

## PROCONSUL – RULES FOR ANCIENT BATTLES

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## PROCONSUL – RULES FOR ANCIENT BATTLES

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Abbreviations used in these rules:		
3H = 3 hexes. 2D6 = two six sided dice. MP – movement point Opp – opportunity IF – Impact Factor SP – Strength Points BS – Battle Stand DF – Defensive Fire	<b>COMBAT STANDS</b> MC – medium cavalry HC – heavy cavalry El – elephant HI – heavy infantry armed with a variety of close combat weapons Aux –Roman auxiliary LI – Light infantry LSp – Units armed with long spears such as hoplites Pike – Pike Units WB – Warband	<b>SUPPORT STANDS</b> LC – light cavalry LCh – light chariot Sk – foot skirmishers Sh – shot Art – artillery, scorpions etc

### 1.0 Basic Concepts

These rules are intended for refighting major historic battles, such as will be found in the scenarios on the website. [[www.hexesandminiatures.com](http://www.hexesandminiatures.com)] The scale is variable, in some scenarios a stand of Roman Legionaries may represent a single cohort of 480 men and in other larger battles 3 or 4 legionary stands may represent a whole legion of 5000 men.

#### 1.1 Command Groups

Each army is divided into a number of command groups each commanded by a General. There are usually at least three [left flank, centre and right flank] but can be more. The individual scenarios will detail the different command groups.

#### 1.2 Stands and Basing

Each group is made up of a number of stands under the command of the General of that group. Stands are the basic combat unit of the game. They need to be of a size to fit comfortably into a 4” hex with a few markers indicating their status. I use 60mm x 40mm stands but the size of stand and number and scale of figures on the stand is irrelevant so long as they can be easily identified for what they are. For multi base stands such as pike blocks and warbands I use full sized stands at the front and half size stands to show the additional ranks. The half sized rear stands are removed first as casualties mount.

Generals are represented by single figures or small stands of a couple of figures.

Stands are categorised in a variety of ways which determine how they move, fight and are affected by terrain. See **Section 15, Unit Types and Examples** at the end of the rules for more detail. This section also has an example of an army list and how to read it.

#### 1.3 Strength Points [SP]

Each stand has a core number of strength points which is found in the strength point column of the army list. This is the base strength of the stand and equals the number of D6 that it throws when fighting close combat and firing. As it takes hits it loses SPs which reduces its strength in combat. All stands have an order rating of A [the best], B, or C [the worst]. The order rating determines how well they respond to orders.

#### 1.4 Game Play

The game is played as a series of rounds each of which finishes when every one of these groups of stands has moved.

At the start of a round both sides select and openly declare which group they wish to move. They then throw 2D6 and add or subtract any bonus for the general of that group. The player with the highest throw gets to move their selected group of stands. Each stand in the group moves, fires and fights. All of these actions happen immediately. It is best to use some kind of movement marker which is placed in the hex with the stand to indicate when it has moved. It is easy to lose track in a large battle.

Once all stands in the group have moved the dice are rolled again to see who gets the initiative next. This continues until all stands on the board have moved at which point the round finishes and the movement markers are removed.

### 2.0 Command and Control

Where the stand of each general is during the turn determines which of his stands are in control. Stands within 6H [or 4H if it is a poorly trained army] of their groups commander are considered to be within command range. They conduct Order Tests for extra movement, recovery from disorder and going onto opportunity status normally.

All Order Tests for stands that are out of range at the time they test suffer a -1 penalty for distance from general.

#### 2.1 Moving Commanders

A commander can be moved once per turn up to 6 hexes in his group's turn, he can move further in total if attached to a stand that is making multiple moves but cannot make multiple moves by himself. He can use that move to join a stand and assist it in passing Order Tests and moving with it.

A commander in the same hex as a stand can declare himself attached to that stand for the move. He will then move with that stand as many times as it moves. Commanders can be in a hex by themselves. If an enemy stand enters the hex the commander will move to the nearest stand of his command.

#### 2.2 Losing a Commander

A commander who is attached to a stand which is in melee or under fire can add +1 to the Morale Test to help the stand survive. However, if the stand is destroyed and he was attached then the commander is killed too. If a commander is killed a new commander appears at the start of the next turn in a hex with one of the stands in that group. The new commander will be poor quality with a range of only 4H and will reduce the initiative dice roll of his group by -2.

If a general is with a stand that is destroyed but was not attached to it he will be moved immediately to the nearest stand of his group.

### 3.0 Movement

All stands must face one of the points of the hex they are in. It is important that their facing is unambiguous to all players. Stands move from Hs forward into one of the two front hexes without changing facing for 1 movement point [MP]. Each stand has a number of movement points as shown on the army lists for each scenario.

In a turn a stand may do one of the following: move; fire then move once; move then fire; fire.

#### 3.1 Changing facing

Turning 1 hex face requires 1MP. With a few exceptions stands cannot turn and exit a hex in the one move. Most stands, even ones that can move 2+MP can turn 1 hex face only during a single move, a further change of face is possible but leads to automatic disorder and no further movement that round. A stand can use an extra move to turn another face [see below] but will have to take an order test.

Roman Auxiliary stands can turn more than 1H face in a single move without disordering with each change of facing taking 1MP. Auxiliaries can turn a H face and then exit the hex or vice versa.

Sk, LCh, and LC can move freely from hex to hex in any direction and finish their move facing any direction without using MPs to turn and without disordering

#### 3.2 Turning to Rear

Any non disordered stand can turn to face its rear, finishing disordered.

#### 3.3 Extra movement

An undisordered stand can move a second and more times but must take an **Order Test** at completion of each. An extra move is just like a normal move and the same conditions apply.

**3.4 Order Test.**

Throw 1D6.

A class stands pass on 3,4,5,6.

B class stands pass on 4,5,6,

C class on 5,6,

They can add +1 to the Test if a leader is in their hex or a leader is attached to a group that is making a group move. Subtract 1 from the roll if they are more than 6H from their leader in a well trained army, or 4H in a poorly trained one.

If they pass they can take another move, then Test again with a decreasing chance of passing for each extra move [eg, B class pass on 5,6 for a third move and 6 for a fourth].

If they fail a Test they become disordered.

**3.5 Zone of Control [ZOC]**

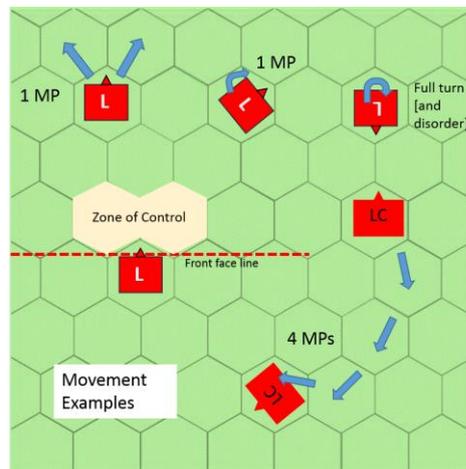
Each stand has a Zone of Control. ZOC is the front two face hexes of the stand. Moving stands will halt if they enter an enemy ZOC. A stand cannot move so that it ends its movement with one of its flank or rear H in an enemy ZOC unless the enemy stand is a Sk stand in the open which has no ZOC. A stand which commences its turn with its flank or rear to an attacking stand can turn to face its attacker if there is no other stand attacking it from the front. It can turn any number of faces to do this and will not disorder. If a stand is adjacent to another friendly stand being attacked, but is not the subject of the attack itself or a supporting stand in the combat, it can move out of enemy ZOC.

**3.6 Backwards movement**

Stands can move **backwards**, maintaining facing, however, unless Light Chariot, Aux, Sk, MC, LC, will become disordered. Light Chariot, Sk and LC can finish move facing any direction others maintain facing.

**3.7 Sideways movement**

All stands can move a full move sideways but unless LC, LCh, Aux or Sk will disorder. Some other specialised stands can move sideways without disorder as per scenario charts



**3.8 Group movement**

Stands of the same kind [eg legionary infantry or medium cavalry] can move together if they commence in adjacent hexes. If moving they must be facing exactly the same direction and move the same direction and number of hexes. Stands cannot be dropped off during the move. A group of stands can be put on opportunity as a group. In this case they do not have to be facing the same direction and they can act separately or together once on opportunity.

**3.9 Interpenetration.**

Shot, Auxiliaries, LI, LC, LCh and Sk can move through any other type of stand and can be moved through by any. Stands forced to retreat in combat can move through any, and if they are M/HC, WB, LSp, Pike or HI retreating through M/HC, WB, LSp, Pike or HI will disorder them.

**3.10 Displacement**

Any stand but Sk can move into a hex with LC, Lt Chariot, LI, Sk or Shot troops and these will immediately fall behind the stand moving in occupying the hex the moving stand vacated. Sk can do this to Sk only. Legionaries can do the same with Legionaries or Auxiliaries. Aux can displace other Aux. This counts as a move for the stand initiating the displacement only.

**4.0 Evasion**

Sk, Light chariots and LC can evade if they are charged or fired on *in an enemy turn*, if the attack comes through their front 2H. MC can evade from infantry in the same circumstances.

An evasion move is up to a full normal move to the rear finishing the evade without changing facing. If the stand is not disordered they can continue to retreat if pursued and contacted again performing Order Tests as per normal multiple moves. If it fails a Test and disorders it cannot evade from the same pursuer again. If a stand is already disordered when first charged it can only evade once from the same attacker.

A stand cannot evade if it is opportunity charged or charged from behind the flank or rear [where the attacking stand was never visible in front of the front base line].

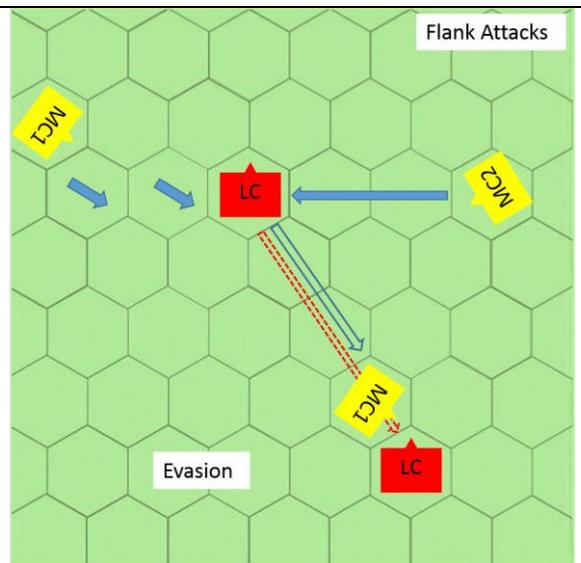
Sk, Light chariots and LC can still evade if the attacking stand commenced the turn adjacent to their flank and just turned to attack or if they are caught in the flank as part of attack on formed stand. Stands already in melee cannot evade.

*MC2 is behind the front face line when it starts to move so can launch a flank attack. The LC cannot evade and will disorder when MC2 hits it.*

*If MC1 had attacked instead of MC2 it would have started from in front of the front face line of the LC so the LC could have evaded up to its full move of 4H maintaining facing. MC1 can continue its full move of 3H into the vacated hex of the LC.*

*If not disordered MC1 could choose to pursue the LC. The LC can evade again, but at the end of the second evade will have to perform an Order Test for the extra move. If it fails the Test it disorders and can't evade from MC1 again.*

*MC1 will have to perform an Order Test for its extra move before it can pursue again and if it fails will become disordered and unable to move again*



**5.0 Opportunity Moves [move/fire]**

Stands can be put on **Opportunity**. Opportunity allows them to react in the enemies turn. This enables them to;

- fire at or counter charge a stand that fires on them from the front 2H.
- counter charge a stand that is moving to contact them.
- opportunity charge anyone who moves into range and is moving towards them or moving sideways in a way that brings them closer to the front of the stand.

These moves can only be made if you can actually contact the stand initiating the response and cannot involve any turns or sideways movement.

A stand that triggers an opportunity response cannot evade to avoid it.

You need to take an Order Test [see 3.4] to put a stand on opportunity. This is the first action which that stand can take in the turn. If it fails there is no ill effect, the stand can still move and fire normally that turn.

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Once on opportunity so long as it doesn't move [other than to turn up to 1H face in H], fire or become disordered the stand stays in opportunity mode. A disordered stand can take an Order Test to recover from disorder and if it passes can then Test again to go into opportunity mode.

A stand can opportunity charge through or into their own Sk screen. Legions can opportunity charge through or into friendly Roman archers. The Sk or archers can fall back as for the interpenetration rules if the opportunity charge of the friendly stands would end in their hex.

Only one stand on opportunity can charge or counter-charge a single enemy stand firing on or moving towards them. As many stands as are in range can use opportunity to fire on a stand which fires on them or moves towards them.

### **6.0 Firing**

Some stands are able to conduct attacks by distant shooting.

Stands can move then fire or fire then move *once*. However, they get a firing penalty of -1D6 for each time they move before firing and -1D6 if they intend to move after firing. The firing arc is along the lines of the wide frontal H lines. Horse archer, light chariots and elephants can fire any direction, but only fire defensive fire frontally. Artillery fire along the narrow 2H front.

You cannot fire into a close combat or if you are in close combat. You score one hit point for each 6 or double 5 thrown. A stand hit by distant shooting has to take a **Morale Test**. It is this Test that determines the amount of real damage, if any, the stand takes. The maximum damage that a stand can take from one stand shooting at it is 1 strength point.

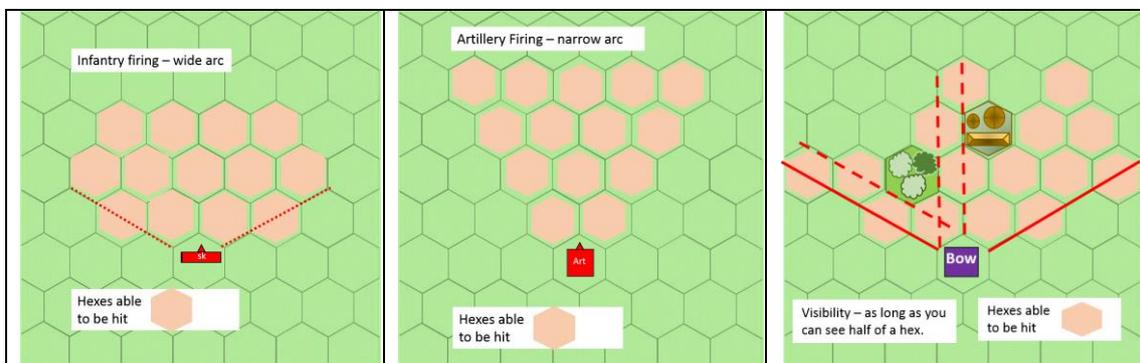
Various kinds of terrain block sight. You can only shoot one hex into hill tops from a plain below. You can only shoot one hex into woods and towns. Only archers can fire overhead. You can only fire into a hex if you can see half of it. Skirmishers, light cavalry and artillery do not block firing.



*The Bow stand is on the flat and the Warband and Skirmish stands are on the hilltop. The Bows can see the Warband but not the Skirmishers.*



*The Bow stand is on the hillside. From here they can see both enemy stands.*



*The Skirmisher [sk] is a Javelin armed Gallic stand. According to the Gaul army list it has two strength points. If it fires at a target 2 hexes away it will throw 2D6 hitting on 6 or double 5. At 3 hexes it loses one D6 so will only throw one. It can only cause 1 casualty to a target as that is the maximum damage that can be done by a single stand firing.*

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To work out the potential effectiveness of your stand firing you need to use the army lists for the relevant stand. Each stand has a core number of strength points [SP] which is found in the strength point column. This is the base strength of the stand and equals the number of D6 that it throws when fighting close combat and firing. This number of dice is modified by factors in the range columns on the chart as well as various *terrain and tactical factors* which are found on the **Summary Sheet**. These all add and subtract from the numbers of D6s to be thrown.

### 6.1 Pilum

Roman legionaries are equipped with the pilum, a throwing spear that they used in defence and attack to attempt break up enemy cohesion. This leads to a special kind of fire combat. When a legionary stand is in combat it gets to throw its pila before the combat commences if it is attacked through its front hexes.

The legionary stands throws 3D6 if defending and 1D6 if attacking. It loses 1D6 if it is disordered. It gets 1D6 if it is fighting as a supporting stand. Once the stand has taken losses it is reduced to 1D6 in all circumstances. Once it is permanently reduced to 3SP it loses its pilum ability. Legionaries do not get a pilum if being pursued and caught. Pilum from 2 supporting stands can be thrown for as one.

### 6.2 Defensive fire

Stands that have the ability to engage in missile combat can fire defensive fire if they are charged and hit from their 2 front face hexes. They do not get to fire defensive fire if the frontal attack is as a result of an opportunity charge which they triggered. After they have fired they will engage in close combat with their attacker/s

Stands eligible for this are:

- Light chariots, Horse Archers, Numidian cavalry where these stands choose to fight and not evade.
- Light Infantry javelin stands.
- Sk in any defensive terrain, or defending against stand in any terrain that removes attackers impetus. Sk who are not in cover can fire on their attacker but they are then automatically destroyed, they do not get to fight in close combat
- Shot in the open will not get defensive fire against HC or MC they only get it if they are in terrain that removes the cavalry impetus.
- Artillery against any

Defensive fire is equal to the remaining strength points of the attacked stand less 1D6 if they are disordered.

### 6.3 Supporting Fire

Shot stands that are a supporting stand in a combat can fire at half strength [rounded up] if they would have been eligible to fire if they had been the target of the charge. Shot always get half DF if they are adjacent to and supporting a combat stand in combat.

Supporting Sk who choose not to evade can fire at full effect but are then automatically destroyed. Supporting Art can fire at full effect not halved.

A unit that is contacted whilst being pursued as a result of losing a close combat cannot fire Defensive fire. However, any new stand contacted by pursuers can fire DF or supporting fire.

### 6.4 Defensive Fire and Opportunity Fire

If a stand is on opportunity it could fire when an attacker is at 2+H then fire again when contacted.

### 6.5 Outcome of Firing

The result of all firing activity is that each throw of a 6 or a double 5 the target is hit and requires the target to take a Morale Test.

## 7.0 Morale Test/Permanent Strength Point Loss

Any time a stand suffers a hit in melee or by fire it takes a Morale Test. To pass a Test you need to roll equal or less than your adjusted morale on a single D6. So the higher you roll the worse the result!

To work out your adjusted morale you start with the stands initial Strength Points which are equal to its starting Morale

- you subtract the number of hits you have just taken [that is the number of 6s and double 5s just rolled against you]

- you subtract any permanent losses the testing stand has taken from its starting SP,

- subtract 1 if the stand is disordered,

- add 1 if a general is attached to the stand.

Your adjusted Morale can never be less than 1.

Your morale loss as a result of firing or melee is the difference between the D6 roll and your adjusted morale. If the result is positive that is the morale loss you have taken. [eg your adjusted morale is 4 and you roll 6, your morale loss is 2]

If your adjusted Morale is 6 or greater you can only fail the Morale Test by throwing a 6.

The Morale Test is always failed if you roll a 6 and it is always passed on a roll of 1.

If your commencing Morale is 6 or more and you throw a 6 in the Morale Test you will take a single SP loss and become disordered.

### 7.1 Losing Strength Points

The Morale Test determines the amount of permanent damage a stand takes as a result of taking hits from shooting or melee. Any morale loss of 1 or greater will cause the loss of Strength Points. The maximum amount of damage that a stand can take by being fired at is 1 Strength Point. The maximum amount of damage that a stand can take in a melee is 2 Strength Points if you *lose the melee and you had a morale loss of 2 or greater*. HC and Artillery are exceptions to these limits. Artillery Attacked frontally which fires defensive fire can cause 2SP damage from firing. See Melee section 11.1 for HC. You need to keep track of SP as they are lost [I use small numbered markers which go in the hex with the stand]. Stands are removed once all of their Strength Points have been removed.

### 7.2 Morale Test Example

***The Morale Test is best illustrated by an example. Let us say your stand starts the game with 5SP. You are fired at by archers with SP3 firing at a range where they do not suffer any losses for long range fire. They throw 3D6 one of which is a 6 causing 1 hit. 5SP-1 hit equals a Morale of 4. You throw 1D6 and get a 3. This is less than 4 so you suffer no permanent loss, you do however become disordered. If you had thrown 5 you would have suffered a morale loss of 1 and suffered one SP loss and become disordered. A throw of 6 would have had the same effect as throwing 5 as you can only suffer 1SP loss from shooting even though your morale loss was 2.***

### 7.3 Morale Test and Disorder

Any time you have to take a Morale Test as a result of being hit by shooting or in close combat you become disordered irrespective of the outcome of the morale check. If you are already disordered before you take the Morale Test you will lose at least 1SP irrespective of the outcome of the morale check. This is not in addition to any other losses, so if you had already been disordered in the above example and you threw a 5 you would still only lose 1SP. But you would have lost 1SP even if you had thrown 1 and passed the Test.

When in close combat a SP loss caused by being disordered and forced to Test does not count as a loss for determining the outcome of a fight. [See combat section below]

### 7.4 Large Units and Morale Tests

Some stands have additional stands attached to them in the same hex. Warbands normally have a rear stand attached. Long Spear armed stands often have a second rank and Pike Men may have 2 additional ranks behind the first. In these case the casualties suffered in a Morale Test are taken off of the back ranks first.

All tests are conducted using the SPs of the front stand as the starting point. This means as long as back ranks remain the front rank commences each new Test as though it has not taken losses other than those inflicted in the current fire/melee leading to the Test.

These large stands cannot be split up to make smaller stand units.

### **8.0 Recovering from Disorder**

A stand that wishes to rally must take an Order Test. If it passes it can then move or fire at full effect. If it fails it rallies but cannot move or fire or attempt to go onto opportunity.

#### **8.1 Order Test for recovering from disorder.**

Throw 1D6.

A class stands pass on 3,4,5,6.

B class stands pass on 4,5,6,

C class on 5,6,

Stands can add +1 to the Test if a leader is in their hex or a leader is attached to a group that is attempting a group recovery.

Subtract 1 from the roll if the testing stands are more than 6H from their leader in a well trained army, or 4H in a poorly trained one.

A stand cannot attempt to rally from disorder if it is in close combat.

### **9.0 Impetuous Stands**

Some stands are identified as impetuous on the army lists. These stands are hard to control and are liable to move uncontrollably towards the nearest enemy stands.

#### **9.1 Poorly trained Impetuous stands**

If the stand commences its move within 4H of enemy stands, which are visible and in the front 2H arc, then unless the impetuous stand is on opportunity it must:

Advance forwards a full move or move a full move towards the nearest enemy to its front. If several stands are at same the range it can choose which one.

If the impetuous stand is not disordered it may move 2 moves to contact a more distant enemy. Instead of advancing the stand may take an Order Test to put it on opportunity. If it is already disordered it may Test to rally, then Test for opportunity. If it fails it must advance as above.

#### **9.2 Steady Impetuous stands**

A steady impetuous stand which commences its move within 3H of enemy stands, which are visible and in the front 2H arc, then unless the impetuous stand is on opportunity it must do as above *if it moves at all*. It can choose to stay completely stationery instead of charging.

#### **9.3 Factors effecting impetuous responses**

When determining if an impetuous stand can see enemy stands and must attack them visibility is blocked by terrain and by friendly stands.

Impetuous stands are not required to charge skirmish infantry

Impetuous infantry are not required to charge cavalry

Impetuous stands will not leave field defences to attack and unless a scenario says otherwise will not cross a creek or river they are defending to attack.

### **10. Melee**

All stands have an Impact Factor [IF] which can be found on the army lists. Only stands with an Impact Factor greater than 0 can charge [move to contact] an enemy stand. The only exception to this is light cavalry with an IF of 0 who can charge Sk or into the flank or rear of units if they start behind the target units front face line.

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### 10.1 Melee Overview

Melee is handled similarly to firing. Each stand has a core number of strength points [SP] which is found in the strength point column of the Army List. This is the base strength of the stand and equals the number of D6 that it throws when fighting in close combat. This number of dice is modified by factors in the other columns in the Army List as well as various terrain and tactical factors which are found on the Summary Sheet. The loser of the melee is the side which takes the greatest morale loss as a result of the Morale Test.

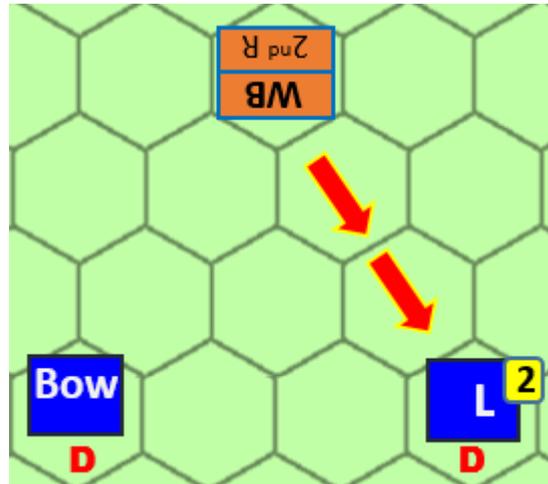
### 10.2 Determining opposing stands – Battle Stand definition

In a melee there is only 1 Battle Stand on each side. Other stands contacted are considered supporting stands to the Battle Stands. Both sides throw dice. A stand in melee always gets to throw at least 1D6. If a stand charges into contact with more than one enemy stand it can choose which of these is the opposing Battle Stand. There are conditions on this:

- The opposing Battle Stand when you are pursuing a defeated stand will be the stand you are pursuing.
- If you contact a Combat Stand and a Support Stand the Combat Stand will be considered the Battle Stand.
- If one opposing stand is contacted on its front 2H and the other on its 4 flank/rear hexes the combat is with the facing stand. In this case the non facing stand does not count as a supporting stand and does not add to the combat. It does however have to retreat in disorder if the Battle Stand loses the Melee.



**A German Warband has charged into a Roman Legionary stand and a Bow stand. The Legion stand HAS to be the defending Battle Stand as it is a Combat Stand. The Bow as a Support Stand will be a supporting stand [see 10.7 below] in the Melee. The Legion are SP6 so they get 6D6, the Bows are 4SP, they add half of their strength 2D6 to the melee giving the defenders a dice roll of 8D6. [Note that before the melee begins the Legion stand would have got to throw its Pilum at the Warband and that the Bows would have fired separately with Supporting Fire at half strength]**



**The Warband win the Melee and the Legion suffers 2 permanent SP losses and has to retreat in disorder. The Bow as a supporting stand in the combat does not take any losses but becomes disordered and has to retreat. The Legion retreats its maximum distance of twice the normal move which is 1MP times 2. The Warband being impetuous has to attempt to pursue. They must pursue the Battle Stand which was their main foe in the melee, they cannot choose to pursue the Bows. If the Warband throws 4+ on a D6 they will pursue 2 hexes and catch the Romans. As the Legionary stand is retreating it will not get to throw Pilum again on the Germans should they contact.**

### 10.3 Impact Factor

A Stand charging into melee or contacting an enemy when pursuing will add its impact factor from the army list. There are conditions on this:

- Infantry can only add this factor when fighting other infantry.
- Chariots don't get it if they charge Light Inf.
- Warbands don't get Impact if they charge Roman Auxilia frontally, or if they hit Auxilia in a flank but started in front of the front base line of the Auxilia.
- Cavalry don't get Impact when attacking Pike or Long Spear armed infantry frontally, or if they hit these stands in a flank but started in front of their front base line.
- Cavalry don't get Impact against Chariots
- No one gets Impact attacking Elephants

In most cases once a stand has lost one of its strength points then its impact is reduced to one only. Some stands maintain Impact Factors higher than one after losses. These are covered in the Army Lists and the scenarios.

### 10.4 Weapon and Terrain Factors

#### 10.4.1 Pike

If they are attacked through their front face hexes Pike will get an extra 1D6 per extra rank when fighting foot. They get an extra 3D6 per rank when fighting mounted stands who attack them frontally.

#### 10.4.2 Long Spears

If they are attacked through their front face hexes Long Spear Stands will get an extra 1D6 per extra rank when fighting foot. They get an extra 2D6 per rank when fighting mounted stands who attack them frontally.

#### 10.4.3 Uphill Bonus

A stand that is on a higher hex than its opponent gets an additional 1D6, even if it is being attacked in the flank or rear from a lower hex.

Other terrain effects are detailed on the Summary Sheet Terrain Factors page. Specific scenario based factors will be included with the scenario notes.

### 10.5 Rear and flank attacks

Stands contacted *and attacked* on one of four rear hexes automatically become disordered but only if the attacking stand started from behind the front face line of the defender and moved *at least 1H*. All attackers facing 1 of the four rear H get +1D6 for fighting flank or rear. Stands continue to get +1D6 in an ongoing melee if the attacked stand cannot turn to face them.

Medium and heavy cavalry which contact the flank or rear hexes, who started from behind the front face line of the defender, and moved *at least 1H*, get +2D6 on the turn they contact.

A stand which commences its turn in an ongoing melee with its flank or rear to an attacking stand can turn to face its attacker *if there is no other stand attacking it from the front*. It can automatically turn any number of faces to do this and will not disorder.

### 10.6 Hitting Skirmishers

Any formed attacking combat stand aiming to hit a formed enemy can push through enemy skirmish stands in the open. Sk who do not evade are automatically destroyed. They can stand and fire before destruction if attacked frontally. They can stand, defensive fire and fight in cover or difficult ground. If hit in the flank or rear by a battle stand they will be destroyed without fighting.

Even if the Sk are only a supporting stand to a stand which has been charged they must evade, or fire/die as above. Sk can stand and fight El who get no impetus vs sk. Sk stands which start a turn with an enemy stand in their front face must break off.

Sk can stand and fight normally against LC, Elephants and Light Chariots who contact them frontally. None of these stands get Impact against Sk. Sk can fire defensive fire against all of these if contacted frontally. If contacted on a flank/rear by any of these the Sk will be destroyed immediately without firing if the charge commenced behind their front face hex line.

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### 10.7 Supporting stands

If a stand is in contact with 2 or more stands only one of these will be the Battle Stand. The rest may be supporting stands. To be a supporting stand in a melee the stand must have one of its front face hexes facing the enemy Battle Stand. A supporting stand can only support 1 Battle Stand at a time. If it is facing two enemy stands which are in combat with friendly Battle Stands the controlling player decides which melee they will support.

A supporting stand adds half [rounded up] of its adjusted Core Strength D6 value to the Battle Stand's dice. Supporting stands do not take losses as a result of the outcome of the melee, but they will become disordered and retreat if the Battle Stand they are supporting loses the melee.

If a stand joins an ongoing melee later in the round the melee will reignite still using the original Battle Stand with the new stand being a supporting stand.

### 11.0 Melee Results

Melee results are determined like Firing by taking a Morale Test [Section 7.0]. Both sides work out their morale losses and compare the result. To determine the winner of the Melee you need to compare the morale losses. The side with the greater morale loss loses.

If you lose a melee you can lose a maximum of 2 strength points from your Battle Stand and the winner can lose 1 SP. You will only take 2 SP losses if you lose a melee and your morale loss was at least 2.

#### Example of One Rank vs Two Rank Combat

The Gallic Warband with 5 Strength Points in its front rank and 4 in its second and has just moved to contact with the Roman Legion stand which has 6SP. The Warband has Impact of 4 added to its 5SP so could potentially throw 9D6. The Legion can throw its Pilum which as it is at full strength and not disordered will be 3D6. We will assume that the Pilum score 1 hit. The Warband has to take a Morale Test. 5SP -1 reducing the morale to 4 for the test. The Warband throws a 3 which is less than 4 so they do not take a permanent hit. However, as they had to test they are now disordered.



Now for the close combat. The Romans throw 6D6 and the Gauls 8D6 [they lose 1D6 for disorder]. We will assume that the Romans hit the Gauls once and the Gauls get 2 hits on the Romans. The Gauls are testing on 3 and the Romans on 4. The Gauls throw 5 in their Morale Test, a potential loss of 2. The Romans throw 6, a potential loss of 2 also. However, because neither side is beaten [their morale loss was identical] they only lose 1SP each and become disordered.

The Legionary stand has now had its SP permanently reduced from 6SP to 5SP and its Impact from 2 to 1. The Warband stands have had their **rear rank stand** reduced to 3SP permanently, but as the losses came off of the rear rank the front rank is still at full strength, 5SP and their Impact is unaffected.



### 11.1 Melee Result Exceptions

- Cavalry fighting infantry can only take 1 SP loss even if they lose the melee unless they are fighting Pikes or Long Spears frontally when they can lose 2SP.
- LC fighting any will only lose 1 SP at most.
- Sk in combat can never cause more than 1SP loss.
- LC/MC/LChariots in combat will bounce up to one normal move away from the melee in disorder if they do not win in one round maintaining facing. Where the combat involves stands of this nature on both sides it is the attacker who bounces. HC can choose to stay in contact or bounce.
- HC and Elephants who started behind the front face line of infantry and contact the infantry in the flank or rear can cause up to 3SP damage if they win the melee in the turn they charged in.

### 11.2 Eliminated Stands

If it is the only stand in the melee a stand that loses enough SP to be eliminated always loses the melee regardless of the morale loss result. However, if there are support stands and with their support the eliminated stand causes more damage than its opponent then the result is as for standard melee results except that the support stands cannot pursue the beaten stand.

### 11.3 Ongoing Melee

If the morale loss in the melee is equal then all of the stands stay in contact [except cavalry as above] the 2 Combat Stands take a maximum of 1 SP loss each, and the melee is marked as an **ongoing melee**. [Use an indicator to show which of the stands are the primary Battle Stands]. The same outcome occurs if neither side hits the other so that there is no morale test, or if only one side has to test morale but passes the morale test.

### 11.4 Reigniting On Going Melees

Within the one turn an ongoing melee can be reignited several times in a variety of ways

- If a stand from another command charges into an enemy Battle Stand which is in an ongoing melee it will restart the melee and join it as a supporting stand
- If a stand which was in a separate melee defeats its opponent and is in front face contact with an enemy Battle Stand which is in ongoing melee it will restart the melee and join it as a supporting stand
- If a stand contacts an enemy *supporting stand* which is supporting an ongoing melee without contacting the Battle Stand it will pull the supporting stand out of its current battle and start a new battle with the supporting stand as the new Battle Stand.

## 12.0 Retreat

The stand/s that lose a melee retreat up to double their normal forward movement distance maintaining facing and moving away from attacker [including going forwards if beaten from the rear]. Any support stands retreat also as above becoming disordered.

Stands will retreat into a hex with the following preference

- [1] A clear H without an enemy ZOC
- [2] Through a friendly stand disordering it. A stand will continue to retreat through occupied friendly hexes until it is clear of them. Retreating stands can land in the same H as friendly Sk pushing them back.
- [3] Through an enemy ZOC. A stand forced to retreat through an enemy ZOC loses 1 strength point for each enemy ZOC it passes through.
- [4] Move sideways around enemy stands or impassible terrain losing 1 SP for each sideways move.

Artillery who are defeated in melee are always destroyed even if they are just supporting stands. A stand that retreats off the board is counted as destroyed.

### 12.1 Retreat and rear attacks

You cannot retreat through an enemy stand [except sk], and stands are destroyed if beaten when surrounded by enemy battle stands on all 6 sides. A stand which is pushed back which has enemy stands facing both of its 2 rear hexes, whilst being attacked on one of its front face hexes will retreat sideways to escape losing extra strength points for sideways movement **and** moving through an enemy ZOC. If it is only attacked on 1 rear H whilst being attacked on one of its front face H it will take the avenue of retreat through the open rear H losing 1 extra strength point.

### 12.2 Retreating off of the board.

A stand that is beaten adjacent to a board edge where that is the way it has to retreat is removed from play and the points lost.

Only a stand that commences its retreat turn adjacent to a board edge is forced to retreat off. Unless it is an elephant where its mandatory retreat distance will carry it off. If a stand is defeated and has behind it one or more stands and then the edge of the board it is not forced to retreat through them and then off of the board. Instead it can move sideways after retreating 1 hex, but will lose an extra strength point for every sideways move it is forced to take [as well as any for moving through any enemy ZOCs etc] until it is clear.

### 13.0 Pursuit

Combat Stands that win a melee may pursue in some circumstances, some stands *must* attempt to pursue. A D6 is rolled to determine this. Only the main Battle Stand in the melee can pursue, support stands do not.

Impetuous stands and war chariots must pursue. They will pursue 1H on a roll of 2-3, 2H on a roll 4-6. Chariots will go 3H on 6.

Other stands with a positive impact factor can choose if they wish to attempt to pursue. Throw a D6. Infantry will pursue 1H on 4,5,6.

Chariots/cavalry/Elephants will pursue 1H on 2-3, 2H on 4-6 and 3H on 6 if they can move that far in a normal move.

A stand can pursue when the enemy stand they were fighting is eliminated. Impetuous stands must attempt to pursue when they eliminate a stand.

Infantry will not attempt to pursue cavalry, Elephants, or chariots or pursue a stand if it would bring them into contact with one of those stands.

A stand will not pursue if its movement would cause one of its flank or rear Hs to enter an enemy ZOC.

A stand that pursues off of the board is lost, although it does not count as lost points for the side that loses it.

#### 13.1 Mechanics of Pursuit

The pursuing stand moves into vacated H and continues to pursue along the line of hexes taken by the retreating stand without changing facing. If the enemy was destroyed continue forward in as straight a line as possible.

If a pursuing stand contacts the stand it is pursuing or a new enemy stand then another melee is fought. The pursuing stand gets Impact.

If a stand is not able to move because it is in front face contact with an enemy stand in a separate melee then the stand joins that melee rather than pursuing.

### 14.0 Victory Points and Winning the Battle

Every stand is worth a number of points 1, 2 or 3. These are known as the Break Points [BP] for that stand. Before the battle add up the total number of BP in each army. As stands are destroyed their points are removed from the armies total. In multi stand units each stand is worth points [eg A Macedonian Pike block has 3 stands each worth 2 points, each time a stand is removed from the Pike block 2 points are removed]. Once a proportion of the total points has been lost the army will break and be beaten. The scenarios will include what proportion of points can be lost from an army before it will break. Usually between a third and a half. The first side to break loses the battle.

### 15.0 UNIT TYPES and EXAMPLES

Stands are classified in a variety of ways which determine how they fight, how they move and how they are affected by terrain. The army lists with the scenarios detail all of the categories which apply to each stand in the scenario.

The primary distinction between stands is whether they are Combat Stands or Support Stands. Combat Stands represent the troops whose primary role is to come into contact with the enemy and fight hand

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to hand. Support Stands fulfil a number of ancillary roles, including skirmishing and missile combat. They are not generally interested in coming into close combat with the enemy. Combat Stands and Support Stands are broken up into a number of sub-categories.

### SUPPORT STANDS

All of the following sub-categories of stand are Support Stands. This is not a prescriptive list of stands covered by each sub-category.

LC	<b>Light Cavalry</b> Britons, Dacian, Skythians, Numidians,	Sk	<b>Skirmishers</b> Foot Javelin, Bow, Sling
LCh	<b>Light Chariot</b> British Chariots	Sh	<b>Shot</b> Bowmen
Art	<b>Artillery</b> Scorpions, catapults		

### COMBAT STANDS

All of the following sub-categories of stand are Combat stands. Again the troop types listed are only an indicative sample of the types of stand covered by each sub-category.

HI	<b>Heavy Infantry</b> Roman Legion, Imitation Legion, Heavy Scutarii	LI	<b>Light Infantry</b> Scutari, Javelin men, Peltasts
LSp	<b>Long Spears</b> Hoplites [2 ranks], Carthaginian Infantry [2 ranks], Thureophoroi, Thorakitai	Pk	<b>Pike</b> Greek and Middle Eastern pike blocks [3 ranks]
Aux	<b>Roman Auxiliary</b>	WB	<b>Warband</b> Warbands, Falxmen, Clubmen
HC	<b>Heavy Cavalry</b> Cataphracts, Sarmations, Companions	MC	<b>Medium Cavalry</b> Roman, Gaul, German, Greek, Carthaginian
Ch	<b>Chariot</b> Seleucid War Chariots	El	<b>Elephant</b>

As can be seen, within each sub-category there are different types of troops who will have their own distinct attributes. The sub-categories are particularly relevant when reading the Summary Sheet as the rules for Terrain Effects and Combat Factors are determined on the basis of the major sub-category.

### 16.0 How to read an Army List

Cataphracts have 3 Movement Points [MP] the first time they move in a turn and 2MP for any additional moves.

The front rank of the Phalangites has 5 Strength Points [SP] the two back ranks 4SP each. The Phalangites have an Impact Factor [IF] of 1, adding 1D6 when they charge enemy infantry. They add their Break Point [BP] of 2BP per stand to the armies total.

**ARMY LIST - SELEUCID STANDS**

Unit	Cat	MP	SP	IF	2H	3H	4H	BP
War Chariot C	CS, WCh, ImpP	3	5	5				3
Elephants C	CS, Javelin	2	5	5	0	-1		3
Cataphracts C	CS, HC, ImpS	3/2	7	3				3
Cataphracts C	CS, HC, ImpS	3/2	6	3				3
Cavalry 1 B	CS, MC	3	5	3				3
Cavalry 2 B	CS, MC	3	4	2				2
Skythian Cavalry B	SS, LC, Bow	4	3	1	0	0		1
Phalangites B	CS, Pike	1	5/4/4	1				2
Thureophoroi B	CS, Long Spear	2	5	1				2
Thracians B	CS, LI, Javelin	2	4	2	0	-1		2
Galatian Warband C	CS, ImpS	2	5/4	4				2
Skirmishers B	SS, Sk, Javelin	2	2	0	0	-1		1

The Skythian Cavalry are a Support Stand, Sub-Category Light Cavalry and they are armed with bows.

At the range of 3 hexes the Thracian Javelin throwers lose 1D6. So assuming they are at full strength and not disordered they will throw 3D6 at this range [D6 thrown equals SP less modifiers].

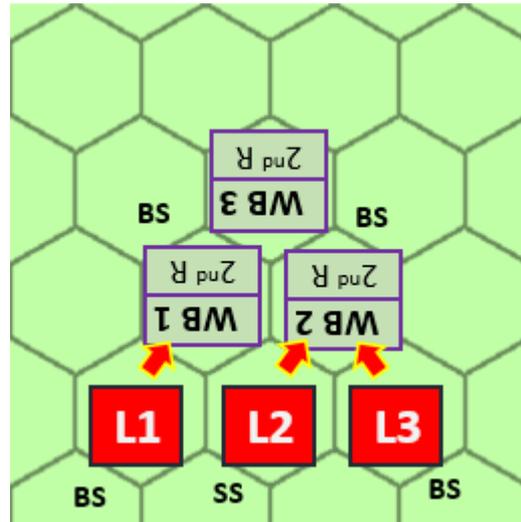
**Appendix - Game Play Examples**

**A1 - Battle and Supporting Stands Example**

Three Roman Legionary stands have made a group move into 2 double stands of German Warbands.

The Roman player can decide which stands are the Battle Stands and which the Supporting Stands. There must be one Battle Stand for each enemy stand.

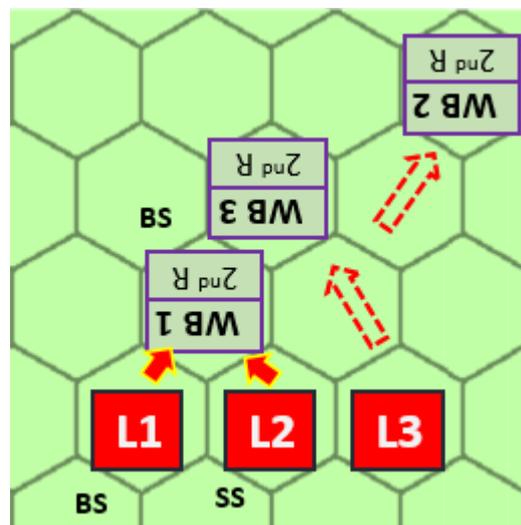
L1 attacks WB1 whilst L3 attacks WB2 with L2 supporting. The Roman player decides to attack with L3 first. This gives him 6D6 for L3's Strength Points plus 2D6 Impact giving 8D6 for his Battle Stand. Added to that will be the dice for the Supporting Stand L2. L2 gets half of its strength added, in this case that is half of 8D6 = 4D6. So the Roman player gets 12D6, hitting on 6 or double 5 in total for this first fight.



Warband 2 is defeated in the first fight and retreats. L3 attempts to pursue and fails. In the second fight Legion 1 has 8D6 and Legion 2 is now a supporting stand for Legion 1. Legion 2 does not get an impact bonus this time as that was used up in the first fight. Consequently L2 adds half of its base 6D6 = 3D6 to the fight giving L1 11D6 in the fight.

If the first melee had been a draw leading to an ongoing melee L2 would not have been able to support L1 as it would have been caught up in the ongoing melee and can only support one melee at a time.

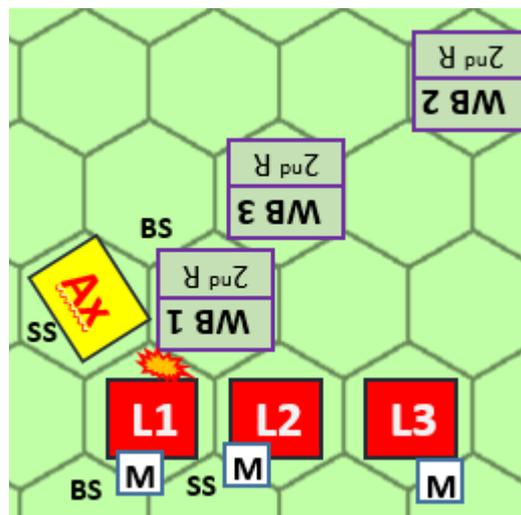
We will assume in this case that the second melee is a draw, both sides stay where they are and an ongoing melee marker is placed to indicate an ongoing fight between L1 and WB1.



**A2 - Reigniting Combat Example**

The Red Legion has all moved and been given Moved markers. There is an ongoing melee marker to show the fight between L1 and WB1. Note that the Green Germans, even though they have been in combat have not moved yet. Both sides throw for the initiative and the Romans win again, they decide to move their Yellow Legion Command.

A Yellow Auxiliary stand charges into the flank of WB1. This does not start a fresh fight instead it reignites the fight between L1 and WB1. L2 and the Yellow Auxiliary will both be supporting stands adding half of their D6 totals to the melee.

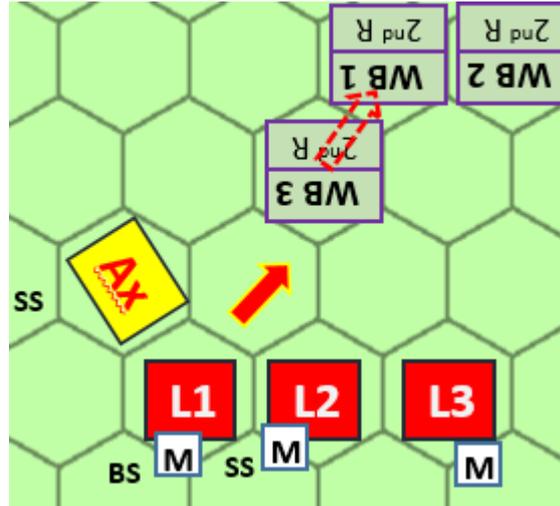


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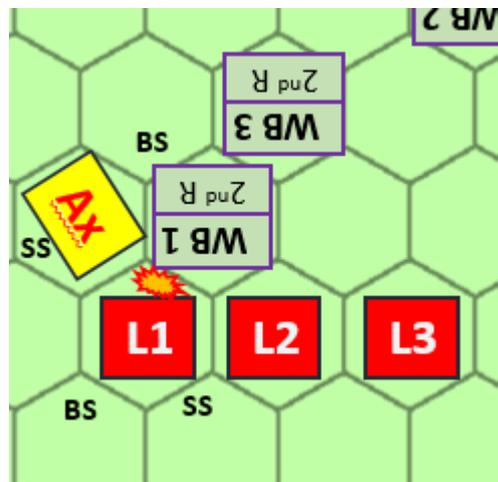
Legion 1 wins the melee and WB1 retreats with losses in disorder. WB1 has to retreat through WB3 disordering it on the way.

Even though the Red Legion has already moved and the Yellow Legion is currently moving L1 as a victorious stand in a combat can test to pursue. If successful they will move into the stand WB1 vacated and start a new Melee with WB3 which will be fought immediately. If successful in that new combat they may pursue again, potentially contacting WB1 yet again for another fight.

This tit for tat style of reactivation can continue for some time. And remember the Green Germans haven't had their move yet. They will probably start a whole new set of dynamic attacks and reactivations.



Looking at the same situation but assuming that the Red Legion has not moved yet this turn. The Yellow Auxiliary which charged in and reignited the battle will finish its turn having Moved but the Red stands, irrespective of how much moving and fighting is initiated by the Yellow stand coming in, will not yet have moved this turn.



Now let's assume that it is the same kind of situation but the Red Legion Command has got the initiative. The Auxiliary that charges in is from the Red legion and it reignites the fight. Legion 1 may win and pursue just like above but it will mean, at the end the fighting, that the Red Auxiliary, Legion 1 and Legion 2 have ALL moved and should be given 'Moved' markers. This is because it is the Red Legions move and any Red stand that moves, or takes part in combat, even if just caught up as a Supporting Stand, is considered to have moved.

