A Great Victory! Terrain Guidelines
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For game purposes there are two basic types of terrain and they are:

- ***General terrain*** features, that is, terrain features that take up an *area* such as contours, hills, woods, rough ground, swamps, villages, etc

Small individual structures such as individual farm buildings, bridges and the like are still general terrain features (although small ones) and are referred to as ***Landmarks***. All such general terrain features take up a definite area and as such must have a well defined *boundary edge*.

- ***Linear terrain*** features, that is, terrain features that are *linear in nature* such as hedge-rows, wooden fences, stone walls, ditches, streams, rivers, roads, etc

A unit is deemed to be ***interpenetrated with*** (or interacting with) a terrain feature if that unit is partially or wholly on, in or in contact with that terrain feature.

How does terrain affect movement?

First, some unit types may be prohibited from interpenetrating certain types of terrain. If so, then those units cannot enter or interpenetrate that terrain feature under any circumstances.

Some terrain features may slow down a particular type of unit, and so require that unit to move at ***half rate*** whilst interpenetrated with them. Half rate movement is conducted thus:

- While ever the unit is wholly or partially interpenetrated with that terrain feature, *any form of movement* such as moving, charging, side-stepping, stepping back, intercepting, etc, costs that unit double, that is, the unit deducts 2 cm off its movement allowance for every 1 cm of actual movement it does on the table

This ***half rate movement penalty is not cumulative***. A unit does not keep halving its rate. If *any* movement penalty applies to a unit, then that unit simply moves, charges, etc, etc, at half rate.

How does terrain affect firing?

Certain terrain features may be able to give a friendly unit protection from enemy fire in some circumstances. For a friendly unit ***to claim cover*** from enemy fire, ***all of the individual stands*** in that friendly unit being fired at ***must be eligible to claim cover*** from that enemy unit's fire as detailed below.

First, certain types of terrain features may affect whether a unit can fire into, through, out of or over those terrain features thus:

1. A *unit* that has a stand in contact with a ***linear terrain feature*** that gives *cover* can fire over that linear terrain feature. That linear terrain feature has no effect on that unit's firing providing that the unit is in contact with it at the time.

2. Stands that are *partially interpenetrated* with a ***general terrain feature*** that gives *cover* can fire *away* from (out of) that same general terrain feature normally.

3. Stands that are *partially or fully interpenetrated* with a ***general terrain feature*** that gives *cover* can fire into and through that same general terrain feature, but cannot fire into, through and *out* of that same general terrain feature.

For a ***stand*** in an enemy unit to be able to claim *cover* from a friendly *stand's* fire:

1. There must be a terrain feature giving cover in or partially in the firing stand's zone of fire, and,

2. That same terrain feature giving cover must be between the stand firing and the enemy stand being fired at, and,

3. That stand firing cannot be in contact with or be partially or wholly interpenetrated with that *same* terrain feature

If so, then that enemy *stand* is eligible to claim *cover* from that friendly stand's fire.

Further, if there are **two or more terrain features** in a friendly stand's zone of fire **giving cover**, then that friendly **stand cannot fire at that enemy stand** at all.

Thus, to claim **cover**, **all** of the individual stands in a unit that can actually be fired at must be able to claim cover. If just **one stand** in the target unit **cannot** claim cover, then the **whole unit cannot** claim cover.

A *unit* firing at an enemy *unit* that can claim cover then uses **half the number of dice** that it would normally use to fire at that target unit (round fractions down).

How does terrain affect hand-to-hand combat?

First, certain terrain features may give a unit a **hand-to-hand advantage** in hand-to-hand combat for defending on, in or behind that terrain feature depending upon the circumstances.

A friendly unit is said to be **defending a general terrain feature if** both of the following conditions apply to that unit:

1. The friendly unit is *partially or wholly interpenetrated* with a general terrain feature that can give that unit the hand-to-hand advantage, and,

2. The enemy unit that charged into contact with that friendly unit this Game Turn actually charged into contact *over or through* any part of that general terrain feature that can give that the friendly unit the hand-to-hand advantage

If so, then the friendly unit is said to be *defending* that general terrain feature and can **claim the hand-to-hand advantage**.

A friendly unit is said to be **defending a linear terrain feature if** both of the following conditions apply to that unit:

1) The friendly unit is *in contact* with a linear terrain feature that can give that unit the hand-to-hand advantage, and,

2) The enemy unit that charged into contact with that friendly unit this Game Turn actually charged into contact *over or through* any part of that linear terrain feature that can give that the friendly unit the hand-to-hand advantage

If so, then that friendly unit is said to be defending that linear terrain feature and can **claim the hand-to-hand advantage**.

A friendly unit that *charged* an enemy unit that can claim the hand-to-hand advantage then uses **half the number of dice** that it would normally use to attack that enemy unit during **the very next Hand-to-hand combat resolution phase only** (round fractions down).

This **halving** of the dice for hand-to-hand combat resolution **is cumulative**. A unit keeps halving its dice for each terrain feature requiring it (rounding fractions down).

However, **in subsequent hand-to-hand combat phases**, this friendly unit is considered to be **fully engaged** in that close combat melee with the enemy unit and so *fights* hand-to-hand combat **normally**.

The suggested terrain affects are:

GENERAL TERRAIN FEATURES:

Contours represent the gentle undulations across the battlefield.

- Contours have no effect on movement, charging, intercepting, etc
- Contours do not stop missile fire or artillery fire onto or off the contour
- Contours do stop missile fire and artillery fire at targets behind and beyond a contour (you cannot see them)

Hills are a little higher and steeper than contours.

- All units can move, charge, intercept, etc, onto, over and off hills but do so at half rate
- Hills do not stop missile fire or artillery fire onto or off a hill
- Hills do stop missile fire and artillery fire at targets behind and beyond a hill (you cannot see them)
- Hills give the *hand-to-hand advantage*

Rough Ground includes any area of rough, rocky or uneven ground. Players must define what areas of rough ground are *passable* and what areas of rough ground are *impassable* before the start of the game. Impassable rough ground is impassable to all units except along roads through it. Otherwise:

- Rough ground has no effect on foot units moving into, through or out of it
- All other units move into, through or out of passable rough ground at half rate
- Foot units can charge into, through or out of rough ground but do so at half rate
- Elephant units can charge and intercept into, through or out of rough ground but do so at half rate
- Mounted units cannot charge or intercept into, through or out of rough ground
- Rough ground has no effect on missile fire or artillery fire firing into, over or out of it
- Rough ground gives the *hand-to-hand advantage*

Boggy Ground (marshes, swamps and the like) are impassable to all units except along roads through them.

- Boggy ground has no effect on missile fire or artillery fire firing into, over and beyond it

Woods are small patches of thinly wooded areas. A wood consists of a base (representing the boundaries of the wood) with some suitable model trees placed thereon. An area of woods must be at least 5 cm across but not more than 10 cm across any direction. Wooded areas must be placed at least 15 cm apart. The model trees are removed whenever a unit *enters* the wood and are placed back on the base whenever there are no units left within the wood boundaries.

- Artillery units cannot enter woods
- All other units can move into, through or out of woods but do so at half rate
- Foot units can charge into, through or out of woods but do so at half rate
- Elephant units can charge and intercept into, through or out of woods but do so at half rate
- Mounted units cannot charge or intercept into, through or out of the woods
- Woods do not stop missile fire or artillery fire at targets in the woods
- Woods do stop missile fire and artillery fire at targets behind and beyond the woods (you cannot see them)
- Woods give a unit both *cover and* the *hand-to-hand advantage*

For game purposes, larger heavily wooded areas such as forests are impassable to all units except along roads through it.

Villages consist of a base (representing the boundaries of the village) with a suitable model building or two placed thereon. A village must be at least 5 cm across but not more than 10 cm across any direction. Individual villages must be placed at least 40 cm apart. The model buildings are removed whenever any unit *enters* the village and are placed back on the base whenever there are no units left within the village boundaries.

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- All units can move into, through or out of villages but do so at half rate
- Foot units can charge into, through or out of villages but do so at half rate
- Mounted units and elephant units cannot charge or intercept into, through or out of villages
- Villages do not stop missile fire or artillery fire at targets in the village
- Villages do stop missile fire and artillery fire onto targets behind and beyond the village (you cannot see them)
- Villages give both *cover and* the *hand-to-hand advantage*

Landmarks are small individual structural terrain features such as mills, farm buildings, village churches, etc. A landmark consists of a base (representing the boundaries of the landmark) with a suitable model building placed thereon. A landmark must be no more than 5 cm across any direction. A landmark cannot be part of a village. Village churches must be placed within 5 cm of a village but cannot be part of a village. The model building is removed whenever any unit enters the landmark and is placed back on the base whenever there is no unit left within the landmark base.

- Only foot units can enter a non-bridge landmark
- Landmarks do not stop missile fire into or out of a landmark
- Landmarks do not stop artillery fire into a landmark
- Landmarks do stop missile fire and artillery fire onto targets behind and beyond the landmark (you cannot see them)
- A landmark gives both *cover and* the *hand-to-hand advantage*

Only one *foot* unit can be in and defending a landmark at any time. To *defend* a landmark, the player manoeuvres the unit onto the landmark base and then simply announces that that unit is defending that landmark. The player then forms the unit into a *defensive block* formation in such a way that as many stands as possible are on/within the landmark base. While in a defensive block formation on the landmark base, all of the stands are considered to be in and defending that landmark.

To *abandon* the landmark, the player simply announces that that unit is no longer defending that landmark. The player must then change formation and form the unit into any valid non-defensive block formation desired, and then manoeuvre the unit off the landmark's base.

Bridges are special landmarks. All units can be moved across a bridge.

A unit wishing *to cross over a bridge* manoeuvres normally until it contacts the bridge model. Then, to cross the bridge, the unit is simply picked up and placed on the other side of the bridge model in such a way as to be in contact with the bridge model. The unit can be placed in any position desired and in any facing desired providing that the unit is still in contact with the bridge model. However, in doing so, the unit must maintain the exact same formation both before and after crossing the bridge. Crossing a bridge uses all of that unit's remaining movement allowance, and so a unit crossing a bridge does no more movement during the current movement phase.

A friendly unit is deemed to be *defending a bridge* if it is close enough to the bridge that an enemy unit cannot be moved across the bridge and be placed on the other side of the bridge in such a way that it is in contact with the bridge model but not in contact with any other unit (friend or foe, see above).

Only one unit at a time can defend a bridge. Where there are two or more units that could be said to be defending the bridge, the player controlling those units must designate which one of those units is defending the bridge.

Only one unit at a time can *charge* over a bridge at the unit defending the bridge. Mounted units can charge over a bridge but mounted units cannot intercept or counter-charge over a bridge. The unit charging does not actually charge (move) over the bridge. The charge is announced and then the unit is moved and placed at the end of the bridge and in contact with the bridge model. Both the charging unit on one side of the bridge and the defending unit on the other side of the bridge are then deemed to be in *contact* somewhere on the bridge or thereabouts. A unit defending the bridge can *react* (see Reactions).

- Bridges have no effect on missile fire or artillery fire, but the river, stream or ditch that it is crossing may have an affect on firing
- Bridges give the *hand-to-hand advantage*

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LINEAR TERRAIN FEATURES:

Hedge-Rows, Wooden Fences, Stone Walls, etc affect various units various ways thus:

- Hedge-rows, wooden fences or the like have no effect on missile fire or artillery fire
- Hedge-rows, wooden fences or the like give the ***hand-to-hand advantage***
- A stone wall gives ***cover*** for both missile fire and Light Artillery fire
- A stone wall gives the ***hand-to-hand advantage***

In addition, foot units:

- Can move and charge over hedge-rows, wooden fences, stone walls or the like but do so at half rate
- Can remain interpenetrated with any hedge-rows, wooden fences, stone walls or the like
- Can fire and fight hand-to-hand combat when interpenetrated with any hedge-rows, wooden fences, stone walls or the like

Mounted units and Elephant units:

- Can move over hedge-rows, wooden fences, stone walls or the like but do so at half rate
- Cannot charge or intercept over hedge-rows, wooden fences, stone walls or the like
- Can remain interpenetrated with any hedge-rows, wooden fences, stone walls or the like
- Can fight hand-to-hand combat when interpenetrated with any hedge-rows, wooden fences, stone walls or the like
- Cannot charge or intercept if interpenetrated with any hedge-rows, wooden fences, stone walls or the like

Artillery units:

- Can move over hedge-rows, wooden fences, stone walls or the like but do so at half rate
- Can remain interpenetrated with any hedge-rows, wooden fences, stone walls or the like
- Cannot fire if interpenetrated with any hedge-rows, wooden fences, stone walls or the like
- Can fight hand-to-hand combat when interpenetrated with any hedge-rows, wooden fences, stone walls or the like

Ditches, sunken roads and the like are deemed to be no wider than one base width wide.

- All units can stop and remain interpenetrated with a ditch at any time
- All units can move into, across or out of a ditch but does so at half rate
- All units can charge or intercept into, across or out of a ditch but do so at half rate
- Ditches do not stop missile fire or artillery fire into, across, out of or beyond a ditch
- Ditches give the ***hand-to-hand advantage***
- Ditches only give ***cover to foot stands interpenetrated*** with the ditch (you cannot see them)

Streams are any water courses that are no wider than one base width wide.

- An unpacked artillery unit cannot enter a stream
- Otherwise, all units can enter, stop and remain interpenetrated with a stream
- All units can move across a stream at any point but do so at half rate
- A unit cannot charge or intercept into, across or out of a stream
- A non-Elephant stand interpenetrated with a stream cannot fire
- An Elephant stand interpenetrated with a stream can fire
- Streams do not stop missile fire or artillery fire into, across or beyond a stream
- Units ***not in streams*** have the ***hand-to-hand advantage*** over units in streams

Rivers are any water course that is more than one base width wide. Rivers are impassable to all units except at bridges or at fords. Regardless of the river's width, treat fords across rivers as streams.

- Rivers do not stop missile fire or artillery fire into, across or beyond a river

Rivers often have woods along their banks except at fords, at bridges or where there are roads, mills or any other such terrain features along the river bank.

Roads in this period were generally not much more than goat tracks and so roads have no effect on movement, firing or hand-to-hand combat. Roads are deemed to be one base width wide.

To move along a road, a *multi-stand unit* must be in *a block* formation (see the rules). Whilst moving along the road, a unit ignores any terrain effects of the terrain that the road is passing through. The unit simply follows the road, bending the stands as required to follow the road.

GENERAL CONSIDERATIONS:

How do we place terrain features?

Please use some common sense. Terrain features may not be placed in such a way that it defies common sense or everyday experience.

Terrain features can be overlapped with other terrain features. For example, a village can be placed onto a hill, or a wood placed on a contour, a hedge row placed running over a hill, etc. However, no terrain features except bridges can be overlapped with a river, stream or ditch. Where a road crosses a stream or river, it must be designated as a bridge or as a ford before play. Where a road crosses a ditch, it is automatically designated as a bridge.

Are there any restrictions on what formations can be used in terrain features?

Generally, there are no restrictions as to what formations a unit can use whilst interpenetrated with or in contact with a terrain feature unless noted otherwise. A unit may be in any valid formation the player desires.

What about earthworks?

Earthworks and other field fortifications were normally prepared well before a battle. Thus, earthworks and other field fortifications cannot be constructed during the course of a game. For simplicity, treat any such earthworks as a stone wall.

Finally

I hope it all makes sense. Remember, these are only guidelines. If you don't like them then don't use them – make up your own. Sort out any problems that you may have with a dice throw as usual.

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