

Game set up summary

A	Rolling for general's gifts (10D6)
B	Choosing the scenery (3 pieces)
C	Piggy chase to determine attacker(36)
D	Defender depletions (half proper units)
E	Scenery layout (attacker starts)
F	Scenery shifting (4D6 per player)
G	Deployment. Defender then attacker
H	Defender re-deploying 2 units
I	Assign 5 battle tactics
J	Scenario
Attacker has turn 1	

A. Scenery (3 per player)

Wood	0-1	Gentle hill	0-2
Village	0-1	Rough ground	0-1
Rough hill	0-1	Obstructed	0-1

B. General	General A		General B	
	D6	Y/N	D6	Y/N
10D6 total <u>any</u> spread				
Morale (Max 4D6)				
Valiant (No move roll)				
Fight (Min 4 hits)				

End game zone value

Defender table edge					
1	2	3	3	2	1
2	3	6	6	3	2
1	2	3	3	2	1
1	1	1	1	1	1
1	1	1	1	1	1
Attacker table edge					

36 Start	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20 flank	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	End
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C. Who is attacker

Compare total chariot, cavalry and mounted skirmisher units.
Each **excess** = +2 to piggy chase start value (max +12 points).

Roll D6 each to see who starts.

Piggy chase to 36.
Winner chooses to attack **or** defend.

Piggy Chase notepad (to 36)

D. Defender depletions

Defender's depletion 2D6 roll.

Lower scorer achieved	Winner is attacker	Winner is defender
0 - 7	1 worse	2 better
8 - 19	No change	1 better
20 - 30	1 better	No change
31 - 35	2 better	1 worse

Risk half (rounded up) of cavalry, chariot, close order and auxiliary units.

More modifiers

Elite 2 better, Veteran 1 better, Levy 1 worse

Outcomes after modifiers applied

2, 3, 4	Off table and 1/2 base lost.
5, 6	Moved off table.
7, 8, 9	Lose 1/2 base. Stay on table
10, 11, 12	No loss. Stay on table.

Flanking Allowed if countdown at 20 or higher.

3 units + a general if wished. 1 unit from a zone. Deploy in scenery piece. No move D6 needed.

E/F. Scenery layout/shifting

Attacker first. Fill all corners, then final 2 touching corners

Attacker places 4 D6.(2D6 per scenery max)
Defender places 4 D6.(2D6 per scenery max)
Attacker rolls all. **THEN** Defender rolls all

Shifter success = 3,4,5,6 = Move 1 zone.

G/H. Deployment

Central 2 squares. At least 2 proper units each.
Next two squares 1 unit in each.

I. Battle tactics 5 per army

Advance	Move 1 extra zone.
Brace shields	Ignore a fall back or advance Pursuit roll still happens
Close order	Auxiliaries count as close order for fight +2 bonus. All proximity.
Die hard	Fight saves +1.
Erratic	1, 2 = -2 fight D6. 3, 4, 5, 6 = +2 fight D6.
Fury	+3 casualty markers for zone fall back in or after a fight.
Go to	2 units swap. In/out tactic zone. Proximity. TWICE.
Hold fast	D6 per dead 3,4, 5, 6 =remove dead (re-roll)
Intense shooting	Shooting hits on 4, 5, 6.
Join the line	All units roll . 3,4,5 = +1/2 base. 6 = + 1 base.
Keep order	Cancel one opponent pursuit 5D6

J. Scenario 26 D6 (2-10 per event)

A.Feed	8	B.Scouting	9
C.Determined	5	D.Strength	4

Battle sheet CK