

A Coat of Steel: Pre-Game Card

Setup Sequence

A. Prepare the field:

1. Choose a board configuration using the Captain's "Battlefinder" system: both players pick a BF card of their choice. If one Host Commander has an advantage (is either an Old Soldier, Audacious, or his enemy is Impetuous, or has 2 more Forewardness than his foe), then he chooses two cards. Shuffle these cards with 2 random cards, and draw one out. That is the battlefield. Advantaged commander chooses which side of the field is his.
2. Or, use any other system that both players agree upon.
3. Set up board terrain and features.

B. Determine Size and Arrangement of forces: If using the ACOP Campaign system, divide the contingents from the host that is engaged in a battle into wards, and choose out the ward commanders (Host Commander must be one). Draw Minor Nobles to fill in as ward commanders if not enough magnates are present. Once this is done, group contingents in each ward into companies, and convert the contingents into bands.

C. Assign Courage to Companies:

For each company, calculate their Courage level at start by consulting the Company Quality table below. Assign the appropriate Courage marker to each unit (face down).

D. Deploy Forces:

1. If a player did not seek battle: he sets up first. Deploy Bombards (if any). May deploy a Bushment.
3. If both players sought battle: both may write down their deployment, and then place units simultaneously. (Host Commanders who have a bushment Charact. may attempt one if terrain permits).

E. Force Marching Host: Must choose between a late entry for one ward, or the "Time hath worn us into slovenry" verse being placed on their Chronicle. Draw card secretly for entry delay: 1-4= 6 turns, 5-6= 10 turns.

F. Prepare Ward Cards: All ward commanders choose the components of their Overall orders, and their Dangers and Stratagems (even those wards who are not yet on board).

G. Preliminary Bombardment: One or both sides now attempts to Bombard the other. Resolve attempt.

H. Begin turn 1.

Company Quality

Combine contingent counters together into a company: minimum 4 bands- maximum 16. Compare the commitment level of the company commander to the makeup of the bands present for the Company Courage level at game start.

Commander's Commitment Level	50% or More RR & Peer Present	50% or More Riding Retinue	50% or More Well-wishers (+RR, if any)	More than 50% Array	Mercenaries
Committed	4 Courage	4 Courage	3 Courage	3 Courage	3 Courage
Well-Wisher	4 Courage	3 Courage	2 Courage	2 Courage	2 Courage
Uncommitted	3 Courage	2 Courage	1 Courage	0 Courage	2 Courage

Modifiers: (note- Courage can never be higher than 4 or lower than 0)

+1 if Company Commander is Audacious

-1 if Company Commander is Timorous

Mercenary Bands: May only mix with other nationality of Mercenaries in Companies.

Overall Order Components

1- Draw Enemy (Old Soldiers only)

Components:
2 Flight, 1 Sheaf, 1 Feint, 1 Steady Attack,
2 Approaches

2- Grim Advance

Components:
1 Flight, 2 Sheaf, 1 Steady Attack,
2 Approaches

3- Await the Foe

Components:
3 Flight, 1 Steady Attack, 1 Approach

4- Hasty Assault

Components:
2 Flight, 1 Sheaf, 1 Approach, 1 Rapid Approach, 1 Quick Attack

5- Headlong Rush

Components:
2 Sheaf, 1 Rapid Approach, 1 Quick Attack

6- Defend Position: (Only if defending Works, Linear Obstacle, or Ridge Line)

Components:
2 Flight, 2 Sheaf

Bombardment

In the pregame, a host with artillery present may attempt to Bombard the enemy host, gaining it the "Vexing Us with Shot" verse.

Procedure:

3 Artillery pieces- 1 must be a Bombard, and no Organ gones. Total points below, add 1 card draw- compare to enemy total- lowest gets the verse.

Bombard	2 points
Field Gun	1 point
Master Gonner	2 points
Resolution Card	# points
No Gones- just card draw	# points

If side with no gones wins, enemy must destroy 1 gonne due to ineptitude.