

GAME SET UP

GAME SETUP PROCEDURE	
1	Both players roll for Pre-Battle Initiative and add any modifiers that apply.
2	The high scorer chooses whether to keep the initiative or pass it over to his opponent.
3	The player with initiative chooses the territory type.
Selecting Terrain	
1	Player without initiative selects one of the 2 compulsory terrain pieces.
2	The player with initiative selects the other compulsory piece.
3	The player without initiative selects 2-4 selections of available terrain. He cannot choose both a coast and a river.
4	The player with initiative select 2-4 selections of remaining available terrain. He cannot choose a river, a coast or a village.
Placing Terrain	
1	Player with initiative places a river or coast if any.
2	Player with initiative places a village if any (including any integral hill).
3	Player with initiative places his compulsory item.
4	The other player places his compulsory item.
5	Player with initiative places his open spaces if any.
6	The other player places his open spaces.
7	Player with initiative places the rest of his terrain except roads.
8	The other player places the rest of his terrain except roads.
9	Player with initiative places roads if any.
10	The other player places roads if any.
11	Remove all open area pieces.
Army Deployment	
For each number, each player in turn, starting with the player without initiative:	
Places his camp ≤ 12 MUs from his rear table edge.	
Places any field fortifications ≤ 12 MUs from his rear table edge, ≤ 15 MUs if in the central 1/3 of the table.	
1	Places any ambush markers in the 2 outer thirds of the table, ≥ 6 MUs from table centre line if without initiative, up to half-way across table if with initiative. 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.
2	Records outflanking marches - commander, battle groups and which flank.
3	Deploys BGs in alternate 25% batches. (See main rules). Skirmishers ≤ 15 MUs from rear edge, other troops ≤ 12 MUs from rear edge or defending field fortifications.
4	Commits to dismounting if any.
5	Deploys commanders ≤ 15 MUs from his rear table edge.

TERRAIN PLACEMENT		
Dice Roll	Placement	Placement
1	Touching opponent's long edge	2 Touching your own long edge
3	Touching side edge, river or coast in opponent's half	4 Touching side edge, river or coast in your own half
5	In opponent's half > 8 MUs from any edge	6 In your own half > 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:		
- Any piece can be placed closer than 4 MUs to a coast, river or road.		
- A road can be placed closer than 4 MUs to any piece, but not through it unless a village.		
- A road must pass through or touch a village if there is one.		
A river or a coast counts as 1 piece but 2 selections. A road counts as 1 piece and 1 selection.		
Rivers and coasts can be removed, but not slid or pivoted.		
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, non-cataphract camelry or light chariots, excluding commanders	
+2	The army has more than 24 bases of cavalry, light horse, non-cataphract camelry or light chariots, excluding commanders	