* You have just joined the Egyptian/Hittite army! Welcome to hell!
* Introduce General.
  + You will follow the orders of your general and his second-in-command at all times!
* Introduce Standard.
  + This is the standard of your division! In battle, you will follow this standard and stay close to it so that you remain a cohesive unit.
* Introduce Shields
  + Many of you will be armed with shields.
  + Shields will be held flush against the forearm and shoulder, and held at a 45 degree angle away from the body.
  + This will provide a safe target for your enemies to attack.
  + Distribute shields and practice
* Introduce Hand Weapons
  + Infantry will have hand weapons.
  + When we attack, we use wide, swinging arcs with very light force.
  + We aim for the shield or the spear—NEVER for the head! NEVER for an unarmed person! This includes chariot drivers!
  + Distribute weapons and practice
* Egyptian Chariots
  + The Egyptian chariot is fast and maneuverable.
  + Pairs are tied together by belt loops/hands and assigned bowmen/driver positions.
  + As the driver, you make galloping noises and direct where the chariot goes.
  + As the bowmen, you twang your bow and make whatever shooting noises (pew pew pew!) you prefer!
* Hittite Chariots
  + The Hittite chariot is large and powerful
  + Trios are tied together by belt loops/hands and assigned shield/driver/spearman positions.
  + As the driver, you make galloping noises and direct where the chariot goes.
  + As the shieldman, you protect yourself and your driver.
  + As the spearman, you will hold your spear against your hip at all times. It must NEVER raise above waist level! You will strike with sideways thrusts at your opponent’s shields.
* Battle Behavior
  + We will move slowly, even during a charge.
  + Never get ahead of your standard or general, and stay with your division!
  + Do not attack or pursue fleeing enemies until your commander orders you to do so. We must give them a sporting head start.
  + Be liberal with your battle cries! Scream, shout, and grunt as you will!
* Final Step: Briefly review what happens to your individual division.