

# EPIC BATTLES

# HAIL CAESAR®

## THE PUNIC WARS

## INCENDIARY SWINE!

ELEPHANTS ARE SCARED BY THE SMALLEST SQUEAL OF A HOG.

PLINY THE ELDER, *NATURAL HISTORY*



The utilisation of pigs as weapons of war has a surprisingly long history, one particularly intermingled with the use of war elephants. Ancient wisdom held that the squeal of a pig was something that elephants particularly feared, while other authors opined (perhaps more realistically) that the scent of the swine was what could drive elephants to madness. In any case, the Romans believed that pigs could be a useful weapon against enemy pachyderms on the field of battle.

It is documented that the Romans made use of so-called 'incendiary pigs' during their war against the Tarentines in 272 BC. This rather nasty tactic involved coating the backs of the pigs in pitch, tar, or some other sticky flammable substance. This would be ignited, and the terrified animals driven in the direction of enemy elephants. The elephants would naturally be somewhat perturbed by the squealing (and flaming!) animals – if they could be made to panic, they might run amok, trampling their own men, and causing

something of a hindrance to their commanders' plans!

Drive these flaming pigs before you to terrify and confuse the foes of Rome, and add an extra dimension of chaos to your *Hail Caesar Epic Battles* tabletop. These porcine tools of warfare are a great addition to a Roman collection, particularly if your opponents field lots of elephants. While there's no historical evidence for their usage during the Punic Wars, we couldn't resist the opportunity to add such a wacky set of models to our range!

### INCENDIARY SWINE – FIGHTING QUALITIES

Unit	Bases	Clash	Combat			Morale		Special	Pts
			Sustained	Short Range	Long Range	Save	Stamina		
Incendiary Swine	2	1	1	0	0	0	3	Tiny/Skirmishers, Invulnerable to Cavalry/Elephant Charges. Difficult to Control, Curre Porcelle!	6

#### TINY/SKIRMISHERS

Units of flaming swine are tiny and count as skirmishers.

#### INVULNERABLE TO CAVALRY/ ELEPHANT CHARGES

Cavalry and elephants cannot be given a charge order against this unit.

#### DIFFICULT TO CONTROL

Pigs set on fire are understandably difficult to herd. If a commander

rolls any double when giving an order to a unit of flaming pigs, the commander fails to issue the order and the unit blunders, as described on page 29 of the *Hail Caesar Epic Battles* rulebook.

#### CURRE PORCELLE! (RUN LITTLE PIG!)

When the swine are given a successful charge order into an elephant unit, the elephant unit must check to see if it stampedes.

Roll a D6 – on a roll of 1 or 2 the elephants stampede as they would do if they had to give ground in hand-to-hand fighting and panicked (see page 116 of the *Hail Caesar Epic Battles* rulebook).

Whether or not the charge is successful, the incendiary swine unit is classed as destroyed and removed from the table once the charge has been resolved – the pigs have scattered and run away.



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