

15. Summary of Pre battle Activities

- 1. Gathering the Army.** Each player calculates the composition of either a 650 or 800 (possibility of treachery) army.
- 2. The Scenery.** Both players declare their scenery items and display them.
- 3. War Chest.** Both players write down how they wish to allot their 66 /72 die rolls. This is done in secret.
- 4. The Generals.** Declare the names of the Generals and roll for their respective qualities.
- 5. The Attacker.** Carry out die rolls to determine attacker and defender.
- 6. The Defender.** Defender losing or late units
- 7. Setting up the Scenery.** Defender
- 8. Splitting the Army into commands.** Both players divide their army into three parts.
- 9. Deploying the Army.** Players take it in turns to deploy these parts with the defender placing the first part.
- 10. Events.** Carry out Sections 2 to 11 on the events chart in numerical order.
- 11. Begin the on table game.** Attacker has first turn.

Advantages and Disadvantages Achieved

Count-down

23

22

21

20

19

18

17

16

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

END

14. Event Title

Purse Limit

Purses Allotted

1. **The Attacker**
(less 1 success for the higher allotment)

10-25

2. **Subterfuge and bribery**

1-9

3. **Spies**

1-9

4. **Treachery**

0-12

5. **Scouting**

1-9

6. **Supplies**

1-9

7. **Loyalty**

1-9

8. **Weather**

1-9

9. **Route of March**

1-9

10. **Strong Leadership**

1-9

11. **Royalty**

1-9

Total number of dice/purses must equal 66 (72 smaller army)

General's Name

30. General's Rating

Position L/R/C

Unit Number

Quality

Late/
Never arrived
or bases Lost

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Quick Sheet B

New Generals

- 1,2 Not Replaced
3,4 1 Point Worse
5,6 Same as before

New Captain

- 1,2 Base runs off
3,4 New Captain. Disordered
5,6 New Captain. Disordered.+3AP

30.5.General Routed/Closer to Enemy (within 3")

General Rolls D6

- +1 if General Quality 1
+2 if General Quality 0
+1 General has B/guard
-1 in slowing scenery

Enemy Unit Rolls D6

- 1 If infantry
-1 If Levy
-1 4 or fewer bases
-1 No shooters

General carries on if he equals or exceeds enemy. Else captured.

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