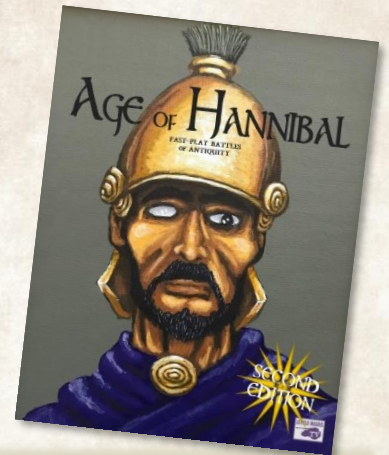


AGE OF HANNIBAL

ARMY BUILDING & DESIGN GUIDE



Classical Greece & Persia
The Macedonians
Rome & Carthage
Successor Kingdoms
Caesar's Gallic War
Roman Civil Wars



RECRUIT YOUR LEGIONS!

Age of Hannibal is a fast-play set of rules for miniature wargaming battles in ancient history. The rules can be used for scenario-based play to refight famous battles like Zama or Pharsalus, or for open, points-based ahistorical match ups. This PDF guide offers tips and advice for creating period-appropriate armies.

Age of Hannibal includes a point system for recruiting troops and customizing them with unit abilities and traits. This guide helps get you started—but remember—these are only suggestions to inspire you. The army lists in this PDF are not restrictive or limiting. You can build your armies however you like. Researching, designing, and recruiting an army is all part of the fun in miniature wargaming.

While these notes can help you design your own historical scenarios, **Age of Hannibal** does have over two dozen ancient battles researched and written for you to hit the tabletop with no delay! You can find a complete list of the available scenarios, several of which are available for free on the official rule website, www.LittleWarsTV.com/AgeofHannibal.

CLASSICAL GREEK ARMIES

500 to 300 BC

Historical Background

The classical Greek city state was the central organizing power of the Hellenistic world. City states raised armies in different ways—many recruited citizens for temporary service, while Sparta famously cultivated a professional warrior class.

Regardless of how the men filled the ranks, there can be little question that the spear-armed hoplite formed the backbone of every city state's army. Hoplites fought in close order with overlapping shields in a phalanx formation for maximum protection. Some hoplites were heavily armored with breastplates and greaves, while others may have had only a helmet and shield.

Greek armies also included large numbers of light infantry, Psiloi, armed with slings, javelins, or even rocks. Archers were uncommon (unless hired as mercenaries). Greek cavalry was used sparingly in battle—often just for scouting or pursuit—and these were lightly armed, mounted skirmishers.

Greek city states fought each other as often (or more often) than they united to fight outsiders like the Persian Empire. In fact, many Greeks fought alongside Persia.

Army Design Notes

Classical Greek armies are not the most tactically exciting, diverse collection of unit types. The core of your force should be hoplite-style infantry, rated as "Spears." But within this class, there should be clear distinctions between the lightly-armed conscripts, heavily armed citizens, and professionally drilled Spartans. While the Spartans were not super-men, they were unique as a only city state with a professional standing army.

There is a great variety of lighter troop types in a Greek army, including various Skirmishers and Light Infantry types which could be armed with Thrown or Bow missiles. Mercenaries were hired from around the Eastern Mediterranean, allowing for Cretan archers and even some *Tribal* Handweapon or Light Infantry-rated Thracians.

Cavalry should be used only sparingly, and almost exclusively rated as Light Horse. Greek city states in Magna Graecia could justify the use of some Medium Horse.

A Persian army would reasonably be able to pick from any unit type present in a classical Greek army, as the Persians widely recruited allies and hired mercenaries from Greek city states on the eastern side of the Aegean Sea.

Typical Units of the Classical Greece

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Greek Psiloi	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Cretan Archers	Archers	4" / 3"	+3	5+	Yes		-1 CF	40
		<i>Bows, (Elite)</i>						
Spartan Helots	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	25
Thracian Infantry	Handwpn.	4" / 3"	+3	4+	Yes			30
		<i>Tribal</i>						
Unarmored Hoplites	Spears	4" / 3"	+2	4+	Yes		-1 CF	30
		<i>+1 v. Mounted, (Inexperienced Combat)</i>						
Athenian Hoplites	Spears	4" / 3"	+3	4+	Yes		-1 CF	40
		<i>+1 v. Mounted, Phalanx Drill</i>						
Spartan Hoplites	Spears	4" / 3"	+4	4+	Yes		-1 CF	45
		<i>+1 v. Mounted, Phalanx Drill, (Veteran Combat)</i>						
Thessalian Horse	Light Horse	8" / 4"	+2	6+			-2 CF	50
		<i>Free Facing, Thrown Missiles</i>						

PERSIAN ARMIES

500 to 300 BC

Historical Background

Though presented by Greek propaganda as barbarian invaders, the Persian Empire was, in fact, the most advanced civilization in the Western World at its height. And the Persian military drew soldiers from across vast territories spanning much of the Eastern Mediterranean, reaching as far as the borders of India.

The Achaemenid or "First Persian" Empire was founded by Cyrus the Great and expanded to its height under Xerxes I. In 499 BC the Ionian Revolt saw Greek city states in Asia Minor rebel against their Persian governors. City states like Athens offered support to some of the rebels, which would eventually lead Xerxes to mount his great invasion of Greece proper. The Greco-Persian War produced some of the most famous battles known today, including Thermopylae, Marathon, and Plataea. Conflicts between Greek city states and Persia continued for generations.

The great Persian Empire only fell when confronted by a young Macedonian leader, Alexander III (who would soon be called "the Great"). During his own lifetime, Alexander incorporated many Persian military formations into his army and maintained their skilled administrative state.

Army Design Notes

Playing the Persians is a lot like playing the Carthaginians — you have lots of fun choices and can justify almost any imaginable unit type in your army. In fact, the Persians enjoy even more flexibility than Carthage in this regard.

Your infantry core will still be spear-armed troops, most of them conscripts from across the empire. And that means some *Unreliable* and *Inexperienced* Spear units. But it also means you get some veteran Immortals, who should be classed as Spears, but also upgraded with *Bows*. Colorful Light Infantry, Warbands, and Handweapon classes can be drawn from all corners of the empire. Due to the polygot nature of the empire, most infantry should be average to lower quality.

The Persians fields numerous skirmisher types and were somewhat unique in the ancient world for recruiting massed archer formations. The new *Massed Bow* trait would be appropriate here. All types of cavalry can be fielded. By the time of the Greco-Persian Wars, chariots were largely ceremonial or used by commanders, but it's plausible to throw a few in for fun. War elephants do not appear to be included in Persian armies in this era.

Typical Units of the Persian Empire

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Tkabara Javelins	Skirmishers	5" / 4"	+0	6+				20
		<i>Thrown Missiles, Free facing, Unreliable</i>						
Ionian Peltasts	Skirmishers	5" / 4"	+0	6+				25
		<i>Thrown Missiles, Free facing</i>						
Mardian Archers	Archers	4" / 3"	+2	6+	Yes		-1 CF	30
		<i>Bows</i>						
Satrap Levies	Rabble	5" / 4"	+1	7+				10
		<i>Unsteady</i>						
Babylonian Spears	Spears	5" / 4"	+3	5+	Yes		-1 CF	20
		<i>Unreliable, (Inexperienced Morale)</i>						
Immortals	Spears	4" / 3"	+3	3+	Yes		-1 CF	50
		<i>Bows, +1 v. Mounted, (Veteran Morale)</i>						
Hykanian Cav.	Lt. Horse	8" / 4"	+2	6+			-2 CF	50
		<i>Thrown Missiles, Free facing</i>						
Satrap Cavalry	Med. Horse	6" / 3"	+3	6+			-2 CF	30
		<i>Unreliable, (Inexperienced Morale)</i>						
Kappadokien Horse	Hvy. Horse	6" / 3"	+4	5+		+1 CF	-2 CF	55
		<i>Heavy Armor</i>						

MACE $\text{\textcircled{D}}$ ONIAN ARMIES

300 to 100 BC

Historical Background

The army Alexander the Great used to conquer the known world was, in fact, developed and honed by his father Philip of Macedon. It was Philip who turned an otherwise backwater state into a formidable military power by deploying highly trained pike formations, backed with powerful cavalry wings.

Philip's early death left his son, Alexander, all the tools and infrastructure the young king needed to dominate the eastern Mediterranean. Alexander the Great's contribution to Macedonian arms would be his addition of new, exotic troop types acquired through his continued conquests. By the time of Alexander's death (at an even younger age than his father), the Macedonian military machine was unmatched in its power and influence. The training, discipline, and ample supply of cavalry Alexander enjoyed as a general would gradually slip away under his warring successors.

While it's the exotic troop-types that get much of the attention in a Macedonian army, significant numbers of Greek soldiers served in Alexander's force as hoplite-style spearmen or even as newly-trained pikemen.

Army Design Notes

Pikes may be the nucleus of a Macedonian army, but they were not the main punching tool. Pikes were used as a "pinning" element, while cavalry and lighter troops worked the flanks and unhinged the enemy line. Your pike formations should be well drilled, rated as *Veteran* or *Elite*, and backed by hoplite-style infantry on the flanks drawn from Greek city states.

Philip and Alexander made good use of Skirmisher elements, but did not typically include large numbers of archers. Alexander's conquests led to a lot of exotic unit types being added into the army over time, which would allow a Macedonian player to reasonably select from most anything on the Persian army list later in Alexander's career.

The hammer of the Macedonian army was its numerous, skilled cavalry. Light Thessalian horse and plenty of Medium Horse-types should fill out the flanks, while the famous "Companion Cavalry" could be considered Heavy. While they were not "heavy" cavalry in an objective sense, they should be considered a small, elite, shock element. The charge bonus offered by Heavy Horse is reasonable in this sense. In the example below, we've rated them "Medium," but provided Wild Charge to represent their impact.

Typical Units of the Macedonian Kingdom

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Greek Peltasts	Skirmishers	5" / 4"	+0	6+				25
		<i>Thrown Missiles, Free facing</i>						
Thracian Javelins	Light Inf.	5" / 4"	+2	5+			+1 CF	25
		<i>Thrown Missiles</i>						
Cretan Archers	Archers	4" / 3"	+3	4+	Yes			40
		<i>Bows, (Elite)</i>						
Greek League	Spears	4" / 3"	+3	4+	Yes		-1 CF	55
		<i>Phalanx Drill, (Veteran Morale)</i>						
Hypaspists	Spears	4" / 3"	+4	3+	Yes		-1 CF	50
		<i>Phalanx Drill, (Elite)</i>						
Pezhetairoi	Pikes	4" / 2"	+4	3+	Yes	+1	-3 CF	55
		<i>Phalanx Drill, +2 v. Mounted, (Veteran Morale)</i>						
Thessalian Cav.	Lt. Horse	8" / 4"	+2	6+			-2 CF	50
		<i>Thrown Missiles, Free Facing</i>						
Companion Cav.	Med. Horse	6" / 3"	+4	4+		+1	-2 CF	55
		<i>Wild Charge, (Elite)</i>						

REPUBLICAN ROMAN ARMIES

300 to 100 BC

Historical Background

In the earliest years of the Roman Republic, armies fought in the traditional Greek style, with spear-armed hoplites. Over time, the Romans began to incorporate Gallic-influences of looser, more flexible tactical formations. This eventually led to the formalization of the manipular legion.

The famed manipular legion would go on to defeat Pyrrhus and Carthage in the golden years of Roman expansion. A standard legion—at least on paper—included 1,200 javelin-armed Velites, 2,400 gladius-armed Hastati and Princepes, 600 spear-armed Triarii, and several hundred mounted nobles, or Equites. In the field, each truly “Roman” legion was ideally augmented by a similarly equipped legion of regional allies who were not yet Roman citizens. Roman manipular tactics and drill were in widespread use across Italy by the time of the mid-Republic. The pila—a weapon most associated with the Romans—is believed to be stolen from the Samnites. The Romans did love borrowing good ideas....

Around 100 BC the Roman army underwent major reforms inspired by Gaius Marius, transitioning their organization.

Army Design Notes

If you’re constructing a very early Roman army, refer to the design notes for classical Greek armies. Early legions typically numbered at least 5,000+ Roman hoplites with a further 2,000+ light infantry and light cavalry.

The manipular legions of the mid-Republic should make use of the Pila and Roman Drill traits. Even the “allied” legions of non-Roman citizens would usually have both traits, though you may want to represent allied legions as “Inexperienced Morale” or a slightly lower overall quality. But even the quality of true Roman legions could vary depending on how hastily they were raised!

As gladius-armed troops, the Hastati and Princepes are rated as “Handweapons,” while the Triarii should be “Spears.” Roman cavalry was a typical weakness, which is why we usually field them as generic Medium Horse. For higher quality cavalry, the Romans drew heavily on regional allies, including the Gauls and Celts migrating down from the Alps. When fighting in Hispania or Africa, the Romans regularly made use of those regional forces, as well. The core building blocks of a manipular Roman army will always be their ranks of Velites, Hastati, Princepes, and Triarii, but feel free to borrow liberally from other lists to augment a Roman army of this era. The Romans did, so why shouldn’t you?

Typical Units of the Roman Mid-Republic

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Roman Velites	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Roman Hastati	Hand Wpns	4" / 3"	+3	4+	Yes			40
		<i>Pila, Roman Drill</i>						
Roman Princepes	Hand Wpns	4" / 3"	+4	4+	Yes			45
		<i>Pila, Roman Drill, (Veteran Combat)</i>						
Roman Triarii	Spears	4" / 3"	+4	3+	Yes		-1 CF	45
		<i>Roman Drill, +1 v. Mounted, (Elite)</i>						
Roman Equites	Med. Horse	6" / 3"	+3	5+			-2 CF	45
Latin Infantry	Hand Wpns	4" / 3"	+3	5+				35
		<i>Pila, (Inexperienced Morale)</i>						
Latin Horse	Light Horse	8" / 4"	+2	6+			-2 CF	50
		<i>Free Facing, Thrown Missiles</i>						

CARTHAGINIAN ARMIES

500 to 146 BC

Historical Background

In many ways, Rome and Carthage could be considered “sister cities” on parallel tracks, as they were founded and rose to power at the same time. Carthage was founded by merchants from Tyre and maintained a long tradition of sea power and commercial trading. As such, citizens were expected to serve in the navy, but land armies rarely included Carthaginian citizen soldiers (except in emergency levies).

The backbone of Carthage’s armies drew from two sources — local Libyan and Numidian allies in Africa or hired mercenaries from across the western Mediterranean, reaching as far as Gaul. In later years when the powerful Barcid family carved out a personal fiefdom in Iberia, the fierce Celt-Iberian tribes became a critical pipeline for manpower.

In each of the three Punic Wars against Rome, Carthage found itself fighting for survival in Africa at the walls of Carthage herself (renowned as the greatest fortified city in the Mediterranean). In these battles, native Carthaginian citizens fought in hoplite style, as spear armed infantry with short swords. Elephants, while very famously used by Hannibal, were expensive to maintain. The North African forest elephant (now extinct) was much smaller than the Indian elephant and could carry a javelin-armed rider.

Army Design Notes

Carthaginian armies are fun to field in miniature wargames — they’re a colorful mix of various unit types drawn from across the Mediterranean world. Tactically, they are also quite fun to command, as Carthage was known to emphasize light horse and other mounted elements (unlike the stodgy Romans, who were always scrounging for cavalry).

A Carthaginian army could include almost any unit type, but we’ll focus on a few common varieties. The infantry backbone would typically be spear-armed Libyan infantry, equipped in the hoplite style. These men often carried one or two short spears as throwing weapons, making Thrown Missiles (or even Pila) an option. Celt Iberian or Ligurian warriors could be classed “Light Infantry,” “Warband,” or “Handweapons” as appropriate. The Tribal or Wild Charge traits should be applied for the fiercest fighters. Numidian skirmishers and elite Balearic slingers were numerous. Some mercenaries could be rated *Unreliable* for a little uncertainty, though, as a general rule, many mercenaries served faithfully.

For cavalry, most Carthaginian armies brought highly skilled Numidian light horse, bolstered by medium or light horse drawn from Iberia, Gaul, or even northern Italy. Oh yea...and be sure to throw in an elephant!

Typical Units of the Carthaginian Army

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Balearic Slingers	Skirmishers	5" / 4"	+1	5+				40
		<i>Free Facing, Bows, (Elite)</i>						
Numidian Javelin	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Ligurian Infantry	Warband	5" / 4"	+2	5+		+1 CF		35
		<i>Impetuous, Tribal</i>						
Spanish Scutarri	Hand Wpns	4" / 3"	+4	4+	Yes			40
		<i>(Veteran Combat)</i>						
Libyan Veterans	Spears	4" / 3"	+3	4+	Yes		-1 CF	40
		<i>Thrown Missiles, +1 v. Mounted</i>						
Numidian Horse	Light Horse	8" / 4"	+3	5+			-2 CF	60
		<i>Free Facing, Thrown Missiles, (Elite)</i>						
Celt-Iberian Horse	Med. Horse	6" / 3"	+3	5+			-2 CF	35
		<i>Impetuous, Unreliable</i>						
African Elephants	Elephants	4" / 3"	+4	6+		+3 CF	-2 CF	60
		<i>Thrown Missiles, Fearsome, Panic, +2 v. Mounted</i>						

EARLY SUCCESSOR ARMIES

323 to 100 BC

Historical Background

Following the sudden death of Alexander the Great in 323 BC, his vast empire fractured into “successor states,” led by prominent generals who once served under him. The Wars of the Diadochi lasted for a generation, including famous captains like Ptolemy, Antigonus, Cassander, and Seleucus. Pyrrhus of Epirus, a distant cousin of Alexander, would be a bit player in these wars, instead forging his fame by turning west to fight against Rome.

In some form or another, many of the Successor Kingdoms survived long after their founding generals died. Ptolemy’s Egyptian state lasted some 300 years before Julius Caesar. In this list we’ll focus on the earlier Successors, who modelled their armies more closely on Alexander the Great.

For wargamers, there are many battles to be fought with successor-style armies—not only between the Diadochi, but also between their heirs and Rome. Mithridates of Pontus, one of Rome’s greatest enemies in the East, was a Seleucid successor king. His battles against Pompey rank among the most famous in Roman history, helping to make “Pompey Magnus” a household name. We will deal with Pontus separately in a later list, as the forces of Pontus would evolve into a hybrid model, blending Eastern and Western elements.

Army Design Notes

Successor armies evolved greatly over time—especially taking into the account the cultural differences between the vast expanse of Alexander’s once-great empire. The later armies of Ptolemaic Egypt looked a great deal different than those of Mithradates VI in Pontus (modern day Turkey).

In the earliest decades of the Successor Wars, Alexander’s former generals were keen to leverage his formula. Not surprisingly, the Macedonian-style pike phalanx was the backbone of these armies. But the pike blocks became deeper and watered down by a pressing need for more recruits. Training and drill declined steadily over the period, made up instead by weight of numbers.

Successor armies also lacked Alexander the Great’s most powerful weapon—his combined arms approach to warfare. Many Successors (though not all...) struggled to field cavalry in the same number and quality as Alexander once did, making their armies less flexible. Many of the Successor states attempted to compensate by increasing the armor of their available cavalry. Lighter, skirmish troop types were drawn from local allies and satraps. Hiring of mercenaries was common practice, including Cretan archers. The Seleucids in particular could draw upon larger Indian elephants, some camelry and in rare cases, chariots.

Typical Units of the Early Successors

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Greek Peltasts	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Rhodian Archers	Archers	4" / 3"	+2	5+			-1 CF	35
		<i>Free Facing, Bows, (Veteran Morale)</i>						
Eastern Levies	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	25
Hoplites	Spears	4" / 3"	+3	4+	Yes		-1 CF	40
		<i>(+1 v. Mounted)</i>						
Conscript Pikes	Pike	4" / 2"	+4	5+	Yes	+1 CF	-3 CF	40
		<i>+2 v. Mounted, (Inexperienced Morale)</i>						
Thessalian Horse	Light Horse	8" / 4"	+2	5+			-2 CF	55
		<i>Free Facing, Thrown Missiles, (Veteran Morale)</i>						
Selucid Cavalry	Hvy. Horse	6" / 3"	+4	5+		+1	-2 CF	55
		<i>Heavy Armor</i>						
Indian Elephants	Elephants	4" / 3"	+4	6+		+3 CF	-2 CF	60
		<i>Thrown Missiles, Fearsome, Panic, +2 v. Mounted</i>						

ΜΑΡΙΑΠ ROMAN ARMIES

100 BC to 200 AD

Historical Background

Social and political tensions within the Roman Republic dovetailed with external military pressure from the Gauls to give rise to consul Gaius Marius. It is almost impossible to overstate the impact Marius—Julius Caesar’s uncle—would have on Rome in every sense. But militarily, the Marian Reforms streamlined the old manipular legion, incorporating Italian non-citizens, and widening the recruitment pool.

The new Marian legion was organized into ten cohorts of heavy infantry. Gone were the distinctions of “Hastati” and “Triarii,” and the old requirements of land ownership. The legion was now a standardized fighting force, but still numbering about 4,800 men. Land grants to veterans made “professional soldiering” a real career choice, as opposed to seasonal service.

Auxiliary forces were far *less* standardized under Marius. A Roman army—several legions strong—was now supported by ad hoc auxiliary forces of cavalry, light infantry, engineers, scouts, and native or regional allies. This made the core of each Roman army very consistent, with flexible auxiliaries bolted on as needed for a given campaign. The organization of the Marian system endured through the first half of the Imperial era, lasting until well after 200AD.

Army Design Notes

The Roman army of Gaius Marius was, more or less, the same organization as the legions that served legendary leaders like Sulla, Pompey, Julius Caesar, Mark Antony, Agrippa, and Octavian “Augustus.”

The basic core of the Roman army at this time is the heavy infantry legionary, classed as “Handweapons” because he fought primarily with a short sword. Roman Drill applies to these formations, and the pilum continued to be in service well into the Imperial period. Rating legionaries as veteran or inexperienced should be scenario dependent, as overall quality could vary with circumstances.

The Marian Reforms abolished the use of Equites, or Roman noble cavalry. Cavalry was now recruited from regional allies, as well as light infantry, archers, and slingers. When politically expedient, auxiliary forces might serve under the command of their local warlord, or they could be interspersed in small contingents between the more reliable Roman legions. Julius Caesar’s commentary on his campaign in Gaul makes it clear that he relied almost exclusively on local tribes to supply his army with cavalry and scouts. A Roman army in this period should feel free to augment their core legions with other troop types—a few common ones are noted in the list below for inspiration, but they are far from exclusive.

Typical Units of the Late-Republic to Early Imperial Periods

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Roman Legion	Hand Wpns	4" / 3"	+3	4+	Yes			45
		<i>Pila, Roman Drill</i>						
Veteran Legion	Hand Wpns	4" / 3"	+4	4+	Yes			50
		<i>Pila, Roman Drill, (Veteran Combat)</i>						
Gallic Scouts	Skirmishers	5" / 4"	+0	6+				25
		<i>Free Facing, Thrown Missiles</i>						
Gallic Auxilia	Warband	4" / 3"	+2	5+	Yes	+1 CF		35
		<i>Tribal, Impetuous</i>						
Gallic Horse	Med. Horse	6" / 3"	+4	5+			-2 CF	45
		<i>(Veteran Combat)</i>						
Illyrian Archers	Archers	4" / 3"	+2	6+	Yes		-1 CF	30
		<i>Bows</i>						
Numidian Horse	Light Horse	8" / 4"	+2	6+			-2 CF	40
		<i>Free Facing, Thrown Missiles</i>						

GALLIC ARMIES

300 to 50 BC

Historical Background

The “Gauls” who fought Rome—and frequently each other—enjoyed a shared cultural affinity but lacked a political one. More than anything else, this lack of political unity is what allowed Julius Caesar to “divide and conquer” the region over the course of a blood-soaked decade. A few of the largest tribes included the Helveti, Aaverni, Aedui, Nervii, Veneti, and Suebi.

Rome’s troubles with the Gauls began long before Caesar. Their martial culture emphasized individual courage. Each warrior supplied his own equipment, organized by local chieftains into ad hoc battle formations. They fought in loose order, providing greater mobility on the battlefield. Gallic tribes used slingers, archers, and lighter troop types for skirmishing and scouting. Cavalry was numerous—far more so than in the Roman armies—but equipped irregularly.

Despite their lower quality of equipment and lack of formal drill, many Gallic tribes enjoyed considerable battlefield success against the Romans. Famously, the Gallic sack of Rome in 390 BC led to major military reforms for the Romans. It was not until 50 BC that Julius Caesar ended any lingering threat of Gallic tribal incursions into Italy proper with what some historians have since deemed a genocide in Gaul.

Army Design Notes

When designing a Gallic army, it’s important to remember that tribes fought together under their tribal chiefs. Confederations and alliances of tribes did occur frequently, but command structures were fraught with suspicion. The unified leadership of a commander like Vercingetorix was the exception, not the rule.

The core of any Gallic army is the “Warband,” a unit type in **Age of Hannibal** that offers a charge bonus. There are a lot of trait options to consider (Tribal and Wild Charge being most common) to differentiate tribal warriors. The Fearsome trait should also be used for some veteran warbands, as we know from historical sources that the average Roman soldier did fear fighting the ferocious “long haired” Gauls in battle.

To represent uneasy alliances and suspicion amongst tribes, consider rating some units Unsteady or Unreliable. For Gallic nobles, you could consider classing them as “Handweapons” instead of “Warband.” Nobles fought on foot as well as on horseback, and the Gauls had ample access to horses for cavalry. This should include Light, Medium, and even the occasional “Heavy Horse” rating. While Gallic cavalry was not heavy in the sense of stirrups or armor, in relation to the Romans, well-equipped Gallic nobles could be considered shock cavalry in some circumstances.

Typical Units of the Gallic Tribes

UNIT NAME	TYPE	MOVE	CF	RF	Support	Charge	Terrain	COST
Nervian Scouts	Skirmishers	5" / 4"	+0	6+				30
		<i>Free Facing, Bows</i>						
Aaverni Warriors	Light Inf.	5" / 4"	+2	5+	Yes		+1 CF	35
		<i>Tribal, Thrown Missiles</i>						
Veneti Warriors	Warband	5" / 4"	+2	5+	Yes	+1 CF		25
		<i>Unreliable, Impetuous</i>						
Aedui Nobles	Warband	5" / 4"	+3	4+	Yes	+1 CF		50
		<i>Fearsome, (Elite)</i>						
Aaverni Horse	Light Horse	8" / 4"	+2	6+			-2 CF	50
		<i>Free Facing, Thrown Missiles</i>						
Veneti Horse	Med Horse	6" / 3"	+3	5+		+1 CF	-2 CF	45
		<i>Wild Charge</i>						
Nervian Nobles	Hvy Horse	6" / 3"	+4	4+		+2 CF	-2 CF	60
		<i>Wild Charge, (Veteran Morale)</i>						