

PRE BATTLE SYSTEM

Deciding Invader and Defender

Roll a **Death Dice**: Red/Yellow/Green/White for Legendary/Talented/Competent/Mediocre **Army Commander**.

Winner chooses to be **Invader** or **Defender**, *winner* with a **Skull** can choose a **Strategic Intercept**.

The **Defender** chooses **Territory Type** from his Army List, and the battle may not be moved out of this territory (M.C etc.).

If a **Strategic Intercept** the **Attacker** places the **Army Counter**, otherwise the **Defender** does so.

Setting the location of the battle The five day build up

Draw the number of cards shown for **PBS Map Cards** from your **Army Builder**.

Simultaneously play a card each, move the **Army Counter** according the difference but always stay in the **Territory Type**.

Repeat the process 4 more times to find the final **Location of Battle** after 5 days.

If you have fewer than 5 cards, you must **Pass** for some of the days and this acts like a Black card.

You may keep any remaining unplayed cards for **Outscouting** - do NOT shuffle used cards back into the pack.

Setting up the Terrain

Secure Flanks (vertical axis of the PBS Map) - items cannot be moved by opponent

Any river/coast **Secure Flank** is impassible (enturely secure) and placed by the **Defender** ≤ 6BW into the table.

Otherwise place **compulsory-sized** type from **PBS Map** on side edge (must be allowed in **Territory**).

Terrain Density (horizontal axis of the PBS Map) - items can be moved by opponent

Further terrain items must be of types allowed for the **Territory Type** previously chosen by **Defender** (Forest/Coast etc.).

Terrain type	Compulsory items in total	Optional items <u>each</u>
Very Dense	2 Difficult, 2 Rough	up to 3 any
Dense	1 Difficult, 2 Rough	up to 2 any
Normal	2 any	up to 2 any
Open	1 (no Difficult or Impassible)	up to 1 (no Difficult or Impassible)
Plains	nothing	up to 1 (no Difficult or Impassible)

The **Defender** chooses a **Compulsory Item**, then the **Invader** until all are chosen.

Compulsory Items must cover at least 6BW x 6BW minimum and fit within 10BW x 10BW.

Place **Compulsory Items** alternatively starting with the **Defender**.

AFTER compulsory items are down repeat the process for **optional items**.

Optional items must cover at least 4BW x 4BW and fit within 8BW x 8BW.

Terrain Placement

The table has two **flank sectors of 10 BW** irrelevant of table width - remainder is the centre.

Placement Dice is a D6 and results are always taken from your own perspective.

1/2 = left flank sector, 3/4 centre sector, 5/6 right flank sector - **odd numbers must touch a table edge**.

All items must be at least **2BW** from terrain other than River/Coast at initial placement.

D6 for opposing player who can: a) **move** item up to **6 BW** on **4+**, b) **pivot** item on **5+**, c) **remove** item on a **6**.

Outscouting

AFTER all terrain is down check for **Outscouting**.

Deal cards so you have the number of **Scouting Cards** from your **Army Builder** (i.e. including any you saved).

Cards are worth a % of an army: **RED 40%** of an army, **YELLOW 20%**, **GREEN 10%**, others 0.

Compare best 5 cards or less, if one side has more army % then the lower is **Outscouted** by the **% difference**.

Army Deployment

Deployment Zone is up to 6BW of the table centre line.

*Unless on a **Secure Flank** or in **Ambush**, only SuGs may be deployed within 5BW of table side edges.*

Any **Outscouted Army** starts deployment, if no-one has been outscouted then **Defender** starts.

An **Outscouted Army** places UGs equal to the % of his army by which he was outscouted rounded up (min 4 UGs).

THEN players record **Ambushes** and **Flank Marches** - place flank marching Generals whether a bluff or not.

The **Outscouting Army** then deploys the same no of UGs as the **Outscouted Army**.

Thereafter, or if no outscouting, place **4x UGs** alternately (i.e. Camp + 4UGs at the start) until all troops are on table.

Defender places Generals declaring which UGs including ambush cards are in their **Command**, then **Invader**.

Any **Flank Marching** General remains next to camp with a R/L flank march card under him.

Order of UGs

Camps are always the first items placed by each player: ≤6BW of rear centre, or between the centre and a **Secure Flank**.

After a camp **UGs** in order: 1) any with **Barricades** 2) **Artillery** 3) **Expendables**, 4) free choice thereafter.