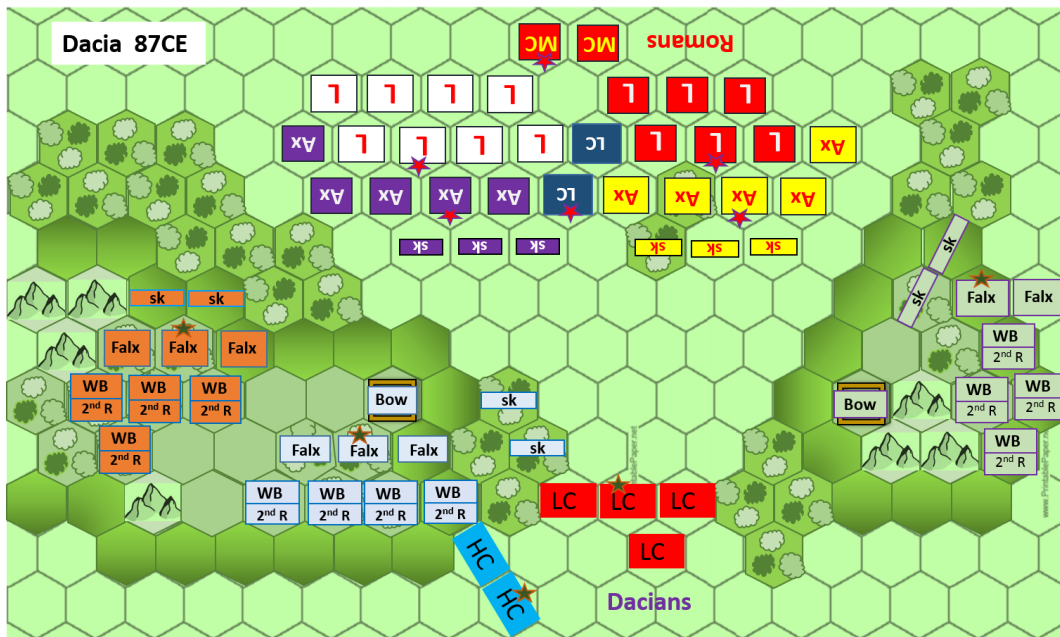
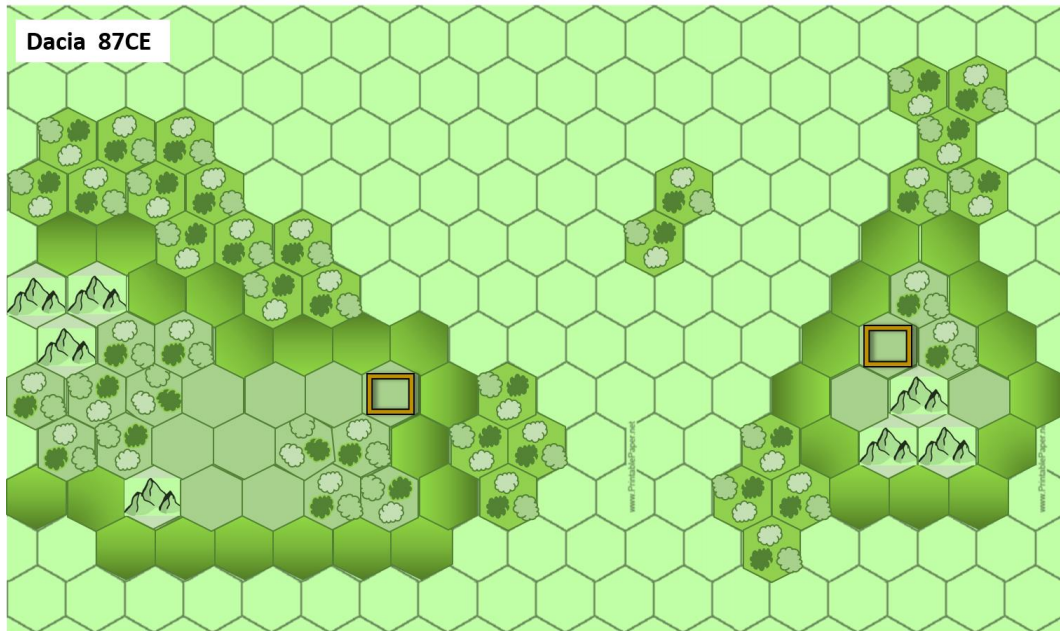


PROCONSUL SCENARIO

Dacia 87CE
























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		Defensive Stone Tower
	Swamp		Major River

Note: Only full hexes can be entered by stands

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	 EI	Elephant
 Jav	Javelin armed infantry	 EW	Elite Warriors	 WCh	War Chariot
		 LSp	Long Spear infantry	 sk	Foot Skirmishers
		 ★	General		

Dacia 87CE

The Kingdom of Dacia [present day Romania] frequently launched raids across the Danube into Roman territory. On several occasions the Romans tried to bring them to heel. The Emperor Domitian launched the first serious attempts to defeat them in a war over the years 86CE to 88CE. The Dacians were well organised with extensive stone defensive works covering the main routes into the kingdom.

Scenario rules

1.0 Defensive Towers. The Romans must capture one tower and break the Dacian morale to win.

1.1 Only the archers who start in the towers can occupy them. They fire out in any direction at -1D6. They can fire over stands without penalty. They count as being in cover if fired on. Roman legions that move to contact and fight [see below] the archers in the tower get 1 pilum

1.2 Only 1 Roman stand at a time can attack a tower, no support stands. Only foot stands can attack. Attackers are immediately disordered, have no impetus, and fight at -1D6. The defender cannot be forced to retreat and will only take 1 loss per combat round. Defender gets +1D6. They continue to fight until eliminated.

1.3 If not already in combat the archers in the tower get defensive fire at full effect [not -1]

1.4 If more Roman stands contact the tower whilst it is already in combat they do not join the battle. If the already attacking Roman stand is repulsed this does not automatically trigger a new combat [as per rule 11.3] with any other stand in contact [neither does it repulse those stands as per rule 10.5]. Combat with the tower commences in the Roman turn only when initiated by the attacking stand. If not disordered already the new stand will disorder as soon as it declares its attack. The stand in contact must attack when it is its turn. It does not get a pilum.

1.5 The towers have no zone of control. If they are not already in combat Archers can fire on adjacent stands at full effect not at minus 1D6.

2.0 Dacian Falx men are armed with a two handed falx, a sort of scythe. Their impetus and SP are equal.

2.1 Falx men can turn 1 Hex face and leave the hex in the same turn without becoming disordered. They move freely and with impetus through woods like warbands.

3.0 The Dacian's move 1 of their commands first.

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 B	CS, MC	3	5	3					3
Praetorians A	CS, HI, Pilum	1	6	3					3
Legionary B	CS, HI, Pilum	1	6	2					3
Auxiliaries	CS, Aux	2	5	1					2
Light Cavalry B	SS, LC Bow	4	3	1	0	0			1
Skirmish Javelin B	SS, Sk, Javelin	2	3	0	0	-1			1
Skirmish Sling B	SS, Sk, Sling	2	3	0	0	0			1
Skirmish Bow B	SS, Shot, Bow	2	2	0	0	0	-1		1

ARMY LIST – DACIAN STANDS

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Sarmations C	CS, HC, Imp P	3/2	6	4					2
Light Cavalry B	SS, LC, Javelin	4	3	1	0	-1			1
Warband C	CS, Imp.P	2	4/4	4					2
Elite Warband B	CS, Imp.S	2	5/4	4					2
Falx Armed C	CS, Imp P	2	5	5					2
Archers B	SS, Bow	2	4	0	0	0	-1		2
Archer Skirmish B	SS, Sk, Bow	2	2	0	0	0	-1		1
Skirmishers B	SS, Sk, Javelin	2	2	0	0	-1			1

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

Javelin and sling armed skirmishers and all light cavalry can move once and fire without penalty.

For Falx armed stands Strength Points and Impact are equal. As SPs are lost the impact bonus goes down accordingly. A disordered Falx stand gets impact as for its non disordered strength. Eg a 5SP Falx stand that is disordered would get 5D6 minus one D6 for its SP in battle, but still get 5SP impact for a total of 9D6. Like Warbands the Falx warriors do not get impact against Auxiliaries.

Sarmation 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.

PROCONSUL SCENARIO

Roman Commands

Light Cav	LH Legion	LH Aux	RH Legion	RH Aux	Medium Cav
2 MC	6 Legion	5 Auxiliary 3 Skirmish [1 Bow, 1 Sling, 1 Javelin]	5 Auxiliary 3 Skirmish [1 Bow, 1 Sling, 1 Javelin]	8 Legion	2 LC

Dacian Commands				
Left Warband	Centre Warband	Light Cav	Sarmations	Right Warband
3 Falx 4 Double Warband [1 with elite front rank] 1 Skirmish Javelin 1 Skirmish Bow	3 Falx 4 Double Warband [1 with elite front rank] 1 Bow 1 Skirmish Javelin 1 Skirmish Bow	4 Light Cav	2 Heavy Cav	2 Falx 4 Double Warband [1 with elite front rank] 1 Bow 1 Skirmish Javelin 1 Skirmish Bow

ABBREVIATIONS 3H = 3 hexes. 2D6 = two six sided dice etc. MP – movement point Opp – opportunity IF – Impact Factor SP – Strength Points CS – Combat Stand DF – Defensive Fire Mtd - mounted	COMBAT STANDS MC – medium cavalry HC – heavy cavalry El – elephant HI – heavy infantry such as Roman Legionaries Aux –Roman auxiliary LI – Light infantry LSp – Units armed with long spears such as hoplites Pike – Pike Units WB – Warband	SUPPORT STANDS LC – light cavalry LCh – light chariot Sk – foot Skirmishers Sh – shot Art – artillery, scorpions etc
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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		
Auxiliaries	10	2	20		
Medium Cavalry	2	3	6		
Light Cavalry	2	1	2		
Skirmishers	6	1	6		
Totals		35	70		

Dacian Units	No.	BP	TP	Stands Lost	Points Lost
Heavy Cavalry	2	3	6		
Falx	8	2	16		
Warband/Elite Warriors	24	2	48		
Archers	2	2	4		
Light Cavalry	4	1	4		
Skirmishers	6	1	6		
Totals		35	84		