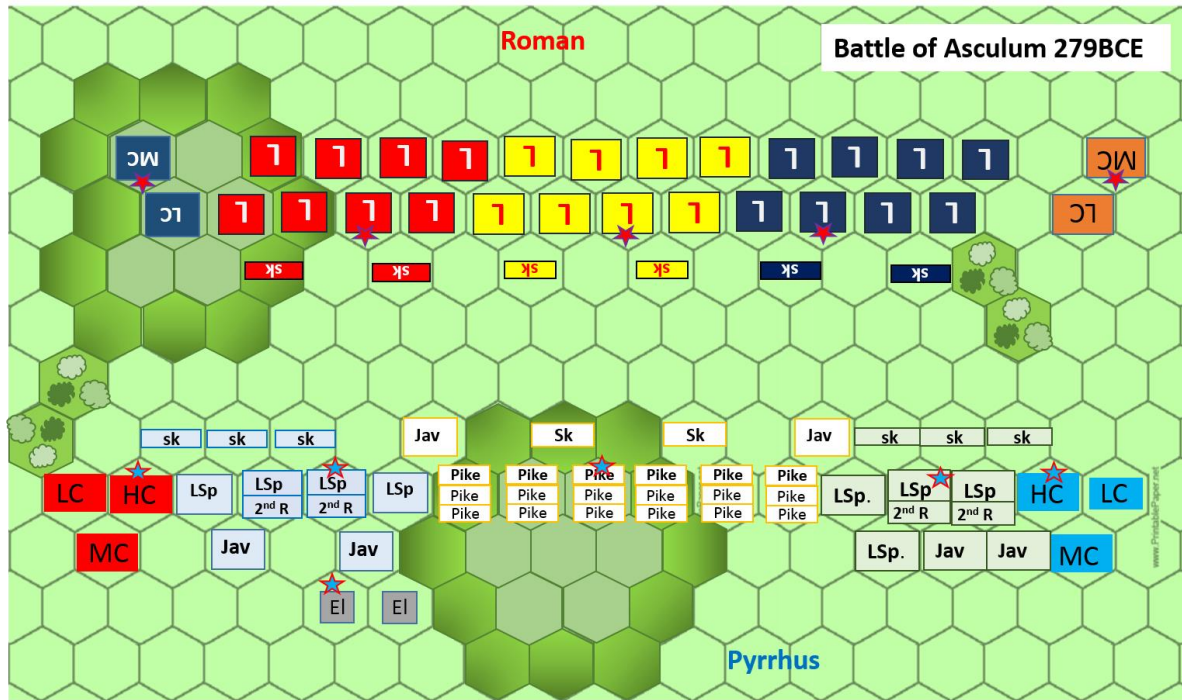


PROCONSUL SCENARIO

Battle of Asculum 279BCE



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 Asculum 279BCE

Pyrrhus of Epirus was invited by the city of Tarentum to defend them from Roman expansion into Southern Italy. This was his second battle against the Romans. After a day of skirmishing in broken country both armies formed up in the open.

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	4	2					2
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 - PYRRHIC STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Elephant B	CS, EI, Javelin	2	7	7	-2	-3			3
Heavy Cavalry B	CS, HC	3/2	6	4					3
Medium Cavalry B	CS, MC	3	5	3					2
Light Cavalry B	SS, LC, Javelin	4	3	1	0	-1			1
Elite Pikes A	CS, Pike	2/1	5/5/5	2					2
Phalangites B	CS, Pike	1	5/4/4	2					2
Thorakitai* B	CS, Long Spear	2	6	1					3
Peltasts B	CS, Javelin	2	4	2	0	-1			2
Hoplites B	CS, Long Spear	2	5/4	1					2
Skirmishers B	SS, Sk, Javelin	2	2	0	0	-1			1
Cretan Archers B	SS, Sk, Archer	2	3	0	0	0	-1		1

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

Elite Pike can turn 1H face in hex and move out of the H in the one turn without disorder. They move 2MP in the first move of a turn, then 1MP with any extra moves.

Heavy cavalry move 3MP in the first move of a turn, then 2MP with any extra moves.

If the first move is only to turn a hex face within the H, the 3MP bonus is not lost.

Their Impact drops to 2 after they have taken 1 loss.

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Roman Commands.				
Cavalry	RH Legion	Centre Legion	LH Legion	Cavalry
1 LC 1 MC	8 Legionary 2 Javelin Sk	8 Legionary 2 Javelin Sk	8 Legionary 2 Javelin Sk	1 LC 1 MC
Epirote Commands		Pyrrhus		
Cavalry	LH Command	Centre	Mercenaries	Cavalry
1 LC 1 MC 1 HC	2 Thorakitai 2 Hoplite 2 Peltast 3 Javelin Sk	6 Pike [2 Elite] 2 Peltast 2 Cretan Bow Sk	2 Thorakitai 2 Hoplite 2 Peltast 3 Javelin Sk	1 LC 1 MC 1 HC
Reserve				
2 Elephants				

Scenario Rules.

1.1 Elephants

Roman stands cannot charge Elephants.

Any Roman combat stand contacted by Elephants will disorder.

-1D6 from any Roman stand in melee combat with Elephants.

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 but skirmishers still cannot charge elephants and do not have a ZOC that affects elephants.

Elephants beaten in close combat always retreat 4H straight back.

Elephants forced to retreat through Legions, HC or MC cause 1SP damage to each stand retreated through.

Elephants forced to retreat through LSp with 2 ranks or Pike with 2+ ranks causes 2SP damage.

A disordered Elephant stand gets impact as for its non disordered strength. Eg a 7SP elephant stand that is disordered would get 7D6 minus one D6 for its SP in battle, but still get 7SP impact for a total of 13D6.

1.2 Pyrrhus

Each round Pyrrhus 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.

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	24	3	72		
Medium Cavalry	2	2	4		
Light Cavalry	2	1	2		
Skirmishers	6	1	6		
Totals		40	84		

Pyrrhic Units	No.	BP	TP	Stands Lost	Points Lost
Elephants	2	3	6		
Heavy Cavalry	2	3	6		
Medium Cavalry	2	2	4		
Light Cavalry	2	1	2		
Pikemen	18	2	36		
Hoplites	8	2	16		
Thorakitai	4	3	12		
Peltasts	6	2	12		
Skirmishers	8	1	8		
Totals		40	102		