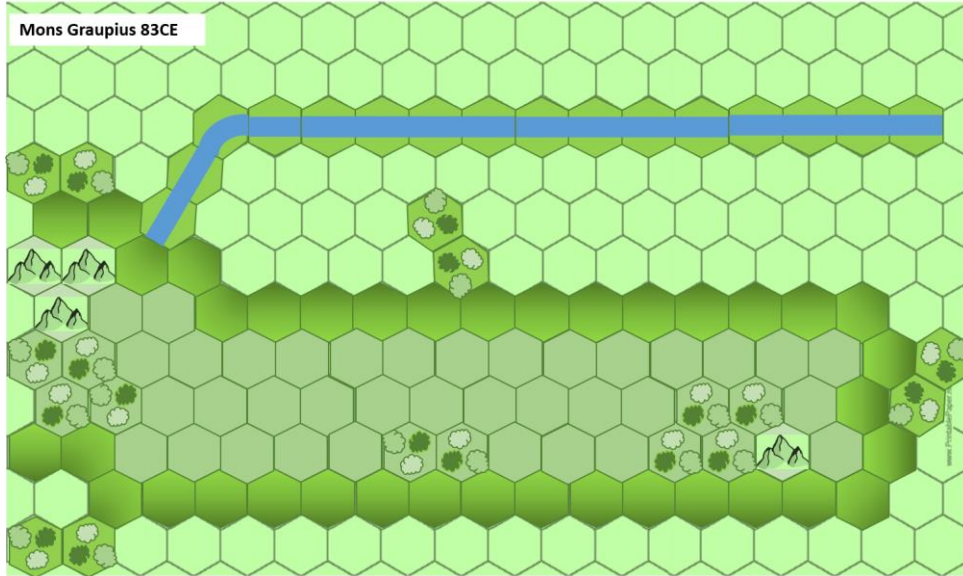


PROCONSUL SCENARIO

Mons Graupius 83AD



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
	Swamp		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	LC _{bw}	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	LSp	Long Spear infantry	sk	Foot Skirmishers
		★	General		

Mons Graupius 83AD

The Roman Governor of Britain, Agricola, commenced a series of campaigns to bring Caledonia [Scotland] under Roman control. After seven years of steady progress a large confederation of Caledonians gathered to try to stop him. The two forces met in battle at Mons Graupius.

Scenario rules

- 1.0 The stream is small and shallow its only effect is to slow down stands crossing it. All halt on entering no further moves, no disorder, get no impetus if in stream and contact enemy. No defensive benefits for being out of stream fighting enemy in it.
- 2.0 Visibility from the plain extends all across the plateau.
- 3.0 The Romans move first with one of their Auxiliary commands.

Roman Commands					
LH Cav	LH Legion	LH Aux	RH Legion	RH Aux	RH Cav
1 LC 2 MC	6 Legion	2 Elite Auxiliary 4 Auxiliary 3 Skirmish [1 Bow, 1 Sling, 1 Javelin]	2 Elite Auxiliary 4 Auxiliary 3 Skirmish [1 Bow, 1 Sling, 1 Javelin]	6 Legion	1 LC 2MC

Caledonian Commands				
Left Cavalry	Left Warband	Centre Warband	Right Warband	Right Cavalry
2 Light Cav	1 Light Chariot 6 Double Warband 2 Skirmish Javelin	1 Light Chariot 6 Double Warband 2 Skirmish Javelin	1 Light Chariot 6 Double Warband 2 Skirmish Javelin	2 Light Cav

PROCONSUL SCENARIO

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	CS, MC	3	5	3					3
Light Cavalry B	SS, LC, Javelin	4	4	1	0	-1			1
Legionary B	CS, HI, Pilum	1	6	2					3
Elite Auxiliary A	CS, Aux	2	6	1					2
Auxiliary B	CS, Aux	2	5	1					2
Skirmishers B	SS, Javelin	2	3	0	0	-1			1
Skirmishers B	SS, Sling	2	3	0	0	0			1
Skirmishers B	SS, Bow	2	3	0	0	0			1

ARMY LIST - CALEDONIAN STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Chariot B	SS, LCh, Javelin	3	4	1	0	-1			3
Light Cavalry C	SS, LC, Javelin	4	3	1	0	-1			1
Warband C	CS, Imp.P	2	4/4	4					2
Skirmishers B	SS, Sk, Javelin	2	2	0	0	-1			1

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

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

<p>ABBREVIATIONS</p> <p>3H = 3 hexes.</p> <p>2D6 = two six sided dice etc.</p> <p>MP – movement point</p> <p>Opp – opportunity</p> <p>IF – Impact Factor</p> <p>SP – Strength Points</p> <p>CS – Combat Stand</p> <p>DF – Defensive Fire</p> <p>Mtd - mounted</p>	<p>COMBAT STANDS</p> <p>MC – medium cavalry</p> <p>HC – heavy cavalry</p> <p>El – elephant</p> <p>HI – heavy infantry such as Roman Legionaries</p> <p>Aux – Roman auxiliary</p> <p>LI – Light infantry</p> <p>LSp – Units armed with long spears such as hoplites</p> <p>Pike – Pike Units</p> <p>WB – Warband</p>	<p>SUPPORT STANDS</p> <p>LC – light cavalry</p> <p>LCh – light chariot</p> <p>Sk – foot Skirmishers</p> <p>Sh – shot</p> <p>Art – artillery, scorpions etc</p>
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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	12	3	36		
Auxiliary	12	2	24		
Medium Cavalry	4	3	12		
Light Cavalry	2	1	2		
Skirmishers	6	1	6		
Totals		35	80		

Caledonian Units	No.	BP	TP	Stands Lost	Points Lost
Warband [including Elite]	36	2	72		
Light Chariots	3	3	9		
Light Horse	4	1	4		
Skirmishers	6	1	6		
Totals		40	91		