

THE TALENTED MISTER MICKEL

A publication for the *De Bellis Antiquitatis* enthusiast composed by Andy Hooper, member NAGS, resident at 11032 30th Ave. NE Seattle, WA 98125. E-mail Andy at fanmailaph@aol.com. This document details campaign games played by members of the Northwest Ancient Gamers, between January 12th and April 6th, 2011., as part of The Barcid Memorial Tournament. This issue began on 4/18/2011. Mr Mickel is, of course, the tournament champion for 2011. A *talent* was originally a unit of weight and monetary value in the ancient world, equal to the mass of water held by a standard amphora. The Greek talent was 26 kilograms, while the Romans' was equal to 32.3 kilos, and the Egyptian talent in between, at 27 kilos. The "silver talent" was divided into 60 *mina*, and a mina was itself equal to 60 *drachmas* or *shekels*. During the Peloponnesian war, an "Attic Talent" was a volume of silver sufficient to pay the crew of a trireme for one month. Homer writes that Achilles made Antiochus a gift of a half-talent of gold for his bravery in battle – a gesture meant to appear impossibly generous. The word acquired its modern meaning as a gift or aptitude through the biblical "Parable of the Talents," in which productive reinvestment is lionized and rewarded, and prudent savings condemned to the outer darkness, "where there will be weeping and gnashing of teeth." Jesus was Bullish, apparently.

The Barcid Memorial Tournament: A Programmed Campaign for DBA

by Andy Hooper

Introduction:

"The Barcid Memorial" is a semi-competitive campaign setting for use with *De Bellis Antiquitatus*, named in honor of the Barca family of Carthage, including such famous leaders as Hamilcar, Hannibal and Hanno. Players will assume the role of an army commander of the Second Punic war, circa 218 to 214 BC. The object of the game is to amass the largest Treasury, by winning a series of DBA games against other armies of the era. Different rewards will accrue for victory against different armies. After each player has fought five battles, Treasuries are counted, and the wealthiest player is the winner.

Belligerent Nations:

All of the following nations took part in the Second Punic and/or First Macedonian Wars, fought between 218 and 202 BC, and are available as player "sides" in this tournament:

Nation:

The City of Syracuse
Cisalpine Gaul
Transalpine Gaul
The Carthaginian Republic
The Roman Republic
The Kingdom of Pergamon
The Kingdom of Macedonia
Celtiberian Spain
Iberian Spain
The Kingdom of Numidia

DBA Army List:

II/9 Syracusan
II/11 Gallic
II/11 Gallic
II/32 Later Carthaginian
II/33 Polybian Roman
II/34 Attalid Pergamene
II/35 Later Macedonian
II/39b Ancient Spanish/Celtiberian
II/39a Ancient Spanish/Iberian
II/40 Numidian and Early Moorish

Choosing Sides:

Players may dice to determine the order in which "sides" are chosen, but more than one player may play the same "side," depending on the availability of miniatures and the players' willingness to cooperate. It was certainly not unusual for two or three Roman or Carthaginian armies to be in the field at the same time, and there were also multiple contingents of Gallic, Spanish and Numidian troops at large during the long war.

There are no mistakes, just new parts

Ceterum censeo Carthaginem esse delendam!

The Barcid Memorial Tournament:

[Continued from Page1]

The Treasury and Wagering:

Each player begins the game with **20 talents** in their treasury. Each year, they will put from 1 to 5 talents “at risk,” in that year’s battle. If the player wins the battle, they receive their wager and an amount matching it from the Game Master or “Bank.” If the player loses the battle, the talents wagered are lost. The player with the most talents in their treasury at the end of the campaign is the winner.

Determining Battles:

After the player decides how many talents they will put at risk for that turn, they must roll a single 20-sided die to determine who their opponent for the turn will be. After rolling, the player may choose to modify the result up or down by a number less than or equal to the number of talents wagered. Therefore, if a player wagered 3 talents and rolled a ‘7’ on their Battle Determination roll, they could modify the roll to any number between 4 and 10. Rolls may not be modified to numbers less than 1 or greater than 20.

Battle Determination Table

Die Roll	Battle Opponent
1:	II/40 Numidian & Early Moorish
2-3:	II/9 Syracusan
4-5:	II/11 Gallic (Transalpine Gaul
6-7:	II/11 Gallic (Cisalpine Gaul)
8-13:	II/33 Polybian Roman OR II/32 Later Carthaginian
14-15:	II/39a Ancient Spanish/Iberian
16-17:	II/39b Ancient Spanish/Celtiberian
18-19:	II/35 Later Macedonian
20:	II/34 Attalid Pergamene

Notes: When a player **first** makes a modified die roll between 8 and 13, they have a choice of choosing to fight a Polybian Roman or a Later Carthaginian army. By choosing to fight one of these major belligerents, the player becomes a *de facto* ally of the “other” side, and **may not** choose to fight them in a subsequent turn. In other words, once you have chosen to side with Rome or Carthage, you are committed to your choice for the balance of the game.

However, a Roman or Carthaginian army must choose to fight the “other side” if their modified die roll falls between 8 and 13. They may not fight a “civil war” within the context of this campaign. If another nation chooses to, it may modify its die roll so as to force a battle with an army identical to itself, but only if the available miniatures allow for the match. Otherwise, it must choose a different enemy.

Fighting the Battles: A player will always command their own army on the field of battle, but the opponent army may be played by anyone; another player in the campaign, the game master/banker, or anyone willing to play. The outcome of one battle has no effect on the next, save in the amount that it increases or decreases the talents in a player’s Treasury. Players do not therefore need to wait for others to finish their battles before they go on to the subsequent year; once they have resolved the changes in their treasury, they may inform the game master of their “wager” for the next year, and roll to determine their next opponent.

Players should dice normally to determine attacker and defender, and all the terrain types normally open to a given defender may be used in the campaign. Littoral invasions are permitted by armies with Littoral home terrain. Victory and defeat are determined as in any DBA game.

After the Battle: After each DBA battle has been played to completion, the player must report their victory or defeat to the Game Master/Banker. Their Treasury is increased or decreased by the amount of talents they wagered for the turn. The player must then roll on the appropriate “Bonus Table,” to see what additional talents they may have earned for that year. Players who were defeated in battle all roll on the same “Consolation Table,” which will return between 1 and 3 talents to the losing player’s Treasury. It is entirely possible that a player will lose the battle, yet still show a net increase in Treasury for the turn. The player may also add a bonus of one talent if they captured an enemy-held BUA or camp at any point during the previous game. This applies even if the player eventually loses the battle.

Winning players roll on a table that corresponds to the power they have just defeated, The table lists a series of possessions, personalities, achievements, territories and ethnic and tribal groups, plus their corresponding value in talents added to the players’ treasury. Certain items on each table are of greater value to a player commanding a specific army list. Any number of players may roll the same bonus items any number of times.

Bonus Tables (Choose the table that matches the defeated opponent):

II/9 Syracusan

- 1: The Theater of Dionysius, +1 talent, +2 Talents if Macedonian or Pergamene
- 2: The Port of Akragas, +1 talent, +2 talents if Roman or Carthaginian
- 3: The Fountain of Arethuse, +1 talent, +2 Talents if Macedonian or Pergamene
- 4: The Lex Hieronica, +1 talent, +2 talents if Roman
- 5: Hieronymus of Syracuse, +2 talents, +3 Talents if Carthaginian or Macedonian
- 6: The City of Leontini, +2 talents
- 7: Archimedean Engineering, +3 talents, +4 Talents if Macedonian or Pergamene
- 8: The Island of Ortygia, +3 talents, +4 Talents if Carthaginian, Macedonian or Roman
- 9: The Strait of Messina , +4 talents, +4 Talents if Carthaginian, Macedonian, Numidian or Roman
- 10: The Port of Lilybaeum, +5 talents

II/11 Gallic (Cisalpine Gaul)

- 1: Tribute of the Taurisci, +1 talent, +2 talents if Roman, Gallic or Carthaginian
- 2: The City of Mutina, +1 talent, +2 talents if Gallic or Carthaginian
- 3: Tribute of the Oxybii, +1 talent, +2 talents if Gallic or Carthaginian
- 4: Fords of the Padus, +2 talents, +3 talents if Roman, Gallic or Carthaginian
- 5: Tribute of the Gaesatae, +2 talents, +3 talents if Roman or Carthaginian
- 6: The Pass of Mont Ceni, +2 talents, +3 Talents if Carthaginian, Numidian or Syracusan
- 7: Tribute of the Insubres, +3 talent, +4 talents if Roman, Carthaginian or Macedonian
- 8: Tribute of the Ligures, +3 talents, +4 talents if Roman, Carthaginian or Syracusan
- 9: Tribute of the Boii, +3 talentss, +4 talents if Roman, Carthaginian or Macedonian
- 10: The City of Mediolanum, +4 talents, +5 talents if Transalpine Gaul

II/11 Gallic (Transalpine Gaul)

- 1: Tribute of the Lemovices, +1 talent, +2 talents if Cisalpine Gallic or Macedonian
- 2: Tribute of the Saluvii, +1 talent, +2 talents if Roman, Carthaginian or Cisalpine Gallic
- 3: Vocontii allied cavalry, +1 talent, +2 talents if Roman, Carthaginian or Spanish
- 4: Tribute of the Aquitani, +2 talent,, +3 talents if Roman, Carthaginian, Spanish or Syracusan
- 5: Tribute of the Cenomani, +2 talent, +3 talents if Cisalpine Gallic or Spanish
- 6: The City of Vienne, +2 talent, +3 talents if Roman, Carthaginian or Cisalpine Gallic
- 7: The Anchorage of Narbo, +3 talent, +2 talents if Roman, Carthaginian or Syracusan
- 8: The Mint of the Arverni, +3 talent, +5 talents if Carthaginian, Cisalpine Gallic or Syracusan
- 9: Tribute of the Allobroges, +3 talent, +4 talents if Carthaginian or Cisalpine Gallic
- 10: The City of Lugundum, +4 talents, +5 talents if Cisalpine Gallic, Roman or Spanish

Silent leges inter arma

Bonus Tables continued:

II/32 Later Carthaginian

- 1: Tribute of the Vaccaei, +1 Talent, +2 Talents if Spanish or Transalpine Gallic
- 2: Tribute of the Turbolatae, +1 Talent, +2 Talents if Spanish or Macedonian
- 3: The African Salt Trade, +1 Talent, +2 Talents if Numidian, Roman or Pergamene
- 4: Tribute of the Carpetani, +1 Talent, + 2 Talents if Spanish or Gallic
- 5: Tribute of the Olcades, +1 Talent, + 2 Talents if Spanish or Gallic
- 6: Baleric Slingers, +2 Talents + 3 Talents if Spanish, Syracusan, Gallic or Roman
- 7: The City of Gadir, +2 Talents, + 3 Talents if Spanish, Roman or Syracusan
- 8: Tribute of the Samnites, +2 Talents, +3 Talents if Roman of Cisalpine Gallic
- 9: The City of Utica, +2 Talents, + 3 Talents if Numidian or Roman
- 10: The African Veterans, +2 Talents, +3 Talents if Macedonian or Syracusan
- 11: The Pillars of Hercules, +3 Talents
- 12: Mago Barca, +3 Talents, +4 talents if Numidian or Roman
- 13: Elephants of the Sahara, +3 Talents, +4 Talents if Numidian
- 14: The Punic Fleet, +3 Talents, +4 Talents if Pergamene, Roman or Syracusan
- 15: The City of Leptis Magna, +4 Talents, +5 Talents if Numidian, Roman or Syracusan
- 16: Tribute of the Sicilians, +4 Talents, +5 Talents if Roman +6 Talents if Syracusan
- 17: Maharbal, Master of Horse, +4 Talents, +5 if Numidian or Roman
- 18: The City of Cartago Nova, +5 Talents, +6 Talents if Roman, Spanish or Syracusan
- 19: The Great Quay of Carthage, +5 Talents, +6 Talents if Pergamene or Syracusan
- 20: Hannibal Barca, +6 Talents, +8 Talents if Roman or Spanish

II/33 Polybian Roman

- 1: Tribute of the Arpi, +1 Talent, +2 Talents if Carthaginian
- 2: Tribute of the Edetani, +1 Talent, +2 Talents if Carthaginian or Spanish
- 3: Tarentine Light Horse, +1 Talent, +2 Talents if Carthaginian, Macedonian or Syracusan
- 4: Tribute of The Bruttians, +1 Talent, +2 Talents if Carthaginian or Cisalpine Gallic
- 5: Tribute of The Lucanians, +1 Talent, +2 Talents if Carthaginian
- 6: The Port of Neapolis, +2 Talents, +3 Talents if Carthaginian, Macdonian, or Syracusan
- 7: Consul Sempronius Longus, +2 Talents
- 8: Tribute of The Umbrians, +2 Talents, +3 Talents if Carthaginian or Cisalpine Gallic
- 9: Consul P. Cornelius Scipio the Elder, +2 Talents, +3 Talents if Carthaginian or Spanish
- 10: Favor of the Wine Merchants, +2 Talents, +3 Talents if Carthaginian or Pergamene
- 11: The City of Emporion, +3 Talents, +5 Talents if Spanish or Carthaginian
- 12: The Great Harbor of Taras, +3 Talents, +4 Talents if Carthaginian, Pergamene or Syracusan
- 13: Consul Q. Fabius Maximus Cunctator, +3 Talents
- 14: Favor of the Corn Factors, +3 Talents, +4 Talents if Carthaginian or Pergamene
- 15: The City of Messina, +4 Talents, +5 Talents if Carthaginian, Numidian or Syracusan
- 16: The Via Appia & the Via Latina, +4 Talents, +5 Talents if Carthaginian or Cisalpine Gallic
- 17: The City of Massillia, +4 Talents, +5 Talents if Carthaginian or Gallic
- 18: The Island of Sardinia, +5 Talents, +6 Talents if Carthaginian, Pergamene or Syracusan
- 19: The Falernian Plains, +5 Talents, +6 Talents if Carthaginian or Cisalpine Gallic
- 20: Consul P. Cornelius Scipio Africanus, +6 Talents, +8 if Carthaginian, Macedonian or Numidian

II/34 Attalid Pergamene

- 1: The Dying Gaul, +1 Talent, +2 Talents if Roman or Macedonian
- 2: The Island of Aegina, +1 Talent, +2 Talents if Roman, Syracusan or Macedonian
- 3: The Sanctuary of Athena, +1 Talent
- 4: Hellespontine Phrygia, +2 Talents, +3 if Macedonian
- 5: The Stronghold of Calydonia, +2 Talents, +3 if Macedonian
- 6: The Gold of Antiochus III, +2 Talents, +3 if Macedonian, Gallic or Syracusan
- 7: Pergamene Books, +3 Talents, +4 if Macedonian, Roman or Syracusan
- 8: Eumrnes II, son of Attalus, +3 Talents
- 9: The Theater, +3 Talents
- 10: Attalus I Soter, +4 Talents, +5 Talents if Carthaginian, Macedonian or Syracusan,

II/35 Later Macedonian

- 1: Tribute of the Paionians, +1 Talent, +2 Talents if Roman
- 2: Thracian Peltasts, +1 Talent, +2 Talents if Roman, Pergamene or Syracusan
- 3: Macedonian Veterans, +1 Talent, +2 Talents if Roman, Pergamene or Syracusan
- 4: Tribute of Illyria, +2 Talents, +3 Talents if Roman, or Cisalpine Gallic
- 5: The Port of Lissus, +2 Talents, +3 Talents if Roman, Pergamene or Syracusan
- 6: The Strategos Philopoemon, +2 Talents, +3 Talents if Pergamene or Syracusan
- 7: Horsemen of Thessaly +3 Talents
- 8: The Port of Corcyra, +3 Talents, +4 Talents if Cisalpine Gallic, Roman, Pergamene or Syracusan
- 9: Philip V of Macedon, +3 Talents, +4 Talents, +2 Talents if Roman, Pergamene or Syracusan
- 10: The Port of Corinth, +4 Talents, +5 Talents if Roman, Pergamene or Syracusan

II/39a Ancient Spanish/Iberian

- 1: Tribute of the Turdetani, +1 Talent, +2 Talents if Spanish or Carthaginian
- 2: Tribute of the Vettones, +1 Talent +2 Talents if Roman, Spanish or Transalpine Gallic
- 3: Sacrificial Groves, +1 Talent, +2 Talents if Gallic or Numidian
- 4: Tribute of the Astures, +2 Talents, +3 Talents if Roman, Spanish or Transalpine Gallic
- 5: The City of Munda, +2 Talents, +3 Talents if Spanish or Carthaginian
- 6: Treasure of Lost Tartessos, +2 Talents
- 7: Tribute of the Contestani, +3 Talents, +4 Talents if Spanish
- 8: Tribute of the Cantabri, +3 Talents, +4 Talents if Spanish or Transalpine Gallic
- 9: Spanish Iron and Copper mines, +3 Talents
- 10: The City of Saguntum, +4 Talents, +5 Talents if Carthaginian or Roman

II/39b Ancient Spanish/Celtiberian

- 1: Tribute of the Paesuri, +1 Talent, +2 Talents if Spanish or Transalpine Gallic
- 2: Tribute of the Vascones, +1 Talent, +2 Talents if Spanish or Transalpine Gallic
- 3: The City of Uxama, +1 Talent, +2 Talents if Roman or Carthaginian
- 4: Tribute of the Belli, +2 Talents, +3 Talents if Macedonian or Transalpine Gallic
- 5: Tribute of the Pelendones, +2 Talent, +3 Talents if Transalpine Gallic
- 6: The Port of Tabira, +2 Talent
- 7: Tribute of the Lusones, +3 Talent, +4 Talents if Roman
- 8: Tribute of the Arevaci, +3 Talents, +4 Talents if Spanish or Transalpine Gallic
- 9: Spanish Emerald Mines, +3 Talents
- 10: The City of Numantia, +4 Talents, +5 Talents if Carthaginian or Roman

II/40 Numidian or Early Moorish

- 1: The City of Cirta, +1 Talent, +2 Talents if Carthaginian, Roman or Syracusan
- 2: The City of Hippo +1 Talent, +2 Talents if Carthaginian or Roman
- 3: The Mauretanian Trade, +1 Talent, +2 Talents if Carthaginian, Roman or Pergamene
- 4: Berber Horses, +2 Talents, +3 Talents if Carthaginian, Roman or Spanish
- 5: King Syphax, +2 Talents
- 6: The Port of Rusicada, +2 Talents, +3 Talents if Carthaginian, Roman or Syracusan
- 7: Numidian Cyrenaica, +3 Talents, +4 Talents if Carthaginian, Roman or Syracusan
- 8: The Loyal Massylii +3 Talents,
- 9: The Loyal Masaesyli, +3 Talent
- 10: King Massinissa, +4 Talents, +5 Talents if Carthaginian or Roman

Consolation Table:

- 1: Local Bread and Wine, +1 talent
- 2: Prisoners Escape Slavers, +1 talent
- 3: Hardy Mounts Survive, +1 talent
- 4: Cooperative Pirates, +1 talent
- 5: Lost Standard Recovered, +2 talents
6. Aristocrat Ransomed, +3 talents

In every circle, and indeed, at every table, there are people who invade Macedonia.

Tournament Proceedings in Annual Narrative Format: Games played from January 13th April 6th, 2011

Player Belligerents:

- | | |
|---|--|
| 1.) Eric Donaldson: II/32 Later Carthaginian | 2.) Allan Dyer: II/33 Polybian Roman |
| 3.) Gary Griess: II/32 Later Carthaginian | 4.) Denny Hartung: II/32 Later Carthaginian |
| 5.) Andy Hooper: II/32 Later Carthaginian | 6.) Scot McConnachie: II/33 Polybian Roman |
| 7.) Dale Mickel: II/32 Later Carthaginian | 8.) Gary Pomeroy II/11 Gallic (Transalpine Gaul) |
| 9.) Craig Steed: II/40 Numidian & Early Moorish | |

Year One: 218 BC

Eric Donaldson begins the campaign of his very handsome (6mm!) Later Carthaginian army (II/32, 20 talents) with an encounter with a Roman legion (II/33), putting 3 Talents at risk. As is traditional, his army loses their first encounter, 4-1, and the wager is lost. In the aftermath of the defeat, Eric resourcefully scrounges a supply of bread and wine that lets him save 1 talent worth of his troops. Eric ends 218 BC with **18 talents**.

Allan Dyer (II/33 Polybian Roman, 20 talents) wagers 5 talents to open the campaign, and must take the field against an Ancient Spanish/Iberian army (II/39a). Unfortunately, his bold offensive is defeated when the Spanish infiltrate and burn his camp, and the wager is lost, 4C-2. But after rolling on the Consolation Table, he receives a +2 talent bonus, for recovering the Eagle standard of his legion. Allan finishes 218 BC with **17 talents**.

Gary Griess' Later Carthaginians (II/32) begin their campaign with an attack on Iberian Spain (II/39a), committing 5 talents to the effort. The Spanish ambush his army while they are still attending pre-combat religious services, and humiliate them, 4-0. The 5 talents are lost. With the help of some cooperative (and enterprising) pirate captains, Gary is able to carry away 1 talent worth of supplies; he ends 217 BC with **16 talents**

Denny Hartung's Later Carthaginian (II/32, 20 talents) army stages an invasion of Celtiberian Spain (II/39b), and puts 3 talents at risk. His army wins the battle, gaining +3 talents. His bonus roll yields control of the Spanish Emerald Mines, which is worth another +3 talents. Denny finished 218 BC with **26 talents**.

Andy Hooper (II/32 Later Carthaginian, 20 talents) begins the campaign with an elaborate 5-talent attack on Transalpine Gaul (II/11), which promptly turns to disaster when he rides to his death against the Gallic General's chariot. Command falls to the slain General's wily (well, moreso, anyway) Master of Horse, who saves much of the army and its baggage by capturing some unwary members of the victor's family. The Gauls negotiate an accommodation that returns 3 talents to the treasury. Andy finishes 218 BC with **18 talents**

Scot McConnachie (II/33 Polybian Roman, 20 talents) wagers 2 Talents, and draws II/39a Ancient Spanish/Iberian as his opponent. The Spanish are improbably victorious, 4-2, so Scot loses his 2 talent wager. However, after rolling on the Consolation Table, he receives a +2 talent bonus, for recovering the lost standard of his army. Therefore, Scot finishes 218 BC with **20 talents**.

Dale Mickel drives from the first tee with his impressive Later Carthaginian army (II/32, 20 talents), vowing to put 5 talents at risk every round! His first opponent is the Ancient Spanish Celtiberians (II/39b), and his mounted troops carry the day for a 4-1 victory! Dale receives the 5 talent wager, and the victory also secures the tribute of the Belli, an ancient people of modern-day Zaragoza. This is worth a bonus of +2 talents, so Dale finishes 218 BC with **27 talents**.

Gary Pomeroy (II/11 Transalpine Gaul, 20 talents) wagers 3 talents, and rolls an unlikely match against the Numidians and Early Moorish (II/40). The Gauls are victorious, (and efficient, 1G-0) giving Gary a bonus of +3 talents. In addition, he secures a trade agreement originating at the Numidian port of Cirta, gaining another +1 talent bonus. Gary finishes 218 BC with **24 talents**.

Craig Steed's Numidian & Later Moorish army (II/40, 20 talents) is particularly enterprising, picking a fight with the Attalid Pergamenes (II/34) at the other end of the Mediterranean, with 3 talents at risk. The Numidians win the fight in overtime, 5-4,

and add +3 talents to their total. They also take possession of the famous statue known as "The Dying Gaul," which is worth another +1 talent bonus. Craig ends 218 BC with **24 talents**.

Year Two, 217 BC:

Given the seeming Eastern focus of the war in 217 BC, it is only mildly surprising to see **Dale Mickel's** Carthaginians (27 talents) turn their attention to the wealthy Roman ally Pergamon (II/34). With 5 talents on the line again, Dale faces an Attalid Pergamene army with one stand of auxilia garrisoning a BUA which ends up in Dale's set-up area! The Carthaginian elephants make quick work of the Pergamene walls, and Dale wins the battle, 4BUA-2. He adds the 5 talent wager to his treasury, gains a +1 talent bonus for taking the enemy BUA, and then also assumes the concessions contract at Pergamon's famous theater, for a further bonus of +3 talents. Dale ends 217 BC with **36 talents**

Denny Hartung's Later Carthaginian (II/32, 26 talents) army also turns its attention to that pesky Roman ally, the Attalid Pergamenes (II/34), and risks 5 talents against them. The defiant Pergamenes defeat his army, 5G-1, so the 5 talents are lost. However, his retreating army is able to salvage its ceremonial standard, which returns 2 talents to the Treasury. Denny finishes 217 BC with **23 talents**.

Gary Pomeroy (II/11 Transalpine Gaul, 24 talents) wagers 4 talents, and rolls a match against the Polybian Romans (II/33), and has the benefit of defending his own territory. The Gauls are victorious once again (4-1), giving Gary a bonus of +4 talents. He then rolls a "20" – on command! – taking the ransom of the legendary Roman General Scipio Africanus, gaining another +6 talent bonus. Gary finishes 217 BC with **34 talents**.

Craig Steed's Numidian & Later Moorish army (II/40, 24 talents) returns to the Western Mediterranean, and attacks the Ancient Spanish/Iberians (II/39a). With 4 talents at risk, the Numidians win another narrow victory, 4-3, and add +4 talents to their total. In the wake of the battle, they find the Lost Treasure of Tartessos, for a bonus of +2 talents. Craig ends 217 BC with **30 talents**.

Scot McConnachie (II/33 Polybian Roman, 20 talents) is eager to redeem his defeat in 218 BC, and crosses the Adriatic to issue a 3 talent challenge against the Later Macedonians (II/35). His army wins the battle, 4G-3 so he adds +3 talents to his total, then rolls very well on the Macedonian bonus table. He takes possession of the strategic port of Corinth, which is worth an extra +5 talents! Scot finishes 217 BC with **28 talents**.

Andy Hooper's Later Carthaginian (II/32, 18 talents) army now spends 5 talents to take ship to Lilybaeum in western Sicily, a scene of many previous battles and sieges. A Roman army under Consul Quintus Fabius Maximus, called "Verrucosus" for the wart on his upper lip, and "Cunctator" for his use of delaying tactics, warily moves to invest the city. But the Carthaginians take to the field and defeat the Romans, 4-2. Marauding Carthaginian horsemen take the Consul prisoner, and the Senate is compelled to pay a ransom of 3 talents for his return. Combined with the 5 talents wagered in the turn, this leaves Andy with **26 talents** at the end of 217 BC.

Eric Donaldson (II/32 Later Carthaginian, 18 talents) is eager for revenge, and spends 3 more talents to take the field against Rome (II/33) once more. This time he succeeds in hunting down the Roman General, and wins the game, 3G-2. In addition to the 3 talent wager, Eric finds that Publius Cornelius Scipio the Elder is actually alive in the wreckage of his cavalry escort. He magnanimously allows the venerable Consul to retire to Rome, in exchange for a mere 3 talent bonus payment. Eric ends 217 BC with **24 talents**.

Allan Dyer (II/33 Polybian Roman, 17 talents) is eager to redeem his defeat in 218 BC, and wagers 5 talents. He withstands an assault by an Ancient Spanish/Celtiberian army (II/39b), winning with a score of 4-3. The victory allows him to take possession of the City of Uxama, worth a bonus of +2 talents to a Roman player. Allan finishes 217 BC with **24 talents**.

Gary Griess' Later Carthaginians (II/32, 16 talents) now find themselves facing the Iberians' Roman allies, and again wager 5 talents on the encounter. The Carthaginians fight bravely, but the Romans are too numerous, and hang on to win the battle 4-2. Five more talents are lost; but the commander's guard is able to carry him and his standard to safety, which recovers 2 talents. Gary G. ends 217 BC with **13 talents**.

I am at war with the living. I have made peace with the dead.

I hate war, for it spoils conversation

Year Three, 216 BC

Feeling like he is more than ready for the big time, **Dale Mickel's** Carthaginian warlord (36 talents) turns his attention to Rome (II/33). The Romans meet his advance on a wide plateau along the Ligurian coast, and deploy in good going with support. Despite this, the Carthaginians are able to stomp a large hole in the center of the Roman position, and win 5G-1! Dale takes his now customary 5 talent profit, and also gains great political power by allowing representatives of the city's wealthy corn factors to return safely to Rome. The logistic benefits of this relationship are worth a bonus of +4 talents, so Dale finishes 216 BC with **45 talents**.

Gary Pomeroy (II/11 Transalpine Gaul, 34 talents) wagers 3 talents, and turns to the East, taking possession of lands belonging to Cisalpine Gaul (II/11). His 4-1 victory secures the wager, and delivers him the tribute of the Insubres, which is worth another bonus of +3 Talents. Gary finishes 216 BC with **40 talents**.

Craig Steed's Numidian & Later Moorish army (II/40, 30 talents) continues northward, coming into conflict with some tribes of Transalpine Gaul (II/11). The Gauls defeat his army, 4-2, costing Craig 5 Talents. But he is able to capture an important prisoner, son of the Gallic General Fhaxinsahx. His ransom returns 3 talents, Craig ends 216 BC with **28 talents**.

Scot McConnachie (II/33 Polybian Roman, 28 talents) is compelled to continue his campaign in Greece, against the Later Macedonians (II/35), and commits 5 talents to the round. The Macedonians win the battle 4-2, so the wager is lost. However, Scot apparently still has possession of a Macedonian aristocrat, because he is able to ransom him and get back 3 of the talents he has just lost. Scot finishes 216 BC with **26 talents**.

As a scion of a noble Numidian house, **Andy Hooper's** General is compelled to spend 5 talents to take his Later Carthaginian (II/32, 26 talents) army across the Mediterranean to Africa, where a dynastic struggle is underway in eastern Numidia. His troops pursue a rebellious Numidian Princeling to his home district, and kill him and his bodyguards on the way to routing his army. But Andy's impetuous General is also killed in the battle's final moments, as he wins the battle 3G-1G! Command now returns to the commander of the Lilybaeum garrison, who receives the return from the 5 talent wager, and also a draft of fine Berber horses, worth a bonus of 3 talents to a Carthaginian player. Andy finishes 216 BC with **34 talents**.

Eric Donaldson (II/32 Later Carthaginian, 24 talents) is sufficiently emboldened by his victory in 217 BC to return to the traditional cockpit of Carthaginian ambition, the island of Sicily. With the Syracusans (II/9) wavering between Carthage and Rome, Eric attempts to decide the issue by conquering them. With 3 talents at risk, Eric romps to a 4-0 victory. His bridgehead is centered on the useful port of Akragas, which is worth a 2 talent bonus. Eric finishes 216 BC with **29 talents**.

Consul **Allan Dyer** (II/33 Polybian Roman, 24 talents) strikes north from his base in Uxama, Spain, and crosses into the territory of Transalpine Gaul (II/11). The expedition consumes 5 talents, an investment which is lost when Alan's army is overwhelmed by Gallic warbands, 5-1. One talent is redeemed when a large party of Roman soldiers escapes from a slave train and returns to the "safety" of Spain. Allan finishes 216 BC with **20 Talents**.

Strategos **Denny Hartung's** Later Carthaginian (II/32, 23 talents) now turns to deal with a revolt by clans of Iberian Spain (II/39a). The campaign requires 3 talents to prosecute, but this is sadly lost when the Spanish defeat Denny's army, 4-2. One talent worth of troops are saved by the acquisition of local bread and wine, and Denny ends 216 BC with **21 talents**.

Gary Griess (II/32 Later Carthaginian, 13 Talents) now finds himself transferred to a new command in Sicily, where the Syracusans (II/9) are split between parties favoring Rome and those favoring Carthage. Gary takes to the field against Rome's supporters, aiming to settle the dispute in Carthage's favor. Again, he makes the maximum effort, and commits 5 talents to the campaign. The battle is protracted, with the Carthaginian elephants driven off the field by the fire of Archimedean siege engines, but ends with the death of Gary's General, 4G-3. Again, the bodyguard bears the leader and his standard from the field, salvaging 2 talents. Gary finishes 216 BC with **10 talents**.

Year Four, 215 BC:

The irresistible Carthaginian army of senior oligarch **Dale Mickel** (II/32, 45 talents) continues its inexorable advance on the Italian peninsula, now expending 5 talents in the effort to pacify Cisalpine Gaul. At one point, the Gauls have the upper hand,

and the score is 3-2, but Dale counterattacks furiously and wins the battle, 5G-3. His treasury grows by the value of the 5 talent wager, and he is welcomed into the region's great city, Mediolanum. Possession of this center is worth a bonus of +4 talents to a Carthaginian player. Dale finishes 215 BC with **54 talents**.

Gary Pomeroy (II/11 Transalpine Gaul, 40 talents) directs his army back to the West, and attacks Ancient Spanish/Iberia (II/39a). The Spanish are able to win the battle with a vicious attack on the commanding general's chariot, 2G-1, and Gary loses 4 talents in the rout. Pirates take pity on the remnant of his force and transport 1 talent worth of survivors back to Gaul, Gary Pomeroy finishes 215 BC with **37 talents**.

Andy Hooper's Later Carthaginian (II/32, 34 talents) army now spends 5 talents to go on the offensive in Sicily, and pins another Roman army in the northeastern corner of the island. The field battle results in a 4-1 walkover for Carthage, and this collapse leaves the gates of the city of Messana standing open. This strategic location is worth a bonus of 5 talents to a Carthaginian player, which is added to the 5 talent wager. Andy ends 215 BC with 44 talents.

Eric Donaldson's Later Carthaginian (II/32, 29 talents) army now spends 5 talents in the effort to break out from his bridgehead in Akragas, with the intention of capturing Syracuse and Messana, both presently in Roman hands. The Romans choose to concentrate their forces in front of Syracuse, and they win the resultant field battle with Eric's army, 4-1. Eric loses the 5 talent wager, but with Messana concurrently falling to another Carthaginian army, Eric retires to that city, and the strength of his hardy cavalry horses allows him to salvage 1 talent from the defeat. Eric ends 215 BC with **25 talents**.

Craig Steed's Numidian & Later Moorish army (II/40, 28 talents) have now made enough noise to attract the attention of the great powers. They wager another 5 talents, and take the field against a Polybian Roman army (II/33). All looks lost, but then a supported line of Roman Triarii is trampled by rampaging elephants, giving the Numidians a 4-3 victory. Craig gains the 5 talent wager, and also extracts a promise of loyalty from a contingent of auxiliaries from the Apulian city of Arpi, bringing with them 400 fresh horses. This alliance confers a bonus of +1 talent. Craig ends 216 BC with **34 talents**.

Following his defeat outside Corinth, Consul **Scot McConnachie** (II/33 Polybian Roman, 26 talents) returns to the Western theatre, and must now stand against his main enemy, the Later Carthaginians (II/32). The Roman commits 5 talents to the campaign, which serves to secure overwhelming force: The battle ends in a 6G-0 Roman victory! In addition to the 5 talent wager, Scot takes control of the African Salt Trade, worth another +3 talents. Scot finishes 215 BC with **34 talents**.

The Later Carthaginians (II/32, 21 talents), under the command of General **Denny Hartung**, move into the Western approaches to Italy, and must face a blocking army of Cisalpine Gauls (II/11). The operation consumes 5 talents, which is returned twofold when Denny wins the engagement, 5-0. He also secures the tribute of the Vocontii, which is worth a +2 talent bonus. Denny finishes 215 BC with **28 talents**.

Consul **Allan Dyer** (II/33 Polybian Roman, 20 talents) now finds himself besieged within the walls of Uxama by a Later Carthaginian (II/32) army. His vengeful troops – 5 talents worth -- boil out of the city to thrash the astonished Carthaginians by a score of 5-2. In the wake of the battle, Allan's troops discover the great General Hannibal Barca standing guard over the body of his nephew, and take him prisoner. After a peremptory negotiation, Allan takes possession of the entire Carthaginian treasury in Spain – 8 talents – in exchange for Hannibal's freedom. Allan ends 215 BC with **33 talents**.

Gary Greiss (II/32, Later Carthaginian, 10 talents) joins the rush to plunder the Ionian coast around Pergamon (II/34). He puts five of his remaining 10 talents at risk, and is rewarded with a 4-1 victory over the hapless Pergamenes. He adds the 5 talents wagered to his treasury, and also takes possession of the stronghold of Calydon at Eleaus, which the Pergamenes had funded. This prize is worth a bonus of +2 talents, and Gary G. ends 215 BC with **17 talents**.

Year Five, 214 BC

With the Po Valley now under his control, the Conqueror **Dale Mickel** orders his victorious Later Carthaginian (II/32, 55 talents) column to expend another 5 talents in its march to the south. He finally brings a Polybian Roman (II/33) army to battle at the foot of Mt. Callicula in the Ager Falernus. The Celtiberian, Galatian and Gallic warriors that have joined his banner throughout the campaign now crash like a storm wave against the Roman line, washing it away by a score of 5-0!

War requires three things – money, money, money.

Once again, Dale's treasury swells by 5 talents, and in the wake of the battle, a large body of Tarentine light horsemen appear and offer their services, valued at 2 talents, to Carthage in its fight to break Rome's power in Italy. Will other cities of the south follow Tarantum's lead? Dale ends 214 BC, and the campaign with **62 talents**

Paying 5 talents to hire every sailor in the region, **Andy Hooper's** Later Carthaginian (II/32, 44 talents) army crosses the Strait of Messina to invade the southern Italian mainland. The Romans allow him to take several "Greek" cities, until bringing a large force into the field to defend Neapolis. This experienced Roman legion is now no longer awed by the Carthaginian elephants, and kills two of them on the way to a 4-2 victory. The Carthaginians lose the 5 talent wager, and can only retain one talent with the aid of "friendly" pirates. Now bottled up in Thurii, Andy finishes 214 BC with **40 talents**.

With his campaign coming to a close, **Gary Pomeroy** (II/11 Transalpine Gaul, 37 talents) decides to risk everything on one more outrageous invasion. He wagers 5 talents, and undertakes a massive raid against the island of Sicily, bringing him into conflict with long-suffering Syracuse (II/9). He overwhelms their light troops and over-runs the Archimedean siege engines to win 4-0, securing the 5-talent wager. The victory leaves him in control of the strategic Straits of Messina, which is worth a bonus of +4 talents. Gary Pq. finishes 214 BC with a final treasury of **46 talents**.

Consul **Scot McConnachie** (II/33 Polybian Roman, 34 talents) continues his grinding campaign against the Carthaginian ports of North Africa, eventually spending five talents in pursuit of a veteran Liby-Phoenician army (II/32 Later Carthaginian). The field battle that results is one-sided, and the Romans win, 4-0. In addition to the 5 talent wager, Scot takes possession of a significant part of the Punic fleet at its home anchorage, for a bonus of +4 talents, a development with dire implications for Carthaginian forces abroad in Italy. Scot ends his campaign with **43 talents**.

The Tyrant **Craig Steed** (II/40 Numidian & Early Moorish, 34 talents) now sees his chance for independent power in Eastern Numidia, and wagers 5 talents to strike at the Western provinces of his Carthaginian (II/32) allies. The Numidians, fully accustomed to elephant warfare, dispatch the Carthaginians jumbos on the way to a 4-1 victory. In the rout that follows, the Numidians make a prisoner of Mago, once Hannibal's master of horse. He is convinced to join Craig's conquering army, a defection worth a bonus of +4 talents. King Craig ends his campaign in 214 BC with **43 talents**.

Eric Donaldson's force (II/32 Later Carthaginian, 25 talents) commits 5 talents to join the sealift to the Italian mainland, Slaves once employed in the household of Publius Cornelius Scipio provide Eric with the location of a safe anchorage near Populonia, and once ashore, he marches south through Etruria. His troops win a desperate day-long battle with a Roman army, 5-4, and adds the 5 talent wager to his treasury. With three Carthaginian armies at large in Italy, there is nothing to prevent Eric from seizing the fertile Falernian Plain, and plundering the country homes of many Roman patricians. This rich haul increases the treasury by another 6 talents, so Eric ends 214 BC, and this campaign, with **36 talents**.

Consul **Allan Dyer** (II/33 Polybian Roman, 33 talents) resolves to finish with a flourish, and wagers 5 talents in another effort to pacify the Iberians (II/39a). Alas, the Spanish overwhelm his column, with a score of 4-0, so the 5 talents are lost. The Romans secure another supply of local bread and wine, and one talent of troops are saved from the disaster. Allan finished 214 BC, and his campaign, with **29 talents**.

Denny Hartung's Later Carthaginians (II/32, 28 talents) now begin their invasion of Italy, and must face a Polybian Roman (II/33) army, with 5 talents of treasury at stake. Unfortunately, the Romans prove impossible to crack, and Denny loses the battle, 5-2. He loses 5 talents from his wager, and gets back just a single talent from foraging local supplies. Denny finishes the campaign in 214 BC with **24 talents**.

Gary Greiss (II/32 Later Carthaginian, 17 talents) continues his merciless plunder of Pergamon into the final year of his campaign, putting 5 talents at risk one more time. This time the Pergamene General is lured into an impetuous charge, and the Carthaginians defeat him, 3G-1. Gary gains the 5 talents of his wager and also captures Eumenes II, the heir of Attalus I Soter. His ransom provides a final bonus of +3 talents, so Gary's Carthaginians end the campaign with **25 talents**.

Player Belligerent Final Totals:

- | | |
|--|--|
| 1.) Dale Mickel: Later Carthaginian, 62 talents | 2.) Gary Pomeroy: Transalpine Gaul, 46 talents |
| 3.) (TIE) Scot McConnachie: Polybian Roman: 43 talents | 3.) (TIE) Craig Steed: Numidia, 43 talents |
| 5.) Andy Hooper: Later Carthaginian, 40 talents | 6.) Eric Donaldson: Later Carthaginian, 36 talents |
| 7.) Allan Dyer: Polybian Roman, 29 talents | 8.) Gary Griess: Later Carthaginian, 25 talents |
| 9.) Denny Hartung: Later Carthaginian, 24 talents | |