

THE MACEDONIAN AND PUNIC WARS

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CARTHAGE 275 - 146 BC

The Phoenicians established themselves as dominant seafaring traders and set up trading colonies along the Mediterranean coast as far as southern Spain. One of these colonies was Carthage, which gradually became increasingly important over time, until the mid 5th Century BC when the Magonid dynasty was founded. Carthage became one of the dominant military powers in the region over the next 100 years and conquered parts of the North African coast.

Carthage expanded its own trading colonies and also fought sporadic wars against the Greek city states on Sicily, none of which seem to have gone particularly well and this eventually caused the downfall of the Magonid dynasty. Carthage again came under the control of the Council of Elders, the People's Assembly, and the Tribunal of 104 who elected two 'rulers' – vaguely comparable to the two Consuls of Rome.



Once again war was fought in Sicily. In 345BC a large scale campaign was launched to capture the island, but yet again failed miserably. The Carthaginian armies suffered major defeats and the Generals chose to either commit suicide or were condemned to death by the Tribunal of 104.

The war in Sicily continued with Syracuse making an alliance with the Etruscans; in return Carthage found an ally of its own – Rome. The alliance of these two powers effectively put an end to Greek influence in Sicily and Southern Italy. King Pyrrhus of Epirus campaigned in both areas against Rome and Carthage, having some success but nothing that could be held onto.

Gallic 400-25BC

Troop type (Notes)	Morale	CS	BS	WND	ATT	T&L	MOVE	Armour	Points
Gallic Warriors (1) Hand Weapons, Impetuous, Shock	Levy	Av	-	3	2	4	4	Light	43
Upgrades to Trained, (+10pts), May have T&L 5 (+2 pts), may have thrown melee weapons (+4pts)									
Gaesati (2) Hand Weapons, Fanatics, Shock	Regular	Av	-	3	2	4	4	Light	68
Upgrades to Seasoned (+10pts), T&L to 5 (+2pts), Combat skill to good if Seasoned (+5pts)									
Tribal Warriors (2, 3) Hand Weapons, Shock, Impetuous	Regular	Av	-	3	2	5	4	Light	67
Upgrades to Seasoned, (+10pts) to Veteran (+30 pts wounds to 4), May have T&L 6 (+2 pts) may have thrown melee weapons (+4pts), armour to medium (+5pts)									
Noble Cavalry (4) Hand Weapons, mounted	Regular	Av	-	3	2	6	8	Light	72
Upgrades to Seasoned, (+10pts) to Veteran (+30 pts wounds to 4), May have T&L 7 (+2 pts), T&L to 8 (+4pts) Combat skill to good (+5pts), armour to medium (+5pts)									
Gallic Cavalry Hand Weapons, thrown melee weapons, mounted	Trained	Av	-	3	2	5	8	None	64
Upgrades To Regular (+10 pts) to Seasoned (+20pts) T&L to 6 (+2 pts) T&L to 7 (+4pts) armour to Light (+5pts)									
Skirmish Cavalry (7) Hand Weapons, javelins, mounted	Levy	Poor	Poor	2	1	4	10	None	40/2
Upgrades To Trained (+10 pts) T&L to 5 (+2 pts), armour to light (+5pts) Combat skill to average (+5pts) BS to average (+5pts)									
Chariots (7) Hand Weapons, Javelins, Light Chariot, Parthian Shot, Skirmishers	Trained	Poor	Poor	2	1	4	10	Light	60/2
Upgrades T&L to 5 (+2 pts), To Regular (+10pts), armour to medium (+5pts) Combat skill to average (+5pts), BS to average (+5pts)									
Solduri (5) Hand Weapons, Shock	Regular	Good	-	3	2	6	4	Light	72
Upgrades to Seasoned, (+10pts) to Veteran (+30 pts), May have T&L 7 (+2 pts), may be steadfast (+5pts) may have thrown melee weapons (+4pts), may have medium armour (+5pts)									
Skirmishers (6) Hand Weapons, Javelins, Skirmishers	Dregs	Poor	Poor	2	1	3	6	none	16/2
Upgrades To Levy (+10pts) to Trained (+20pts), T&L to 4 (+2pts), armour to light (+5pts) May replace javelins with sling (+5pts) or if not upgraded to light armour may replace javelins with bow (+8pts)									

Notes

- 1 May not have more Tribal Warrior stands than Gallic Warrior stands.
- 2 Only 1 unit per army
- 3 May not have more than one Veteran Tribal Warrior unit.
- 4 Only 1 unit per army

HELLENISTIC GREEK 250 - 50 BC

The Greek city states and Leagues were sometime allies of Macedon, Rome, and each other at various points during this period. Their complicated history could take an entire book to cover so this will be a brief introduction at best.

Mainland Greece could be split into three main power blocks: the Achaean League in the south, the Aetolian League in north/central Greece, and Sparta at the southern tip of the Peloponnese. In addition to these, there are the separate city state Athens, the kingdom of Epirus, and the Macedonian-controlled fortresses of Demetrias, Chalcis, and Corinth.



The Aetolian League was allied with Rome during the First (214BC) and Second (198BC) Macedonian Wars, but later began to oppose Roman influence in Greece. They sided with Antiochus during his invasion of Greece, in direct opposition to Rome and the Achaean league. When defeated in 189BC, the League was forced to sign a peace treaty with Rome, which disbanded it in all but name.

The Achaean League grew to control most of the Peloponnese, but in doing so came into conflict with Sparta. The League allied itself with Macedon to help fight the Spartans, but stayed neutral during the first Macedonian War. The Achaean league eventually defeated Sparta and took control of the entire Peloponnesian region. During the Third Macedonian War the League favoured an alliance with Macedon but did little about it. In 146BC the League openly revolted against Roman domination and was soundly defeated and dissolved.