

# FIELD OF GLORY II

## WESTERN MEDITERRANEAN SEA 231 – 218 BC



By the terms of the peace treaty that ended the First Punic War in 241, Carthage was forced to cede Sicily, which became Rome's first province. Three years later, Rome forced Carthage to acquiesce in her seizure of Corsica and Sardinia. To recompense herself for these territorial and economic losses, Carthage turned to Spain where she moved to re-establish her influence and embarked upon a policy of sustained military conquest. Under the leadership, first of Hamilcar Barca, then after 229 of his son-in-law Hasdrubal, Carthaginian military success was such that in 226 the Romans moved to limit her advance northwards to the line of the River Ebro. Either before or after this date, the city of Saguntum entered into a pact of friendship with Rome. Following Hannibal Barca's succession to the command in 221, the Carthaginians resumed their policy of conquest in Spain. A dispute over Saguntum led to Hannibal putting the city to siege in the spring of 219.

It was regarded by Rome as a *casus belli*. Over the winter of 219 – 218 BC Hannibal prepared to invade Italy.

# FIELD OF GLORY II

CARTHAGINIANS (HANNIBAL IN ITALY 218-217 BC)

COMMANDER: HANNIBAL

## ELEPHANTS



**Proportion:** 0-10% of total units.

**Elephants:** 20 per unit.

**Troop type/role:** Elephants.  
Strong close combat unit.

**Quality/Displine:** Average.  
Unmanoeuvrable.

**Armour rating:**  
Not applicable.

**Weapon skills:** Elephants!

**Strong/weak:** Very strong against cavalry. Quite strong against legionaries. Liable to panic if they suffer concentrated shooting by light troops. Panic may spread to nearby friendly units.

# FIELD OF GLORY II

CARTHAGINIANS (HANNIBAL IN ITALY 218-217 BC)

COMMANDER: HANNIBAL

## ARMoured NOBLE CAVALRY (GALLIC)



**Proportion:** 0-5% of total units.

**Men:** 240 per unit.

**Troop type/role:** Cavalry. Close combat unit.

**Quality/discipline:** Superior. Will usually pursue beaten enemy for one or more turns.

**Armour rating:** Armoured.

**Weapon skills:** Light spear, swordsmen.

**Strong/weak:** Strong against cavalry or light foot. Weak in frontal combat against heavy or medium foot. Ideal tactic against foot is to attack them in flank or rear while they are already engaged to their front.

# FIELD OF GLORY II

CARTHAGINIANS (HANNIBAL IN ITALY 218-217 BC)

COMMANDER: HANNIBAL

## NOBLE CAVALRY (GALLIC & SPANISH)



**Proportion:** 3-18% of total units.

**Men:** 240 per unit.

**Troop type/role:** Cavalry.  
Close combat unit.

**Quality/discipline:** Superior.  
Will usually pursue beaten enemy  
for one or more turns.

**Armour rating:** Protected.

**Weapon skills:** Light spear,  
swordsmen.

**Strong/weak:** Strong against  
cavalry or light foot. Weak in  
frontal combat against heavy or  
medium foot. Ideal tactic against  
foot is to attack them in flank  
or rear while they are already  
engaged to their front.

# FIELD OF GLORY II

CARTHAGINIANS (HANNIBAL IN ITALY 218-217 BC)

COMMANDER: HANNIBAL

## LIGHT JAVELIN HORSE (NUMIDIAN & SPANISH)



**Proportion:** 7-18% of total units.

**Men:** 120 per unit.

**Troop type/role:** Light Horse.  
Skirmishers.

**Quality/discipline:** Average.  
Highly manoeuvrable.

**Armour rating:** Unprotected.

**Weapon skills:** Javelins  
(shooting), light spear.

**Strong/weak:** Strong at  
harassing enemy with  
shooting, and pursuing broken  
enemy. Very weak in close  
combat and will attempt to  
evade enemy charges.

# FIELD OF GLORY II

CARTHAGINIANS (HANNIBAL IN ITALY 218-217 BC)

COMMANDER: HANNIBAL

## WARBAND (GALLIC)



**Proportion:** 0-22% of total units.

**Men:** 720 per unit.

**Troop type/role:** Undrilled Heavy Foot. Strong close combat unit.

**Quality/discipline:** Average. Unmanoeuvrable. Will usually pursue beaten enemy infantry for one or more turns.

**Armour rating:** Protected.

**Weapon skills:** Impact foot, Swordsmen.

**Strong/weak:** Strong in close combat. Against Roman legionaries their deep formation compensates somewhat for weaker equipment and training. Their tendency to pursue can get them into danger.

# FIELD OF GLORY II

CARTHAGINIANS (HANNIBAL IN ITALY 218-217 BC)

COMMANDER: HANNIBAL

## AFRICAN SPEARMEN



**Proportion:** 7-18% of total units.

**Men:** 480 per unit.

**Troop type/role:** Heavy Foot. Close combat unit. .

**Quality/discipline:** Average.

**Armour rating:** Protected.

**Weapon skills:** Offensive Spearmen.

**Strong/weak:** Effective close combat unit. Not as strong as Roman legionaries.

# FIELD OF GLORY II

CARTHAGINIANS (HANNIBAL IN ITALY 218-217 BC)

COMMANDER: HANNIBAL

## SPANISH SCUTARII



**Proportion:** 7-22% of total units.

**Men:** 480 per unit.

**Troop type/role:** Medium Foot.  
Close combat unit.

**Quality/discipline:** Average.

**Armour rating:** Protected.

**Weapon skills:** Impact Foot,  
Swordsmen.

**Strong/weak:** As medium foot they are more lightly equipped than heavy foot, and hence not as inconvenienced by rough or difficult terrain. This gives them the advantage in such terrain. They are capable of fighting enemy foot or mounted troops in open terrain, but are less resilient than heavy foot if things go against them, and should try to fight in rough or difficult terrain where possible.

# FIELD OF GLORY II

CARTHAGINIANS (HANNIBAL IN ITALY 218-217 BC)

COMMANDER: HANNIBAL

## BALEARIC SLINGERS



**Proportion:** 0-5% of total units.

**Men:** 240 per unit.

**Troop type/role:** Light Foot. Skirmishers.

**Quality/discipline:** Superior.

**Armour rating:** Unprotected.

**Weapon skills:** Sling (shooting).

**Strong/weak:** Strong at shooting. Very weak in close combat and will attempt to evade enemy charges.

# FIELD OF GLORY II

CARTHAGINIANS (HANNIBAL IN ITALY 218-217 BC)

COMMANDER: HANNIBAL

## LIGHT JAVELINS (NUMIDIAN OR SPANISH)



**Proportion:** 7-18% of total units.

**Men:** 240 per unit.

**Troop type/role:** Light Foot. Skirmishers.

**Quality/discipline:** Average.

**Armour rating:** Unprotected.

**Weapon skills:** Javelins (shooting), Light spear.

**Strong/weak:** Strong at shooting. Very weak in close combat and will attempt to evade enemy charges.