

Tabletop Terrain Generation

By John P. Kelly



The selection of a proper battlefield is one of the primary duties of a general. I've come up with these rules for generating the battlefield terrain with the intention to at least attempt to simulate the pre-battle manoeuvre of armies. Remember that this system is merely a guideline that allows players to obtain a terrain layout. In order for it to work players will need to use common sense and will have to cooperate! If there are any disputes then roll a D6 to settle it or scream and yell 'til someone gives in!

The Battlefield

The battlefield should be divided into six 2' x 2' sectors and each sectors should be numbered 1-6. Players should now pick the battlefield edge that they will deploy on (see page 79 of the rulebook).



General Terrain Type

Terrain types fall into nine different categories based on two different characteristics. All terrain has a rating for hilliness and for its degree of forestation. It may be Flat, have Low Hills, or have High Hills. In addition, it may be Open, have Light Woods, or have Heavy Woods.

If you are playing using a campaign map then the general type of terrain may be taken from the location of the battle. In addition, any cities or rivers on the campaign map should be included on the battlefield.

If you are not using a campaign map then the general type of terrain can be determined by rolling 2D6 on the General Terrain Chart below:

GENERAL TERRAIN CHART	
Die	Roll Terrain
2	River+Swamp, Roll again
3	High Hills, Light Woods
4	Flat, Heavy Woods
5	Flat, Open
6	Low Hills, Light Woods
7	Flat, Light Woods
8	Low Hills, Open
9	High Hills, Open
10	Low Hills, Heavy Woods
11	High Hills, Heavy Woods
12	River + Swamp, Roll again

If a 2 or 12 is rolled then the tabletop will contain a river & may contain swamps. To get the secondary terrain type you must then roll again. If another 2 or 12 is rolled then the river will have a tributary. If you get yet another 2 or 12 then switch dice!

Tabletop Terrain Generation

River & Swamp Placement

Any rivers that are present should be set-up on the battlefield. Roll a D6 to determine which sector the river starts in (obviously it must start from a battlefield edge and be set-up across the section). You should continue rolling until you have obtained two different sectors that are located along the battlefield edge. These sectors should not be adjacent to each other. The river should now be placed onto the tabletop. It will enter the battlefield through one of the selected sectors and it will exit the battlefield through the other sector that was selected. Each player will be responsible for placing the part of the river that is on his side of the table. It should generally be placed so as to run directly between the sector of entry and the sector of exit and it should be at least 1' away from the edge of the battlefield where possible. For a branching river you should roll again to obtain a third sector located along the edge of the table. The branch will run through this sector and connect with the main river at the nearest possible point.

You should now place swamps on the battlefield. Roll a D6 for each sector on the battlefield that contains a river. If the result is a 6 then the sector being rolled for will contain a swamp. The swamp should be placed so that it is adjacent to the river. Players may alternate placing swamps.

Woods & Hills Placement

Both players must roll a D6 for each sector on the battlefield. The player that scores the highest may place the terrain in that sector. In general, terrain pieces should not be set up adjacent to the edge of the battlefield and at least a gap of a couple of inches should be left between terrain pieces. It is permissible for less than half of a given terrain feature to overlap into adjacent sector.

Terrain pieces consist of hills and woods. They should be of varying sizes and shapes. If players agree, then they may vary this further by substitution of terrain types to accommodate whatever they have available. As an example, players may choose to substitute a cornfield, village or similarly built up area or brushy area for a wood or a field of boulders or a rocky outcropping for

a hill. If your campaign map has mountainous sectors then all hills should generally be a little larger and most should be two contours high.

The number of terrain pieces of each type that may be placed into each zone will depend on the general terrain type.

Flat – No hills.

Low Hills – One hill per sector.

High Hills – Two hills per sector, one of which may be up to two contours high.

Open – No forests.

Light Woods – One wood per sector.

Heavy Woods – Two woods per sector, one of which may be a Heavy Forest. Heavy forests are counted as impassable terrain.



Tabletop Terrain Generation

Command, Scouting, & Surprise Advantages

We have now placed the basic terrain onto the battlefield. Next we will begin to deploy troops onto the battlefield and modify the basic terrain. Before we can do this each side must first be rated for superiority in Command, Scouting, and Surprise.

To determine which side has the Command advantage, each player must roll a D6 and add the result to their General's Command. The player with the highest total will have a Command advantage. If the sides are tied then roll again ignoring the General's Command this time.

Next, determine which side has the Scouting advantage. Each army receives scouting points for each unit of troops as follows:

Unit of Infantry with an armour save of 6+ or worse - 1 point

Unit of Cavalry with an armour save of 5+ or worse - 2 points

Unit of Flyers - 4 points

If the battle is being fought in a player's home territory then he will receive a bonus of +6 scouting points. Players may despatch troops on a scouting mission. If this is done then they count double the normal number of scouting points. These troops are not deployed on the battlefield but will arrive later as reinforcements (see below). The side with the higher Scouting points total has the Scouting advantage. If there is a tie then neither side has an advantage.

Finally it needs to be determined if either side has a Surprise advantage. In order to be eligible for a Surprise advantage a player must already have both a Command advantage and a Scouting advantage. To determine whether a player has Surprise both sides should roll a D6. Subtract the score of the player not eligible for Surprise from the score of the player eligible for Surprise. If the difference is three or more then the eligible player has Surprise. If a battle is being fought in a player's home territory then he may modify this dice roll by +1.



Tabletop Terrain Generation

Command Placement & Terrain Modification

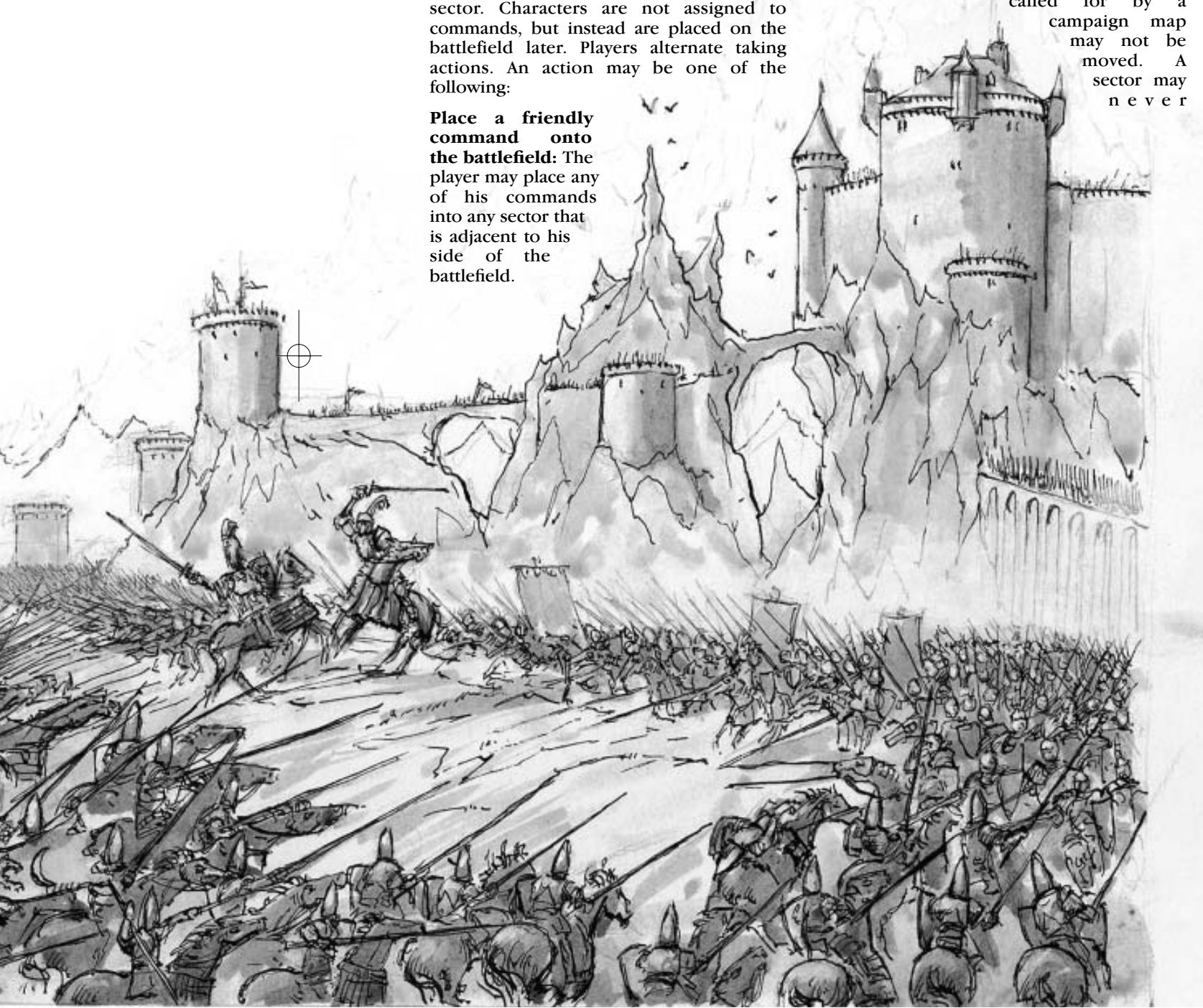
Each player must divide up their troops into five commands. Each command should have the same number of units if possible. These commands are represented by 3x5" cards. The units that compose the command should be written onto the card and kept secret. When a command is deployed onto the battlefield then the appropriate card is placed face down into the appropriate sector. Characters are not assigned to commands, but instead are placed on the battlefield later. Players alternate taking actions. An action may be one of the following:

Place a friendly command onto the battlefield: The player may place any of his commands into any sector that is adjacent to his side of the battlefield.

Move a friendly command to a different battlefield zone: Same restriction as above.

Move an enemy command to a different battlefield zone: An enemy command may only be moved to sectors that are adjacent to the enemy's side of the battlefield. An enemy command that is in a castle or fortress may not be moved.

Move a terrain piece within its zone or to a new zone: Swamps, rivers, villages, roads, fortifications, and special terrain pieces called for by a campaign map may not be moved. A sector may never



Tabletop Terrain Generation

contain more than four different terrain pieces (roads do not count against this total.)

Remove a terrain piece from the battlefield: Swamps, rivers, villages, roads, fortifications, and special terrain pieces called for by a campaign map may not be removed.

Place a terrain piece on the battlefield: A sector may never contain more than four different terrain pieces. Villages may be placed as a terrain piece.

Place a ford: A player may place a ford anywhere on an existing river.

Place fortifications: If a player has purchased fortifications then they may all be placed as a single action or as multiple actions.

The player that has the Scouting advantage takes the first action. The next action is taken by the player that has the Command advantage. Players then each roll a D6 with the player that scores the higher roll taking the next action. Players then alternate taking actions till each player has taken six actions. The Scouting, Command and Surprise advantage actions are not counted toward this total but are bonuses.

If a player has a Surprise advantage then at any time he may elect to take an extra action. In addition to the usual actions he may also choose from the following:

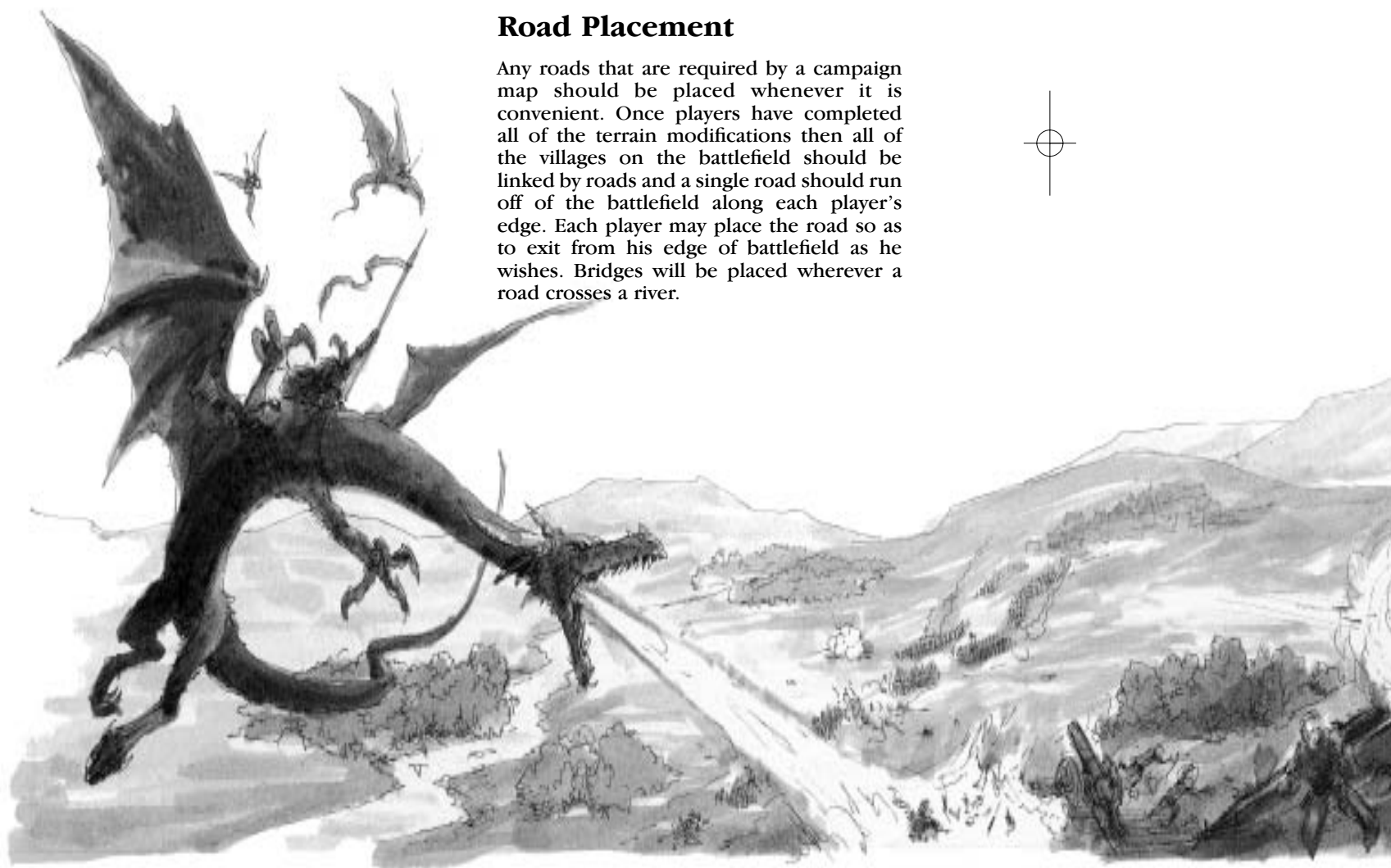
Surprise River Crossing: shift the course of a river by up to 1', and place a ford in the shifted portion.

Early Attack: Delay one enemy command.

Flanking Attack: He may hold up to two of his commands (plus up to one character) off the battlefield to make a flanking attack (see Reinforcements).

Road Placement

Any roads that are required by a campaign map should be placed whenever it is convenient. Once players have completed all of the terrain modifications then all of the villages on the battlefield should be linked by roads and a single road should run off of the battlefield along each player's edge. Each player may place the road so as to exit from his edge of battlefield as he wishes. Bridges will be placed wherever a road crosses a river.



Tabletop Terrain Generation

Reinforcements

Any troops that were not placed on the battlefield, despatched on a scouting mission, or delayed will arrive as reinforcements. These troops remain organised into their original group (command or scouting mission). At the beginning of each player's turn, starting with turn two, the player rolls a D6 for each group to see if it arrives. On the second turn it arrives on a 1 or 2, on the next turn on a 1-3, on the next a 1-4 and so forth.

Troops must arrive along a road if a road is available and not blocked by enemy forces. Otherwise they will arrive anywhere along the player's edge of the battlefield at least 15cm away from enemy troops.

Units that are making a flanking attack may enter the battlefield along any edge. The player must secretly record where they will enter and all flanking troops must have the same entry point. They will enter somewhere along the battlefield edge within 15cm of the recorded point. Once units have been committed to a flanking attack and their entry point recorded then the player must roll a D6, divide the result by 2, and round up. This is the turn that he may begin rolling for their entry. Beginning with this turn the player must roll a D6 and on a 1 or 2 the flanking troops may be deployed.

Troop Deployment

The troops should now be deployed onto the battlefield along with any characters. Characters may be placed any where along the player's edge of the battlefield (within 30cm of the edge) and other troops must be placed within 15cm of their 3x5" command card. Troops should be placed within 20cm of their edge of the battlefield. The only exception is for troops to be placed in a special fortified position (castle, town, etc).

That's it! The battle is ready to begin.

