

Wargame Replay - Iberian interlude - Punic Wars by SPI

By George Nap

This is my second go round at this game, attacking cities without overwhelming odds is suicide. The automatic victory total is 80 resource points, so that is a long way away for both sides.

I will try to be methodical in my play and will probably fail. But it is all for fun. I will just try for an overview of each turn rather than a play-by-play. (If you want a real feel for the flow of the game system, go to my First Punic War replay previously posted.)

Game notes: I think there is a case to be made for a zero, or even negative rated Roman leader, given the disasters that befell them during these wars. The counter mix has one three rated leader, a two rated leader and a host of one rated leaders.



Turn 1 218 BCE

D: Hispania revolts, but a fortunate roll results in no losses, so no effect. R:34. Since you must maintain a garrison equal to one half the value of a non-native province to control it, and you must control it to build in it the forces in Hispania will stay put. Hannibal leaves a garrison in Tarraco and occupies Narbone and Gallia. (This was a difficult choice for me to make, my bent is to attack the Romans immediately, but given history this is a year campaigning to subdue these two territories. Let Rome do what Rome will do.) 8 supply points, four ASP built in Hispania to free up the army there to move. The mathematics on logistics in this game are unforgiving, half of what you gain taking a non-native territory must be spent on ASP (army strength points – naval points are good for transport and fighting other naval points and that is pretty much it) to garrison the new province, freeing up half those points for builds which ten must be spent to supply those builds and the garrison, so there is a constant thirst for conquest and expansion to finance...conquest and expansion. The more things change, the more they stay the same.

E: No elections no turn 1, my house rule, leaders are already elected and in place. R: 48-4 for Syracuse self-maintenance = 44. Venetia and Ligura are brought into greater Rome. A legion is posted to Valentia to deny Carthage control of Gaul. 15 talents available for builds, we garrison our major cities, add two legions to Massilia and Lilybaeum.



Turn 2 217BCE

D: No real percentage in changing the DRM, Rome lets it roll, no effect result.

R: 38 (I missed Baleares Insulae last turn, so making this 40 to correct). R40.



Hannibal besieges Valentia, opening a shooting war, the defending legion is destroyed without loss and Hannibal is in a position to attempt the Alps next turn. The Spanish Army garrison is Nabonensis and Tolosa. 9 talents available, Hannibal gets two and two go to Carthage. 1 talent left in treasury.



E: A powerful general emerges in Massilia. R:44. Rome goes on the offensive weathering 25% attrition to attack Carthaginian client states from Sicilia, taking Thapsus and Hippo Regius. Two legions depart Massilia and attack Tarraconesis, taking Tarraco without a loss and moving to Illerda. 15 talents to spend Rome builds legions retaining 5 talents in the treasury.



Turn 3 216BCE

D:No effect.

R:30. Hannibal can make it to Rome and attack at 2:1 if there is no attrition crossing the Alps. He could also move on Gallia Cisalpina, et al, but with a Roman Army running free in Iberia, it is time to delay the Latin campaign. Hannibal gathers forces and attack Tarraco (the defenders go inside the walls) taking a loss in the victory. Himlo of Narbo gathers Carthaginian forces in Numantia with enough force to guarantee control of Iberia next turn. The Carthaginian home forces under Himlo attack Hippo Regius whose forces go inside the walls, a besieging force is left behind and the rest of the guard returns to Carthage. With a deficit of six talents, four units are lost to a brutal attrition roll, all will be fleets.



E:Rome elects a singularly uninspiring group of generals, all 1's and 1 '2' in Iberia. But the damage was done to Carthage's treasury. Now to see the effect on Rome. R:40 (44-4 for Syracuse). We take Gades and Russadir, while retaining Thapsus forcing Carthage to respond away from Rome. 19 talents for builds with last turn's surplus. Nice turn for Rome, we have Carthage reacting to us and in a financial crisis.



Turn 4 215BCE

D: Rome spends one to influence the die roll so -2 (C5R3), no effect.



C:34. No battles, we invest Gades and the scattered Romans across North Africa and reconquer open territories. 2 builds. We will weather the coming storm.



E: Uninspiring Roman generals, although a 2 is in Rome. R:38 (42-4). We reposition six legions to Sicilia to threaten Carthage directly. Beseiged forces in Massylia Kingdom survive attrition rolls, the force in Gades, having a superiority in naval factors is not besieged and not subject to attrition. (That depletion of the Carthaginian treasury weakened their fleet enough that we have mastery of the seas. With one talent surplus we cannot build.



Turn 5 214BCE

D: Hispania revolts, one SP is lost in Hispania, as is control of the province. Not good for our coffers. R:38. It is time for bold action and to take the battle to Rome itself. We regarrison Hispania, abandoning Tarriconesis, Nabonensis and Massilia. Hannibal crosses the Alps at Mont Cenis (I did an independent study for three credits my senior year in college, trying to determine Hannibal's crossing point. Based on analyzing the logistics and the ability of the areas around the Alps to support a moving army – the math on this is pretty well-defined – he likely crossed at Mont Cenis. Use Engel's "Alexander the Great and the Logistics of the Macedonian Army" as a baseline, ancient armies marching by land had to pretty much follow the assumptions given in that book until the advent of the internal combustion engine.) He spreads his forces throughout the peninsula, lacking the remaining movement points to invest a weakly garrisoned Rome. Three builds with one talent left. Two to Hannibal in Cannae, one to Carthage itself. I am using fleet markers in full land hexes to "make change" for armies.



E: A 2 and 1 to Gades, 1 to Messina, 1 to Placentia, elections matter, some of you voted for this. R: 34-4=30.



Rome is exposed, so we need to get some legions there pronto. The northern armies bolster Rome and open a siege on Perusia.



The two consuls in Gades break out, taking an attrition roll to avoid combat, a roll of 1+2 against three Carthaginian factors leads to a loss of three, disaster. Heading east the force retakes Narbonensis and Massilia. The besieged garrisons in North Africa fight on, Hippo Regius losing a legion to attrition. A two talent deficit leads to the loss of the fleet in Russadir and the fleet in Regium.



Turn 6 213BCE

D: Gallia revolts costing two strength points and control. R:34. We reshuffle in Iberia, invest Emporiae, an assault on Hippo Regius fails. Hannibal attacks the besieging force at Perusia, loses one factor, attacks again loses another factor, attacks again loses no factors and returns to Cannae to lick his wounds. Three builds, two in Cannae, one in Etruria.



E: A leader to take on Hannibal emerges in Massilia. $R: 32 - 4 = 28$. An attack on Beneventum fails. Campaigning season ends. No talents left over for builds. Stalemate.



Turn 7 212BCE

D: Corsica revolts throwing off the Roman yoke. R:44. Hannibal attacks Herclea, taking the town, proceeding to also take Regium and with it Bruttium. Emporaie is taking killing a legion and its leader. Eight factors are built.



E: Three leaders in Italy. R: $32 - 4 = 28$.



The replacement for the leader lost defending Emporiae is dispatched to Maruetania moving to relieve the siege of Thapsus.



The siege is relieved and Rome takes Thapsus and the Massylii Kingdom. Northern forces reshuffle to control Venetia and Liguria, Corsica is also reclaimed. No talents for builds. Stalemate continues.

Turn 8 211BCE

D: No effect. R:58, now or never. Hippo Regius is retaken, the armies in Italy start to coalesce. 19 talents available for builds. One talent left in the treasury.



E: All 1 leaders, where have all the good men gone and where are all the gods? $R28-4=24$. Perusia is retaken without loss. Heraclea is retaken without loss. Hippo Regius is invested. Three talent deficit, two factors must be lost, we choose the fleet in Lilybaeum. It does not look good for Rome, I should have bolstered the garrison of Rome in hindsight, rather than retaking Heraclea.



Turn 9 210 BCE

D: No effect. R:56. Rome is besieged, the noose on the rest of the peninsula is tightened. The relief of Hippo Regius, the first attack results in equal losses, the second attack results in the same, the siege is relieved the Romans down to 1 legion. 7 factors may be built, five are (out of armies, fleets are moot) with 5 talents left.



E: A 2 rated leader in Rome, 1's everywhere else. R:22-4=18. 8 factors storm Cannae at 2:1, Romans win but fail to take the city one factor maintains the siege while the army retires to Capua. Deficit, one fleet in Capua is lost. Rome loses one factor to attrition.

Turn 10 219 BCE

D: Carthage spends one to offset casualties. Hispania revolts, not controlled, not troops. R:52+5 surplus=57. Time to move on Rome.



A 9:1 attack on Rome proper eliminates the defenders with no loss to Hannibal.



Carthage wins the Second Punic War, a shattered Rome is dismantled and a mercantile empire spreads throughout the Mediterranean. The course of western history is changed significantly as polytheism spreads with trade, expansion with both the north to the British Isles and the south the nascent African civilizations, allowing local religions and rulers to prosper under the oversight of the great Carthaginian trading families who evolve into guilds and oligopolies. Renaming themselves the Phoenician Empire the Mediterranean becomes webbed with trade routes and increasing breakthroughs in seamanship and navigational technologies. The first Carthaginian ships arrive off the coast of South America within 150 years, at the same time trade is established with Chinese fleets plying the Indian Ocean coastlines.

