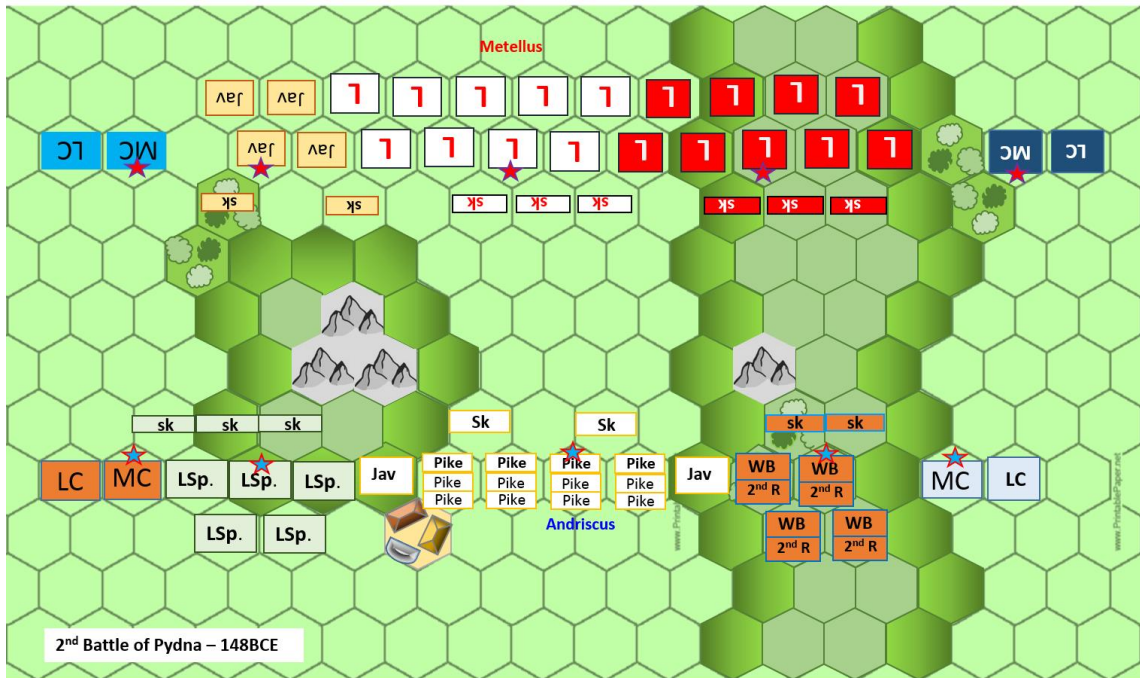


PROCONSUL SCENARIO

Second Battle of Pydna 148BC



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 | | Impassable body of water |
| | Swamp | | Major River |

Note: Only full hexes can be entered by stands

Standard Unit Symbols

| | | | | | |
|--|-----------------------------------|---------|---------------------|--|--------------------------------------|
| | Warband with 2 nd rank | | Light Cavalry | | Long Spear with 2 nd 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

Second Battle of Pydna 148BC

After defeating the Macedonians at Pydna in 168BC the Romans divided the kingdom into four republics. A man called Andriscus claimed to be the son of the last Macedonian King, Perseus. He raised an army in Thrace and defeated the local Roman forces. Andriscus then declared himself king of Macedonia as Philip VI. A Roman army under Quintus Caecilius Metellus was despatched to deal with him.

Little is known about this battle other than that it took place somewhere near Pydna.

| Roman Commands. | | | Metellus | | |
|---------------------|--|--|-----------------------------|--------------|--|
| Cavalry | Allies | RH Legion | LH Legion | Cavalry | |
| 1 LC 1 MC | 4 Peltast 2 Javelin Sk | 9 Legionary 3 Javelin Sk | 9 Legionary 3 Javelin Sk | 1 LC 1 MC | |
| Macedonian Commands | | | Philip VI | | |
| Cavalry | LH Command | Centre | Mercenaries | Cavalry | |
| 1 LC 1 MC | 2 Thorakitai 3 Thureophoroi 3 Javelin Sk | 4 Pike 2 Peltast 2 Cretan Bow Sk | 4 Warband 2 Javelin Sk | 1 LC 1 MC | |

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 |
|---------------------|-----------------|----|----|----|----|----|----|----|----|
| Cavalry B | CS, MC | 3H | 5 | 2 | | | | | 3 |
| Legionary B | CS, HI, Pilum | 1H | 6 | 2 | | | | | 3 |
| Tarentine Cavalry B | SS, LC, Javelin | 4H | 3 | 1 | 0 | -1 | | | 1 |
| Aetolian Peltasts | CS, Javelin | 2H | 4 | 2 | 0 | -1 | | | 2 |
| Skirmishers B | SS, Sk, Javelin | 2H | 2 | 0 | 0 | -1 | | | 1 |

ARMY LIST - MACEDONIAN STANDS

| Unit | Cat | MP | SP | IF | 2H | 3H | 4H | 6H | BP |
|--------------------|-----------------|------|-------|----|----|----|----|----|----|
| Cavalry B | CS, MC | 3H | 5 | 2 | | | | | 2 |
| Thracian Cavalry B | SS, LC, Javelin | 4H | 3 | 1 | 0 | -1 | | | 1 |
| Phalangites B | CS, Pike | 1H | 4/4/4 | 1 | | | | | 2 |
| Thureophoroi B | CS, Long Spear | 2H | 5 | 1 | | | | | 2 |
| Thorakitai* B | CS, Long Spear | 2/1H | 6 | 1 | | | | | 3 |
| Thracians B | CS, Javelin | 2H | 4 | 2 | 0 | -1 | | | 2 |
| Warband C | CS, Imp.S | 2H | 5/4 | 4 | | | | | 2 |
| Skirmishers B | SS, Sk, Javelin | 2H | 2 | 0 | 0 | -1 | | | 1 |
| Cretan Archers B | SS, Sk, Archer | 2H | 3 | 0 | 0 | 0 | -1 | | 1 |

Warband, Pike SP. First number is front rank strength 2nd and 3rd SP of rear ranks.

Thorakitai move 2H in first move of a turn, then 1H with any extra moves. If the first move is only to turn a hex face within the H, the 2H bonus is not lost.

PROCONSUL SCENARIO

Scenario Rues.

Pike stands disorder if they enter hill side hexes. Legionary displacement moves can only be undertaken if both stands are in the same command.

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 | 18 | 3 | 54 | | |
| Cavalry | 2 | 3 | 4 | | |
| Light Cavalry | 2 | 1 | 2 | | |
| Aetolian Peltasts | 4 | 2 | 8 | | |
| Skirmishers | 8 | 1 | 8 | | |
| Totals | | 30 | 76 | | |

| Macedonian Units | No. | BP | TP | Stands Lost | Points Lost |
|------------------|-----|-----------|-----------|-------------|-------------|
| Medium Cavalry | 2 | 3 | 6 | | |
| Light Cavalry | 2 | 1 | 2 | | |
| Pikemen | 12 | 2 | 24 | | |
| Thureophorai | 3 | 2 | 6 | | |
| Thorakitai | 2 | 3 | 6 | | |
| Thracians | 2 | 2 | 4 | | |
| Warband | 8 | 2 | 16 | | |
| Skirmishers | 7 | 1 | 7 | | |
| Totals | | 30 | 71 | | |