

RENATIO ET GLORIAM

PRE-BATTLE SYSTEM

Deciding Invader & 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

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

Each player plays first PBS card. If invader win they pick a territory type from defenders list options, otherwise defender chooses

If a strategic intercept the attack places the army counter, otherwise the defender does

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

Setting the location of the battle the five days build up

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

Repeat the process four more times to find the location of the battle after 5 days

If you have fewer than 5 cards you must pass for some of the days counting as a black card

You may keep any remaining cards if you have more than five for out scouting, cards used not put back in pack

Terrain

Secure Flanks (Vertical axis of the PBS Map) Items cannot be moved by opponent

Any river/coast secure flank is placed by the defender no more than 6BW into the table

Other Secure Flanks both place type from PBS on agreed side edge in own half of table (must be allowed in territory type)

Terrain Density (horizontal axis of the PBS Map)

Very Dense: - Compulsory 2 Difficult & 2 Rough/Open between them and optionally upto 3 each

Dense: -Compulsory 2 difficult & 1 rough / Open between them and optionally upto 2 each

Normal: - Compulsory 2 any between them and optionally upto 2 each

Open Compulsory 1 and optionally upto 1 each (no impassable)

Plains No compulsory and optionally upto 1 each (no impassable)

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

All terrain items must cover at least 5bw by 5bw and fit within 10bw by 10bw

Place compulsory items starting with the defender

After compulsory items are down repeat the same process with the optional items

Terrain Placement

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

Placement dice is a d6 and always taken from your perspective

The placing player rolls a single d6 for placement: - 1 it must go in the left flank sector touching a table edge (10BW strip across the table to your left), 2/3/4/5 the middle section between the two flanks and must touch the edge if an odd number, and 6 the right flank touching a table edge (10BW strip across the table to your right) sector.

D6 opposing player move up to 6 BW with a 4+, pivot it on any point with a 5+, or remove it entirely with a 6.

Out scouting

After all terrain is down check for out scouting

Deal cards so you have the number of scouting cards from your army builder (including those you saved)

Cards are worth % of Army, Red 40%, Yellow 20%, Green 10% others Nothing

Compare best five cards if one side has higher army % the lower is outshouted by the difference

Deployment Zones

Deployment Zone up to 6BW from table centreline

Only SUGs, Dragoons, Commanded shot, Mounted or Elephants can be placed in flank sector unless in ambush or on a secure flank

Camps placed first and within 6BW of centre of rear edge or between the centre and any secure flank, it can be deployed in a town or village

Deployment Process

An out scouted army begins and places his camp first, and then TUG's until the % by which he was outscouted is on table

If a player has any medium or heavy artillery, TUG's with barricades or redoubts these must be placed before others TUG's

THEN players place ambushes and flank marches- and may place flanking 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 a 1/3rd of his TUG's as above then the invader follows with a 1/3rd

Thereafter in all cases place in 1/3rds until all on-table TuGs are deployed

Defender places generals declaring which TuGs including ambush card are in their command, then invader

Any flank marching general remains next to camp with R/L flank march card under him.