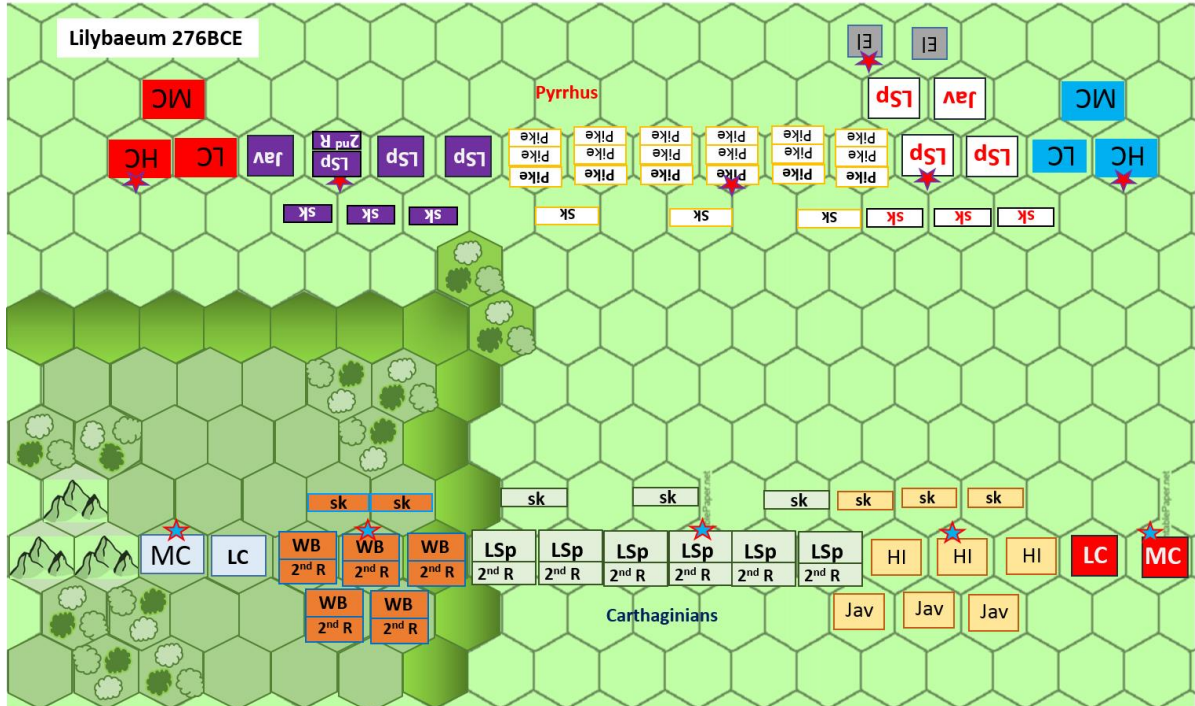


# PROCONSUL SCENARIO

## Battle of Lilybaeum 276BCE



### 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 <sup>nd</sup> rank		Light Cavalry		Long Spear with 2 <sup>nd</sup> 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 Lilybaeum 276BCE

Pyrrhus of Epirus was invited by the city of Tarentum to defend them from Roman expansion into Southern Italy. After defeating the Romans in two costly battles Pyrrhus moved his army to Sicily ostensibly to protect the Greek cities there from the Carthaginians. He moved to besiege the Carthaginian city of Lilybaeum and a Carthaginian army issued out to drive him off.

Carthaginian Commands.				
Cavalry	Iberians	Carthaginians	Celtiberians	Cavalry
1 LC 1 MC	3 Heavy Scutarii 3 Light Scutarii 3 Skirmishers	6 Double rank spearmen 3 Skirmishers	5 Double rank warbands [3 Elite] 2 Skirmishers	1 LC 1 MC
Epirote Commands		Pyrrhus		
Cavalry	Syracusans	Centre	Mercenaries	Cavalry
1 LC 1 MC 1 HC	2 Thorakitai 1 Double rank Hoplites 1 Peltast 3 Javelin Sk	6 Pike 3 Cretan Bow Sk	3 Thorakitai 1 Peltast 3 Javelin Sk	1 LC 1 MC 1 HC
Reserve				
2 Elephants				

#### 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

## PROCONSUL SCENARIO

### ARMY LIST - CARTHAGINIAN STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Cavalry B	CS, MC	3	5	2					3
Libyan Spearmen B	CS, Long Spear	1	5/4	2					2
Light Cavalry B	SS, LC, Javelin	4	3	1	0	-1			1
Heavy Scutarii B	CS, HI	2	5	1					2
Light Scutarii B	CS, LI, Javelin	2	4	1	0	-1			2
Warband C [Elite]	CS, ImpS	2	[5]4/4	4					2
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
Phalangites B	CS, Pike	1	5/4/4	2					2
Hoplites B	CS, Long Spear	1	5/4	2					2
Thorakitai* B	CS, Long Spear	2	6	1					3
Peltasts B	CS, LI, Javelin	2	4	2	0	-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, Warband, Pike SP. First number is front rank strength 2<sup>nd</sup> and 3<sup>rd</sup> SP of rear ranks. WB figure in brackets is for elite front ranks.

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.

### Scenario Rues.

1.0 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.

### 2.0 Elephants

Enemy stands cannot charge Elephants.

Any Cavalry combat stand contacted by Elephants will disorder.

Maximum 1SP loss from an Elephant stand if it is fighting foot stands unless they are long spear or pike armed.

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. Skirmishers can choose to stand and fight without automatic destruction.

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

Elephants forced to retreat through HI, HC, MC cause 1SP damage to each stand retreated through. They will retreat through friendly or enemy stands.

Elephants forced to retreat through LSp with 2 ranks or Pike with 2+ ranks or WB 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 6SP impact for a total of 13D6

## 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.

Carthaginian Units	No.	BP	TP	Stands Lost	Points Lost
Medium Cavalry	2	2	4		
Light Cavalry	2	1	2		
Libyan Spearmen	12	2	24		
Scutarii	6	2	12		
Warband	10	2	20		
Skirmisher	8	1	8		
<b>Totals</b>		<b>35</b>	<b>70</b>		

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		
Thorakitai	5	3	15		
Hoplites	2	2	4		
Peltasts	2	2	4		
Skirmishers	9	1	9		
<b>Totals</b>		<b>40</b>	<b>86</b>		