



PRE BATTLE SYSTEM

Deciding Invader and Defender

Roll a *dice* each: RED/YELLOW/GREEN/WHITE for *legendary/talented/competent/mediocre army commander*.

Winner chooses to be *invader* or *defender*, winner with a *skull* can choose a *strategic intercept*. Reroll ties.

Draw the number of *cards* shown for *PBS* from your *army builder*.

Each play first *PBS card*. If *invader* wins, they pick a *territory type* from defenders list options, otherwise *defender* chooses.

If a *strategic intercept*, the *attacker* places the *army counter*, otherwise *defender*.

The *army counter* must always remain in a map square with the *territory type* that has been chosen.

Setting the location of the battle ... The five day build up

Simultaneously play a *card* each, move the *army counter* according the difference - always *stay* in the *territory type*.

Repeat 4 more times to find the final *location* of battle after 5 days.

If you do not have enough *cards*, you must *pass* on some days (you choose which), this counting as if a *BLACK cards*.

You may keep any remaining unplayed *cards* for *outscouting* - do NOT mix used discs back into the bag.

Setting up the Terrain

Secure Flanks (vertical axis of the PBS Map) - items cannot be moved by opponent

Any river/coast *secure flank* is impassable (entirely secure) and placed by the *defender* \leq 6BW* into the table.

Otherwise place *compulsory-sized* terrain from those on side of *PBS Map* (must be allowed in *territory type*).

Terrain Density (horizontal axis of the PBS Map) - items can be moved by opponent

Further terrain items must be of types allowed for the *Territory Type* previously chosen.

Terrain type	Compulsory items in total (shared)	Optional items each (per player)
Very Dense	2 <i>Rough/Open Area</i> and 2 <i>Difficult</i>	up to 3 any
Dense	1 <i>Rough/Open Area</i> and 2 <i>Difficult</i>	up to 2 any
Normal	2 <i>Rough/Open Area</i> or <i>Difficult</i>	up to 2 any
Open	1 <i>Rough/Open Area</i> or <i>Difficult</i>	up to 1 (no <i>Impassable</i>)
Featureless	nothing	up to 1 (no <i>impassable</i>)

The *defender* chooses a *compulsory item*, then the *invader* until all are chosen.

Compulsory items must cover at least 6BW x 6BW* minimum and fit within 10BW x 10BW*

Place *compulsory items* alternatively starting with the *defender*.

AFTER compulsory items are down, repeat the process for *optional items*.

Optional items must cover at least 4BW x 4BW* and fit within 8BW x 8BW*

Other Terrain Placement (i.e. not Secure Flank items)

The table has two *flank sectors* of 10BW* - the remainder is the centre.

The *placement dice* is a D6 and results are always taken from your own perspective.

1/2 = left *flank sector*, 3/4 *centre sector*, 5/6 right *flank sector*; odd numbers must touch a table edge.

At initial placement, all items must be at least 2BW from any terrain other than *river/coast* (may touch these).

Then d6 for opposing player who can: a) move item up to 6 BW on 4+, b) pivot item on 5+, c) remove item on a 6.

Outscouting

AFTER all terrain is down check for *outscouting*.

Deal *cards* so you have the total number for *scouting* from your *army builder* (i.e. including any you saved).

Cards are worth a % of an army: RED 40% of an army, YELLOW 20%, GREEN 10%, others 0.

Compare best 5 cards or less, if one side has more army % then the lower is *outscouted* by the % difference.

Deployment Zones

Deployment zone is up \geq 6BW from the table centre line (i.e. can be at 6BW).

Unless on a *secure flank* or in *ambush*, only *SuGs* may be deployed within 5BW of table side edges.

Camps must be placed within 6BW of the centre of the rear edge, or between this *centre* and a *secure flank*.

Deployment Process

An *outscouted army* begins and places his *camp* first, then *UGs* until the % by which he was *outscouted* is on table.

If the player has any 1) *UGs* with *barricades/obstacles* 2) *artillery* or 3) *expendable* these must be placed before other *UGs*.

THEN players place *ambushes* and *flank marches* - and may place *flank marching generals* as a bluff.

The *outscouting army* then deploys his *camp* and the same % of his army as his opponent has deployed.

If there was no *outscouting*, the *defender* begins placing his *camp* and $\frac{1}{3}$ of his *UGs* as above, and the *invader* follows with $\frac{1}{3}$.

Thereafter in all cases, place in $\frac{1}{3}$ until all on-table *UGs* are deployed.

Defender places *generals*, declaring which *UGs* (including *ambush cards*) are in their *command*, then *invader*.

A *flank march general* remains next to camp with a R/L *flank march card* under him until arrival.

MAGNA * sizes and distances reduced to $\frac{2}{3}$ rounded up

PACTO needs no change in BW, as BW itself is halved in size compared to **MAXIMUS**

Player _____

Phone no _____

TERRAIN TABLE

Territory Types	Terrain	Description and Depiction	Visibility Restrictions	Cover	Special Rules
any	Open Area	Flat ground clear of any terrain			Can be placed to block enemy terrain placement. Leave on table for show or remove.
	Hills	Mild slopes offering uphill advantage	All visible within 2BW over a ridge		Uphill Combat Claim if <u>entirely</u> on slope <u>and</u> nearer centre/ridge than opponent
	Rocky Ground	Flat ground with patches of rock			Elephants treat as Good Going
	Brush	Substantial low shrubbery that obstruct movement and inhibit visibility	Infantry SuGs visible at 3 BW		Camels and Elephants treat as Good Going
	Ploughed Fields	Open ground that has been ploughed or planted			Elephants treat as Good Going
	Tall Crops	Fields near harvest time with high crops	Infantry visible at 3 BW		Elephants treat as Good Going
	Village	Rural huts and buildings with surrounding pens for livestock	Troops visible at 2 BW	Any bases shot at when fully within; or any target shot at from or through terrain	
S C	Boundaried Fields	Fields that have hedges or walls around them and are potentially defensible	Infantry visible at 3 BW	After 800CE, any bases defending the edge	Obstacles pre 800CE, or Barricades from 800CE. A maximum of 1 per <u>pre-laid</u> town or village.
	Orchards	Organised and regular plantations of fruit or olive trees with regular spacings	Infantry visible at 3 BW	Any bases shot at when fully within; or any target shot at from or through terrain	Elephants treat as Rough
	Vineyards	Rows of vines growing to tall shrub height in tight rows	Infantry visible at 3 BW	Any infantry if fully within	Elephants treat as Rough
	Town	Stone developments with roads, temples and squares	Troops visible at 1 BW	Any bases shot at when fully within; or any target shot at from or through terrain	Boundary can be defended from inside as Barricades in Charge Combat only
S C M F J	Woods	Natural woods with modest density of trees and undergrowth	Troops visible at 2 BW	Any bases shot at when fully within; or any target shot at from or through terrain	SuGs can only shoot 2 ranks deep, others 1 rank deep
J F P D	Gully	Significant depression in the ground with easy slopes and a flat and even bottom	All visible at 2BW from outside; those inside can see and shoot out.		Troops fighting in outer 1BW and nearer edge of gully are uphill
C M F J P D	Marsh	Boggy ground and pools of standing water, including a shallow oasis			
S C D M P	Mountains	Steep and uneven slopes that are difficult to move across	All visible within 2BW over a ridge		Uphill Combat Claim if <u>entirely</u> on slope <u>and</u> nearer centre/ridge than opponent
S F J M	Forest	Densely packed woods with heavy undergrowth.	Troops visible at 1 BW	Any bases shot at when fully within; or any target shot at or from or through terrain	Troops may only shoot or fight 1 rank deep - so SuGs cannot shoot
J	Swamp	Very soft ground with deep sections of water			UGs suffer a KaB if <u>any</u> bases in them move.
D	Sandy Ground	Large patches of soft and shifting sand			Camels treat as Good Going
	Wadi	Significant depression in the ground with rocky and brushy bottom	All visible at 2BW from outside; those inside can see and shoot out.		Troops fighting in outer 1BW and nearer edge of gully are uphill
	Sand Dunes	Desert slopes with soft shifting sand, difficult to sustain footing on slopes	All visible within 2BW over a ridge		Camels treat as Good Going , <u>no</u> benefit for being uphill
As terrain allowed	Terrained Hills	Slopes of a single type of R or D terrain allowed by the Territory Type	As terrain type on slopes or within 2BW over a ridge	As per terrain type on slope	Uphill Combat Claim if <u>entirely</u> on slope <u>and</u> nearer centre/ridge than opponent
M F J	Impassable Hills	Cliffs and steep edges unscalable in battles	Blocks Line of Sight		Nothing may go even partially within; may not go in centre (lost on a 3/4)
C M F J D	Deep Water	Uncrossable piece of water - lake, pond, swamp, oasis too deep to wade through.	<u>no</u> visibility issues		Nothing may go even partially within; may not go in centre (lost on a 3/4 roll)
Scenarios only (except as impassable secure flank)	River	Deep or fast flowing waters	treat as Rough with an additional -1BW speed while even partly in		Defended banks counts as Barricades in Charge Combat only
	Streams	Easy waterflows that are relatively simple to cross	treat as Difficult with an additional -1BW speed while even partly in		
Colour Coding		Special	G = Good Going	R = Rough	D = Difficult
Territory Types		S=Standard/ C=Coastal/ D=Desert/ F=Forest/ J=Jungle/ M=Mountains/ P=Plains			



S=Standard, P/D=Plains or Desert, M = Mountains, F/J = Forest or Jungle, C = Coastal. Can move between top and bottom line.

- 1 BETTER = 1 side-to-side
- 2 BETTER = or 1 diagonal
- 3 BETTER = or 2 side-to-side
- 4 BETTER = or 2 diagonal

Featureless	Open	Normal	Dense	Very Dense
C P/D ←	C P/D ←	C F/J ←	C F/J ←	F/J ←
M P/D	M S	M S F/J	M S F/J	M F/J
P/D	S	S F/J	S F/J	F/J
P/D	P/D S	P/D S	M S F/J	M F/J
P/D C ↓	P/D C ↓	P/D C ↓	C ↓	M F/J ↓

Featureless	Open	Normal	Dense	Very Dense
Deep Water	Deep Water	Mountains or Forest	Mountains or Forest	Rocky G or Woods
None	None	None	None	None
None	None	None	None	None

- 1 BETTER = 1 side-to-side
- 2 BETTER = or 1 diagonal
- 3 BETTER = or 2 side-to-side
- 4 BETTER = or 2 diagonal

SECURE FLANKS

S=Standard, P/D=Plains or Desert, M = Mountains, F/J = Forest or Jungle, C = Coastal. Can move between top and bottom line.

- 1 BETTER = 1 side-to-side
- 2 BETTER = or 1 diagonal
- 3 BETTER = or 2 side-to-side
- 4 BETTER = or 2 diagonal

WEATHER RULES

Invader chooses season before terrain

Weather Score	Winter	Spring/Autumn	Summer
Roll 2D6	-2	-	+2

Roll 2d6 at the beginning for initial *weather* type - a double and weather is *changeable* .

At the beginning of each *turn* , roll RED + GREEN dice; two of each if *changeable* .

Red *skulls* = up a weather type, Green *blanks* = down a weather type.

Adjusted Score	Territory Type you are playing in								
	Standard	Plains	Coastal	Mountains	Forest	Jungle	Desert		
0	Snow	Snow	Snow	Snow	Snow	Heavy Rain	Dust Storms		
1	Heavy Rain	Heavy Rain	Heavy Rain		Heavy Rain				
2	Light Rain	Light Rain	Light Rain	Heavy Rain	Light Rain	Strong Winds	Strong Winds		
3		Strong Winds		Light Rain				Light Rain	
4			Light Rain	Light Rain					
5	Strong Winds	Good Weather	Strong Winds	Strong Winds	Strong Winds	Good Weather	Good Weather		
6	Good Weather		Strong Winds	Good Weather	Good Weather				
7			Good Weather					Good Weather	Good Weather
8	Good Weather	Good Weather	Good Weather	Good Weather	Good Weather	Heat	Heat		
9								Good Weather	Good Weather
10		Heat						Heat	Heat
11	Heat	Heat	Heat	Heat	Heat	Extreme Heat	Extreme Heat		
12								Heat	Heat
13		Heat						Extreme Heat	Heat
14	Heat	Extreme Heat	Heat	Heat	Heat				

Weather Affects

Snow	<i>uphill</i> bonus +3, all <i>shooting</i> down a colour, <i>visibility</i> 4BW, <i>command ranges</i> halved
Dust Storm	all <i>shooting</i> down a colour, <i>visibility</i> 2BW, <i>command ranges</i> halved
Heavy Rain	<i>uphill</i> bonus +3, all <i>shooting</i> down a colour (gunpowder weapons cannot fire), <i>movement</i> down 1BW
Light Rain	<i>uphill</i> bonus +2, all <i>shooting</i> down a colour
Strong Winds	all <i>shooting</i> over 2BW <u>down</u> a colour
Heat	all troops with <i>F</i> Arm (foot or mounted) fight <i>combat shy</i>
Extreme Heat	all troops other than <i>unprotected</i> fight <i>combat shy</i>
Night Game	<i>command ranges</i> halved