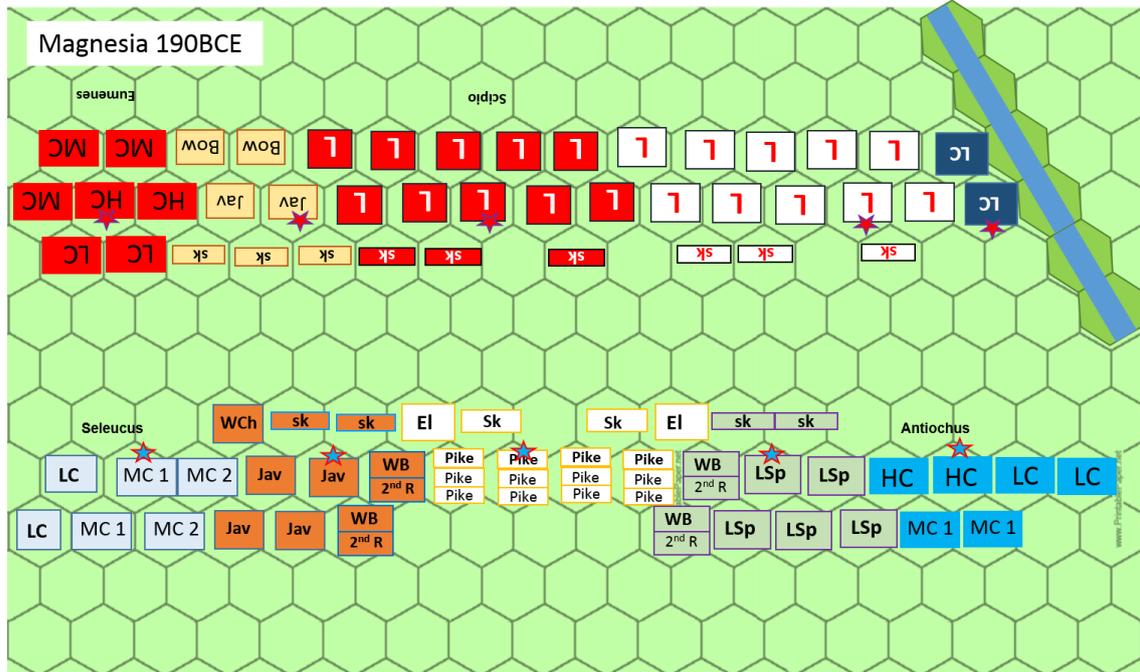


PROCONSUL SCENARIO

Battle of Magnesia 190BCE



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 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

Battle of Magnesia 190BCE

Following the defeat of the Macedonians by the Romans King Antiochus III of the Seleucid empire decided to re-exert his claim to Thrace. He also presented himself as a champion of Greek liberty. The Roman's opposed any Seleucid expansion into Europe and Antiochus was defeated at Thermopylae in Greece. The Romans then advanced into Asia [modern Turkey] where the 2 armies met at Magnesia.

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
Cataphracts B	CS, HC	3/2	6	3					3
Cavalry B	CS, MC	3	5	3					3
Legionary B	CS, HI, Pilum	1	6	2					3
Light Cavalry B	SS, LC, Javelin	4	3	1	0	-1			1
Peltasts	CS, Javelin	2	4	2	0	-1			2
Archers B	SS, Shot, Bow	2	4	0	0	0	-1		2
Skirmishers B	SS, Sk, Javelin	2	3	0	0	-1			1
Cretan Archers	SS, Sk, Bow	2	3	0	0	0	-1		1
Pergamese Sk B	SS, Sk, Javelin	2	2	0	0	-1			1

ARMY LIST - SELEUCID STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	BP
War Chariot C	CS, WCh, ImpP	3	5	5				3
Elephants C	CS, Javelin	2	5	5	0	-1		3
Cataphracts C	CS, HC, ImpS	3/2	7	3				3
Cataphracts C	CS, HC, ImpS	3/2	6	3				3
Cavalry 1 B	CS, MC	3	5	3				3
Cavalry 2 B	CS, MC	3	4	2				2
Skythian Cavalry B	SS, LC, Bow	4	3	1	0	0		1
Phalangites B	CS, Pike	1	5/4/4	1				2
Thureophoroi B	CS, Long Spear	2	5	1				2
Thracians B	CS, Javelin	2	4	2	0	-1		2
Galatian Warband C	CS, Imp.S	2	5/4	4				2
Skirmishers B	SS, Sk, Javelin	2	2	0	0	-1		1

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

Cataphracts 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.

Cataphracts have an impact of 2D6 after they take losses.

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Scenario Rules.

1.0 War Chariot and Elephant Stand Rules for Magnesia

- Strength Points and Impact are equal. As SPs are lost the impact bonus goes down accordingly
- A disordered stand gets impact as for its non disordered strength. Eg a 5SP 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.
- Enemy stands get no impact if charging chariots or Elephants.
- Legionaries conduct an order test if charged frontally by War Chariot or Elephant stands. If they pass the attacking stand gets no impetus [to simulate opening ranks to let the War Chariots or Elephants pass].
- Skirmishers do not have to fight and die but can stand and fire then fight Elephant and Chariot stands. Skirmishers will suffer no more than 1SP damage per fighting round in such a fight even if they lose.
- Elephants and Chariots get no impetus against Skirmishers, Peltasts and Archers. Archers can fire defensively at these stands without having to be in cover. If they are hit by Skirmish, Peltast or Archer defensive fire or by legionary pila they act as if defeated in close combat and immediately retreat 4 hexes directly back.
- Elephants beaten in close combat always retreat 4H.
- Elephants will not avoid enemy stands when retreating, they will lose an extra SP if they have to retreat through an enemy Combat Stand.
- Elephants and chariots forced to retreat through Pike with 2+ ranks or WB with 2 ranks causes 2SP damage.
- Elephants forced to retreat through Legions, HC or MC cause 1SP damage to each stand retreated through.
- Chariots forced to retreat through HC or MC cause 1SP damage to each stand retreated through.

Roman Commands.		Scipio Asiaticus		
Left Cavalry	Left Flank	Centre Scipio	Pergamese Light Infantry	Right Flank Eumenes
2 LC	10 Legion 2 Skirmish 1 Cretan Archer	10 Legion 2 Skirmish 1 Cretan Archer	2 Peltast 2 Archer 3 Skirmish	2 HC 3 MC 2 LC
Seleucid Commands		Antiochus III [the Great]		
Cavalry Seleucus	LH Command	Phalangites	RH Command	Cavalry Antiochus
2 Cavalry 1 2 Cavalry 2 2 LC	2 Warband 4 Peltast 2 Skirmish	4 Pikes 2 Elephant 2 Skirmish	1 Chariot 2 Warband 5 Thureophorai 2 Skirmish	2 HC 2 Cavalry 1 2 LC

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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		
Cavalry	5	3	15		
Light Cavalry	4	1	4		
Peltasts/Archers	4	2	8		
Skirmishers	9	1	9		
Totals		33	96		

Seleucid Units	No.	BP	TP	Stands Lost	Points Lost
Elephant/Chariot	3	3	9		
Cavalry	6	3	18		
Cavalry 2	2	2	4		
Light Cavalry	4	1	4		
Pike	12	2	24		
Thureophorai	5	2	10		
Peltast	4	2	8		
Warband	8	2	16		
Skirmishers	6	1	6		
Totals		34	99		