

Mini-Nap 2: 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, mills 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, canals, 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 types of units may be prohibited from interpenetrating certain types of terrain. If so, then any such units cannot enter, cross or go through that terrain feature under any circumstances.

Some terrain features may require particular types of units to move or charge over or through them at **half rate** while interpenetrated with those terrain features. 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, while ever the unit is partially or wholly 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 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, at half rate.

How does terrain affect firing?

Depending upon the circumstances, certain terrain features may allow a unit to claim protection from an enemy unit's fire.

For a friendly unit to be eligible to claim **cover** from an enemy *stand's* fire, there must be at least one terrain feature that can give that friendly unit cover in or partially in that enemy stand's zones of fire, and that terrain feature that can give that friendly unit cover is also between the friendly unit and enemy stand firing. If so, then that *entire* friendly unit is eligible to **claim cover** from all of that enemy *unit's* fire (not just that one stand's fire).

Further, if that friendly unit can claim cover for **two or more** terrain features as noted above, then the enemy **unit cannot fire at** that friendly unit at all.

Note: A linear terrain feature that gives *cover* has no effect on a unit firing over it providing that the unit firing is *in contact* with that linear terrain feature.

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

Note: Terrain features still apply to **bounce-through** providing that the terrain feature is between the original target fired at and the bounce-through target.

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How does terrain affect hand-to-hand combat?

Depending upon the circumstances, certain terrain features may allow a unit to claim an advantage in hand-to-hand combat for defending on, in or behind that terrain feature.

A friendly unit is said to be defending a **general terrain feature** if that **friendly unit is wholly interpenetrated** with a general terrain feature and that general terrain feature can give that friendly unit type a 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 but not interpenetrated** with a linear terrain feature that can give that friendly unit a hand-to-hand advantage, and,
2. The **enemy unit** in contact with the friendly unit **is partially interpenetrated with** that same linear terrain feature

If so, then that friendly unit is said to be *defending* that linear terrain feature and may claim a **hand-to-hand advantage** against that enemy unit.

An enemy unit uses **half the number of dice** that it would normally use during **the Hand-to-hand combat resolution phase** (round fractions down) if that enemy unit is fighting a friendly unit that can claim a hand-to-hand advantage.

The **halving** of the dice for hand-to-hand combat resolution **is cumulative**. A unit keeps halving its dice for each terrain feature requiring it.

GENERAL TERRAIN FEATURES

As a guide, the details for general terrain features are:

Contours represent the gentle undulations across the battlefield. Contours are all 1 level high.

- Contours have no effect on movement, charging, intercepting, etc
- Contours have no effect on musket fire
- Contours may have an effect on artillery fire (see the separate *Artillery Overhead Fire Guidelines*)
- Contours have no effect on bounce-through

Hills are a little higher and steeper than contours. Hills are 2 or more levels high.

- All units can move, charge, intercept, etc, onto, on and off hills but do so at half rate
- Hills have no effect on musket fire
- Hills may have an effect on artillery fire (see the separate *Artillery Overhead Fire Guidelines*)
- There is no bounce-through onto targets on or behind and beyond a hill
- Hills give a **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 infantry units moving into, through or out of it
- All other types of units move into, through or out of passable rough ground at half rate
- Infantry units can charge into, through or out of rough ground but do so at half rate
- Cavalry units cannot charge or intercept into, through or out of rough ground
- Rough ground has no effect on musket fire or artillery fire
- There is no bounce-through onto targets in or behind and beyond rough ground
- Rough ground gives a **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
- There is no bounce-through onto targets behind and beyond boggy ground

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. Woods are 1 or 2 levels high. 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 and out of woods but do so at half rate
- Infantry units can charge into, through and out of woods but do so at half rate
- Cavalry units cannot charge or intercept into, through or out of woods
- Woods may have an effect on artillery fire (see the separate *Artillery Overhead Fire Guidelines*)
- There is no bounce-through onto targets in or behind and beyond woods
- Woods give a unit both **cover and a hand-to-hand advantage**

For game purposes, larger, more heavily wooded areas such as forests are impassable to all units except infantry units in skirmish line formation and command units. All other types of units can only move through a forest using roads through it.

Villages consist of a base (representing the boundaries of the village) with some suitable model buildings 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. Villages are 1 level high. 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.

- All units can move into, through or out of a village but do so at half rate
- All units can charge into, through or out of a village but do so at half rate
- Cavalry units cannot intercept into, through or out of a village
- Villages may have an effect on artillery fire (see the separate *Artillery Overhead Fire Guidelines*)
- There is no bounce-through onto targets in or behind and beyond the village
- Villages give both **cover and a 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. Village churches must be placed within 5 cm of a village but cannot be part of a village. Landmarks are 1 level high. 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 *infantry* 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 *square* formation and places it on the landmark base. The square on the landmark base is then considered to be in and defending that landmark.

- Only infantry units can enter a non-bridge landmark
- Landmarks may have an effect on artillery fire (see the separate *Artillery Overhead Fire Guidelines*)
- There is no bounce-through onto targets in or behind and beyond the landmark
- A landmark gives both **cover and a hand-to-hand advantage**

To abandon the landmark, the player simply announces that that unit is no longer defending that landmark. The player then changes the unit's formation into any *valid* formation desired and then manoeuvres the unit off the landmark's base next Game Turn.

Bridges are special landmarks. Bridges are zero levels high.

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. A unit crossing a bridge must remain in the 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 the enemy unit is in contact with the bridge model but not in contact with any friendly unit.

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 friendly unit at a time can **charge** the enemy unit defending the bridge. Cavalry units can charge or intercept over a bridge. The unit charging or intercepting does not actually charge (move) over the bridge. When the charge or intercept is announced, the relevant unit is moved and placed at that unit's end of the bridge and in contact with the bridge model. Both the charging unit on one side of the bridge model and the defending unit on the other side of the bridge model are then deemed to be in *contact* somewhere on the bridge or thereabouts.

- All units can cross a bridge
- Bridges have no effect on musket fire or artillery fire but the river, stream, canal or ditch that it is crossing may have an effect on firing and bounce-through
- Bridges give a **hand-to-hand advantage**

LINEAR TERRAIN FEATURES:

The particular details for linear terrain features are:

Hedge-Rows, Wooden Fences, Stone Walls and the like affect various unit types in various ways thus:

- They have no effect on musket fire or artillery fire
- They give a **hand-to-hand advantage**
- A **stone wall** also gives **cover**
- They do not stop artillery bounce-through onto targets behind and beyond them
- A stone wall stops bounce-through onto targets behind and beyond the stone wall

In addition, infantry units:

- Can move and charge over them but do so at half rate
- Can remain interpenetrated with them

Cavalry units:

- Can move over them but do so at half rate
- Can remain interpenetrated with them
- Cannot charge or intercept over them
- Cannot charge or intercept if interpenetrated with them

Artillery units:

- Can prolong or move over them but do so at half rate
- Can remain interpenetrated with them
- Cannot fire if interpenetrated them

Streams are any water course on the table that is no wider than 2 cm wide. All units can stop and remain interpenetrated with a stream.

- An unlimbered artillery unit cannot enter or cross 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 unit interpenetrated with a stream cannot fire
- Streams have no effect on musket fire or artillery fire into, across or beyond a stream
- There is no bounce-through onto targets in or behind and beyond a stream
- Units **not interpenetrated with a stream** have a **hand-to-hand advantage** over units that are interpenetrated with a stream

Rivers are any water course on the table that is over 2 cm 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 have no effect on musket fire or artillery fire across or beyond a river
- There is no bounce-through onto targets behind and beyond a river

Rivers often have woods along their banks except at fords, at bridges or where there are roads, mills, landmarks 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 wide enough for a one base wide unit to move along it. While 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.

Ditches, sunken roads or the like are deemed to be wide enough for a one base wide unit to move along it. The unit simply follows the road. 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
- There is no bounce-through onto targets behind and beyond a ditch
- Ditches give **cover and a hand-to-hand advantage**

GENERAL CONSIDERATIONS:

How terrain features placed?

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 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 terrain *structural 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 feature.

An artillery unit can opt to fire upon an undefended structural feature 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 **1D6** to determine if any structural damage is done. (If there is no enemy unit in the structure, the player simply targets the structure and throws the 1D6).

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

When a 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 feature, but only 4 to 6 structural hits to destroy landmarks, bridges and most other smaller features.

The only options open to the artillery are to move back and take a long range shot, or move forward in such a way to get a legitimate medium range or close range shot.

Finally

Remember, these are only guidelines. If you don't like them then don't use them, or make up your own. Sort out any problems that you may have with these guidelines with a dice throw.

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