

SCIONS OF HANNIBAL

A New Warband for Broken Legions

In the early days of its expansion, Rome clashed many times with Carthage, a powerful city of Phoenician descent that had carved out its own empire in the Mediterranean. Carthage's power resided in its mastery of the seas: the Phoenician gods, Baal Hammon and Tanit, were powerful indeed, sending storms to smash enemy fleets, and strong winds to carry Carthaginian trade ships far and wide.

The first Punic War (264-41 BC) was a war of faith as much as of conflicting ideologies. The two great nations fought to a standstill, and the Carthaginian gods felt their power wane for the first time in many centuries. In answer to this threat, a new generation of leaders rose from the military ranks of Carthage. These men had long campaigned in Numidia and beyond, and had there unearthed relics of a darker, more ancient and more powerful god than Baal Hammon. Bringing pages of the lost Sibylline texts back to their capital, they began devoting their sacrifices to the twisted, elephant-headed god Chaugnar Faugn, the Carthaginians gathered an army capable of crossing vast distances overland, and of crushing the Romans on their own terms. The greatest of these commanders was Hannibal, who almost brought Rome to its knees in the second Punic War (218-01 BC). Hannibal's famed elephants,

which many maintained contained monstrous beasts quite unlike any natural creature in Africa, defeated legion after legion before crumbling at the last. Rome weathered the storm of Hannibal's attempted invasion, and signed a peace treaty with Carthage, but in secret they plotted the fall of their rivals, for the Liber Ivonis represented Rome's best chance of ultimate power.

In 149 BC, the Senate, foremost among them Cato the Elder, ruled that 'Carthago delenda est' – Carthage must be destroyed. The Romans laid siege to the city of Carthage, eventually sacking the city and retrieving many mystical artefacts. The Romans' victory was so complete that the Phoenician gods who once secured Carthage's status were utterly destroyed. The once-proud people of Carthage were enslaved, their riches taken, and their fields sown with salt as a reminder of what would befall those who opposed the might of Rome.

For the next five hundred years, however, small bands of warriors and spies plotted against Rome. These shadowy figures were said to continue the legacy of Hannibal, and in their fire-lit lairs they paid homage to twisted, elephantine behemoths – the degenerate offspring of those demi-gods who once brought Rome to its knees, and long to do so again...

WARBAND SPECIAL RULE

Carthago non Morietur

Roll a D10 every time an enemy Hero is taken out of action. On the score of a 7+, gain +1VP. If that model was from a Roman warband (Soldiers of the Eagle, Order of Mithras, Sons of Spartacus, Lost Legion), the model that took the enemy Hero out of action also gains +1 PR for the remainder of the turn. However, a Scions of Hannibal warband may not recruit the Lost Legionary or Demigod Auxilia.

NEW SPECIAL RULES

Animal Rage: If this model is wounded by a ranged attack, it must take a Presence test as normal. However, if failed, instead of becoming Broken, the model instead becomes Berserk for the rest of the turn. While Berserk, it does not have to test for becoming Broken by a ranged attack again.

Howdah: Ranged attacks taken by this model always count as being fired by a stationary model, even if it moved.

Lumbering: This model cannot enter dangerous terrain, nor may it jump, climb, or cross any barrier more than 1" high. In addition, it may never perform a Run action.

NEW MIRACLES

The Carthaginians have access to two new Miracles.

Ancestral Wrath: The memory of Carthage's destruction lies dormant in the blood of all the scions of Hannibal, waiting to boil over into violent rage. When successfully performed, the Priest and all friendly models within 3" are subject to the Berserk special rule.

The Dreamlands: The Priest steps between worlds, vanishing in the blink of an eye. Place a marker within 24" of the Priest, and then remove him from play. The following turn, take a standard Presence test for the Priest. If successful, place the Priest back on the tabletop, replacing the marker. If the test is failed, the Priest suffers 1 wound and your opponent places the Priest model instead, within 6" of the marker (but not in base contact with an enemy).

Experimental Rules

This list contains rules for War Elephants, which are powerful and unusual units for a skirmish-level game. However, a Carthaginian list just wouldn't be complete without them! War Elephants haven't been as extensively playtested as the other monsters, war machines, chariots, etc in the core rulebook, but they've certainly been fun in the author's own games so far. For the time-being, however, War Elephants should be considered 'experimental', and your opponent's permission should be sought before using them in a game.

Warband Composition

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points
Prodigal	4	4	4(+1)	3	5	3	3	Infantry	Leader; Know Thy Foe	Hand Weapon	1	33
Priest of Chaugnar-Faugn	2	3	3(+0)	3	3	2	4	Infantry	Miracle (Ancestral Wrath)	Staff	0-1	26
Liby-Phoenician Guard	4	3	4(+1)	3	4	2	2	Infantry	Shield Wall	Hand Weapon; Shield; Light Armour	0-2	16
Behemoth	3	2	5(+1)	1	4	6	2	Monster	Fearsome; Lumbering; Mighty; Multiple Attacks (3); Touched By The Gods	Spear	0-1	64

Henchmen	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	No.	Points
Carthaginian Renegade	3	3	3(+0)	3	3	1	-	Infantry	Shieldwall	Dagger; Spear; Shield	1+	9
Libyan Tribesman	3	3	3(+0)	3	3	1	-	Infantry	-	Hand Weapon; Javelin	0-5	7
Samnite Mercenary	4	3	3(+0)	3	3	1	-	Infantry	-	Hand Weapon; Javelin	0-5	9
War Elephant	3	3	5(+1)	2	4	5	-	Cavalry	Animal Rage; Devastating Charge; Fearsome; Howdah; Lumbering	Hand Weapon	0-3	60

Options

Hero	Option	Points
Prodigal	Take Light Armour	2
	Take either a Composite Bow and the Pathfinder rule,	4
	Or: Take Shield and the Combat Skill rule	4
Priest of Chaugnar-Faugn	Take a Blessed Icon	10
	Take Miracle (Foretelling)	8
	Take Miracle (Call to War)	9
Liby-Phoenician Guard	Take Spear	2
Behemoth	Take Light Armour	4
	Replace Spear with Battle Axe	3
	Take Miracle (The Dreamlands)	15
Henchman	Option	Points
Carthaginian Renegade	Take Light Armour	2
	One Renegade in the warband may take a Standard	6
Libyan Tribesman	Take a Shield	2
	Take up to two additional Javelins	2 per Javelin
Samnite Mercenary	Take Light Armour	2
	Take a Shield	2
	Take up to two additional Javelins	2 per Javelin
War Elephant	Take Composite Bow	3
	Take 0-4 Javelins	2 per Javelin
	Take Cavalry Spear	4