

MEG 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 defender wins, they pick a territory type, otherwise invader chooses, from defender's list options.

If a strategic intercept, the invader 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 to the difference - 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 card.

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

Setting up the Terrain

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

Deep water flank covers the full table width, placed by defender $\leq 6BW^*$ into the table. Invader chooses Sea or Waterway.

Otherwise place compulsory-sized terrain from those noted on the side of the PBS Map (must be allowed 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 Rough/Good and 2 Difficult	Up to 3 any
Dense	1 Rough/Good and 2 Difficult	Up to 2 any
Normal	2 Rough/Good or Difficult	Up to 2 any
Open	1 Rough/Good or Difficult	Up to 1 (no Impassable)
Featureless	Nothing	Up to 1 (no Impassable)

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

Compulsory items must cover at least $6BW \times 6BW^*$ minimum and fit within $10BW \times 10BW^*$.

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 $4BW \times 4BW^*$ and fit within $8BW \times 8BW^*$.

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 deep water (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.

Scouting

AFTER all terrain is down check for outscouting.

Deal cards so you have the total number for scouting from your army builder.

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 $\geq 6BW$ 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 placed on the rear table edge, entirely within 6BW of the centreline, or between this centreline and a secure flank

Deployment Process

Outscouted player places camp first, then the greater of 1/3 of UGs or to match the amount they were outscouted by.

UGs with barricades/obstacles and artillery SuGs must be placed before other UGs.

Both players may place ambushes and flank marches.

If neither army was outscouted, the defender now places their camp and 1/3 of their UGs as above.

The player with nothing deployed yet, deploys their camp and the same % of their army as their opponent has deployed.

Thereafter in all cases, place in 1/3rds until all on-table UGs are deployed.

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

*In Magna * sizes and distances reduced to 2/3. In Pacto * in HBW and ignore camps.*