

# RENATIO ET GLORIAM PRE BATTLE PROCEDURE

Deciding Invader & Defender	1	Each player rolls a die based on the Army Commander quality, re-rolling ties. Legendary - Red, Talented – Yellow, Competent – Green, Mediocre – White.
	2	The winner chooses to be Invader or Defender.
	3	If the winner chooses to Invade, and has rolled a skull, they can choose now to Strategic Intercept.
	4	Draw the number of PBS cards for your army.
	5	Each player simultaneously plays a PBS card.
	6	A PBS map is taken from of territory types available on the defenders list. If the invader wins, they select the map, otherwise it is defender
	7	If a Strategic Intercept occurred, the Invader places the army counter on the map, otherwise the defender does
Note - The army counter must always remain in a map square with the territory type that was chosen.		
The Five Days to Battle build up	1	Each player simultaneously plays a PBS card.
	2	If you have fewer than 5 cards you must pass for some of the days. Each pass counts as a black card
	3	The winner moves the army counter according to the difference in the two PBS cards played.
	4	Repeat the process a total of five times to find the final location of the battle.
Secure Flanks	1	A River/Coast secure flank is placed by the defender no more than 6BW into the table along a side edge
	2	For other Secure Flank types, both players place a 1 piece in a single flank zone. This must be in their own half of table, and be allowed in territory type
Terrain Selection	1	Required terrain is determined by the final position on PBS map <b>Very Dense</b> - Compulsory 2 Difficult & 2 Rough/Good. Optionally up to 3 additional each <b>Dense</b> - Compulsory 2 Difficult & 1 Rough/Good. Optionally up to 2 additional each <b>Normal</b> - Compulsory 2 of any type. Optionally up to 2 additional each <b>Open</b> - Compulsory 1 of any type. Optionally up to 1 additional each (No impassable may be selected) <b>Plains</b> - No compulsory. Optionally up to 1 additional each (No impassable may be selected) All terrain pieces must be <b>at least 4BW x 4BW</b> in size, and <b>no larger than 10BW x 10BW</b>
	2	Starting with the Defender, then alternate selecting compulsory items
	3	Alternate placing all Compulsory items, starting with the Defender.
	4	Defender selects all optional items, followed by the Invader
	5	Alternate placing all Optional items, starting with the Defender.
Terrain Placement	1	The table has two flank sectors of 10BW measured from each side-edge. The remainder is the centre sector.
	2	For each terrain piece roll 1 terrain placement die (Standard d6)
	3	Terrain placement is always taken from the players base-edge perspective Dice result
	4	<b>1</b> The Terrain piece must go in the left flank sector <b>2-5</b> The Terrain piece must go in the centre sector. Additionally, it must touch a table edge if the dice is odd. <b>6</b> The Terrain piece must go in the right flank sector
	5	The opposing player now rolls a standard dice. <b>4+</b> Player can move the terrain up to 6 BW, keeping the original orientation <b>5+</b> Player can pivot the terrain up to 360° from a single point <b>6</b> Player can remove the terrain piece.
	6	
Scouting	1	Each player draws cards equal to the their armies scouting total (including those you saved from earlier)
	2	Each card is worth a percentage of the army size. Red 40% - Yellow 20% - Green 10% - Black & White 0%
	3	Add your best 5 cards together and compare the total with your opponents
	4	The player with the highest value outscouts the enemy. The percentage by which is equal to difference between the players scouting card total.
Deployment	5	You cannot deploy closer than 6BW to the table centre line
	6	Only Loose or Skirmishing Foot, Dragoons, Commanded shot, Mounted or Elephants can be placed within the flank sectors. If the flank is secure, or in Ambush, troops are exempt from this restriction Camps are placed first, and can be deployed in a town or village Within 6BW of the centre of the players table base edge Between the centre and a secure flank, along the players table base edge
	1	Medium or Heavy artillery, TUGs with barricades or redoubts these must be placed before other TUGs
	2	An outscouted army begins deployment. Firstly, placing his camp, and then a number of TUGs equal to the army % by which he was outscouted. If there is no outscouting, the Defender places his camp first, and 1/3rd of his TUGs
	4	Players then place ambush markers and flank marches- and may place flanking marching generals as a bluff
	5	The outscouting army places his camp first, and then a number of TUGs equal to the same army % as his opponent has deployed If there is no outscouting, the Invader places his camp first, and 1/3rd of his TUG's
	7	Players alternate placing groups of TUGS. Each group being 1/3rd of the army <b>original</b> size, until all on-table TUGs are deployed
	8	Defender places generals, declaring which TUGs, including ambush card are in their command. The Invader then does the same.
	9	Any flank marching generals remains next to their camp with R/L flank march card under him