20. Game set up summary

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

10D6 total any spread	General A		General B	
	D6	Yes/No	D6	Yes/No
Morale (Max 4D6)				
Valiant (No move roll)				
Fight (Min 4 hits)				

39. 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					

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** ½ base lost.
5, 6	Moved off table.
7, 8, 9	Lose ½ 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. Scenery layout

Attacker first. Fill all corners, then final 2 can touch corners.

Attacker places 3 D6.(2D6 per scenery max)
Defender places 5 D6.(2D6 per scenery max)
Attacker rolls all. **THEN** Defender rolls all

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

F / G. Deployment

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

H. 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.
Die hard	Fight saves on 2, 3, 4, 5, 6.
Erratic leader	**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	1 unit (aux / cav / chariot) moves like a General.
Hold fast	D6 per dead, 4, 5, 6 =remove dead (re-roll).
Intense shooting	Shooting hits on 4, 5, 6.
Join the line	All units roll 1D6. 3, 4 = +1/2 base. 5, 6 = + 1 base.
Keep order	Cancel one opponent pursuit 5D6

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

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

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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