

Mini-Nap Appendix A: Terrain Effects Guidelines

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For game purposes there are three basic types of *terrain*. They are:

1. **General** terrain features, that is, terrain features which generally take up an area such as contours, hills, woods, rough ground, swamps, villages, etc. Small individual terrain features such as individual farm buildings, bridges, chateaus, mills and the like are still general terrain features (small ones) and 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*.
2. **Linear** terrain features, that is, terrain features that are linear in nature such as hedge-rows, wooden fences, stone walls, streams, rivers, canals, etc.
3. **Roads**. Roads are a special linear terrain feature and are treated separately.

How does a unit move through a terrain feature?

Firstly, a unit is classed as **interpenetrated with** (interacting with) a terrain feature if *any* of the stands of that unit are partially or wholly on or in that terrain feature. Some unit types may be prohibited from interpenetrating some types of terrain features.

Some terrain features may require a unit type to move at **half rate** whilst moving on them, over them or through them. Half rate movement is conducted thus:

- The unit moves normally until it contacts the terrain feature in question.
- From then on, whilst ever the unit is partially or wholly interpenetrated with that terrain feature, then any form of movement such as moving, charging, opportunity charging, side-stepping, stepping-back, inching, prolonging, redeploying, limbering up and fleeing, 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 whilst ever the unit remains interpenetrated with that terrain feature.

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

How does terrain affect firing?

Some terrain features can give a unit protection when that unit is being fired at or through them. A unit can claim **cover** for a terrain feature if that terrain feature is in or partially in the *zone of fire* between the firing unit and the target unit.

A unit *firing* at (or at and through) a unit claiming cover then uses half the number of dice that it would normally use (round fractions down) to fire at that target unit. This halving of the firing dice penalty **is cumulative**; a unit firing or issuing return fire keeps halving the number of dice for each terrain feature requiring it.

Don't forget that some terrain features may not count if firing overhead fire with artillery (refer to the separate **Mini-Nap: Artillery Overhead Fire Guidelines**).

Terrain features and Hand-to-hand combat

Certain terrain features may give a *non-initiative* unit an advantage in hand-to-hand combat for defending on, in or behind that terrain feature depending upon the circumstances. A non-initiative unit is said to be *defending* a terrain feature if *all* of the three conditions below apply to that unit:

1. The non-initiative unit is interpenetrated with a terrain feature that can give that non-initiative unit a hand-to-hand advantage.
2. The non-initiative unit has remained *stationary* during the current initiative, that is, it did not reacted at all during the current initiative.
3. The unit that charged into contact with the non-initiative unit actually charged over or through any part of that particular terrain feature that can give that non-initiative unit a hand-to-hand advantage.

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

A unit charging a non-initiative unit which has the hand-to-hand advantage then uses half the number of dice that it would normally use (round fractions down) in both the impact round and melee rounds of the hand-to-hand combat

resolution. This halving of the dice penalty **is cumulative**; a unit keeps halving the number of dice for each terrain feature requiring it.

General Terrain Features

Any unit can remain partially or wholly interpenetrated within any general terrain feature unless noted otherwise for their type. The particular details of the general terrain features are:

Contours

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

- Contours have no effect on movement, charging, small arms fire, hand-to-hand combat, etc, etc.
- Contours have an effect on artillery overhead fire (See: **Mini-Nap: Artillery Overhead Fire Guidelines**).
- Contours give no hand-to-hand advantage or cover.

Hills

Hills are a little higher and steeper than contours. Areas on hills must be determined by the players to be 2, 3 or 4 levels high by the players before the start of the game.

- Hills have no effect on skirmish lines moving onto or over them.
- All other units (including artillery) move onto and over hills at half rate.
- Hills have no effect on small arms fire.
- Hills have an effect on artillery overhead fire (See: **Mini-Nap: Artillery Overhead Fire Guidelines**).
- Hills only give hand-to-hand advantage.

Rough Ground

Areas of rough ground include any type of rough, rocky, uneven ground. Players must determine what areas of rough ground are **passable** and what areas are **impassable** before the start of the game. Impassable rough ground is impassable to all units except along roads through it.

- Passable rough ground has no effect on skirmish lines moving into or through it.
- All other units (including artillery) move into and through passable rough ground at half rate.
- Cavalry units may not charge or opportunity charge into, through or out of any rough ground.
- Infantry units can charge through passable rough ground but only do so at half rate.
- Desert (sand) is always considered as passable rough ground.
- Rough ground only gives hand-to-hand advantage.

Boggy Ground, Marsh and Swamps

All areas of boggy ground, marsh, swamp and the like are impassable to all units except along roads through them.

Woods

Woods are small patches of 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 6 cm across but not more than 12 cm across any direction. An area of woods may not be any closer than 6 cm from another area of woods. 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. All woods are 2 levels high for artillery overhead fire considerations.

- Woods have no effect on skirmish lines moving into or through them.
- Artillery units cannot enter woods.
- Formed infantry and formed cavalry units can move into and through woods but do so at half rate.
- Units may charge or opportunity charge into or through woods but do so at half rate.
- Woods give both hand-to-hand advantage and cover.

Forests

Most battles took place in the relative openness outside the larger forested areas. Therefore, all forested areas are considered to be impassable to any formed units except along roads through them.

- Forests have no effect on skirmish lines moving into or through them.
- Artillery units cannot enter forests except along roads through them.
- Forests give both hand-to-hand advantage and cover.

Villages

The only built-up areas considered in these guidelines are villages. This is simply because virtually all battles took place outside the larger towns and cities. Thus, for game purposes, larger built-up areas such as towns and cities are totally impassable to all units except along roads through them.

A village consists of a base (representing the boundaries of the village) with some suitable model buildings placed thereon. A village may not exceed 6 cm across in any direction. Villages must be at least 36 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. All villages are 1 level high for overhead fire considerations.

- Villages have no effect on skirmish lines moving into or through them.
- All other units (including artillery) may move into and through villages but do so at half rate.
- Units may charge or opportunity charge into or through villages but do so at half rate.
- Villages give both hand-to-hand advantage and cover.

Landmarks

Landmarks are small individual terrain features such as mills, chateaus (and the like), farm buildings, small churches, etc, etc. Larger church buildings are not normally found out in the country side but are usually found within towns and cities. A landmark may not exceed 4 cm across in any direction. Small churches must be placed within 4 cm of a village but may not be part of a village; they may be adjacent to and in contact with a village. Landmarks are 1 or 2 levels high for overhead fire purposes.

- Only one infantry unit can be in and defending a landmark at any time.
- Artillery units and cavalry units cannot enter any landmarks.
- A landmark gives both hand-to-hand advantage and cover.

Bridges

Bridges are special landmarks in that they must be part of a road. A bridge is only of sufficient length to span the river, stream or canal that it is crossing. Bridges are zero levels high for overhead fire purposes.

Units cannot stop and remain on a bridge; a unit wishing to cross a bridge contacts the bridge and if it has sufficient movement allowance remaining this initiative to cross the bridge then it may be moved across the bridge; it remains in the same formation both before and after crossing the bridge.

Only one unit at a time can defend a bridge and only one unit at a time can charge that unit defending the bridge. A unit is deemed to be defending a bridge if it is close enough to the bridge so that an enemy unit cannot be moved across the bridge and placed on the far bank without contacting that defending unit.

A unit charging a unit defending a bridge does not actually charge (move) over the bridge; it is placed at the other end of the bridge in contact with the bridge; both the attacking unit on one side and the defending unit on the other side are then deemed to be in contact "on" the bridge.

- Bridges give no hand-to-hand advantage or cover.

Linear Terrain Features

Firstly, a unit can remain partially or wholly interpenetrated with a linear terrain feature unless noted otherwise for their type. Linear terrain features generally give no cover from firing (unless noted otherwise). All linear terrain features are zero levels high for overhead fire purposes. The particular details of the linear terrain features are:

Rivers

Rivers can be from 2 cm to 4 cm wide and are impassable to all units except at fords or bridges. All rivers have 1 level high woods along their banks out to 2 cm from the banks except at fords, at bridges or where there are roads, mills or any other such landmarks are along the river bank. Treat fords across rivers as streams.

- Rivers give no hand-to-hand advantage nor cover although the woods, etc, along the banks may.

Streams

Streams can be upto 2 cm wide and are passable to all units. Streams have no woods along their banks.

- All units can move across a stream at any point but do so at half rate.
- A unit cannot charge or opportunity charge across a stream.
- Streams give no hand-to-hand advantage or cover.
- Infantry units and cavalry units can stop and remain in a stream but artillery units cannot remain in a stream at any time.

Canals

Treat canals as rivers except that all canals are 1 cm wide. Canals have no woods along their banks. Canals do not have fords and so can only be crossed at bridges.

- Canals offer no hand-to-hand advantage or cover.

Hedge-Rows, Wooden Fences and Stone Walls

Hedge-rows, wooden fences, stone walls or the like affect various units various ways thus:

For Infantry units:

- Infantry units can remain interpenetrated with any hedge-rows, wooden fences, stone walls or the like.
- Infantry units can move and charge over hedge-rows, wooden fences, stone walls or the like, and do so at half rate whilst ever they remain interpenetrated with a hedge-row, wooden fence, stone wall or the like.

For Cavalry units:

- Cavalry units cannot stop and remain interpenetrated with any hedge-rows, wooden fences, stone walls or the like.
- Cavalry units can move over and charge over hedge-rows, wooden fences, stone walls or the like but do so at half rate whilst ever they remain interpenetrated with a hedge-row, wooden fence, stone wall or the like.

For Artillery units:

- Artillery units cannot stop and remain interpenetrated with hedge-rows, wooden fences, stone walls or the like.
- Artillery units can move over hedge-rows, wooden fences, stone walls or the like, and do so at half rate whilst ever they remain interpenetrated with a hedge-row, wooden fence, stone wall or the like.

For all units:

- Hedge-rows, wooden fences or the like give cover for small arms fire.
- Hedge-rows, wooden fences or the like do not give cover for artillery fire.
- A stone wall gives cover for small arms fire and artillery fire.
- Only a stone wall gives hand-to-hand advantage.

Roads

Roads have no effect on anything except on movement. Units doing a divisional manoeuvre do not receive any additional movement from roads. Some types of units moving along a road (moving only, not charging or opportunity charging) can move a little further than normal thus:

Infantry in Column	Move 12 cm
Cavalry in Column	Move 24 cm
Redeploying Foot Artillery	Move 24 cm
Redeploying Horse Artillery	Move 24 cm
Engineers	Move 24 cm

A unit moving by road must start its movement on (interpenetrated with) the road; the unit must remain on the road whilst moving, and the unit must end its movement on the road to receive this additional movement.

Units moving along a road simply follow the path road and thus may turn as many times as necessary without penalty to follow the road. Units moving along a road ignore any terrain effects of the terrain that the road is passing through.

- Roads give no hand-to-hand advantage or cover.

Sunken Roads

An occasional feature seen along roads is a section of road where the road is a little lower than the immediate surrounding terrain thus forming a kind of natural trench; such a feature is called a *sunken road*. Treat both sides of sunken roads as stone walls.

General Considerations

How do we place Terrain Features?

Please use some common sense; terrain features may not be placed in such a way that defies common sense or experience.

Can terrain features overlap?

General terrain features may be overlapped with other general terrain features; for instance, a village may be placed onto a hill, or a wood placed on a hill, etc.

No terrain features except bridges can be overlapped with a river, stream or canal. For example, where a village is split by a stream, then the two halves of the village become separate areas of "village". Where a road crosses a river, stream or canal it is automatically a bridge.

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

There are no restrictions as to what formations a unit can use whilst on or in a terrain feature. A unit may be in any legal formation the player desires. Infantry units defending a landmark are considered to be in a (solid) square formation.

What about earthworks?

Earthworks (and other field fortifications such as redoubts) were normally prepared well before a battle. Some basic earthworks can be constructed by engineer units during the course of the game (See: [Mini-Nap: Engineering Guidelines](#)).

- Earthworks are a linear terrain feature.
- Treat any earthworks constructed before the game as a stone wall.
- Earthworks constructed during the game give cover against both small arms fire and artillery fire.
- Earthworks constructed before the game give cover against artillery fire only.

Structural Damage by Artillery

Whenever an artillery battery (unit) fires upon a unit defending a *structural* terrain feature (such as a landmark, a bridge, a village, etc), then it may be that such artillery fire could also cause some structural damage to that structural terrain feature. An artillery unit can elect to fire upon an undefended structural terrain feature if it so desires.

Firstly, the artillery unit fires at any unit in the terrain feature in the normal manner as per the rules. Then, to determine if any structural damage is done when that artillery unit fired, the player throws another D6. If this additional dice throw is a 6, then the structural terrain feature takes one *structural hit*.

When the structure takes a certain number of these structural hits, then and only then will it be considered *destroyed* after which the structure is considered to be merely *rough ground*.

Players must decide on the strength of the structure before the game. As a guide, it takes 8 structural hits to "destroy" a village, but only 4 structural hits to "destroy" most other structures. Obviously, destroyed bridges can no longer be crossed.

Finally

Please remember, **it's a game!** These guidelines are only recommended guidelines; it's up to the players to decide between themselves as to what the terrain layout will be and what any special terrain effects will be. Try and have fun and sort out any problems that you may have with a dice throw.

Trevor Raymond