

Selecting an Army

Select troop stands and battle cards adding up to no more than 48 points.

Points per stand	Troop Type
2	Bow Levy Horde Rabble
3	Artillery Light Foot Light Spear Heavy Foot Pike Skirmishers War Wagons Warband Warriors Bad Horse Battle Taxi
4	Archers Elite Foot Pavisiers Raiders Spear Cataphracts Chariots Elephants Elite Cavalry Horse Bow Javelin Cavalry Knights

If an Optional Contingent is selected, minimums and maximums for all troop entries in that contingent must be followed. Troops from an Optional Contingent are part of the main army.

No more than one Ally Troop Option may be selected. An Ally Troop Option contains 1 or 2 allied contingents. Each allied contingent is distinct from the main army and any other allied contingent.

Setting Up a Game

I. Dice for Battlefield Topography

1d6 + Army Invasion Rating. Use Home Topography of lower score. Reroll ties.

II. Dice for Tactical Advantage

1d6 + Army Maneuver Rating. Player with higher score has the tactical advantage.

The difference in scores is the *advantage score*. Reroll ties (but use 0 as the *advantage score* and the first roll for determining if a flank march is allowed).

May flank march on a '1' or if the unmodified roll is less than the army's maneuver rating.

III. Dice for Number of Terrain Pieces

Each player rolls 1d6, add together to get the *terrain score*.

Advantaged player may modify the *terrain score* by an amount equal to or less than the *advantage score* to obtain the *modified terrain score*.

Modified terrain score may not be less than 2 or more than 12.

Use the *modified terrain score* to lookup the number of terrain pieces:

Terrain Score	# of Terrain Pieces			Coast Allowed?
	Steppe Dry	Forest Marsh	Arable Hilly Delta	
2	1	2	1	-
3	1	3	2	-
4	1	3	2	Yes
5	2	4	3	-
6	2	4	3	-
7	3	5	4	Yes
8	3	5	4	-
9	4	6	5	-
10	4	6	5	Yes
11	5	6	6	-
12	5	6	6	-

IV. Set Up Terrain

The player with the tactical advantage sets up the terrain

1. Select Terrain Pieces

Topography	Compulsory	Optional
Arable	Village	Stream, Steep Hills, Gentle Hills (1), Woods, Wooded Hills, Coast, Rough, Ploughed Fields
Forest	Woods	Stream, Marsh, Wooded Hills
Hilly	Steep Hills	Stream, Woods, Wooded Hills
Steppe	Gentle Hills	Stream, Rough, Woods (1)
Dry	Rough	Dunes, Steep Hills, Oasis
Marsh	Marsh	Woods, Stream, Coast
Delta	Coast	Marsh, Dunes, Village

At least 1 compulsory.

No more than 1 Oasis, Gentle Hill in Arable, or Woods in Steppe, Village.

At most 1 Coast. If Coast selected, Stream may not be selected.

No more than half large.

2. Order Terrain Pieces

Order terrain pieces with large before small.

3. Draw Terrain Card

4. Place Terrain Pieces

Place terrain pieces as shown on the terrain card.

V. Place Camps and Troops

1. Player at Disadvantage places camp.
2. Player with Advantage places camp.
3. Player at Disadvantage places center deployment troops and reserves troops for a flank march if eligible.
4. Player with Advantage places all troops and reserves troops for a flank march if eligible.
5. Player at Disadvantage places remaining troops.
6. Player with Advantage takes first move.

Center deployment must include at least 24 point of troops. Choose troops when deploying. Select troops in this order:

1. Troops designated as Battle Line in the army list (except Skirmishers)
2. Troops in the main army (except Skirmishers)
3. Skirmishers in the main army
4. Troops in allied contingents