A Splendid Victory! The 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 which take up an *area* such as contours, hills, woods, rough ground, swamps, villages, etc.

Small individual structures such as individual farm buildings, bridges, mills and the like are still general terrain features (small ones) but they 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 classed as **interpenetrated with** (or interacting with) a terrain feature if *any* of the stands of that unit are wholly or partially 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 such units cannot cross or enter that terrain feature under any circumstances.

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

1. The unit moves normally until it contacts the terrain feature in question

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

The 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, at half rate.

How does terrain affect firing?

First, certain types of terrain features may affect a unit's fire over, through or out of those terrain features thus:

1. A unit with 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.

2. A unit with a stand *in contact with* or *partially interpenetrated with* a *general* terrain feature that gives cover can fire *into* that same general terrain feature. That general terrain feature has no effect on that unit's firing unless noted otherwise.

3. A unit that is *wholly interpenetrated with* a *general* terrain feature that gives cover can fire both through and out of that same general terrain feature. That general terrain feature has no effect on that unit's firing unless noted otherwise.

Next, certain terrain features can give a friendly unit some protection from enemy fire. For a friendly unit to claim *cover*, *all of the individual stands* in that friendly unit being fired at must be *eligible* to claim cover from that enemy unit's fire.

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

1. A terrain feature giving cover must be in or partially in that enemy stand's zone of fire, and,

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

3. That enemy stand firing cannot be in contact with, or wholly or partly interpenetrated with, that same terrain feature

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

However, if there are **two or more** terrain features that can give cover in or partially in an enemy stand's zone of fire, and those terrain features that can give cover are between the enemy stand firing and the friendly stand being fired at, then that enemy *stand cannot fire* at that enemy unit at all. In this case, the friendly stand is automatically eligible to claim cover from that enemy stand's fire.

Thus, if *all* of the individual *stands* in the friendly unit are eligible to claim cover (as noted above) then the whole unit can *claim cover*. On the other hand, if just one stand in the friendly 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 the advantage in hand-to-hand combat for defending on, in or behind that general 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 wholly or partially 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 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 the friendly unit actually charged into contact over 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 may be able to claim the **hand-to-hand advantage**.

An enemy unit that *charged* a friendly unit that can claim the hand-to-hand advantage then uses **half the number of dice** that it would normally use during **the next Hand-to-hand combat resolution phase only** (round fractions down). In subsequent hand-to-hand combat phases both units are considered to be fully engaged and so fight hand-to-hand combat normally.

The **halving** of the dice for hand-to-hand combat resolution **is not cumulative**. A unit does not keep halving its dice for each terrain feature requiring it.

The terrain details are:

GENERAL TERRAIN FEATURES:

The particular details for the general terrain features are:

Contours represent the gentle undulations across the battlefield.

- Contours have no effect on movement, charging, intercepting, etc
- Contours do not stop musket fire or artillery fire onto or off the contour
- Contours do stop musket fire and artillery fire at targets behind and beyond a contour
- Contours have no effect on bounce-through

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 musket fire or artillery fire onto or off a hill
- Hills do stop musket fire and artillery fire at targets behind and beyond a hill
- Hills do stop artillery bounce-through onto targets on, behind and beyond a hill
- 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:

- Passable 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 may charge 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 musket fire or artillery fire firing into, over or out of it
- Rough ground stops artillery bounce-through onto targets in, behind and beyond rough ground
- 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 musket fire or artillery fire firing over and beyond it
- Boggy ground stops artillery bounce-through onto targets behind 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″ across but not more than 10″ across any direction. Wooded areas must be placed at least 15″ 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
- Mounted units cannot charge or intercept into, through or out of the woods
- Woods do not stop musket fire or artillery fire at targets in the woods
- Woods do stop musket fire and artillery fire at targets behind and beyond the woods
- Woods do stop bounce-through onto targets in, behind and beyond the woods
- 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″ across but not more than 10″ across any direction. Individual villages must be placed at least 40″ 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
- All units can charge into, through or out of villages but do so at half rate
- Mounted units cannot intercept into, through or out of villages
- Villages do not stop musket fire or artillery fire at targets in the village
- Villages do stop musket fire and artillery fire onto targets behind and beyond the village
- Villages do stop artillery bounce-through onto targets in, behind and beyond the village
- 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″ across any direction. Village churches must be placed within 5″ 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 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 then simply announces that that unit is defending that landmark. The player then immediately forms the unit into a *defensive block* formation in such a way that as many stands as possible are 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* formation desired and then manoeuvre the unit off the landmark's base.

- Only foot units can enter a non-bridge landmark
- Landmarks do not stop musket fire into or out of a landmark
- Landmarks do not stop artillery fire into a landmark
- Landmarks do stop musket fire and artillery fire onto targets behind and beyond the landmark
- Landmarks do stop artillery bounce-through onto targets in, behind and beyond the landmark
- A landmark gives both *cover and* the *hand-to-hand advantage*

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 the 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 friendly unit (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* a 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. The unit defending the bridge can *react* (see Reactions).

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

LINEAR TERRAIN FEATURES:
The particular details for the linear terrain features are:

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

- Hedge-rows, wooden fences or the like have no effect on musket fire or artillery fire
- Hedge-rows, wooden fences or the like do not stop artillery bounce-through onto targets behind and beyond the hedge-rows, wooden fences or the like
- Hedge-rows, wooden fences or the like give the *hand-to-hand advantage*
- A stone wall gives *cover* for both musket fire and artillery fire
- A stone wall stops artillery bounce-through onto targets behind and beyond the stone wall
- A stone wall gives the *hand-to-hand advantage*

Further, 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

Mounted 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
- Cannot charge or intercept if interpenetrated with any hedge-rows, wooden fences, stone walls or the like

Artillery units:

- Can prolong or 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

Ditches, sunken roads and the like can 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 musket fire or artillery fire into, across, out of or beyond a ditch
- Ditches do stop artillery bounce-through onto targets in, behind and beyond the ditch
- Ditches give the *hand-to-hand advantage*
- Ditches only give *cover* to foot stands *interpenetrated* with the ditch

Streams are any water course that is no wider than one base width wide. All units can stop and remain interpenetrated with a stream. An unlimbered artillery unit cannot enter 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 stand interpenetrated with a stream cannot fire
- Streams do not stop musket fire or artillery fire into, across or beyond a stream
- Streams stop artillery bounce-through onto targets in, behind and beyond a stream
- Units *not in streams* have the *hand-to-hand advantage* over units in streams

Rivers are any water course that is over 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 musket fire or artillery fire across or beyond a river
- Rivers do stop artillery bounce-through onto targets behind and beyond the 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.

Whilst moving along the road, a unit ignores any terrain effects of the terrain that the road is passing through. Obviously, to move along a road through impassable terrain, a multi-stand unit must be in *a road column* formation. The unit simply follows the road, bending the stands as required to follow the road but always keeping the stands in contact with one another as per the rules.

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 can be overlapped with a river, stream or ditch except bridges. Where a road crosses a stream or a river must be designated as a bridge or as a ford before play.

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 earthworks as a stone wall.

Structural Damage by Artillery:

Whenever an artillery unit fires upon a *structural* terrain feature (that is, something that has been built such as a landmark, a bridge, a village, etc) then it may be that such artillery fire could cause some damage to that structure. Frame guns cannot cause structural damage because they are simply too small to be effective.

An artillery unit can opt to fire upon an undefended structure or landmark if that player so desires.

First, if there is an enemy unit in the structure then the artillery unit fires at that enemy unit in the normal manner. The player then throws an additional *1D6* to determine if any structural damage is done. (If there is no enemy unit in the structure, the player simply throws the 1D6).

If the player throws *a 1 or 2* then that structure suffers *one structural hit* if the artillery firing is a **regular artillery** unit or *two structural hits* if the artillery firing is a *heavy artillery* unit.

When the structure takes a certain number of these structural hits, then and only then will that structure be considered *destroyed* after which the structure is considered to be passable rough ground. Obviously, a destroyed bridge is impassable and can no longer be crossed.

Players may decide between themselves as to the structural strength of structures before the game. As a guide, it should take about 8 to 10 structural hits to destroy a village or a larger structure, but only 4 to 6 structural hits to destroy landmarks, bridges and most other smaller structures.