

Tacticum

Opponent Training
OP-V



“Clearly by this stage of your training, **candidate**, you have learned the importance of maintaining command. In this training you must first restore order before seeking your objective. I’m Centurion Antonius and will be your instructor today. **Now listen up!**”

Research notes: A recent transfer from one of the African legions brought along a game called “Sija”. The unique setup for that game suggested this representation of mid-battle or skirmish arrangement. This, with the addition of taking the high ground is excellent training!

Scenario OP V – Take the High Ground!

In this test you are presented with a battle already in progress; the armies have smashed together and at the center is a massive skirmish. The battle is centered on the high ground that is critical to securing the Army’s flank. Your legion must control the hill top. Setup for this scenario is unique and must be carefully accomplished before the real action begins.

Setup:

The board is placed in the long alignment, with the short sides facing the candidates. Each side places a Square formation in their lower left corner with the Standard in the actual corner. White plays first.

Additional setup:

The candidates takes their remaining 14 units and alternate placing them, *2 at a time*, anywhere in the battlefield area *except*; the first 3 rows of either side or the two center squares. (see example setup)

When you are placing your two units they do not have to be next to each other or any other previously placed units.

Once all of the units have been placed (14 by each candidate) play begins as in all other scenarios; a candidate on their turn can either move a unit or a formation.

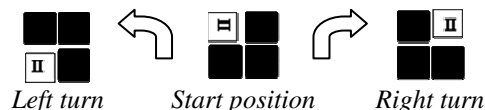
Objective:

Be the first to get your Standard to either of the “hill top” squares (●).

Special movement rules:

OP-V Rule 1: Only a Standard can occupy the “hill top” squares. All other units or formations can pass over those squares but may not end their movement there.

OP-V Rule 2: A square formation that includes the Standard can, instead of moving, rotate a quarter turn (90 degrees) in place (see illustration). This can be very helpful in getting your Standard to the hill top.



Example Setup

