

# PROCONSUL SCENARIO

## Battle of Lutetia 52BC



### Standard Map Symbols

	River/stream		Woods on a hilltop
	Hillside		Woods on the flat
	Hill top		Towns
	Defensive Trench on a hilltop		Defensive Works
	Trench on the flat		Impassable body of water
			Major River

Note: Only full hexes can be entered by stands

### Standard Unit Symbols

	Warband with 2 <sup>nd</sup> rank		Light Cavalry		Long Spear with 2 <sup>nd</sup> rank
	Falx armed infantry		Light Cavalry Bow		Artillery
	Roman Legionary		Medium Cavalry		Pike Phalanx with 3 ranks
	Roman Auxiliary		Heavy Cavalry		Elephant
	Imitation Roman Legionary		Archers		Foot Skirmishers
	Javelin armed infantry		Long Spear infantry		
			General		

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By 52BC Julius Caesar's conquest of Gaul seemed to be almost complete. Then a Gallic chieftain, Vercingetorix, organised a general revolt against the Romans. After Caesar was repulsed in an attack on the hill fort of Gergovia the revolt became more widespread. One of Caesar's senior commanders, Labienus, was operating around Lutetia on the Seine. Large Gallic forces under an experienced commander, Camulogenus, had gathered to face him. Before Labienus could move to rejoin Caesar he needed to defeat these forces which were on the opposite side of the Seine from him. He feints a move upstream to distract the Gauls then crosses the river on boats. The legions are drawn up for battle by the time the Gauls realise what has happened.

#### Scenario rules

- 1.0 The river is impassable.
- 2.0 The Gallic Reserve arrives on turn 3 anywhere along the Gauls starting edge. The arrival hex for each stand counts as MP1 for movement.
- 3.0 When throwing 2D6 to gain the initiative with the Commands under Labienus or Camulogenus add 1 to the dice roll.

Roman Commands.			
12 <sup>th</sup> Legion	Centre Legion	7 <sup>th</sup> Legion	Cavalry
6 Legionary 2 Javelin Sk 1 Archer Sk	<b>Labienus +1</b> 6 Legionary 2 Javelin Sk 1 Archer Sk	8 Legionary 2 Javelin Sk 1 Archer Sk	1 LC 3 MC
Gallic Commands			
Cavalry	Senones	Parisi	Reserve
3 MC	<b>Camulogenus +1</b> 7 Double WB, 2 with Elite front Rank. 2 Javelin Sk 1 Archer Sk	7 Double WB, 2 with Elite front Rank. 2 Javelin Sk 1 Archer Sk	3 Double WB 1 Javelin Sk 1 Archer Sk

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#### Victory Point Chart.

No. is the number of this kind of stand in the army.

BP is the Break Points for each of those stands.

TP is the Total Points for that kind of stand in the army.

Keep a tally of each stand lost. Multiply this by the BP to get the number of points lost. Immediately the points lost tally passes the army break point that army has broken and has lost. If both sides pass their army BP in the one final melee then it is a draw unless the scenario specifies otherwise. Losses are determined for the whole army.

Roman Units	No.	BP	TP	Stands Lost	Points Lost
Legionary	20	3	60		
Auxiliary Cavalry	3	3	9		
Numidian Cavalry	1	1	1		
Skirmishers	9	1	9		
<b>Totals</b>		<b>30</b>	<b>79</b>		

Gaul Units	No.	BP	TP	Stands Lost	Points Lost
Warband [including Elite]	34	2	68		
Cavalry	3	2	6		
Skirmishers	8	1	8		
<b>Totals</b>		<b>30</b>	<b>82</b>		

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#### ARMY LIST DEFINITIONS

Unit – Type of Unit, Order Rating A, B or C.

Cat – category of unit, is it a battle or support stand, what kind of unit, what special weapons or missiles does it carry. See the Abbreviation Chart for other categories.

MP – Movement Points

SP – Strength Points

IF – Impact Factor

BP – Break Points

?H – number of D6 added or subtracted at that firing range for stands with missile ability.

Imp.P - Poorly trained Impetuous stand

Imp. S – Steady Impetuous stand

#### ARMY LIST - ROMAN STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Auxiliary Cavalry B	BS, MC	3H	5	2					3
Legionary B	BS, HI, Pilum	1H	6	2					3
Numidian Cavalry B	SS, LC, Javelin	4H	3	1	0	-1			1
Skirmishers B	SS, Sk, Javelin	2H	2	0	0	-1			1
Cretan Archers B	SS, Sk, Archer	2H	3	0	0	0	-1		1

#### ARMY LIST - GAUL STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Cavalry B	BS, MC	3H	4	2					2
Warband C	BS, Imp.P	2H	4/4	4					2
Elite Warband B	BS, Imp.S	2H	5/4	4					2
Skirmishers B	SS, Sk, Javelin	2H	2	0	0	-1			1
Archers	SS, Sk, Archer	2H	3	0	0	0	-1		1

Warband SP. First number is front rank strength 2<sup>nd</sup> number rear rank.

Javelin armed skirmishers and light cavalry can move once and fire without penalty.

ABBREVIATIONS	COMBAT STANDS	SUPPORT STANDS
3H = 3 hexes.	MC – medium cavalry	LC – light cavalry
2D6 = two six sided dice etc.	HC – heavy cavalry	LCh – light chariot
MP – movement point	El – elephant	Sk – foot Skirmishers
Opp – opportunity	HI – heavy infantry such as	Sh – shot
IF – Impact Factor	Roman Legionaries	Art – artillery, scorpions etc
SP – Strength Points	Aux – Roman auxiliary	
CS – Combat Stand	LI – Light infantry	
DF – Defensive Fire	LSp – Units armed with long	
Mtd - mounted	spears such as hoplites	
	Pike – Pike Units	
	WB – Warband	