

Romans and Carthaginians for the Second Punic War

MIDGARD HEROIC BATTLES

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It is no secret that The Second Punic War between Rome and Carthage (218 – 201 BC/BCE) is a perennial favourite with wargamers, with many older collections of 25/28mm and 15mm models lurking in cupboards, as well as the fantastic selection of smaller scale miniatures available nowadays in metal, plastic and as STL files for 3D printing. While the biggest battles (Cannae, Trebbia and so on) are perhaps larger than those intended to be portrayed with the rules, *Midgard Heroic Battles* actually gives a very satisfactory game for the multiple smaller engagements that must have been fought across Iberia and into Italy.

By this time, the Romans had developed the *triplex acies*, a system whereby the army fought in multiple lines that could support and withdraw through each other. No-one has been able to pin down exactly how this system worked, but we can represent it in *Midgard* through the supporting Unit mechanisms and also the **Replacements** Trait, which allows Units of Hastati, Principes and Triarii to replace damaged Units in front of them. There is also a new **'It came to the Triarii'** Trait to encourage players to deploy their Triarii (older, veteran warriors with many years of service) as the rearguard, as historically was the case.





As with the Early Imperial Roman sample Force (see List 16), I have not represented the use of the pilum as a separate missile weapon, instead electing to use the ***Spears as Tribute*** Trait to give the Hastati and Principes some extra bite (note that the Triarii get ***Spears as Tribute*** to simulate their veteran status instead). For me, this works with the scale of the game and avoids having to use Shot tokens for most of the fighting line; as ever, you are welcome to convert all the Hastati and Principes to Warriors (Heavy Infantry with Missiles) and give them Javelins instead of ***Spears as Tribute*** if you prefer.



The Carthaginians are represented as the polyglot force that they were historically which makes them so attractive to gamers. Gallic and Celtic warriors are depicted with Armour 2 with the Traits ***Impetuous*** and ***Spears as Tribute*** to simulate their impact in the first charge. The Iberian warriors who tended to fight in the line I have simply graded as Warriors with Armour 3; it's debatable whether they were any better-protected than the Gallic infantry, but the higher Armour rating seems to befit their tenacity. Balearic slingers also make an appearance with ***Marksman*** to seal their reputation as feared missilemen, though you could happily remove the Trait for any lesser skirmishers.



The Carthaginian Force has both heavy and light cavalry; the Heavy Riders (Medium Cavalry) type is to depict Punic, Spanish or

Gallic riders who fought on the wings of the Carthaginian army, and could be upgraded with Traits such as **Drilled** or **Spears as Tribute** if you wanted to represent a veteran Unit. I've taken the unusual step of giving the famed Numidian light horse **Drilled**, meaning that they will usually be able to take two Movement Actions without a Command Test. This gives the Carthaginian commander better assurance that they will be able to ride up and harass the enemy lines with their javelins as they did in Hannibal's time.

Elephants, naturally, make an appearance in the larger Carthaginian Force. I've represented these with the **Big** Trait rather than the **Towering** one – although undoubtedly fearsome, they were not the Mumakil of Middle-earth!



Also included are a few extra profiles for Units that could be added to the Carthaginian Force. The Iberian Caetrati (Spanish warriors fighting in a skirmish role with the 'caetra' round shield) have the Skirmishers (Light Infantry) profile so that they can take on the Roman Velites. I've also given them the **Marksman** Trait to represent their experience and possibly also the effects of the *soliferrum* or *saunion* – a solid iron throwing spear that must have been an unpleasant surprise on the receiving end! As ever, feel free to remove this if it doesn't fit your interpretation of the troops. Hannibal's famous veteran spearmen also feature as an extra profile. In this case, the Armour 4 represents a combination of the best pieces looted from the Romans over years of campaigning, and the grizzled battlefield experience of these survivors.

NEW UNIT TRAIT: 'IT CAME TO THE TRIARII'

'IT CAME TO THE TRIARII': the Roman Triarii were the older, more experienced legionaries who were kept as a rearguard and only committed in the last resort, as underlined by the Latin phrase *res ad triarios venit* ('it comes down to the triarii.'). To encourage Roman players to keep the Triarii as a rearguard, these Units are subject to the following special rule:

- If a Triarii Unit is engaged in melee combat before any Hastati or Principes Unit, the Force loses 2 Reputation tokens immediately. This penalty is applied only once during the game.



ADDITIONAL UNITS

African Javelinmen			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	10	6	6	2 (3)	2	1	Javelins
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						



Iberian Caetrati			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Light Infantry)	16	8	4	3	2	2	Javelins
Agile	No penalties in Rough Terrain [pg67]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
Marksman	+1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation) [pg67]						

Carthaginian Veteran Spearmen			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	32	12	0	4	4	3	None
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Steadfast	Does not take a Command Test if retreated into by friendly Units [pg70]						

Force 19: Republican Romans for the Second Punic War (300 points)

MIDGARD HEROIC BATTLES

Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
303	62	241	31	8



This sample Roman Force list tries to present the Units of the *triplex acies* in roughly numerical proportion, with Velites, Hastati and Principes being equivalent in number, allowing you to deploy in three lines. The Triarii are just a single Unit in this smaller Force. Like the Early Imperial Roman list, the Army Commander is a political appointee, with the real fighting power being held by his officers, represented by the two leading centurions here (feel free to exchange these titles for something more appropriate if playing at a bigger scale). The larger list that follows breaks the usual *Midgard* presentation rules in order to try to keep the Units in proportion, so it runs to 450 points (rather than 400 points) as does the Carthaginian list that follows to oppose it. We have found that this gives a very enjoyable game with two players a side.

Heroes

Consul Paulus Ineffectus

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	17	2	0	3	2	3	None

Army Commander Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]

Mounted May move 2 ST per Movement Action [pg73]

Centurion Sextus Candidus

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	3	2	2	None

Battle Smiter +1 Combat Dice in single combats [pg71]

Proud May never refuse a challenge to single combat. Gains +1 Reputation if kills an enemy Hero in single combat [pg74]

Today We Fight To Win Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]

Centurion Titus Agrippa

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	22	2	0	3	2	2	None

Favour of the Gods Once per game, may gain an additional Mighty Deed [pg72]

Today We Fight To Win Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]



Units

Velites		Number of Units					3
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Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Light Infantry)	14	8	4	3	2	1	Javelins

Agile No penalties in Rough Terrain [pg67]

Evade If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]

Hastati			Number of Units				3
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	28	12	0	3	4	3	None
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Principes			Number of Units				3
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	29	12	0	3	4	3	None
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Steadfast	Does not take a Command Test if retreated into by friendly Units [pg70]						
Triarii			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	28	12	0	3	4	3	None
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
'It came to the Triarii'	If the Triarii are engaged in melee combat before any Hastati or Principes Unit, the Force loses 2 Reputation tokens immediately. This penalty is applied only once during the game.						
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]						
Spears as Tribute	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Steadfast	Does not take a Command Test if retreated into by friendly Units [pg70]						



Republican Romans for the Second Punic War (450 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens			
454	74	380	46	12			
To field a larger Force at 450 Points, increase the number of Units by adding:							
<ul style="list-style-type: none"> One Velites, one Hastati, one Principes and one Triarii 							
And add the following Hero and Units:							
Heroes							
Tribune Gaius Spurius							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	12	1	0	3	1	1	None
Mounted	May move 2 ST per Movement Action [pg73]						
Units							
Equites			Number of Units				2
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Medium Cavalry)	20	10	5	3	3	2	Javelins
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						

Force 20: Carthaginians for the Second Punic War (300 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
298	76	222	30	8

The 300 point list provides a smorgasbord of popular Carthaginian troop types, whereas the 450 point expansion features a couple of additional leaders – including a slightly fanciful soothsayer – and the ever-popular elephants.

Heroes

Diskobaal the Mighty

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	34	3	0	3	2	4	None

Army Commander Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]

Favour of the Gods Once per game, may gain an additional Mighty Deed [pg72]

Mounted May move 2 ST per Movement Action [pg73]

With Me Once per game, may expend 1 Mighty Deed at the start of own Movement Phase; all friendly Units within 2 ST under the Hero's command automatically pass any Command Tests for movement [pg74]

Ambon the Iberian

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None

Today We Fight To Win Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]

Hammon of Cartagena

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	3	2	2	None

Battle Smiter +1 Combat Dice in single combats [pg71]

Hold Fast Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]

Units

African Spearmen

Number of Units

3

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	23	12	0	3	4	2	None

Drilled Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]

Iberian Warriors

Number of Units

2

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	21	12	0	3	4	2	None

TRAITS None

Gallic & Celtic Warriors

Number of Units

3

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	19	12	0	2	4	2	None

Impetuous Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]

Spears as Tribute Add +2 Combat Dice until Unit loses any Stamina [pg70]

Balearic Slingers

Number of Units


1

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	15	6	6	2 (3)	2	2	Slings

Agile No penalties in Rough Terrain [pg67]

Evade If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]

Marksman +1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation) [pg67]

Heavy Cavalry			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Medium Cavalry)	20	10	5	3	3	2	Javelins
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						
Numidian Light Cavalry			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Light Riders (Scouts)	19	6	6	3	2	2	Javelins
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation [pg68]						
Disengage	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw [pg68]						
Drilled	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
Evade	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
Carthaginians for the Second Punic War (450 points)							
Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens			
454	100	354	46	12			
To field a larger Force at 450 Points, increase the number of Units by adding: One Iberian warriors, one Gallic & Celtic Warriors, one Balearic Slingers, one Heavy Cavalry and one Numidian Light Cavalry and add the following Heroes and Unit:							
Heroes							
Baltazar the Wise, Soothsayer							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	10	1	0	2	1	1	None
Non-Combatant	May not use Mighty Deeds to add Combat Dice. May refuse challenges to single combat and Evade charging enemies without loss of Reputation [pg73]						
Omens	May expend 1 Mighty Deed in Phase 1 of Turn 1 to read Omens [pg73]						
Masala of Numidia							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	12	1	0	3	1	1	Javelins
Mounted	May move 2 ST per Movement Action [pg73]						
Unit							
War Elephant			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Monstrosity (Elephants & War Mammoths)	38	10	5	4	3	4	Javelins
Aloof	Cannot be influenced by friendly Heroes (unless attached to the Unit with the Artillerist or Beast Master trait, as appropriate) [pg67]						
Big	+1 Combat Dice in Melee Combat but +1 Shooting Dice to enemy when targeted [pg66]						
Brutal	4+ to hit in Melee Combat [pg66]						
Counter Charge	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation						
Fearsome	Enemy will retreat one Spear Throw in Melee Combat unless also fearsome . Fearsome troops and supports may pursue defeated enemy one Spear Throw						
Impetuous	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat						
Stampede	If reduced to 1 Stamina and has to retreat then fails Command Test for breaking, will stampede instead						
Steadfast	Does not take a Command Test if retreated into by friendly Units						