

# PROCONSUL SCENARIO

## ZELA 47BCE



### Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Cliff edges		Woods on the flat
	Hill top		Towns
	Defensive Trench on a hilltop		Defensive Works
	Trench on the flat		Impassible body of water
	Swamp		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		Light Chariot
	Roman Auxiliary		Heavy Cavalry		Pike Phalanx with 3 ranks
	Imitation Roman Legionary		Archers		Elephant
	Javelin armed infantry		Long Spear infantry		War Chariot
			General		Foot Skirmishers

## PROCONSUL SCENARIO

### ZELA 47BCE

King Pharnaces of Pontus decided to use the disorder caused by the Roman civil war between Caesar and Pompey to expand his kingdom at the expense of Armenia and Galatia. These kingdoms appealed to Caesar for aid and once he was finished settling the Egyptian civil war he marched on Pharnaces. It was after this battle that Caesar sent his famous “Veni, Vidi, Vici” despatch.

#### Scenario rules

**1.0** Only the Pontic forces move in the first turn. The Romans are treated as if they have all moved already. This represents the fact that Caesar did not expect Pharnaces to attack him and had his men mostly dispersed setting up camp. The Roman skirmishers all commence on opportunity.

**2.0** Caesar Rule. Each round the Romans can add +3 to any one dice roll to gain the command activation initiative. This +3 can be added after the roll and does not need to be declared in advance.

**3.0** HC, MC and War Chariot stands all become disordered on the hillside hexes.

#### 4.0 War Chariot Rules

Strength Points and Impact are equal. As SPs are lost the impact bonus goes down accordingly

A disordered chariot stand gets impact as for its non disordered strength. Eg a 5SP War Chariot stand that is disordered would get 5D6 minus one D6 for its SP in battle, but still get 5SP impact for a total of 9D6.

Stands get no impact if charging chariots.

A war chariot that moves a second time in a turn automatically becomes disordered. Legionaries conduct an order test if charged frontally by War Chariot. If they pass the War Chariot gets no impetus [to simulate opening ranks to let the War Chariot pass].

Roman Commands.		Caesar		
Cavalry	36 <sup>th</sup> Legion	Deiotorian Legion	6 <sup>th</sup> Legion	Cavalry
1 LC 1 MC	8 Legionary 3 Javelin Sk	9 Legionary 3 Javelin Sk	4 Legionary 3 Javelin Sk	1 LC 1 MC
Pontic Commands		Pharnaces		
Cavalry	LH Command	RH Command	Reserve	Cavalry
1 LC 1 MC 1 HC	6 Legionary Copies 3 Thracians 2 Bow	1 War Chariot 6 Long Spearmen 3 Thracians 2 Bow	1 Guard 2 Bow	1 LC 1 MC 1 HC

## PROCONSUL SCENARIO

### ARMY LIST DEFINITIONS

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

Cat – category of unit, is it a combat 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
Medium Cavalry B	CS, MC	3	5	2					3
Numidian Cavalry B	SS, LC, Javelin	4H	3	1	0	-1			1
6 <sup>th</sup> Legion A	CS, HI, Pilum	1H	6	3					3
36 <sup>th</sup> Legion B	CS, HI, Pilum	1H	6	2					3
Deiotorian Legion B	CS, HI, Pilum*	1H	6	1					3
Skirmishers B	SS, Javelin	2H	3	0	0	-1			1

### ARMY LIST - PONTIC STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
War Chariot C	CS, WCh, ImpP	3	5	5					3
Heavy Cavalry C	CS, HC, ImpP	3/2	6	3					3
Medium Cavalry B	CS, MC	3	5	2					2
Light Cavalry B	SS, LC, Bow	4H	3	1	0	-1			1
Guard B	CS, HI	1H	6	1					3
Legionary Copy B	CS, HI, Pilum*	1H	5	1					2
Spearmen B	CS, LSp	2H	5	1					2
Thracians B	CS, LI, Javelin	2H	4	2	-1				1
Archers B	SS, Sh, Bow	2H	3	0	0	-1			1

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

Heavy cavalry move 3H in first move of a turn, then 2H with any extra moves. If the first move is only to turn a hex face within the H, the 3H bonus is not lost.

\*22<sup>nd</sup> Legion and Legionary Copies get 1D6 maximum for pilum in attack and defence.

## PROCONSUL SCENARIO

### 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	21	3	63		
Medium Cavalry	2	3	6		
Light Cavalry	2	1	2		
Skirmishers	9	1	9		
<b>Totals</b>		<b>30</b>	<b>80</b>		
	No.	BP	TP	Stands Lost	Points Lost
Heavy Cavalry	2	3	6		
Medium Cavalry	2	2	4		
Light Cavalry	2	1	2		
War Chariot	1	3	3		
Guard	1	3	3		
Legionary Copies	6	2	12		
Spearmen	6	2	12		
Thracians	6	1	6		
Archers	6	1	6		
		<b>25</b>	<b>54</b>		
<b>ABBREVIATIONS</b> 3H = 3 hexes. 2D6 = two six sided dice etc. MP – movement point Opp – opportunity IF – Impact Factor SP – Strength Points CS – Combat Stand DF – Defensive Fire Mtd - mounted		<b>COMBAT STANDS</b> MC – medium cavalry HC – heavy cavalry El – elephant HI – heavy infantry such as Roman Legionaries Aux –Roman auxiliary LI – Light infantry LSp – Units armed with long spears such as hoplites Pike – Pike Units WB – Warband WCh – War Chariot		<b>SUPPORT STANDS</b> LC – light cavalry LCh – light chariot Sk – foot Skirmishers Sh – shot Art – artillery, scorpions etc	