

# **Setting up a game**

## **Version 100**

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This is a basic set up and parameters for a quick two player game and assumes a table either four by four foot or four foot wide by five foot deep. All of the following rigmarole can be dispensed with if you and your opponent trust each other enough to set up the table in a fair and friendly fashion. I don't trust anybody I know well enough to do that.

- 1) Both players must have their army lists written to the agreed number of points and provide a copy to their opponent.
- 2) Each player rolls a die, the player with the highest score (the first Player) must place a piece of terrain first. The first piece of terrain placed, must be a hill that is at least 12" long on one axis and not greater than 18" long on any of its axis', nor less than 2" wide on any axis.
- 3) The other player ( The second Player) may now reposition that hill in any way so long as at least 2" of the hill projects in to all of the same quadrants of the table that it did when it was originally placed and in to no quadrant that it was not originally placed in.
- 4) The players now repeat steps 2 and 3 alternating as first and second player, until there are two hills at least partially in each quadrant of the table. No hill may be placed or repositioned closer than 1" to an existent hill or on to an existent hill.
- 5) The first player must now place one of the following anywhere on the table.
  - A: A pool no larger than 12" in diameter all parts of which must be at the same elevation; if on a hill not closer than 1" to any edge of it.
  - B: Two interconnected sections of stream 1' wide and 12" long with no bend greater than 90 degrees and not on a hill unless starting at a pool.
  - C: 8 Trees, Bushes, rocks or any combination there of; each on a base no smaller than 1" or larger than 3" on any dimension. They may not be placed closer than 1" to any hill contour edge (either up or down slope).
  - D: A hill no larger than 12" or smaller than 4" on any dimension. It may not be placed any closer than 1" to any existing hill unless it is placed on an existing hill with none of its edges closer than 2" to the existing hills edges.

- 6) The second Player now places as in 5 with the following additional caveat; trees rocks and bushes may be displaced by new pieces of terrain other than trees, rocks and bushes. If a player causes displacements his opponent may replace the displaced pieces anywhere on the table except in streams or closer than 1" to any hill contour edges.
- 7) The first player places terrain as the second player did in 6.
- 8) The second player places again he did in 5.
- 9) The first player decides which of the four edges of the table will be his friendly edge (the opposite edge is the second player's friendly edge) and places one of his units within 12" of it. The players now take turns placing units and characters within 12" of their respective friendly edges or within the limits of any special ability that a particular character or unit has. Each time a player places a character he must place a unit on the following go unless he has no units left except of a type that may be held off table. If one player runs out of models to place the other may finish placing his remaining models at one time.
- 10) The second player decides whether he wishes to move first or second on the first turn of the game there after initiative is determined per the rules