

PROCONSUL SCENARIO

Great Plains 203BCE



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

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After defeating the Carthaginians in Spain Scipio took his army to North Africa to directly threaten the city of Carthage. After a couple of defeats Carthaginian general Hasrubal put another army together to try to stop Scipio. Other than the Celtiberian mercenaries this army was fairly green compared to Scipio's veterans.

Romans		- Scipio Africanus +3		
Roman Cavalry	Right Flank Legionaries	Centre Legionaries	Left Flank Legionaries	Numidian Cavalry Masinissa +1
3 MC	7 Legionary 2 Javelin Sk	8 Legionary 2 Javelin Sk	7 Legionary 2 Javelin Sk	4 LC

Carthaginians		Hasrubal		
Syphax Numidian Cavalry	Left Flank Carthaginians Hasrubal +1	Celtiberians	Right Flank Carthaginians	Cavalry
2 LC	2 Libyan Spear 3 Green Spear 2 Javelin 2 Sling Sk	6 Warband 3 Javelin Sk	2 Libyan Spear 3 Green Spear 2 Javelin 2 Sling Sk	2 MC

Scenario Rules

1.0 Scipio 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.

2.0 When throwing 2D6 to gain the initiative the Commands under Masinissa and Hasrubal add 1 to the dice roll.

3.0 There are no uphill benefits. The hills shown represents gentle undulations in the open plain. Hill visibility rules still apply.

4.0 Legionary line relief.

A legionary stand that is directly behind a stand of Roman legionaries which is in combat can move into the hex displacing the combat stand and can take over the combat itself. The following conditions apply.

- Both stands must be facing the same direction.
- The stand in combat must only be fighting enemy stands to its front, not flank or rear attacks
- The legionary stand which moves in must not be disordered. If it starts the move disordered it may try to recover before starting to move.
- The stand moving in gets its impact bonus and pilum, the stand it is attacking cannot throw pilum or use defensive fire.
- The stand being displaced can fight first then be displaced.
- Both stands are considered to have made their full move and are marked as moved.
- The legionary stand conducting the relief can move or turn then conduct the relief as long as it is not disordered.

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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
Numidian Cavalry B	SS, LC, Javelin	4H	4	1	0	-1			1
Skirmishers B	SS, Sk, Javelin	2H	2	0	0	-1			1

ARMY LIST - CATHAGINIAN STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Cavalry B	CS, MC	3H	4	2					2
Numidian Cavalry B	SS, LC, Javelin	4H	3	1	0	-1			1
Libyan Spearmen B	CS, Long Spear	2H	5/4	2					2
Green Spearmen B	CS, Long Spear	2H	4/4	1					2
Javelin 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
Skirmishers B	SS, Sk, Sling	2H	2	0	0	0			1

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

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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	22	3	66		
Medium Cavalry	3	3	9		
Light Cavalry	4	1	4		
Skirmishers	6	1	6		
Totals		35	85		

Carthaginian Units	No.	BP	TP	Stands Lost	Points Lost
Medium Cavalry	2	3	6		
Light Cavalry	2	1	2		
Spearmen	20	2	40		
Javelins	4	2	8		
Warband	12	2	24		
Skirmishers	7	1	7		
Totals		35	87		