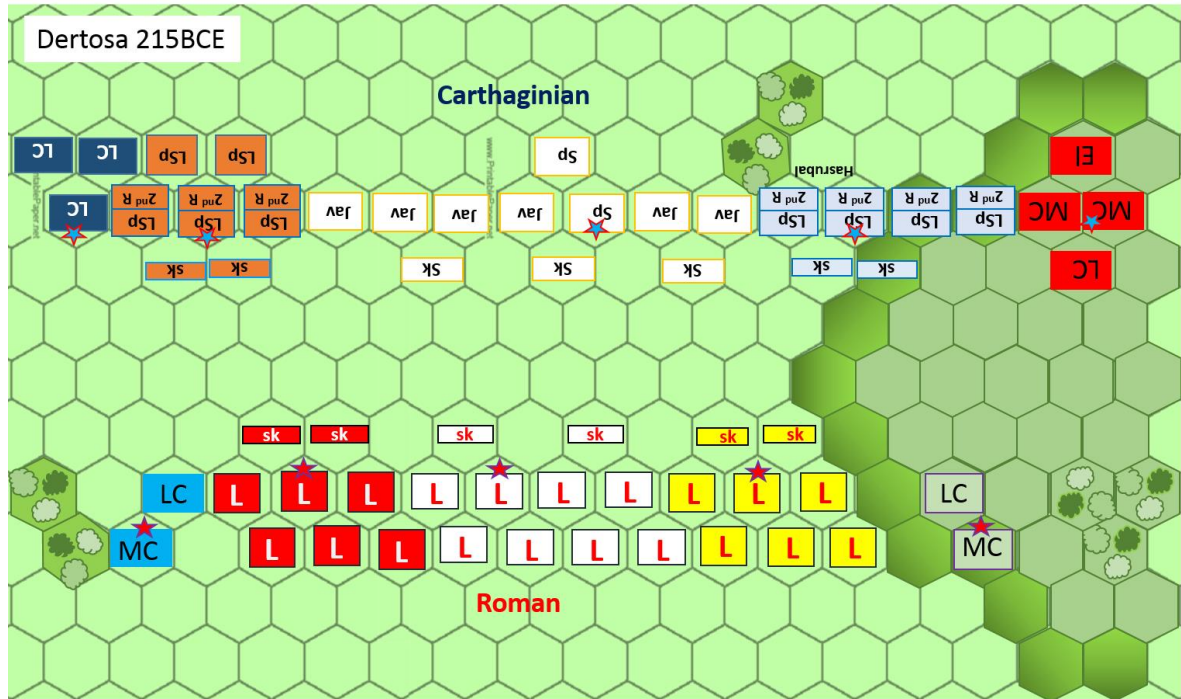


PROCONSUL SCENARIO

Battle of Dertosa 215BCE



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

Battle of Dertosa 215BCE

Hannibal's brother Hasrubal was leading a large army out of Spain to join his brother in Italy. This army may have given Hannibal the strength he needed to finally defeat the Romans. Realising the strategic significance of this move the brothers Gnaeus and Publius Scipio moved their army to stop this happening.

Romans		- Scipio Brothers		
Roman and Spanish Cavalry	Right Flank Legionaries	Centre Legionaries	Left Flank Legionaries	Italian Cavalry
1 MC 1 LC	6 Legionary 2 Javelin Sk	8 Legionary 2 Javelin Sk	6 Legionary 2 Javelin Sk	1 MC 1 LC
Carthaginians		Hasrubal		
Libyan and Spanish Cavalry	Left Flank Carthaginians Hasrubal +1	Iberians	Right Flank Carthaginians	Numidian Cavalry
2 MC 1 LC 1 Elephant	4 Libyan Spear 1 Javelin Sk 1 Sling Sk	2 Scutarii 6 Caetrati 3 Javelin Sk	3 Libyan Spear 2 Mercenary Spear 1 Javelin Sk 1 Sling Sk	3 LC

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	3	5	2					3
Legionary B	CS, HI, Pilum	1	6	2					3
Light Cavalry B	SS, LC, Javelin	4	3	1	0	-1			1
Skirmishers B	SS, Sk, Javelin	2	2	0	0	-1			1

ARMY LIST - CARTHAGINIAN STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Elephants	CS, EI, Javelin	2	4	4	0	-1			1
Cavalry B	CS, MC	3	5	2					2
Light Cavalry B	SS, LC, Javelin	4	3	1	0	-1			1
Libyan Spearmen B	CS, Long Spear	2	5/4	2					2
Mercenary Spear B	CS, Long Spear	2	5	2					2
Scutarii B	CS, LI, Spear	2	5	1					2
Caetrati B	CS, LI, Javelin	2	4	1	0				2
Skirmishers B	SS, Sk, Javelin	2	2	0	0	-1			1
Slingers B	SS, Sk, Javelin	2	2	0	0	0			1

Long Spear SP. First number is front rank strength 2nd is SP of rear ranks.

Scenario Rules

1.0 Libyan Spearmen can turn 1 hex face and move as one move. Turning 2 hex faces will still disorder them.

2.0 There are no uphill benefits. The hill shown represents gentle undulations in the terrain. Hill visibility rules still apply.

3.0 Elephants

- 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 4SP stand that is disordered would get 4D6 minus one D6 for its SP in battle, but still get 4SP impact for a total of 7D6.
- Roman stands cannot charge Elephants.
- Any Roman cavalry stand contacted by Elephants will disorder.
- Maximum 1SP loss from an Elephant stand if it is fighting foot stands.
- Elephants charging from flank or rear where they started behind the front face line get +2D6 and can cause up to 3SP damage in victory.
- Elephants get no impetus vs Sk charged frontally.
- Elephants beaten in close combat always retreat 4H.
- Elephants forced to retreat through MC cause 1SP damage to each stand retreated through.
- Elephants forced to retreat through LSp with 2 ranks causes 2SP damage, 1 rank 1 SP.

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	20	3	60		
Medium Cavalry	2	3	6		
Light Cavalry	2	1	2		
Skirmishers	6	1	6		
Totals		35	74		

Carthaginian Units	No.	BP	TP	Stands Lost	Points Lost
Medium Cavalry	2	3	6		
Light Cavalry, Elephants	5	1	5		
Spearmen	16	2	32		
Scutarii/Caetrati	8	2	16		
Skirmishers	7	1	7		
Totals		33	66		