

Phoenician Dreams  
Carthaginian Wars 450bc-307bc

Unofficial "Age of Hannibal" (by littlewarstv.com) army lists



by Kai Wilts  
With help of: **The Community**

## Army Lists

### Notes:

Here you will find the army lists for "Age of Hannibal" designed by me, with the help of the community.

**At the end of these set of list you will find a second set with optional traits for more diversity.**

The rarity-system is only for fast, semi-balanced fun games and not for historical battles. You can quickly put together two army lists with these or build the OOB for historical battles, which was the point. No need to prepare two or three hours before every game.

## Carthage

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sacred Band	Spears	4/3	+4	3+	Y	+0	-1	55
Note: spears, phalanx drill, elite, heavy armour, +1 vs. mounted, (max. one, only in Africa)								
Bolt Thrower	Light Artillery	3/2	+1	5+	N	+0	-1	40
Note: artillery, (from 390bc.)								
Phoenician Citizen Spears	Light Infantry	5/4	+2	6+	Y	+0	+1	20
Note: inexperienced (rally), (only in Africa)								

Uncommon (ca. 33% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Phoenician Chariots	Chariots	8/3	+1	5+	N	+2	-2	40
Note: javelins (can be upgrade to bows for +5 points.)								
Phoenician Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Numidian L. Cavalry	Light Horse	8/4	+3	5+	N	+0	-2	60
Note: javelins, free facing, elite, (from 340bc.)								
Phoenician Spears	Spears	4/3	+3	4+	Y	+0	-1	40
Note: phalanx drilled, +1 vs. mounted								
Numidian Light Infantry	Light Infantry	5/4	+2	4+	Y	+0	+1	35
Note: javelins, veteran (rally)								
Libya-Phoenician Foot	Spears	4/3	+3	4+	Y	+0	-1	35
Note: +1 vs. mounted								
Sicilian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	25
Note: javelins, unreliable , (only on Silica )								
Sicilian Spears	Spears	4/3	+3	4+	Y	+0	-1	30
Note: unreliable, (only on Silica ), +1 vs. mounted								

Greek Allied Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, (only on Silica ), +1 vs. mounted								
Greek Allied Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (only on Silica )								
Libyan Spears	Spears	4/3	+3	4+	Y	+0	-1	35
Note: +1 vs. mounted								
Libyan Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Phoenician Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								

### Mercenary ( ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Italian/Greek L. Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing (from 410bc.)								
Campanian Cavalry	Medium Horse	6/3	+4	5+	N	+0	-2	40
Note: veterans (combat), (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Gallic Warband	Warband	5/3	+2	4+	Y	+1	+0	30
Note: impetuous								
Spanish Scutarii	Handweapon	4/3	+3	4+	Y	+0	+0	40
Note: javelin								
Ligurian Infantry	Handweapon	4/3	+3	4+	Y	+1	+0	40
Note: wild charge, (from Liguria, Corsica, Sardinia)								
Balearic Slingers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: slings, veteran (rally), free facing								
Sardinian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Italian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Libyan Caetrati	Skirmishers	5/4	+0	5+	N	+0	+0	30
Note: javelins, free facing, veteran (rally)								

Spanish Light Cavalry	Light Horse	8/4	+2	5+	N	+0	-2	55
Note: javelins, free facing, veteran (rally)								
Spanish Cavalry	Medium Horse	6/3	+3	5+	N	+1	-2	45
Note: wild charge								
Spanish Ceatrati	Light Infantry	5/4	+2	5+	Y	+0	+1	45
Note: javelins, free facing, veteran (rally)								
Sikel Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

## Mauritania

(a lot of speculation in here)

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
King's Guard	Spears	4/3	+4	3+	Y	+0	-1	45
Note: spears, elite, only one, +1 vs. mounted								
African Elephants	Elephants	4/3	+4	6+	N	+3	-2	60
Note: javelins, +2 CF vs Horse, (from 400bc)								
Chariots	Chariots	8/3	+1	6+	N	+2	-2	35
Note: javelins, (Carthaginian style chariots), inexperience (rally)								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Nomad Warriors	Handweapon	4/3	+3	5+	Y	+0	+0	35
Note:								
Nomad Light Infantry	Light Infantry	5/4	+2	5+	Y	+1	+1	35
Note: javelins, wild charge								
Nomad Archers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: bows, free facing, veterans (rally)								
Nomad Light Cavalry	Light Horse	8/4	+2	6+	N	+1	-2	55
Note: javelins, free facing, wild charge,								
Phoenician Cities Colonist	Light Infantry	5/4	+2	5+	Y	+0	+1	20
Note: unreliable								
Mauritanian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Mauritanian Tribesmen	Warband	5/4	+2	5+	Y	+1	+0	30
Note: impetuous								
Mauritanian Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing,								
Mauritanian Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								
Mauritanian Skirmisher	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: javelins, free facing								

Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Balearic Slingers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: slings, veteran (rally) free facing								
Numidian L. Cavalry	Light Horse	8/4	+3	5+	N	+0	-2	60
Note: javelins, free facing, elite, (from 340bc.)								
Numidian Light Infantry	Light Infantry	5/4	+2	4+	Y	+0	+1	35
Note: javelins, veteran (rally)								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

## Early Spanish (Mediterranean Coast)

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Chief's Bodyguard	Handweapon	4/3	+4	4+	Y	+0	+0	45
Note: javelins, veteran (combat), (only one)								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Spanish Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Spanish Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Scutarii	Handweapon	4/3	+3	4+	Y	+1	+0	45
Note: javelins, wild charge								
Spanish Ceatrati	Light Infantry	5/4	+3	5+	Y	+0	+1	45
Note: javelins, free facing, veteran (combat)								
Spanish Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								
Spanish Skirmisher	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								

Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Balearic Slingers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: slings, veteran (rally) free facing								
Mercenary Celtiberians	Warband	5/4	+2	5+	Y	+1	+0	35
Note: impetuous, wild charge								
Lusitanians Hea. Ceatrati	Handweapon	4/3	+4	4+	Y	+1	+0	45
Note: javelins, veterans (combat), wild charge								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

## Syracuse

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Tyrants Bodyguard	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, +1 vs. mounted, (only one and only on Sicily)								
Bolt Thrower	Light Artillery	3/2	+1	5+	N	+0	-1	40
Note: artillery, (from 390bc.)								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hippeis Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins								
Psiloi Bow	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Greek Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								
Hamippoi	Light Infantry	7/4	+2	6+	Y	+0	+1	35
Note: javelins, fast, (must be deployed within one inch of calvary)								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: phalanx drill,								
Psiloi Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Psiloi Sling	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								

### Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Italian/Greek L. Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing (from 410bc.)								
Campanian Cavalry	Medium Horse	6/3	+4	5+	N	+0	-2	40
Note: veterans (combat), (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Gallic Warband	Warband	5/3	+2	4+	Y	+1	+0	30
Note: impetuous								
Spanish Scutarii	Handweapon	4/3	+3	4+	Y	+0	+0	40
Note: javelin								
Ligurian Infantry	Handweapon	4/3	+3	4+	Y	+1	+0	40
Note: wild charge, (from Liguria, Corsica, Sardinia)								
Cretan Archers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: bows, free facing, veteran (rally)								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Italian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								
Thessalian Light Cavalry	Light Horse	8/4	+3	6+	N	+0	-2	55
Note: javelins, veterans (combat)								



## Sikel

(some speculation in here)

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sikel Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Sikel Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sikel Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Sikel Warriors	Light Infantry	5/4	+2	5+	Y	+1	+1	30
Note: wild charge								
Sikel Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Sikel Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								

Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Campanian Cavalry	Medium Horse	6/3	+4	5+	N	+0	-2	40
Note: veterans (combat), (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Italian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

## Early Numidians

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Numidian Noble Guard	Medium Horse	6/3	+3	5+	N	+1	-2	50
Note: javelins, wild charge								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Numidian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
African Elephants	Elephants	4/3	+4	6+	N	+3	-2	60
Note: javelins, +2 CF vs Horse, (from 400bc)								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Numidian Warriors	Handweapon	4/3	+3	4+	Y	+0	+0	40
Note: javelins								
Numidian Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								
Numidian Skirmisher	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: javelins, free facing								
Numidian Light Infantry	Light Infantry	5/4	+2	4+	Y	+0	+1	35
Note: javelins, veteran (rally)								
Numidian Light Cavalry	Light Horse	8/4	+3	5+	N	+0	-2	60
Note: javelins, free facing, elite,								

**Mercenaries (up to ca. 25%)**

<b>Name</b>	<b>Type</b>	<b>Move</b>	<b>CF</b>	<b>RF</b>	<b>Support</b>	<b>Charge</b>	<b>Terrain</b>	<b>Cost</b>
Libyan Caetrati	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: javelins, free facing, expert javelin throwers								
Libyan Spears	Spears	4/3	+3	4+	Y	+0	-1	35
Note: +1 vs. mounted								
Libyan Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Nomad Light Infantry	Light Infantry	5/4	+2	5+	Y	+1	+1	35
Note: javelins, wild charge								
Nomad Archers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: bows, free facing, veterans (rally)								
Nomad Light Cavalry	Light Horse	8/4	+2	6+	N	+1	-2	55
Note: javelins, free facing, wild charge								

## Optional Traits and Abilities

**Notes:** this is a very small selection of optional traits which I felt were essential for detailed army list. I also changed one trait "Unreliable" because I felt it has not the full impact it should have, especially in long and brutal battles.

### **Expert Javelin Thrower, Slingers, or Archers (5pts.)**

Units with these traits can reroll a missed ranged attack, once per turn.

### **Expert Chariot Drivers (5pts.)**

Chariots with this trait can make a rally test to disengage from close combat without gaining a demoralized marker.

### **Expert Horsemen (5pts.)**

Cavalry with this trait can make a rally test to disengage from close combat without gaining a demoralized marker.

### **Scythes (5pts)**

A chariot unit equipped with this trait gets +1 to its charge attacks.

### **Horse Armor (5pts)**

A cavalry unit equipped with this trait gets +1 to its charge attacks.

### **Pavese (5pts)**

All units have -1 to range attacks against a unit with Pavese.

### **Unreliable (-5pts)**

Poor discipline or questionable loyalty means this unit must make a rally test after the loss of every three points from the "Morale Clock" (at 6 and 3). If the test fails, the units does get a demoralized marker.

### **Slow (-5pts)**

Poor training, cumbersome equipment or no taste for combat makes this unit slow. -1 to movement in open terrain.

## Carthage

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sacred Band	Spears	4/3	+4	3+	Y	+0	-1	55
Note: spears, phalanx drill, elite, heavy armour, +1 vs. mounted, (max. one, only in Africa)								
Bolt Thrower	Light Artillery	3/2	+1	5+	N	+0	-1	40
Note: artillery, (from 390bc.)								
Phoenician Citizen Spears	Light Infantry	5/4	+2	6+	Y	+0	+1	20
Note: inexperienced (rally), (only in Africa)								

Uncommon (ca. 33% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Phoenician Chariots	Chariots	8/3	+1	5+	N	+2	-2	40
Note: javelins (can be upgrade to bows for +5 points.)								
Phoenician Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Numidian L. Cavalry	Light Horse	8/4	+2	5+	N	+0	-2	60
Note: javelins, free facing, expert horsemen, veteran (rally) (from 340bc.)								
Phoenician Spears	Spears	4/3	+3	4+	Y	+0	-1	40
Note: phalanx drilled, +1 vs. mounted								
Numidian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	35
Note: javelins, expert javelin throwers								
Libya-Phoenician Foot	Spears	4/3	+3	4+	Y	+0	-1	35
Note: +1 vs. mounted								
Sicilian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	25
Note: javelins, unreliable, (only on Silica)								
Sicilian Spears	Spears	4/3	+3	4+	Y	+0	-1	30
Note: unreliable, (only on Silica), +1 vs. mounted								
Greek Allied Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, (only on Silica), +1 vs. mounted								
Greek Allied Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (only on Silica)								
Libyan Spears	Spears	4/3	+3	4+	Y	+0	-1	35
Note: +1 vs. mounted								
Libyan Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								

### Mercenary ( ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Italian/Greek L. Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing (from 410bc.)								
Campanian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note: expert horsemen, (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Gallic Warband	Warband	5/3	+2	4+	Y	+1	+0	30
Note: impetuous								
Spanish Scutarii	Handweapon	4/3	+3	4+	Y	+0	+0	40
Note: javelin								
Ligurian Infantry	Handweapon	4/3	+3	4+	Y	+1	+0	40
Note: wild charge, (from Liguria, Corsica, Sardinia)								
Balearic Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: slings, expert slingers, free facing								
Sardinian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Italian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Libyan Caetrati	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: javelins, free facing, expert javelin throwers								
Spanish Light Cavalry	Light Horse	8/4	+2	5+	N	+0	-2	55
Note: javelins, free facing, veteran (rally)								
Spanish Cavalry	Medium Horse	6/3	+3	5+	N	+1	-2	45
Note: wild charge								
Spanish Ceatrati	Light Infantry	5/4	+2	6+	Y	+0	+1	45
Note: javelins, free facing, expert javelin throwers								
Sikel Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

## Mauritania

(a lot of speculation in here)

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
King's Guard	Spears	4/3	+4	3+	Y	+0	-1	45
Note: spears, elite, only one, +1 vs. mounted								
African Elephants	Elephants	4/3	+4	6+	N	+3	-2	60
Note: javelins, +2 CF vs Horse, (from 400bc)								
Chariots	Chariots	8/3	+1	6+	N	+2	-2	35
Note: javelins, (Carthaginian style chariots), inexperience (rally)								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Nomad Warriors	Handweapon	4/3	+3	5+	Y	+0	+0	35
Note:								
Nomad Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	35
Note: javelins, expert javelin throwers								
Nomad Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert archers								
Nomad Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: javelins, free facing, expert horsemen,								
Phoenician Cities Colonist	Light Infantry	5/4	+2	5+	Y	+0	+1	20
Note: unreliable								
Mauritanian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Mauritanian Tribesmen	Warband	5/4	+2	5+	Y	+1	+0	30
Note: impetuous								
Mauritanian Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing,								
Mauritanian Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								
Mauritanian Skirmisher	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: javelins, free facing								

### Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Balearic Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: slings, expert slingers, free facing								
Numidian L. Cavalry	Light Horse	8/4	+2	5+	N	+0	-2	60
Note: javelins, free facing, expert horsemen, veteran (rally) (from 340bc.)								
Numidian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	35
Note: javelins, expert javelin throwers								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

### Early Spanish

(Mediterranean Coast)

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Chief's Bodyguard	Handweapon	4/3	+4	4+	Y	+0	+0	45
Note: veteran javelins, (combat), (only one)								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Spanish Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Spanish Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins								



Common ( ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Scutarii	Handweapon	4/3	+3	4+	Y	+1	+0	45
Note: javelins, wild charge								
Spanish Ceatrati	Light Infantry	5/4	+2	5+	Y	+0	+1	45
Note: javelins, free facing, expert javelin throwers								
Spanish Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								
Spanish Skirmisher	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								

Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Balearic Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: slings, expert slingers, free facing								
Mercenary Celtiberians	Warband	5/4	+2	5+	Y	+1	+0	35
Note: impetuous, wild charge								
Lusitanians Hea. Ceatrati	Handweapon	4/3	+4	4+	Y	+1	+0	40
Note: javelins, veterans (combat), wild charge								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

## Syracuse

### Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Tyrants Bodyguard	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, +1 vs. mounted, (only one and only on Sicily)								
Bolt Thrower	Light Artillery	3/2	+1	5+	N	+0	-1	40
Note: artillery, (from 390bc.)								

### Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hippeis Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins								
Psiloi Bow	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Greek Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								
Hamippoi	Light Infantry	7/4	+2	6+	Y	+0	+1	35
Note: javelins, fast, (must be deployed within one inch of calvary)								

### Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: phalanx drill,								
Psiloi Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Psiloi Sling	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								

### Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Italian/Greek L. Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing (from 410bc.)								
Campanian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note: expert horsemen, (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Gallic Warband	Warband	5/3	+2	4+	Y	+1	+0	30
Note: impetuous								
Spanish Scutarii	Handweapon	4/3	+3	4+	Y	+0	+0	40
Note: javelin								
Ligurian Infantry	Handweapon	4/3	+3	4+	Y	+1	+0	40
Note: wild charge, (from Liguria, Corsica, Sardinia)								
Cretan Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert archers								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Italian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								
Thessalian L. Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing, expert horsemen								

## Sikel

(some speculation in here)

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sikel Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Sikel Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sikel Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Sikel Warriors	Light Infantry	5/4	+2	5+	Y	+1	+1	30
Note: wild charge								
Sikel Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Sikel Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								

Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Campanian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note: expert horsemen, (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Italian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

## Early Numidians

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Numidian Noble Guard	Medium Horse	6/3	+3	5+	N	+0	-2	50
Note: javelins, expert horsemen								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Numidian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
African Elephants	Elephants	4/3	+4	6+	N	+3	-2	60
Note: javelins, +2 CF vs Horse, (from 400bc)								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Numidian Warriors	Handweapon	4/3	+3	4+	Y	+0	+0	40
Note: javelins								
Numidian Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								
Numidian Skirmisher	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: javelins, free facing								
Numidian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	35
Note: javelins, expert javelin throwers								
Numidian L. Cavalry	Light Horse	8/4	+2	5+	N	+0	-2	60
Note: javelins, free facing, expert horsemen, veteran (rally)								

**Mercenaries (up to ca. 25%)**

<b>Name</b>	<b>Type</b>	<b>Move</b>	<b>CF</b>	<b>RF</b>	<b>Support</b>	<b>Charge</b>	<b>Terrain</b>	<b>Cost</b>
Libyan Caetrati	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: javelins, free facing, expert javelin throwers								
Libyan Spears	Spears	4/3	+3	4+	Y	+0	-1	35
Note: +1 vs. mounted								
Libyan Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Nomad Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	35
Note: javelins, expert javelin throwers								
Nomad Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert archers								
Nomad Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: javelins, free facing, expert horsemen,								