

PROCONSUL – RULES FOR ANCIENT BATTLES

Combat Example – Romans versus Warbands

The Army list for these forces would contain this information.

Stand	Movement Points	Strength Points	Impact	Victory Points	Discipline Class
Legionaries	1	6	2	3	B
Auxiliaries	2	5	1	2	B
Warband	2	4/4	4	2	C

The 4/4 indicates that the second rank of the Warband has 4 SP as well.

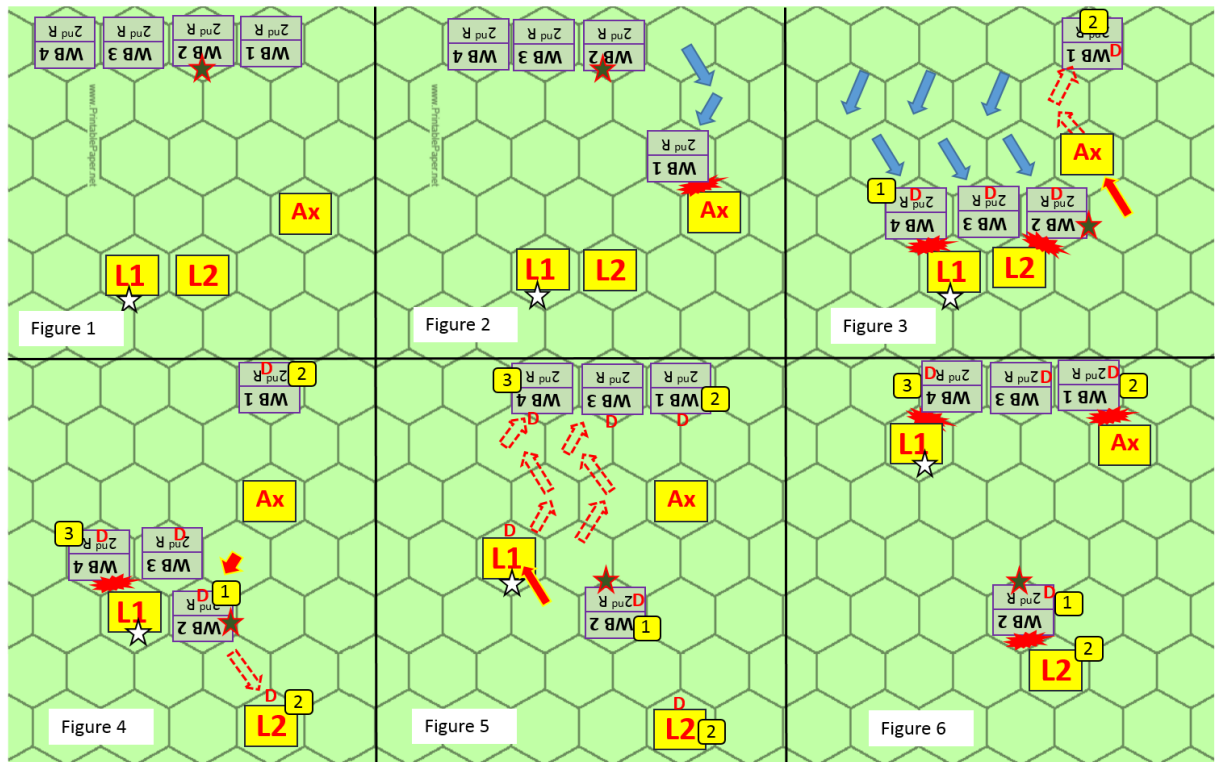
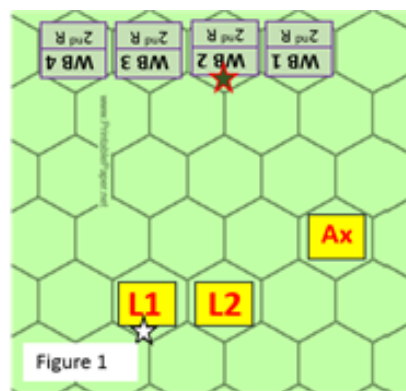


Figure 1

A group of two Roman Legionary stands and a stand of Roman Auxiliaries are facing a group of four German Warbands. Each Warband has a back rank attached, meaning there are actually 8 stands facing the Romans. The Legionary General is with L1. The German General is with WB2.



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Figure 2

The German general has the initiative and can move all of the stands in his division. He attacks the Auxiliary stand with Warband 1. Movement and combat both occur immediately. The Warband has a strength of 4 and an impact force of 4. However, Warbands don't get impact against Auxiliaries so the Germans only get 4D6. The Auxiliaries respond with their base strength points of 5D6. Both sides will hit their opponent on throws of 6 or double 5. The Warband throws nothing better than 4 but the Romans get one 6.



As the Warband has been hit they have to take a Morale Test. Their starting strength is 4, less 1 for the hit reducing their morale to 3 for this test. So they need to throw less than 3 to pass. They throw a 5. 5 minus 3 is 2. So they have failed the test and taken the maximum casualties of 2 strength points lost. Warband 1 must retreat so it chooses to fall back only 2 hexes. It could have retreated double its normal move and gone 4. It is marked as disordered and has 2 casualties showing. It is still facing the Auxiliaries.

The Auxiliaries decide to attempt to pursue. They throw a D6 and get a five so they advance 1 hex into the hex vacated by the Warband.

Figures 3, and 4.

The German general now decides to move his remaining Warbands as a group. They go their full move, 2 hexes, using 2 movement points. He decides to push on a second move to contact the Romans with full Impact Force. Having moved a second time he has to pass a discipline test to see if his men become disordered. They are C Class troops and would normally pass on a roll of 5 or 6 only. But as the General is attached to the group they will pass on 4,5,6. Unfortunately he rolls a 3 and all of the Warbands in the group disorder.



As the attacker the German general determines which Roman stands are being attacked by which of his stands. He decides to attack L2 with WB2 as the Battle Stand supported by WB3 whilst WB4 attacks L1.

Having determined who is fighting who the legionaries can now throw their Pila at the opposing Battle Stands. L1 throws 3D6 at WB4 and gets a 6. This means WB4 has to take a Morale Test. A starting strength of 4SP minus 1 for the hit, minus 1 for being

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disordered brings him down to an adjusted Morale of 2. In this case a throw is unnecessary. As the WB is disordered and it has to test it will take 1 loss automatically which is the maximum damage that can be caused by firing. So 1 permanent SP is lost. This is taken off of the rear rank. On the right L2 fails to hit with its 3D6 pila throw.

The German general starts the melee with WB2 and WB3 against L2. The Battle Stand WB2 has 4D6 for SPs plus 4D6 for Impact force less 1D6 for being disordered. The supporting stand WB3 has the same total of 7D6 but this is halved as it is a support stand only. Rounded up that is 4D6. In total the 2 Warbands have 11D6 versus 6D6 from the Romans. Amongst their 11 dice the Germans get 3 hits against the Romans and the Romans only get one hit back.

The Romans take a Morale Test. They start on 6SP and lose 3 for those hits. They test on an adjusted morale of 3. A throw of 6 means that they have a morale loss of 3. If they lose the melee they will lose 2 Strength Points.

The German Battle Stand, WB2, takes a Morale Test. They have a starting SP of 4, plus 1 for having the General attached, minus 1 for disorder and minus 1 for the hit. Their adjusted morale is 3 also. The Germans roll a 5 for a morale loss of 2. The loss of the Romans, at 3 points, is worse so the Romans lose the battle, losing 2 SP and having to retreat. The Germans lose 1 SP from WB2.

The Romans retreat 2 hexes, double their normal move in disorder. WB2 has to attempt to pursue as it is impetuous. The Germans throw a 2 and move 1 hex after the Romans only.

The second battle is now fought. L1 has 6D6. WB4 has 7D6. WB3 has been drawn into this battle as a supporting stand because after the previous fight resulted in L2 retreating WB3 found itself with L1 in its zone of control. WB3 used up its impact force against L2 so it is now only worth half of its stationary value less 1 for disorder, 3D6. It adds 2D6 to the combat.

The Germans throw 9D6 hitting the Romans twice. The Romans throw 6D6 and hit the Germans once only. Both sides need to do morale checks. The Germans test on 4SP minus 1 for disorder and 1 for the single hit. A starting morale of 2. They throw a 4 for a morale loss of 2.



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The Romans start on 6 losing 2 for the hits but gaining 1 for having the general attached. As their starting morale is 5 they can only fail the test on a throw of 6. They throw a 4. The Romans suffer no morale loss. WB4 loses 2 SP and has to retreat, WB3 becomes disordered and has to retreat. L1 becomes disordered because it had to take a morale test. L1 chooses to attempt to pursue. It throws a 3 which would normally mean no pursuit but the attached General adds 1 and the stand moves forward into WB4s deserted hex.

Figure 5 and 6

All the German group has now moved. The Romans have the initiative next.

The Roman General decides to take a discipline test to try to rally L1 out of disorder. As he is attached to this B Class unit it rallies on 3,4,5,6 on a D6. L1 rallies and moves 1 hex forward. The General decides to push on and attack WB4. L1 charges into WB4. As this is the first extra move the discipline test is still passed on 3,4,5,6 with the General attached.

1D6 is rolled for the pilum and misses. L1 has 6D6 plus 2D6 for Impact, a total of 8D6. Even though WB4 has 3 hits on it these are counted as being on the back rank so the front rank is still SP4 minus 1 for being disordered for 3D6. The Romans score 2 hits and the Germans none. The Germans test on a starting morale of 1 and throw a 3. That's 2 hits and they have lost the melee. Their back rank is removed and the front rank loses 1SP and has to retreat.

L2 moves next. It tests to rally first on 4,5,6 and is successful. They charge into WB2. A single pilum dice misses. L2 has been reduced to 4D6 having taken 2 permanent hits and only gets 1D6 for Impact as it has taken more than 1 loss. 5D6 versus 3D6 for the Germans. Neither side manages to score a hit and this becomes an ongoing battle with the 2 stands locked in combat.

The Auxiliaries move last, charging into WB1. 6D6 for the Romans vs 3D6 for the Germans. The Romans manage 1 hit and the Germans nothing. So the WB tests on a morale of 2. They throw a 2 so do not take a combat hit. However, as they were disordered and had to test they lose 1 SP anyway. They are not beaten and this also becomes an ongoing melee.

