

# Tacticum

Opponent Training -  
OPIII -



“Okay, **candidate**, looks like you are ready for further training. As a Centurion, you will need to know that **terrain** often dictates your options and influences your choices. I’m Centurion Antonius and will be your instructor today. **Now listen up!**”

*Special thanks to the fine folks at GameCon Memphis 2009 for helping us complete the play testing!*

8 new candidates enrolled that weekend , purchasing their own Tacticum “training kits”.

## Scenario OPIII – The River

In this test you are to assist the command planners by capturing 4 enemy prisoners from the forces camped across the river, so that more can be learned about their disposition and morale.

### Setup:

The board will be turned 90 degrees so that you are both sitting at the narrower sides. Set up your forces as in the diagram. Each centurion candidate gets 11 Squads and 1 Standard.

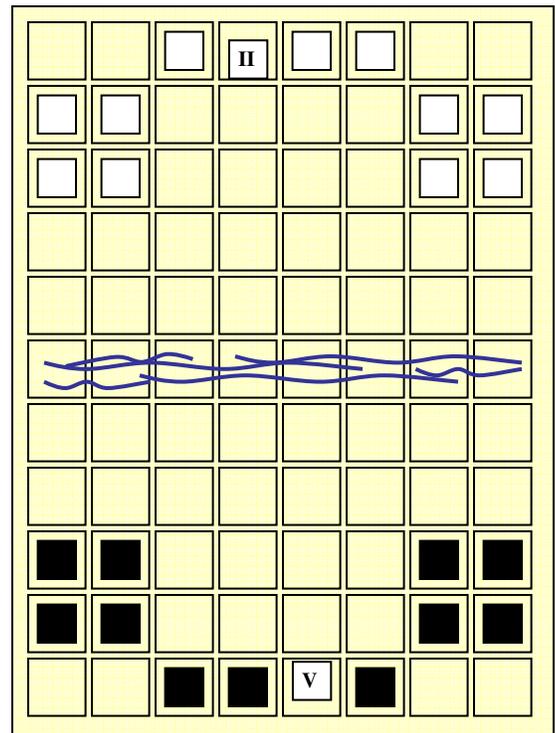
### Special Component: The River.

The central row of the board is to be considered a river. Formations cannot enter or cross the river. Therefore, units can only cross the river one at a time. You may cut out and use the “river marker” on the board to make it easier to remember. Units moving along the length of the river are limited to 3 spaces on a move.

### Objective:

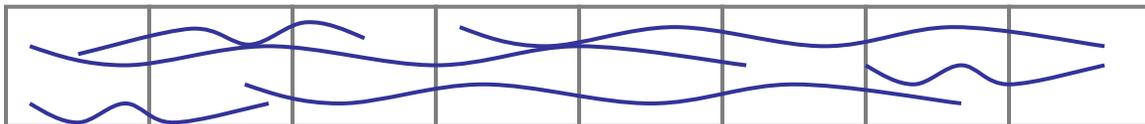
Be the first to capture 4 enemy units (it doesn’t matter which side of the river you capture them on) AND have all of your remaining forces returned to your side of the river.

Note: At least 3 of your units must cross the river into enemy territory for you to score a win.



### River Marker

Alternatively, you could place a penny on either side of the “river row” as a visual cue.



Make sure you are signed up for the Gameological Institute’s Newsletter to know when new scenarios are ready.

**Next Up:** “King of the Hill!”

