TERRAIN	MAXIMUM (MINIMUM)															
TERRITORY TYPE	Open	O.Field	Broken	Brush	E.Field	Plantn	Gully	Forest	Vinyds	Marsh	S.Sand	Village	S.Hills	G.Hills	River/Coast	Impass.
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		1	3	3(1)	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		1	4(2)		1	2
TROPICAL				2				4(1)		2(1)		1	1	1	1	1
DESERT	2		2	2			1				4(2)		1	1		1
COLOUR KEY	**OPEN**	**UNEVEN**		**ROUGH**				**DIFFICULT**						**VARIABLE**		**IMPASS.**

VISIBILITY	No effect	No effect	LF - 4MU		4MU	1MU	2MU	LF - 4MU		LF - 6MU	2MU	1MU over crest	NA
COVER	None	None	None	All		None	All		None		All	None	NA
SHOOTING	Normal	Normal	Normal		1 Rank	1 MU	1 Rank	Normal			1 Rank	Normal	NA

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

GAME SETUP PROCEDURE

1	Both players roll for initative and add any modifiers from above that apply.
2	The higher scorer has the initative. He chooses the *Terrain Type* from his Opponents terrain choices.
Selecting Terrain	
1	Player without initiative selects one of the 2 compulsary terain pieces
2	The player with the initiative selects the other compulsary 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 intiative 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 compulsary item
3	The other player places his compulsary item
4	The player with initiative places a non-compulsory compulsary item
5	The other player places a non- compulsary item
6	Repeat steps 4 & 5 until no terrain is left to place by either player
7	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 18mu, 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
2	The player with the higher score moves first

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:

- 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. They can be removed on a 5 or 6, but cannot slide or pivot.

AMBUSHES

Ambushes can only be placed in the 2 outer thirds of the table. The player with the initiative may place ambushes up to half-way across. The player without initiative can only place ambushes within18MU of his long edge.

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 enter.

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 any 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

A battle group is straggling (and will not arrive) if it scores less than 5. Quality re-rolls apply.