.

*Extra to give Campanian cavalry Sh, @ 6 points per element. Any or all*

Campanian hoplite mercenaries "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

Campanian infantry "Regular C" LMI, JLS, Sh, @ 12 points per 4 figure element. Up to 6 elements.

Italian infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 16 elements.

*Extra to upgrade Italian infantry to "Regular C", @ 3 points per element. Up to 8 elements.*

*Extra to upgrade Italian LMI to LHI @ 6 points per element. Up to 1/2*

African or Indian elephant with "Irregular C" crew of driver with JLS, @ 35 points per model. Up to 4 models.

*Extra to increase elephant crew to unarmed driver and 2 in tower with JLS, @ 5 points per model. All or none*

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 2 models.

### **Spanish Allies**

*If any troops from the Spanish allied contingent are used, at least one Ally-General must also be used.*

Spanish Ally-General mounted on horse as HC, JLS, Sh, with standard bearer @ 60 points. Up to 2.

Long shield cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 6 elements.

*Extra to further upgrade "Irregular B" cavalry to "Irregular A" as general's companions sworn to devotio, @ 3 points per element. Up to 2 elements.*

*Extra to upgrade long shield cavalry to HC, @ 6 points per element. Up to 5 elements.*

Round shield cavalry "Irregular C" MC JLS, Sh, @ 18 points per 3 figure element. Min 3 to 6 elements.

*Extra to upgrade round shield cavalry to "Irregular B", @ 3 points per element. All or none*

### **OR**

Round shield cavalry "Irregular C" LC JLS, Sh, @ 12 points per 2 figure element. Min 3 to 9 elements.

*Extra to upgrade round shield cavalry to "Irregular B", @ 2 points per element. All or none*

Scutarii "Irregular C" LMI, HTW, Sh, @ 9 points per 3 figure element. Min 12 to 34 elements.

Caetrati "Irregular C" LI, JLS, Sh, @ 3 points per 2 figure element. Min 8 to 26 elements.

*Extra to upgrade caetrati to "Irregular B" if in detachment belonging to "Irregular B" cavalry unit, @ 2 points per element. Up to 12 elements.*

Slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 5 elements.

Mercenary Celtiberian scutarii "Irregular B" @ 12 points per 3 figure element. Up to 16 elements.

Up to 20 regular command factors.

Up to 24 irregular command factors.

## LATER CARTHAGINIAN IN ITALY

CinC mounted on horse as HC, JLS, with standard bearer, @ 70 points. 1 only.  
Sub-General mounted on horse as HC, JLS, @ 50 points. Up to 3

### African cavalry

Carthaginian Noble cavalry "Regular A" HC, JLS, @ 30 points per 3 figure element. Min \*2 to 3 elements.

Liby-Phoenician cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Up to 24 elements.

### African infantry

Libyan spearmen "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 8 to 24 elements.  
*Extra to upgrade Libyan spearmen to "Regular B" HI with captured Roman armour as Hannibal's veterans, @ 12 points per element. Up to 12 elements.*

Libyan, Moorish or Numidian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element.  
Min 6 to 12 elements.

Moorish or Numidian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 4 elements.

### Spanish mercenaries

Spanish cavalry "Irregular C" MC, JLS, @ 12 points per 3 figure element. Up to 8 elements.

*Extra to upgrade Spanish medium cavalry to "Regular C", @ 6 points per element. All or none*

Or

Spanish cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

*Extra to upgrade Spanish light cavalry to "Regular C", @ 4 points per element. All or none*

*Any combination of numbers Spanish medium and light cavalry elements may be fielded as long as the number of figures does not exceed 24.*

Spanish scutarii "Regular C" LMI, HTW, Sh, @ 20 points per 4 figure element. Up to 12 elements.

OR

Spanish scutarii "Irregular D" LMI, HTW, Sh, @ 6 points per 3 figure element. Up to 16 elements.

*Extra to upgrade Spanish scutarii to "Irregular B" as Celtiberians, @ 6 points per element. Up to 6 elements.*

Spanish caetrati "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 12 elements.

*Extra to upgrade Spanish caetrati to "Regular C", @ 4 points per element. Up to 6 elements.*

Balearic slingers "Irregular C" LI, S, Sh, @ 6 points per element. Up to 10 elements.

*Extra to upgrade Balearic slingers to "Regular C", @ 2 points per element. Up to 10 elements.*

### Celtic and Ligurian mercenaries

Gallic cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 12 elements.

*Extra to upgrade Gallic cavalry to HC, @ 6 points per element. Up to 1/4*

Gaesati warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 4 elements.

Gallic infantry "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 30 elements.

Gallic skirmishers "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 5 elements.

Ligurian warriors "Irregular C" LMI, 1/2 JLS, Sh, 1/2 2HCW, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Ligurian javelinmen "Irregular C" LMI JLS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

### Italian mercenaries

Campanian cavalry "Regular B" MC, JLS, @ 21 points per element. Up to 4 elements.

*Extra to give Campanian cavalry Sh, @ 6 points per element. Any or all*

Campanian hoplite mercenaries "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

Campanian infantry "Regular C" LMI, JLS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

Hannibal's Bruttian veterans "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 8 elements.

*Extra to upgrade Bruttian MI to HI, @ 8 points per element. Up to 1/2*

Italian infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 16 elements.

*Extra to upgrade Italian infantry to "Regular C", @ 3 points per element. Up to 8 elements.*

*Extra to upgrade Italian LMI to LHI @ 6 points per element. Up to 1/2*

Roman deserters and Italians armed in Roman style "Regular D" HI, HTW, Sh, @ 20 points per 4 figure element. Up to 4 elements.

African or Indian elephant with "Irregular C" crew of driver with JLS, @ 35 points per model. Up to 4 models.

*Extra to increase elephant crew to unarmed driver and 2 in tower with JLS, @ 5 points per model. All or none*

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 2 models.

Up to 20 regular command factors.

Up to 24 irregular command factors.

## LATER CARTHAGINIAN IN AFRICA

CinC mounted on horse as HC, JLS, with standard bearer, @ 70 points. 1 only.  
Sub-General mounted on horse as HC, JLS, @ 50 points. Up to 3

### African cavalry

Carthaginian Noble cavalry "Regular A" HC, JLS, @ 30 points per 3 figure element. Min \*2 to 4 elements.

Liby-Phoenician cavalry "Regular B" HC, JLS, @ 27 points per 3 figure element. Up to 4 elements.

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Up to 24 elements.

### African infantry

Libyan spearmen "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 8 to 28 elements.  
(Or maximum 16 if Hannibals veterans are used.)

Hannibal's veteran spearmen "Regular B" HI, LTS, Sh, @ 30 points per 4 figure element. Up to 12 elements.

Liby-Phoenician citizen levy infantry "Regular C" LMI, JLS, Sh, @ 12 points per 4 figure element.  
Up to 16 elements.

Liby-Phoenician citizen levy infantry "Regular D" LMI, JLS, Sh, @ 8 points per 4 figure element. Up to 16 elements.

Libyan, Moorish or Numidian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element.  
Min 6 to 26 elements.

Moorish or Numidian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 5 elements.

### Spanish mercenaries

Spanish cavalry "Irregular C" MC, JLS, @ 12 points per 3 figure element. Up to 8 elements.

*Extra to upgrade Spanish medium cavalry to "Regular C", @ 6 points per element. All or none*

Or

Spanish cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

*Extra to upgrade Spanish light cavalry to "Regular C", @ 4 points per element. All or none*

*Any combination of numbers Spanish medium and light cavalry elements may be fielded as long as the number of figures does not exceed 24.*

Spanish scutarii "Regular C" LMI, HTW, Sh, @ 20 points per 4 figure element. Up to 12 elements.

OR

Spanish scutarii "Irregular D" LMI, HTW, Sh, @ 6 points per 3 figure element. Up to 16 elements.

*Extra to upgrade Spanish scutarii to "Irregular B" as Celtiberians, @ 6 points per element. Up to 6 elements.*

Spanish caetrati "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Up to 12 elements.

*Extra to upgrade Spanish caetrati to "Regular C", @ 4 points per element. Up to 6 elements.*

Balearic slingers "Irregular C" LI, S, Sh, @ 6 points per element. Up to 10 elements.

*Extra to upgrade Balearic slingers to "Regular C", @ 2 points per element. Up to 10 elements.*

### Celtic and Ligurian mercenaries

Gallic cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 12 elements.

*Extra to upgrade Gallic cavalry to HC, @ 6 points per element. Up to ¼*

Gallic infantry "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 30 elements.

Ligurian warriors "Irregular C" LMI, ½ JLS, Sh, ½ 2HCW, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Ligurian javelinmen "Irregular C" LMI JLS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

### Italian mercenaries

Campanian cavalry "Regular B" MC, JLS, @ 21 points per 3 figure element. Up to 3 elements.

*Extra to give Campanian cavalry Sh, @ 6 points per element. Any or all*

Hannibal's Bruttian veterans "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 8 elements.

*Extra to upgrade Bruttian MI to HI, @ 8 points per element. Up to 1/2*

Italian infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 16 elements.

*Extra to upgrade Italian infantry to "Regular C", @ 3 points per element. Up to 8 elements.*

*Extra to upgrade Italian LMI to LHI @ 6 points per element. Up to 1/2*

Roman deserters and Italians armed in Roman style "Regular D" HI, HTW, Sh, @ 20 points per 4 figure element. Up to 4 elements.

African elephant with "Irregular D" crew of driver with JLS, @ 34 points per model. Up to 8 models.

*Extra to increase elephant crew to unarmed driver and 2 in tower with JLS, @ 4 points per element.*

*All or none*

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 2 models.

### **Numidian allies**

*Minimums apply if any Numidian allies are used, and ally general is compulsory.*

Numidian Ally-General mounted on horse as LC or HC, JLS, Sh, with standard @ 60 points. \*1 only.

Numidian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per two figure element. Up to 16 elements.

*Extra to upgrade Numidian LC to "Irregular B" bodyguard, @ 2 points per element. Up to 5 elements.*

Syphax Roman-trained infantry "Regular D" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 36 elements.

Numidian javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 8 to 16 elements.

Numidian archers or slingers "Irregular C" LI, B or S, @ 4 points per 2 figure element. Up to 6 elements.

*Extra to give Numidian slingers Sh, @ 2 points per element. Any or all*

Up to 20 regular command factors.

Up to 24 irregular command factors.