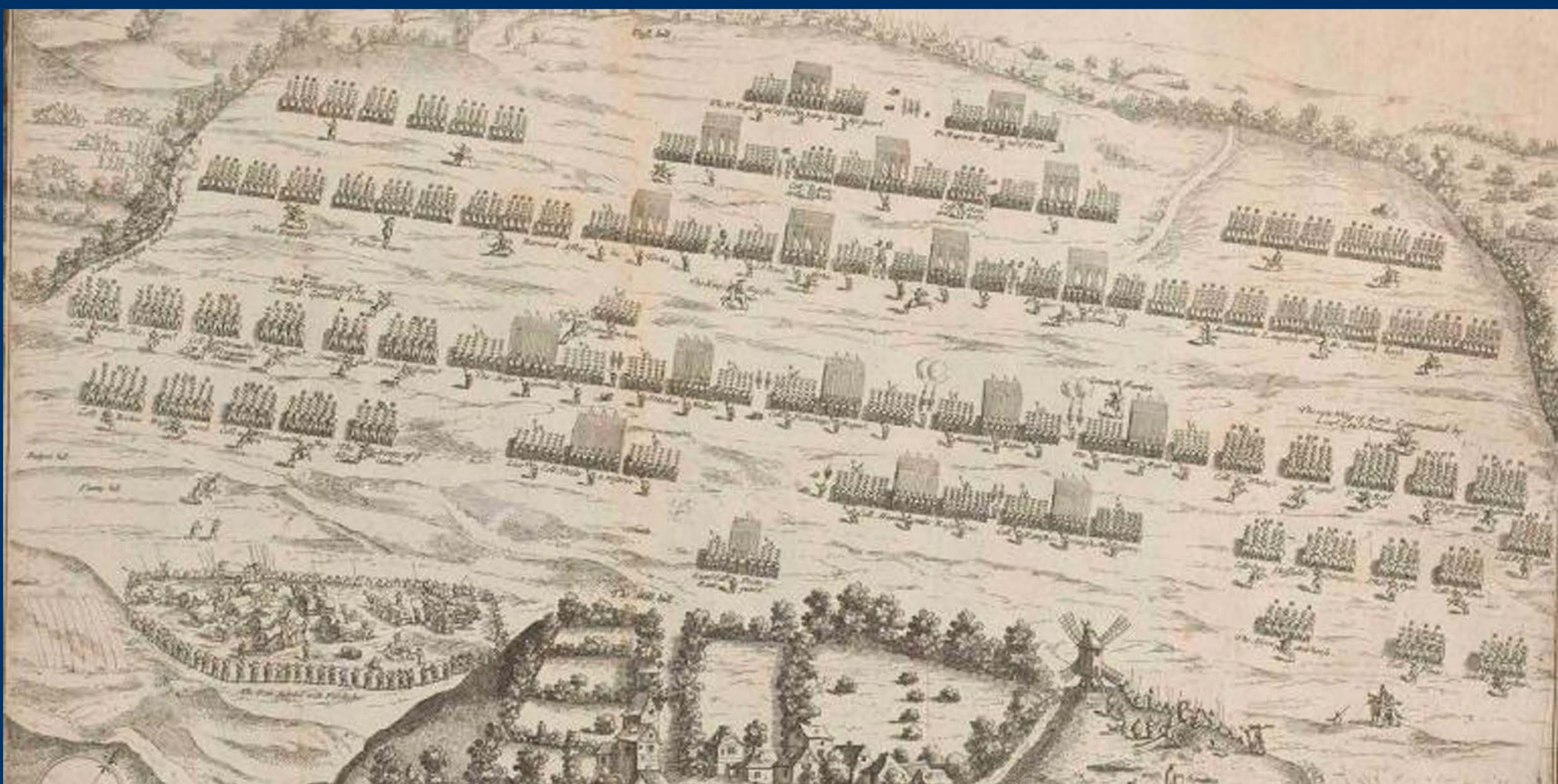


RENATIO ET GLORIAM

PRE BATTLE BOOKLET

By
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Based on Mortem et Gloriam By Simon Hall

RENATIO ET GLORIAM

<i>PRE BATTLE SYSTEM</i>
<i>Invader & Defender</i>
Roll a death dice: Red/Yellow/Green/White for Legendary/Talented/Competant/Mediocre Army Commander
Winner chooses to be invader or defender. Winner with a skull can choose a strategic intercept
The Defender chooses territory type from his army builder. The battle may not be moved out of this terrain type
If a strategic intercept the attack places the army counter, otherwise the defender does
<i>Location of the battle the five days build up</i>
Draw the number of card show for PBS Map cards from the army builder
Choose and simultaneously play a card each and move the army counter according to the difference in value
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 outscouting, cards used not put back in pack
<i>Terrain</i>
<i>Secure Flanks (Vertical axis of the PBS Map)</i>
Any river/coast secure flank is impassable and placed by the defender no more than 4BW into the table
Other Secure Flanks both place type from PBS on agreed side edge in own half of table.
<i>Terrain Density (horizontal axis of the PBS Map)</i>
Very Dense:- Compulsory 2 Difficult & 2 Rough between them and optionally upto 3 each
Dense:-Compulsory 1 difficult & 2 rough between them and optionally upto 2 each
Normal:- Compulsory 2 any between them and optionally upto 2 each
Open Compulsory 1 (no difficult or impassable) and optionally upto 1 each no difficult or impassable)
Plains No compulsory and optionally upto 1 each (no difficult or impassable)
The defender chooses a compulsory item then the invader until all are chosen
All terrain items must cover at least 6bw by 6bw and fit within 8bw by 8bw
Place compulsory items starting with the defender
After compulsory items are down repeat the same process with the optional items
<i>Terrain Placement</i>
The table has two flank sectors of 10BW remainder is the centre
Placement dice is a d6 and always taken from your perspective
1 it must go in the left flank sector, 2/3/4/5 the middle section between the two flanks, and 6 the right flank
Second d6 on an odd number must touch edge on an even it cant be within 2BW of a table edge. Can be on other sides half
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.
<i>Outscouting</i>
After all terrain is down check for outscouting
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 outscouted by the difference
<i>Deploying the troops for battle</i>
Deployment Zone upto 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
An outscouted army starts deployment, if no one is outscouted defender deploys first.
Camps placed first and 4BW of rear centre or between the centre and any secure flank, it can be deployed in a town or village
Then all medium & heavy artillery is placed
Any outscouted army then places UG's equal to % of army outscouted (minimum 4 UG's)(this includes artillery already placed
Then players record ambushes and flank marches, place generals whether a bluff or not
The outscouting army then deploys the same no of ugs as the outscouted army (camp and artillery first)
Thereafter or otherwise place 4 ug alternately (ie camp and 4 ugs (artillery first) until all ugs are on the table
Defender places generals declaring which ugs 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.

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		VERY DENSE	DENSE	NORMAL	OPEN	PLAINS
River or Coast	M	M	M	M	P/D C	P/D S
River or Coast	F/J	F/J	F/J	F/J	F/J	S
Mountains or Forest	M	M	M	M	C	P/D M
Mountains or Forest	F/J	F/J	F/J	F/J	C	S
BUA and Fields	M	M	M	C	C	P/D
Fields	F/J	F/J	F/J	F/J	C	S
splid	M	C	C	P/D	C	P/D
pue AUB	F/J	F/J	F/J	P/D	C	S
None	M	M	M	P/D	C	P/D
None	F/J	F/J	F/J	P/D	C	S
auON	P/D	P/D	P/D	P/D	P/D	P/D
None	F/J	F/J	F/J	P/D	P/D	S
None	P/D	P/D	P/D	P/D	P/D	S
auON	VERY DENSE	DENSE	NORMAL	OPEN	PLAINS	

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VERY DENSE **DENSE** **NORMAL** **OPEN** **PLAINS**

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Terrain	Type	In	Description	Visibility	Cover	Special
Rocky Ground & Brush	R	Any	Flat ground with patches of rock or Substantial amount of low shrubbery that obstruct movement.			Good going Elephants
Walled Fields	Rough / Good	E,C	Walled Fields deployed as rough but essentially good going other than if troops defending walls	Infantry at 3BW	If against wall	Bonus in combat. Can only be placed with edge in contact with villages and towns
Hedged Fields	Rough / Good	E,C	Hedged Field deployed as rough but essentially good going other than if troops defending hedges	Infantry at 3 BW	If against hedge line	Bonus vs Cavalry if lining hedges, do not count as in open if lining hedges
Orchards & Vineyards	D	E,C	Organised fruit and olive plantations	Infantry at 3 BW	Any fully in	Rough Going for Elephants
Gully	R	J,F,S,D	Significant depression in the ground with easy slopes and a flat and even bottom	Troops inside visible from 2BW, troops inside touching edge can see and shoot out		Troops fighting in outer 1BW and nearer edge of gully are uphill
Wadi	D	D	Significant depression in the ground with rocky and brushy bottom	Troops inside visible from 2BW, troops inside touching edge can see and shoot out		Troops fighting in outer 1BW and nearer edge of gully are uphill
Sunken river bed or road	Rough / Good	Any	Significant depression in the ground	Troops inside visible from 2BW, troops inside touching edge can see and shoot out	Inf fully in	
Woods	R	E,C,M,F,J	Natural wood with modest density of trees and undergrowth	Troops visible at 2BW	Any fully in	SUG's can shoot two deep, others 1 deep
Forest	D	F,J,M	Deeply packed trees with heavy undergrowth.	Troops visible at 1BW	Any fully in	All shoot and fight one rank deep
BUA	R	Any	Outskirts of major towns etc	Troops visible at 2BW	Any fully in	
Sandy Ground	R	D	Large patches of soft shifting sand			Good going for camels
Marsh	D	C,M,F,J,S	Boggy ground and pools of water			
Gentle Hills	Good	Any	Mild slopes offering uphill advantage	Troops visible within 2BW over ridge		Uphill bonus if entirely on slope and closer to centre / ridgeline
Terrained Slopes	R/D	Any	Slopes which are all of a single type of R or D terrain allowed by the territory type	As terrain type and visible within 2BW over ridge	As per terrain type	Uphill bonus if entirely on slope and closer to centre / ridgeline
Mountains	D	E,M,F	Steep and uneven slopes that are difficult to move across	Troops visible within 2BW over ridge		Uphill bonus if entirely on slope and closer to centre / ridgeline
Sand Dunes	D	C,D	Desert slopes with soft shifting sand difficult to sustain footing on slopes	Troops visible within 2BW over ridge		Good Going for camels