Turn Sequence

1 Card Phase	
1.1	**Discard Cards:** discard cards as desired. *Active* player takes pack and shuffles in all discarded cards.
1.2	**Deal Cards:** replenish all *generals* up to current card level (including dead *generals*). Note: Deal any *flank march* cards face up until arrival, and in first round *allied* cards face up to check if *hesitant*.
1.3	**Gift Cards:** *professional army commander gifts* cards to on-table *professional sub-generals (15HBW if floating else 10HBW).*
2 Charge Phase - active player first, then alternate	
2.1	**Move SuGs/Generals:** *SuGs* make any WHITE move to allow others to charge; move *generals* independently.
2.2	**Declare Charges:** mark all *charges* (*forced, free or prompted*) or play cards to stop *forced charges. Shoot&Charge.*
2.3	**Forced Charges:** mark any remaining *forced charges* that haven't been stopped. ***BY NOW ALL CHARGES ARE MARKED.***
2.4	**Not applicable in Pacto.**
2.5	**Shoot Chargers:** choose *run away* and *skirmish* moves, roll all shooting dice, move any evaders and *prompt through fire.*
2.6	**Move Chargers:** move with *slowing effects of fire/prompting through fire*; remove *SuGs* hit by *TuGs* on contact (usually).
2.7	**Charge Combat:** roll charge combats.
2.8	**Outcomes:** *KaB tests, routs,* burst *throughs* and pursuits. Fight pursuits contacting enemy and repeat outcomes.
3 Shooting Phase - simultaneous	
3.1	**Shooting:** both sides *shoot* with any *files* that did not *charge* or shoot in *charge phase.*
3.2	**Outcomes:** *KaB tests, routs, burst throughs* and *pursuits.*
4 Movement Phase - active player first, then alternate	
4.1	**Option to Align:** *align* troops in *combat* if desired - *active* has option first, then *inactive.*
4.2	**Replacement Professional Generals:** new *professional generals* take over, one *grade* lower than predecessor.
4.3	**Prompted Moves:** *move UGs* or generals allowing for *slowing effects of fire* and *prompt through fire.*
5 Fighting Phase - active player first, then alternate	
5.1	**Option to Align:** *align* troops in combat if desired - *active* has option first, then *inactive.*
5.2	**Melee Combat:** roll *melee combat* [remember supporting files and shove]. Immediate *KaB test* for killing any *general.*
5.3	**Outcomes:** *KaB tests, routs, burst throughs* and *pursuits.*
5.4	**Break-Offs:** Prompt *break-off* moves with any associated *KaB tests* and outcomes.
5.5	**Moves while in Combat:** MF2 actions.
6 End of Turn Phase - active player first, then alternate	
6.1	**Recovery:** *generals* within 4HBW (RED in *combat*/YELLOW out) remove *wounds*; take any *slow* markers off the table.
6.2	**Replacement Instinctive Generals:** new *instinctive generals* take over, one *grade* lower than predecessor.
6.3	**Not applicable in Pacto.**

Generals

Professional Generals		Instinctive Generals
Controlling a Command	**Floating Army Commander**	
10 HBW Command Range	**15 HBW Command Range**	**8 HBW command range**
Army commander can *gift* 1 *command card* to each on-table *non-allied professional general* within a 10HBW *command range.*	*Army commander* can *gift* any number of *command cards* to *professional non-allied generals* within a 15HBW *command range.*	*Army commander* cannot *gift command cards* at all.
Can apply own *cards* directly to own *command* or to any other non-allied troops in this *command range* at additional cost of 1 coloured card for *out of command.*		Can only apply *command cards* to troops in their own *command.*
General fighting in combat: no *gifting possible* and all but the *UG* they are fighting with are *out of command.*		
Allied general can be *hesitant* (all WHITE or BLACK in first turn) and may suffer *desertion* of troops (all BLACK and *hesitant*).		

Mortem Et Gloriam

Pacto
Quick Reference Sheet

Maximum Movement Distances (HBWs)

Troop Type	Good Going	Rough	Difficult
Close Infantry	3	3	2
Loose Infantry	3	3	3
Skirmish Infantry	4	4	3
Close Cv or Cm; any Cv or Cm with ArmHrs	4	2	1
Other Loose Cavalry or Camelry	5	3	2
Skirmish Cavalry or Camelry	6	4	3
Close Chariots or Chariots with ArmHrs	4	1	Not allowed
Other Loose Chariots	5	2	Not allowed
Elephants	4	3	2
Battlewagons	2	1	Not allowed
Artillery *SuGs*	2	1	Not allowed
TERRAIN EFFECTS FOR COMBAT	None	Affected	Badly Affected
Enemy *SuGs* contacted by a *TuG* unaffected by terrain in *movement phase* are *pushed back* by first moves			
Generals move as *skirmish cavalry* or may always move with an *UG* they are with			

Run Away or Skirmish when Charged

Skirmishers, Cv, Cm, or Ch with skilled, experienced, or unskilled shooting.	
Choose and declare to either *run away* or *skirmish.*	
Movement -2HBW if *skirmish* response, followed by VMD effect.	
VARIABLE MOVEMENT DISTANCE (VMD)	
Roll 1D6	-1 compulsory for *Poor*
	-1 compulsory if *cantabrian* or *african*
	optional +1 for *superior* or *exceptional*
≤0	Reduce 3HBW
1	Reduce 2 HBW
2	Reduce 1 HBW
3 to 5	Normal Move
6	Add 1 HBW
7	Add 2 HBW
Move direction can be a) away from charge, b) to front, or c) to rear.	
SuGs that even partially go off any table edge are lost.	
TuGs and *TuGs* in *SuG* form halt at a table edge, but suffer a *KaB test.*	
ONLY prompted actions after is M9, M2 or M10 ≤2HBW with no wheels or MF2 if in combat.	

Prompted Actions Tables

			SuG/ Skirm	TuG			Notes
				DRILLED	FORMED	TRIBAL	
CHARGE PHASE	C1	Move *SuG* to allow others to charge		NA	NA	NA	Any WHITE *SuG* move; only if it allows a charge.
	C2	Prompt Charges					*Wheel* up to 90° at beginning of charge. An unengaged file of an engaged *TuG* can *charge* 1HBW.
	C3	Stop Forced Charges	NA				DC/CLs ≤3HBW + non-*missile-focused* ≤1HBW. Don't have to charge if ≥3 down in *charge combat*.
CHARGE OR MOVEMENT PHASE	CM1	Move General					Max 1 move per Phase - any time in *movement phase* or 2.1 in *charge phase*.
	CM2	Generals within 2HBW Prompting through Fire YELLOW 1HBW recovered; RED 2HBW recovered.					
MOVEMENT PHASE UNLESS IF IN FRONTAL COMBAT	M1	Switch Flexibles (a) or Redress Ranks (b)					a) *Convert* formation type b) *rearrange* bases on the same frontage. Neither when *UG* in combat.
	M2	Advance Directly Ahead (short if desired)					No deviation. Up to 2HBW allowed after *run away/skirmish*.
	M3	Advance with Wheel					One *wheel* ≤= 90° per move, *wheel* at any time in move.
	M4	Advance with Double Wheel					Each wheel ≤ 90°, must have 1HBW *directly ahead* between wheels, and always ≥2 HBW from enemy *TuGs*.
	M5	Full Ahead with Shift				NA	Max distance and then *shift* 1HBW to either side at end of move, must stay ≥4 HBW from enemy *TuGs*.
	M9	Turn 90°or 180° on the spot					*Turn*. Can *redress*. 180° allowed after run away/skirmish.
	M10	Turn 180° with Move (not pikes)				NA	*Turn* at beginning or end. Can *redress*. -1HBW + may include 1 wheel. Up to 2HBW after run away/skirmish.
	M11	Turn 90° and Move (not pikes)				NA	As M9 but move -2HBW before turning, may include 1 wheel.
	M12	Fall Back ≤3HBW with Cv, Cm, Ch, or Skirmish Infantry					*Directly backwards*. Max before slowing is lower of speed in terrain and 3HBW.
	M13	Fall Back ≤2HBW with other troops	NA				*Directly backwards*. Max before slowing is lower of speed in terrain and 2HBW.
	M14	Double Move: 2 Consecutive GREEN (or WHITE) Moves					Must stay ≥4HBW from enemy *TuGs*. *TuGs* cannot push back *SuGs* on second move.
	M15	Move Independent Artillery		NA	NA	NA	Cannot move as a *block*; may only move *directly ahead*, *wheel*, *turn* 90° or *turn* 180°
MOVEMENT OR FIGHTING PHASE IF IN FRONTAL COMBAT	MF2	Turn Bases 90°or 180° to face enemy in contact					If no enemy to front, turn entire UG to face enemy in frontal contact with their flank or rear.
FIGHTING PHASE	F1	Control Pursuit				NA	Not for *devastating chargers/charging lancers*. *Cv,Cm,Ch,El* reduced to 2HBW; others reduced to 1HBW.
	F2	Break Off Cv, Cm, or Ch from Slower Foot					*Directly backwards* 2HBW to move distance -1HBW. Max is move speed in terrain. *Speed* defined as prior to breaking off = when in combat and as affected by terrain.
	F3	Break Off from other Slower Enemy		KaB	KaB	KaB	
	F4	Break Off from Equal Speed Enemy	KaB	KaB	KaB	NA	
EOT PHASE	E1	Generals within 4HBW Recovering Wounds	RED if UG in *Combat*, YELLOW otherwise; *general* with may use *upgrade*.				

GENERAL'S CARD UPGRADE	BLOCK MOVES - extra GREEN/YELLOW/RED card required
Generals upgrade = one card by one colour once per phase, so BLACK-> WHITE-> GREEN -> YELLOW -> RED..	*Block* size is up to 2-3-4-5 UGs for MG-CG-TG-LG respectively.
Upgrade can be applied to any move involving the *general*, or for a stationary *UG* with *general* attached.	Card for most complex *UG* move + a coloured card (GYR) to move contiguous *UGs*.
OVERRIDING RULE: Generals can only voluntarily move once and upgrade once per phase.	*General* does not need to be with the *block*; can use *colour upgrade* if moving with the *block*.
OUT OF COMMAND - extra GREEN/YELLOW/RED card required.	*General* can trigger as many *block moves* as he can afford.
General killed and not yet replaced/ beyond *command range* or *general* in combat (except for *UG* he is with).	Any *TuG* move (single or moving in a *block*) can pull one contiguous *SuG* with it for free.

Shooting Ranges and Depth

SHOOTING RANGES IN HBW			SHOOTING DEPTH
	Infantry and battlewagons	Mounted and chariots	TuG or SuG
Javelin or Firearms	2	2	2 *ranks* full effect, 1 *rank* reduced effect.
Sling/Darts	3	na	
Bow	4	3	
Crossbow	4	3	
Powerbow	5	3	
Light Artillery	8		1
Heavy Artillery	12		
Exceptions: *battlewagons* or *elephants* shoot at full effect in 1 rank.			

Arc of Fire

Firers may only shoot *ahead* - i.e. forwards of the line extending the base's front edge.
Artillery shooting at >4HBW shooting is up to 2HBW of *directly ahead*.
Otherwise shooting arc is up to 1HBW of *directly ahead*.
If shooting, UGs must shoot at target most directly ahead.
Bases contributing to frontal combat in their UG cannot be shot at; *supporting UGs* can.

Slowing Effect of Fire

Skull or S from each artillery, firearms, shower shooting or infantry TuGs = slowed by 2HBW.
Skull or S from each other UG = slowed by 1HBW.
Generals within 2HBW recover 1HBW with YELLOW or 2HBW with RED to "prompt through fire".

Overhead Firing

All bases can fire over any bases in their own *UG* without penalty.
Bolt shooters and *catapults* can fire over *friends* >2HBW from *targets*.
Files on higher ground over 2 ranks of friends if >= 1HBW from friends.

Guns and Cannons

Guns and *cannons* claim a *KaB test* on enemy charging them.

Casualty Removal Sequence for Shooting

1	Base in target nearest to shooting file that kills. Move rear ranks forward to keep front aligned.
2	Roll total dice and take *nearest in UG*; roll individual shooting files and take nearest in file.

Die Colour for Shooting

Start with a WHITE die and adjust colour as below.		
	Upgrade Colour	Downgrade Colour
SKILL vs. QUALITY	*Skilled vs superior at <= 1HBW, Skilled vs poor or average; experienced vs poor*	*Unskilled* vs. *average, superior* or *exceptional.*
SHOOTER DEPTH		*File* shooting is 1 rank below full depth.
RUN AWAY		Making a *run away* move.
TARGET	*Artillery* vs. *BWg, chariots* or *elephants.*	Artillery shooting *skirmishers*; shooting at front base of a *supporting UG.*
ARMOUR	Any except *artillery*, shooting at *unprotected TuG* at any range or *unprotected skirmishers* at ≤ *1HBW.*	Any except *artillery* or *firearm at ArmHrs.*
		Any except artillery or firearms, or PBw/XBw at ≤ *1HBW* shooting at *FArm* foot or *FArm* elephant.
WEAPON	*PBw* vs. *cavalry, camelry* or *chariots*; *Foot XBw* standing to receive shooting at those charging them.	*Darts* at >2HBW
COVER		Target in *cover* unless shot at by *artillery.*
Below BLACK = roll BLACK dice with *slowing* effects only.		
Skull causes slow effect and wound, Wound causes wound, S causes slow effect.		

Kill a Base test (KaB)

Reasons to test an UG		Timing
1	**Killing a *general*** - test *UGs* in *line of command* within 2HBW, 6HBW if *legendary.*	Immediate
2	***Breaking/destroying a TuG*** - test all *UGs* within 3HBW.	2.8, 3.2, 5.3, 6.3
3	Enemy ***UG*** being burst through.	Immediate
4	Enemy ***TuG* stopping at table edge** after ***run away*** or ***skirmish*** response.	Immediate
5	Enemy ***SuG* pushed back** more than normal move.	Immediate
6	Enemy ***break off*** with *KaB* noted on action table.	Immediate
7	Enemy ***general* voluntarily leaving a *combat*** - "*Snivelling Little Coward*".	Immediate
DICE	*Elephants* or *battlewagons* are BLACK independent of quality.	
	Others dice according to quality: *Poor* = GREEN, *Average* = WHITE, *Superior* = BLACK, *Exceptional* = BLACK.	
	Upgrade dice if testing for loss of an ***army commander*** or *breaking/destroyed* ***elephants*** for all.	
	RESULT: Skull = remove a base, **Sword & Arrow** = add Wound, **S** = 1HBW slow.	
Reasons to test a **general**, **timing** and **method**		
1	Cause a ***base loss*** on an ***UG*** with an enemy *general* ***fighting in the front rank.***	Immediate
2	**Broke an *UG*** by combat that has an enemy ***general* with** them.	Immediate
DICE	Dice according to general's current card allowance: 2 = RED, 3 = YELLOW, 4 = GREEN, 5 = WHITE.	
	RESULT: Skull = dead general, **Sword & Arrow** = wounded general, **S** = stunned general.	

Charge Combat: General Claims

Each Level Better Quality.	+1	Opponent *affected* by terrain.	+2
		Opponent *badly affected* by terrain.	+3
Cv, Cm, Ch, or *El* vs. foot not *standing to receive.*	+1	Uphill.	+1
Cv, Cm, or *Ch* in *good going* vs. *loose/skirmish foot.*	+1/+2	*Barricades**: a) vs. Foot; or b) vs. *Cv, Cm,* or *Ch**.	+2; +4
vs. non-charging *Cv, Cm,* or *Ch* who shot.	+1	vs. *combat shy.*	+1
File qualifying as a *flank* or *rear charge**.	+4	*TuGs* vs. skirmishers.	+2
General fighting in file.	+1/+2 LG	Camels vs. cavalry or chariots*.	+1
Neighbouring file has "*shattered*"*.	+2	*Neighbouring file* has "*shoved*"*.	+1
* Only claimable when fighting to front; *= *barricades* (inc BWg) or *obstacles*; or *caltrops* or *stakes* vs (b) only.			

Charge Combat - Preferred Claims

Troop Type		Claim
Foot and BWg		**All below claims and cancellation effects can only be made when fighting to a files front.**
Long Spear *	LSp	If in 2+ ranks themselves: +2 vs. *Cv, Cm, Ch*; +1 vs. others.
Pike *	Pk	As LSp factors …. then +1 if in 3 ranks.
Short Spear	SSp	+1 vs. any.
Devastating Charger (S)	DC	If in 2+ ranks themselves: +2 vs. any *foot*; 0 vs. *EL*, or vs. *CL* in *good going*; +1 vs. others.
2-Handed Cut or Crush	2HCC	+1 vs. any *foot.*
Polearm	PA	+1 vs. any.
Impact Weapon	IW	+2 vs. any.
Mounted and Chariots		**All below claims and cancellation effects can only be made when fighting to a files front.**
Charging Lancer* (S)	CL	0 vs. *EL, BWg,* or *standing to receive*** *foot LSp, foot PA,* or *Pk* ; +2 vs. others.
Long Spear	LSp	+1 vs. any except *standing to receive*** *foot LSp* or *Pk***.
Mounted Polearm* (S)	MP	+1 vs. any *mounted* except *CL* or *LSp.*
Short Spear	SSp	+1 vs. any except *standing to receive*** *foot LSp, foot PA,* or *Pk.*
Devastating charger (S)	DC	If in 2+ ranks themselves: +1 vs. any except *standing to receive*** *foot LSp* or *Pk*; or vs. *EL* or *BWg.*
Elephants (S)	EL	+3 vs. *close foot* that are *tribal* or *formed*; +2 vs. other *foot*; +4 vs. *Cv, Cm* or *El*; +5 vs. *Ch* or *BWg.*
* not if *affected, badly affected* or vs. *barricades*; ** *standing to receive* = not *charged, countercharged* or *intercepted*; (**S**) = possible *shatter.*		

	KILL	Remove opposing base, *shatter* or *shove* unless cancelled by opposing *shieldwall.*	Note: nothing can *shatter* or *shove elephants*, and only *elephants* can *shatter* vs. *barricades* (inc BWg) or *obstacles* or *sheildwall.*
	WOUND	Place a *wound marker*- 2nd *wound* converts to removing a base where the 2nd *wound* occurs.	
S	**SPECIAL**	*Shatter* or *shove* unless cancelled by opposing *shieldwall.*	
Shatter* and *Shove			
Bonus roll with **GREEN** *dice for Shatter,* **WHITE** *dice for Shove.*			
Supporting Files* - only in *Melee Combat			
Fight as if opponent was to their front but at one lower dice colour (below **BLACK** *= no effect).*			

Melee Combat: General Claims

Each Level Better Quality.	+1	Opponent *affected* by terrain.	+2
		Opponent *badly affected* by terrain.	+3
vs. *unprotected.*	+1	Uphill.	+1
FArm, -/FArm, ArmHrs/FArm unless vs. 2HCC or El.	+1	Barricades*: a) vs. Foot; or b) vs. *Cv, Cm,* or *Ch**.	+1; +2
Cv, Cm, Ch in good going vs. skirmish foot.	+1	vs. *combat shy.*	+1
File qualifying as a flank or rear combat*.	+2	*TuGs* vs. *skirmishers.*	+2
General fighting in file.	+1/+2 LG	Neighbouring file has "*shoved*"*.	+1
* Only claimable when fighting to front; *= *barricades* (inc BWg); *obstacles*; or *stakes* vs (b) only.			

Melee Combat - Preferred Claims

Troop Type		Claim
Foot and BWg		**All below claims and cancellation effects can only be made when fighting to a files front.**
Long Spear*	LSp	If in 2+ ranks themselves: +2 vs. *Cv, Cm* or *Ch*; +1 vs. others.
Pike *	Pk	As *LSp* factors …. then +1 if in 3+ ranks.
Polearm	PA	+1 vs. *Cv, Cm, Ch* or *EL*; +1 vs.. others if 2+ ranks deep (Note BWg with PA may only fight 1-deep).
2-Handed Cut or Crush	2HCC	+2 vs. *Cv, Cm* or *Ch*; +1 vs. others.
Melee Expert	ME	+1 vs. any except *EL* or *Exp.*
Mounted and Chariots		**All below claims and cancellation effects can only be made when fighting to a files front.**
Long Spear	LSp	+1 vs. any.
Mounted Polearm	PA	+1 vs. any.
Melee Expert	ME	+1 vs. any except 2+ deep *LSp, Pk* or *shieldwall*, all in *good going*; or vs. *EL.*
Elephants	EL	+2 vs. *close foot* that are *tribal* or *formed*; +1 vs. other *foot*; +3 vs. *Cv, Cm* or *EL*; =+4 vs. *Ch* or *BWg.*
* not if *affected, badly affected* or vs. *barricades. Shoves* from characteristic or 2+ deep *close foot* in *good going* vs *loose/skirmish foot.*		

Casualty Removal Sequence for Fighting

1	Removal cannot allow disengagement from an enemy *UG* if at all avoidable by taking another base.
2	Remove bases from rear of file where bases are identical to the front.
3	Remove front rank base and close rear ranks up, maintain contact with any enemy to *flank/rear.*

Dice to roll in Combat

Down	**WHITE**			
Equal or 1 up	**GREEN**			
2 up	**YELLOW**			
3 up	**RED**			
4 up	**RED**	+	**WHITE**	AND opponent drops to **BLACK** dice.
5 up		+	**GREEN**	
6 up		+	**YELLOW**	
7 up		+	**RED**	

Pre-Battle System

Deciding Invader and Defender		
Roll a *dice* each: 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*. Reroll ties.		
Draw the number of *cards* shown for *PBS* from your *army builder*.		
Each play first *PBS card*. If *invader* wins, they pick a *territory type* from defenders list options, otherwise *defender* chooses.		
If a *strategic intercept*, the *attacker* places the *army counter*, otherwise *defender*.		
The *army counter* must always remain in a map square with the *territory type* that has been chosen.		
Setting the location of the battle …. The five day build up		
Simultaneously play a *card* each, move the *army counter* according to the difference - always stay in the *territory type*.		
Repeat 4 more times to find the final *location* of battle after 5 days.		
If you do not have enough *cards*, you must *pass* on some days (you choose which), this counting as if a BLACK *card*.		
You may keep any remaining unplayed *cards* for *outscouting* - do NOT mix 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 deep water flank covers the full table width, and is placed by the *defender* ≤ 6HBW* into the table (therefore entirely secure).		
Otherwise place *compulsory-sized* terrain from those noted on the side of the ***PBS Map*** for the battle location (must be allowed in *territory type*).		
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.		
Terrain type	**Compulsory items in total (shared)**	**Optional items each (per player)**
Very Dense	2 *Rough/Good* and 2 *Difficult*	Up to 3 any
Dense	1 *Rough/Good* and 2 *Difficult*	Up to 2 any
Normal	2 *Rough/Good* or *Difficult*	Up to 2 any
Open	1 *Rough/Good* or *Difficult*	Up to 1 (no *Impassable*)
Featureless	Nothing	Up to 1 (no *Impassable*)
The *defender* chooses a *compulsory item*, then the *invader* until all are chosen.		
Compulsory items must cover at least 6HBW x 6HBW* minimum and fit within 10HBW x 10HBW*.		
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 4HBW x 4HBW* and fit within 8HBW x 8HBW*.		
Other Terrain Placement (i.e. not Secure Flank items)		
The table has two flank sectors of 10HBW* - the remainder is the centre.		
The *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.		
At initial placement, all items must be at least 2HBW from any terrain other than *deep water* (may touch these).		
Then d6 for opposing player who can: a) move item up to 6HBW on 4+, b) pivot item on 5+, c) remove item on a 6.		
Scouting		
AFTER all terrain is down check for *outscouting*.		
Deal *cards* so you have the total number for scouting 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.		
Deployment Zones		
Deployment zone is ≥6HBW from the table centre line (i.e. can be at 6HBW).		
Unless on a *secure flank* or in *ambush*, only *SuGs* may be deployed within 5HBW of table side edges.		
Deployment Process		
If one army is outscouted, the outscouted player places UGs until the % by which he was outscouted is on table. If the player has any 1) UGs with barricades/ obstacles 2) artillery or 3) expendable these must be placed before other UGs.		
If neither army was outscouted, the defender places ⅓ of his UGs as above.		
Whatever the scouting result, both players place ambushes and flank marches - and may place flank marching generals as a bluff.		
The army with nothing deployed yet then deploys the same % of his army as his opponent has deployed.		
Thereafter, in all cases, players alternate placing in ⅓rd's until all on-table UGs are deployed.		
Defender places generals, declaring which UGs (including ambush cards) are in their command, then invader.		
A flank march general remains off table with a R/L flank march card under him until arrival		

Terrain Table

Territory Types	Terrain	Description & Depiction	Visibility Restrictions	Cover	Special Rules
Any.	**Open Area.**	Flat ground clear of any terrain.			Can be placed to block enemy terrain placement. Leave on table for show or remove.
	Hills.	Mild slopes offering uphill advantage.	All **visible within 2HBW** over a ridge.		Uphill **Combat Claim** if entirely on slope and nearer centre/ ridge than opponent.
	Rocky Ground.	Flat ground with patches of rock.			**Elephants** treat as **Good Going.**
	Brush.	Substantial low shrubbery that obstructs movement and inhibit visibility.	**Infantry SuGs** visible at 3 HBW.		**Camels** and **Elephants treat as Good Going.**
	Ploughed Fields.	Open ground that has been ploughed or planted.			**Elephants** treat as **Good Going.**
	Tall Crops.	Fields near harvest time with high crops .	**Infantry** visible at 3 HBW.		**Elephants** treat as **Good Going.**
	Village	Rural huts and buildings with surrounding pens for livestock.	Troops visible at 2 HBW.	Any bases shot at when fully within; or any target shot at from or through terrain.	
S C.	**Boundaried Fields.**	Fields that have hedges or walls around them and are potentially defensible.	**Infantry** visible at 3 HBW.	After 800CE, any bases defending the edge.	Obstacles pre 800CE, or Barricades from 800CE. A maximum of 1 per pre-laid town or village.
	Orchards.	Organised and regular plantations of fruit or olive trees with regular spacings.	**Infantry** visible at **3 HBW.**	Any bases shot at when fully within; or any target shot at from or through terrain.	**Elephants** treat as **Rough.**
	Vineyards.	Rows of vines growing to tall shrub height in tight rows.	**Infantry** visible at 3 HBW.	Any infantry if fully within.	**Elephants** treat as **Rough.**
	Town.	Stone developments with roads, temples and squares.	Troops visible at 1 HBW.	Any bases shot at when fully within; or any target shot at from or through terrain.	Boundary can be defended from inside as **Barricades** in **Charge Combat** only.
S C M F J.	**Woods.**	Natural woods with modest density of trees and undergrowth.	Troops visible at 2 HBW.	Any bases shot at when fully within; or any target shot at from or through terrain.	Troops may only shoot 1 rank deep.
J F P D.	**Gully.**	Significant depression in the ground with easy slopes and a flat and even bottom.	All visible at 2HBW from outside; those inside can see and shoot out.		Troops fighting in outer 1HBW and nearer edge of gully are uphill.
C M F J P D.	**Marsh.**	Boggy ground and pools of standing water, including a shallow oasis.			
S C D M P.	**Mountains.**	Steep and uneven slopes that are difficult to move across.	All visible within 2HBW over a ridge.		Uphill **Combat Claim** if entirely on slope and nearer centre/ ridge than opponent.
S F J M.	**Forest.**	Densely packed woods with heavy undergrowth.	Troops visible at 1 HBW.	Any bases shot at when fully within; or any target shot at or from or through terrain.	Troops may only shoot 1 rank deep and cannot make combat claims for additional ranks.
J.	**Swamp.**	Very soft ground with deep sections of water.			UGs suffer a **KaB** if any bases in them move.
D.	**Sandy Ground.**	Large patches of soft and shifting sand.			**Camels** treat as **Good Going.**
	Wadi.	Significant depression in the ground with rocky and brushy bottom.	All visible at 2HBW from outside; those inside can see and shoot out.		Troops fighting in outer 1HBW and nearer edge of gully are uphill.
	Sand Dunes.	Desert slopes with soft shifting sand, difficult to sustain footing on slopes.	All visible within 2HBW over a ridge.		**Camels** treat as **Good Going**, no benefit for being uphill.
As terrain allowed.	**Terrained Hills.**	Slopes of a single type of R or D terrain allowed by the ***Territory Type.***	As terrain type on slopes or within 2HBW over a ridge.	As per terrain type on slope.	Uphill **Combat Claim** if entirely on slope and nearer centre/ ridge than opponent.
M F J.	**Impassable Hills.**	Cliffs and steep edges unscalable in battles.	Blocks **Line of Sight** .		Nothing may go even partially within; may not go in centre (lost on a 3/4).
C M F J D and secure flanks.	**Deep Water.**	Uncrossable piece of water - coastlines, lakes, major rivers - that are too deep to wade through.	No visibility issues.		Nothing may go even partially within; may not go in centre (lost on a 3/4 roll); may be used as a secure flank.
Scenarios only.	**River.**	Deep or fast flowing waters.		Treat as **Difficult** with an additional -1HBW speed while even partly in.	Defended banks counts as **Barricades** in **Charge Combat** only.
	Streams.	Easy waterflows that are relatively simple to cross.		Treat as **Rough** with an additional -1HBW speed while even partly in.	

Colour Coding.	Special.	G = Good Going.	R = Rough.	D = Difficult.
Territory Types.	S=Standard/ C=Coastal/ D=Desert/ F=Forest/ J=Jungle/ M=Mountains/ P=Plains.			

Weather Rules

Invader chooses season before *terrain*.

Weather Score	Winter	Spring/Autumn	Summer
Roll 2D6	-2	-	+2

Roll 2d6 at the beginning for initial *weather* type - a double and weather is *changeable*.

At the beginning of each *turn*, roll RED + GREEN dice; two of each if *changeable*.

RED skulls = up a weather type, **GREEN blanks** = down a weather type.

Adjusted Score	Territory Type you are playing in.						
	Standard	Plains	Coastal	Mountains	Forest	Jungle	Desert
0	Snow	Snow	Snow	Snow	Snow	Heavy Rain	Dust Storms
1	Heavy Rain	Heavy Rain	Heavy Rain		Heavy Rain		
2	Light Rain	Light Rain		Heavy Rain			
3		Strong Winds	Light Rain		Light Rain	Strong Winds	Strong Winds
4				Light Rain			
5	Strong Winds	Good Weather	Strong Winds	Strong Winds	Strong Winds	Good Weather	Good Weather
6	Good Weather			Good Weather	Good Weather		
7			Good Weather				
8							
9							Heat
10						Heat	
11							Extreme Heat
12		Heat				Extreme Heat	
13	Heat		Heat	Heat	Heat		
14		Extreme Heat					

Weather Effects

Snow	*Uphill* bonus +3, all *shooting* down a colour, *visibility* 4BW, *command ranges* halved.
Dust Storm	All *shooting* down a colour, *visibility* 2BW, *command ranges* halved.
Heavy Rain	*Uphill* bonus +3, all *shooting* down a colour (gunpowder weapons cannot fire), *movement* down 1BW.
Light Rain	*Uphill* bonus +2, all *shooting* down a colour.
Strong Winds	All *shooting* over 2BW down a colour.
Heat	All troops with *FArm* (foot or mounted) fight *combat shy.*
Extreme Heat	All troops other than *unprotected* fight *combat shy.*
Night Game	*Command range* halved in addition to any weather effects.