

SPANISH

240 BC to 20 BC

Spanish Tribal

C-in-C mounted on horse as HC, JLS, Sh, with standard bearer @ 70 points per 2 figure element. 1 only.

Spanish Ally-General mounted on horse as HC, JLS, Sh, @ 60 points, or on foot as LHI, HTW, Sh, with standard and trumpeter, @ 50 points. Up to 3

Long shield cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 8 elements. *Extra to further upgrade "Irregular B" cavalry to "Irregular A" as general's companions sworn to devotio, @ 3 points per element. Up to 4 elements. A Spanish chieftain's bodyguard was sworn to "devotio", which meant dying with their leader rather than flee or surrender. Extra to upgrade long shield cavalry to HC, @ 6 points per element. Up to ½ elements.*

Round shield cavalry "Irregular C" MC JLS, Sh, @ 18 points per 3 figure element. Min 6 to 12 elements.

Extra to upgrade round shield medium 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 8 to 18 elements.

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

Scutarii "Irregular C" LMI, HTW, Sh, @ 9 points per 3 figure element. Min 16 to 68 elements.

Caetrati "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 16 to 50 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 10 elements.

Mercenary Celtiberian scutarii "Irregular B" @ 12 points per 3 figure element. Up to 8 elements.

Celtiberian mercenaries cannot be used if Celtiberian allies are fielded.

Fire pots to ignite tow-wrapped HTW, @ 5 points per 1 figure element. Up to 10 elements.

1 Fire pot model per unit is assigned to Spanish Scutarii units to mark those units as possessing fire weapons. Spanish scutarii are recorded as using their falarica HTW as an incendiary missile both in sieges and in open battle. Since HTW count as hand-to-hand rather than shooting weapons, hand-to-hand casualties are halved in lieu of shooting casualties. The recipients count as shot at by incendiary weapons for reaction and disorder. Any disorder caused takes immediate effect and downgrades enemy hand-to-hand effect that period. If any of a unit's figures fighting the same enemy body use incendiaries, all must. The previous period has to be spent with no other activity except preparing the missiles, but this does not prevent charging or counter charging during the period of use.

Flaming ox-wagons, incendiary 2-axle wagon drawn by 2 yoke of oxen, @ 36 points per model, Up to 3 models.

Celtiberian Allies

Celtiberian ally general mounted on horse as HC, JLS, Sh, with standard bearer @ 60 points, or on foot as LHI, HTW, Sh, with standard and trumpeter, @ 50 points. 1 only.

Celtiberian long shield cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 4 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 ½ elements.

Celtiberian round shield cavalry "Irregular C" MC JLS, Sh, @ 18 points per 3 figure element. Min 4 to 8 elements.

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

OR

Celtiberian round shield cavalry "Irregular C" LC JLS, Sh, @ 12 points per 2 figure element. Min 6 to 12 elements.

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

Celtiberian Scutarii "Irregular B" LMI, HTW, Sh, @ 9 points per 3 figure element. Min 16 to 32 elements.

Celtiberian scutarii can fight in wedge.

Celtiberian Caetrati "Irregular B" LI, JLS, Sh, @ 8 points per 2 figure element. Min 16 to 24 elements.

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

Up to 28 irregular command factors @ 25 points.

Up to 6 irregular command factors @ 10 points to provide cavalry units with a detachment of caetrati.

Spanish cavalry were often teamed with detachments of caetrati, who rode double with them until going into action. A "B" class cavalry unit can have a "B" or "C" caetrati detachment. A "C" class cavalry unit can only have a "C" class caetrati detachment. The combined unit and detachment counts as mounted infantry when riding double.

CELTIBERIAN SPANISH
240 BC to 20 BC

Celtiberian C-in-C mounted on horse as HC, JLS, Sh, with standard bearer @ 70 points per 2 figure element. 1 only.

Celtiberian Ally-General mounted on horse as HC, JLS, Sh, @ 60 points, or on foot as LHI, HTW, Sh, with standard and trumpeter, @ 50 points. Up to 3

Celtiberian 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 ½ elements.

Celtiberian round shield cavalry "Irregular C" MC JLS, Sh, @ 18 points per 3 figure element. Min 4 to 12 elements.

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

OR

Celtiberian round shield cavalry "Irregular C" LC JLS, Sh, @ 12 points per 2 figure element. Min 6 to 24 elements.

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

Celtiberian "Celtic" fanatics "Irregular A" LMI, HTW, Sh, @ 12 points per 3 figure element. Up to 6 elements.

Celtiberian Scutarii "Irregular B" LMI, HTW, Sh, @ 9 points per 3 figure element. Min 16 to 80 elements.

Celtiberian scutarii can fight in wedge.

Celtiberian Caetrati "Irregular B" LI, JLS, Sh, @ 8 points per 2 figure element. Min 16 to 44 elements.

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

Fire pots to ignite tow-wrapped HTW, @ 5 points per 1 figure element. Up to 10 elements.

1 Fire pot model per unit is assigned to Spanish Scutarii units to mark those units as possessing fire weapons. Spanish scutarii are recorded as using their falarica HTW as an incendiary missile both in sieges and in open battle. Since HTW count as hand-to-hand rather than shooting weapons, hand-to-hand casualties are halved in lieu of shooting casualties. The recipients count as shot at by incendiary weapons for reaction and disorder. Any disorder caused takes immediate effect and downgrades enemy hand-to-hand effect that period. If any of a unit's figures fighting the same enemy body use incendiaries, all must. The previous period has to be spent with no other activity except preparing the missiles, but this does not prevent charging or counter charging during the period of use.

Flaming ox-wagons, incendiary 2-axle wagon drawn by 2 yoke of oxen, @ 36 points per model, Up to 3 models.

Up to 28 irregular command factors @ 25 points.

Up to 6 irregular command factors @ 10 points to provide cavalry units with a detachment of caetrati.

Spanish cavalry were often teamed with detachments of caetrati, who rode double with them until going into action. A "B" class cavalry unit can have a "B" or "C" caetrati detachment. A "C" class cavalry unit can only have a "C" class caetrati detachment. The combined unit and detachment counts as mounted infantry when riding double.

LUSITANIAN SPANISH

240 BC to 20 BC

Luistanian Tribal

Lusitanian C-in-C mounted on horse as HC, JLS, Sh, with standard bearer @ 70 points per 2 figure element. 1 only.

Lusitanian Ally-General mounted on horse as HC, JLS, Sh, @ 60 points, or on foot as LHI, HTW, Sh, with standard and trumpeter, @ 50 points. Up to 3

Lusitanian 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 4 elements. A Spanish chieftain's bodyguard was sworn to "devotio", which meant dying with their leader rather than flee or surrender.

Extra to upgrade long shield cavalry to HC, @ 6 points per element. Up to 1/2 elements.

Lusitanian Round shield cavalry "Irregular C" LC JLS, Sh, @ 12 points per 2 figure element. Min 8 to 16 elements.

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

Lusitanian Scutarii "Irregular C" LMI, HTW, Sh, @ 9 points per 3 figure element. Min 16 to 68 elements.

Extra to upgrade Lusitanian Scutarii to LHI, @ 6 points per element. Up to 1/2

Lusitanian Caetrati "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 16 to 100 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 20 elements.

Celtiberian mercenaries

Celtiberian mercenary general mounted on horse as HC, JLS, Sh, with standard bearer @ 60 points, or on foot as LHI, HTW, Sh, with standard and trumpeter, @ 50 points. 1 only.

Celtiberian mercenary long shield cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 3 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 1/2 elements.

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

Celtiberian scutarii can fight in wedge.

Celtiberian Caetrati "Irregular B" LI, JLS, Sh, @ 8 points per 2 figure element. Min 6 to 12 elements.

Up to 28 irregular command factors @ 25 points.

Up to 6 irregular command factors @ 10 points to provide cavalry units with a detachment of caetrati.

Spanish cavalry were often teamed with detachments of caetrati, who rode double with them until going into action. A "B" class cavalry unit can have a "B" or "C" caetrati detachment. A "C" class cavalry unit can only have a "C" class caetrati detachment. The combined unit and detachment counts as mounted infantry when riding double.