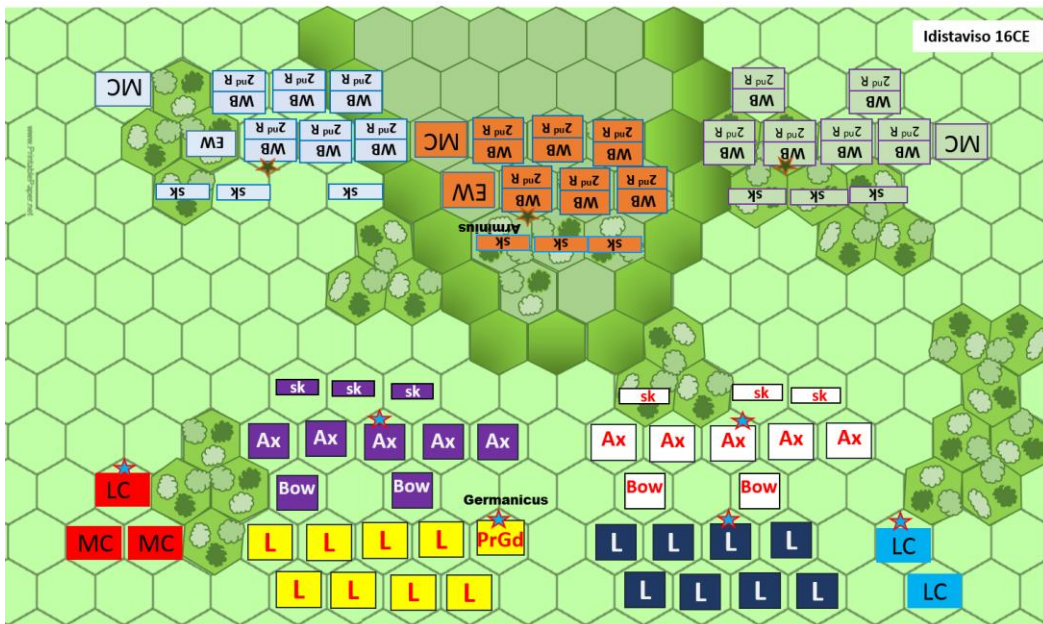
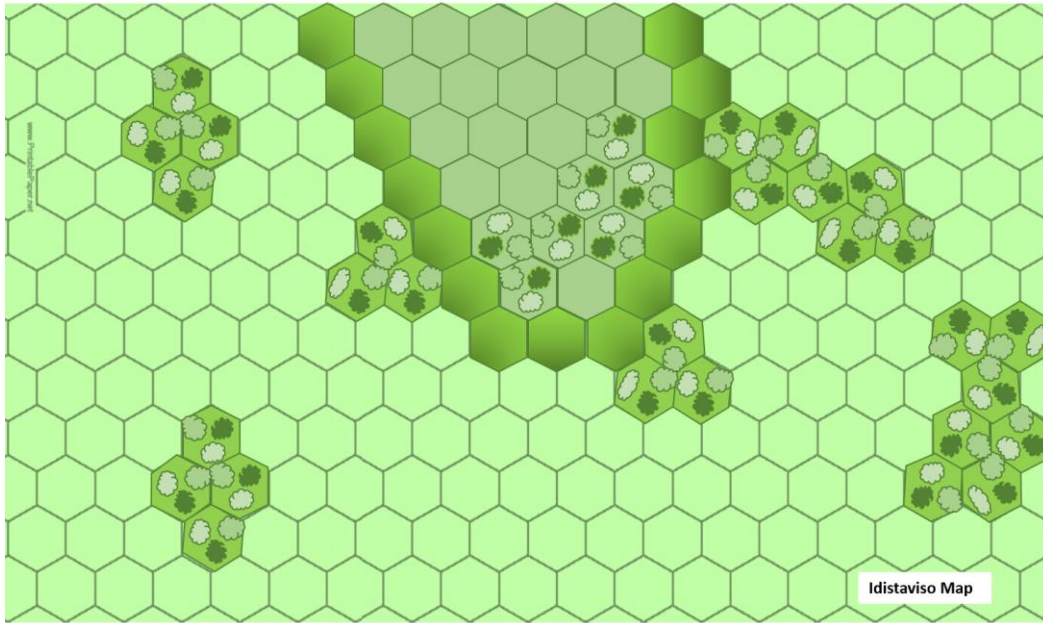


PROCONSUL SCENARIO

Battle of Idistaviso 16CE



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

PROCONSUL SCENARIO

Standard Unit Symbols

WB 2 nd R	Warband with 2 nd rank	LC	Light Cavalry	LSp. 2 nd R	Long Spear with 2 nd rank
Falx	Falx armed infantry	LCbw	Light Cavalry Bow	Art	Artillery
L	Roman Legionary	MC	Medium Cavalry	LCh	Light Chariot
Ax	Roman Auxiliary	HC	Heavy Cavalry	Pike Pike Pike	Pike Phalanx with 3 ranks
iL	Imitation Roman Legionary	Bow	Archers	El	Elephant
Jav	Javelin armed infantry	EW	Elite Warriors	WCh	War Chariot
		LSp	Long Spear infantry	sk	Foot Skirmishers
		★	General		

Battle of Idistaviso 16CE

In 9CE Arminius, previously a German officer with the Roman army, led Roman Governor Varus and three legions into a trap in the Teutoburger Wald. The legions were destroyed by German warbands. Germanicus, the adopted son of the Emperor Tiberius, led a series of retaliatory raids into Germany, finally bringing Arminius to battle in 16CE.

Scenario rules

When throwing 2D6 to gain the initiative the Command under Germanicus adds 2 to the dice roll, and that under Arminius adds 1.

Roman Commands					
LH Cav	LH Legion Germanicus +2	LH Aux	RH Legion	RH Aux	RH Cav
2 MC 1 LC	1 Praetorian 8 Legion	5 Auxiliary 2 Archer 3 Skirmish	5 Auxiliary 2 Archer 3 Skirmish	8 Legion	2 LC

German Commands		
Left	Centre – Arminius +1	Right
1 MC 1 Veteran Double Warband 5 Double Warband 2 Skirmish Javelin 1 Skirmish Bow	1 MC 1 Veteran Double Warband 5 Double Warband 1 Elite Warriors 2 Skirmish Javelin 1 Skirmish Bow	1 MC 1 Veteran Double Warband 5 Double Warband 1 Elite Warriors 2 Skirmish Javelin 1 Skirmish Bow

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	17	3	51		
Auxiliaries	10	2	20		
Archers	4	2	8		
Medium Cavalry	2	3	6		
Light Cavalry	3	1	3		
Skirmishers	6	1	3		
Totals		31	91		

German Units	No.	BP	TP	Stands Lost	Points Lost
Warband/Elite Warriors	38	2	76		
Cavalry	3	3	9		
Skirmishers	9	1	9		
Totals		41	94		

PROCONSUL SCENARIO

Battle of Idastaviso 16CE

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	3H	5	2					3
Praetorians A	CS, HI, Pilum	1H	6	3					3
Legionary B	CS, HI, Pilum	1H	6	2					3
Auxiliaries	CS, Aux	2H	5	1					2
Light Cavalry B	SS, LC, Javelin	4H	3	1	0	-1			1
Skirmishers B	SS, Sk, Javelin	2H	2	0	0	-1			1
Archers B	SS, Shot, Bow	2H	4	0	0	0	-1		2

ARMY LIST – GERMAN STANDS

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

Warband SP. First number is front rank strength 2nd number rear rank.

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

For Elite Warriors Strength Points and Impact are equal. As SPs are lost the impact bonus goes down accordingly. A disordered Elite stand gets impact as for its non disordered strength. Eg a 5SP elite 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. Like Warbands the Elite warriors do not get impact against Auxiliaries.

ABBREVIATIONS 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	COMBAT STANDS 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	SUPPORT STANDS LC – light cavalry LCh – light chariot Sk – foot Skirmishers Sh – shot Art – artillery, scorpions etc
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