

TERRAIN		MAXIMUM (MINIMUM)														
TERRITORY TYPE	Open	O.Field	Broken	Brush	E.Field	Plantn	Gully	Forest	Vinyds	Marsh	S.Sand	S.Hills	Village	Impass.	G.Hills	River/Coast
DEVELOPED	2	3			3(1)	2	1		3			1	(1)		2	1
AGRICULTURAL	2	4(1)			3	1	1		2			1	1		2(1)	1
HILLY			3	3(1)		1	1	2		1		3	1	1	3(1)	1
WOODLANDS				2		2	1	4(2)		2		1	1		2	1
STEPPES	4(2)		4	3			1								1	
MOUNTAINS				2		1	1	1		1		4(2)	1	2		1
TROPICAL				2				4(1)		2(1)		1	1	1	1	1
DESERT	2		2	2			1				4(2)	1		1	1	1
COLOUR KEY	Open	Uneven		Rough				Difficult					Impass	Variable		

PRE-BATTLE INITIATIVE MODIFIERS	
+2	C-in-C is an inspired commander
+1	C-in-C is a field commander
+1	The army has 10-24 bases of cavalry, light horse, camelry or light chariots
+2	The army has over 24 bases of cavalry, light horse, camelry or light chariots
Higher score has pre-battle initiative - re-roll if scores are equal.	

GAME SETUP PROCEDURE	
1	Both players roll for initiative and add any modifiers that apply.
2	The higher scorer has the initiative. He chooses the <i>Terrain Type</i> from his Opponents terrain choices.
Selecting Terrain	
1	Player without initiative selects one of the 2 compulsory terrain pieces
2	The player with the initiative selects the other compulsory piece
3	The player without initiative selects 1 to 5 pieces of available terrain. He cannot choose a river, a coast or a village
4	The player with initiative selects 1 to 5 pieces of remaining available terrain. He cannot choose both a river and a coast

Placing Terrain	
1	The player with the initiative places any river or coast if selected
2	The player with the initiative places his compulsory item
3	The other player places his compulsory item
4	The player with initiative places a non-compulsory compulsory item
5	The other player places a non-compulsory item
6	Repeat steps 4 & 5 until no terrain is left to place
7	After one player has placed all his pieces the other player places all of his remaining pieces
8	After terrain has been placed the player with the initiative may place a road

Deployment - each player in turn - player without initiative first	
1	Each player places his camp up 12MU from his own long table edge
2	Each player places his FF's (if any) up to 12 MUs in - or 15 MUs if in the central third of the table
3	Each player may place ambush markers (see opposite)
4	Each player records BG's, Commanders and flank for outflanking marches
5	Players alternately deploy BGs in 25% batches. Skirmishers up to 15mu, others 12mu from their own long table edge
6	Each player commits to dismounting if any
7	Deploys commanders up to 12mu from their own long table edge

Deployment - each player in turn - player without initiative first	
1	Each player rolls 1 dice, the player with the better quality CinC adds +1

TERRAIN PLACEMENT			
DICE ROLL	Placement	DICE ROLL	Placement
1	Touching opponents long edge, 8MU from side edge	2	Touching your own long edge, 8MU from side edge
3	Touching opponents side edge or coast	4	Touching your own side edge or coast
5	In opponents half over 8 MUs from any edge	6	In your own half over 8 MUs from any edge

Terrain Adjustment Dice				
0-2	No change permitted		3-4	Slide up to 6 MUs
5	Slide up to 12 MUs or pivot		6+	Can remove piece entirely
-1 on adjustment dice score for compulsory terrain.				
+1 on adj. dice score for impassable terrain, river or coast				

No piece can be placed (prior to adjustment) closer than 4 MUs to any other piece except:	
<ul style="list-style-type: none"> Any other piece can be placed closer than 4 MUs to a coast or a river. If placed, a road must pass through or touch a village if there is one, otherwise it can be placed touching but not overlapping another piece. It cannot be moved 	
A river or a coast counts as 1 piece but 2 selections.	
Rivers and coasts can be removed, but not slid or pivoted.	

AMBUSHES	
The player with pre-battle initiative can place ambushes up to half way across the table from his side's rear table edge, in the two outer thirds of the table's width. The other player can place ambushes up to 18 MUs forward from his side's rear table edge, in the two outer thirds of the table's width.	
Ambushes must not be visible from any part of the enemy deployment area for skirmishers (even if the enemy have no skirmishers). Battle groups can only ambush in terrain they could move in.	

OUTFLANKING MARCH ARRIVAL TEST		
Roll two dice for each outflanking march. (No re-rolls).		
Modifier	+1	If the flank march is led by a Field Commander
	-1	If the flank march includes medium or heavy foot
Score		Result
9 or less		Roll again next turn.
10 or more		Successful arrival

STRAGGLING TEST			
On the turn when the outflanking march should arrive, roll two dice for each battle group to see if it is straggling. Straggling battle groups will not arrive in time for the battle.			
Modifiers			
+1	Drilled troops or skirmishers	-1	Medium or heavy foot