

Terrain Cards

Worked Example

It it a 3x2 table layout (6'x4' table) so the layout has six sectors.

Terrain cards are randomly assigned to each sector, with random alignment, and then flipped over.

The defender chose not to swap but the attacker swapped the open terrain card from the flank into the centre where the large gentle hill was.


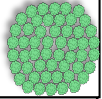

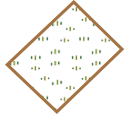
Terrain is placed on table. The stream bisects the large wood, so the large wood feature is split into two medium woods.

Lastly the road goes down with a bridge where it crosses the road.


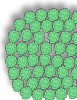
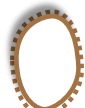
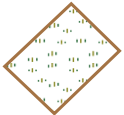
Step 1: 3x2 Table Layout

1	2 Attacker	3
4	5 Defender	6

Step 1: Select terrain cards

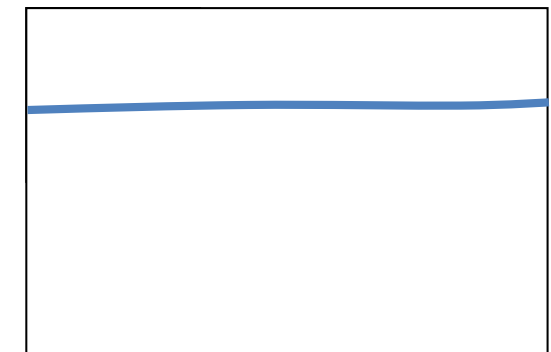
 Rough Ground	Stream	Woods (L) 
Open	Gentle Hill (L) 	Field (L) 

Steps 2-3: Swap terrain cards

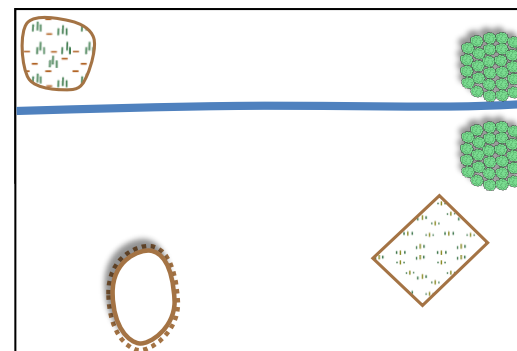
 Rough Ground	Stream	Woods (L) 
Gentle Hill (L) 	Open	Field (L) 



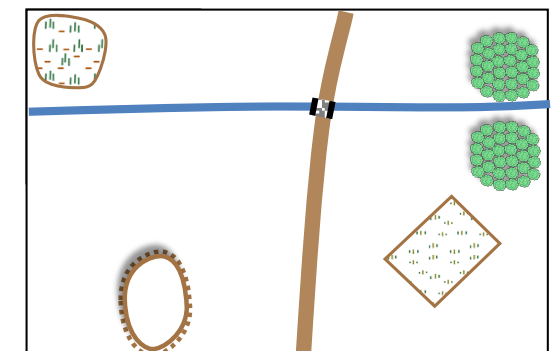
Step 4: Place streams



Step 5: Place other terrain



Step 6: Place road



Terrain Cards

Procedure for random terrain

1. Defender fills table layout with Terrain Cards
2. Defender and Attacker swap centre Terrain Cards
3. Defender swaps medium Terrain Cards
4. Defender places any stream on table
5. Defender places other terrain on table
6. Defender places the roads on table

Step 4: Defender places any stream on table

Streams go straight across multiple table sectors, flowing through the middle of each. Replace a second stream with an open.

Step 5: Defender places other terrain

Note: Streams split large area terrain features into two medium, medium into two small.

Step 2: Swap centre Terrain Cards

The guiding principle is more dense terrain moves to the flanks and more open terrain moves to the centre. The orientation of a swapped card remains unchanged.

No chances to swap for 2x2 table layout, both Defender and Attacker can swap for a for 3x2, and both can swap twice for a 4x2. Alternate option to swap starting with defender. If a player chooses to swap, then do the first of these options that is possible:

1. Swap a large terrain card in the centre for an open terrain card on the flank
2. Swap a large terrain card in the centre for a small or medium terrain card on the flank
3. Swap a small or medium terrain card in the centre for an open terrain card on the flank

Step 3: Defender swaps medium Terrain Cards

Defender swaps any two medium terrain cards

2x2 Table Layout (4'x4')

1	2
Attacker	
3	4
Defender	
No Centre	

3x2 Table Layout (6'x4')

1	2	3
	Attacker	
4	5	6
Flank	Defender	Flank
	Centre	

4x2 Table Layout (8'x4')

1	2	3	4
	Attacker		
5	6	7	8
Flank	Defender	Defender	Flank
	Centre	Centre	

Terrain Cards

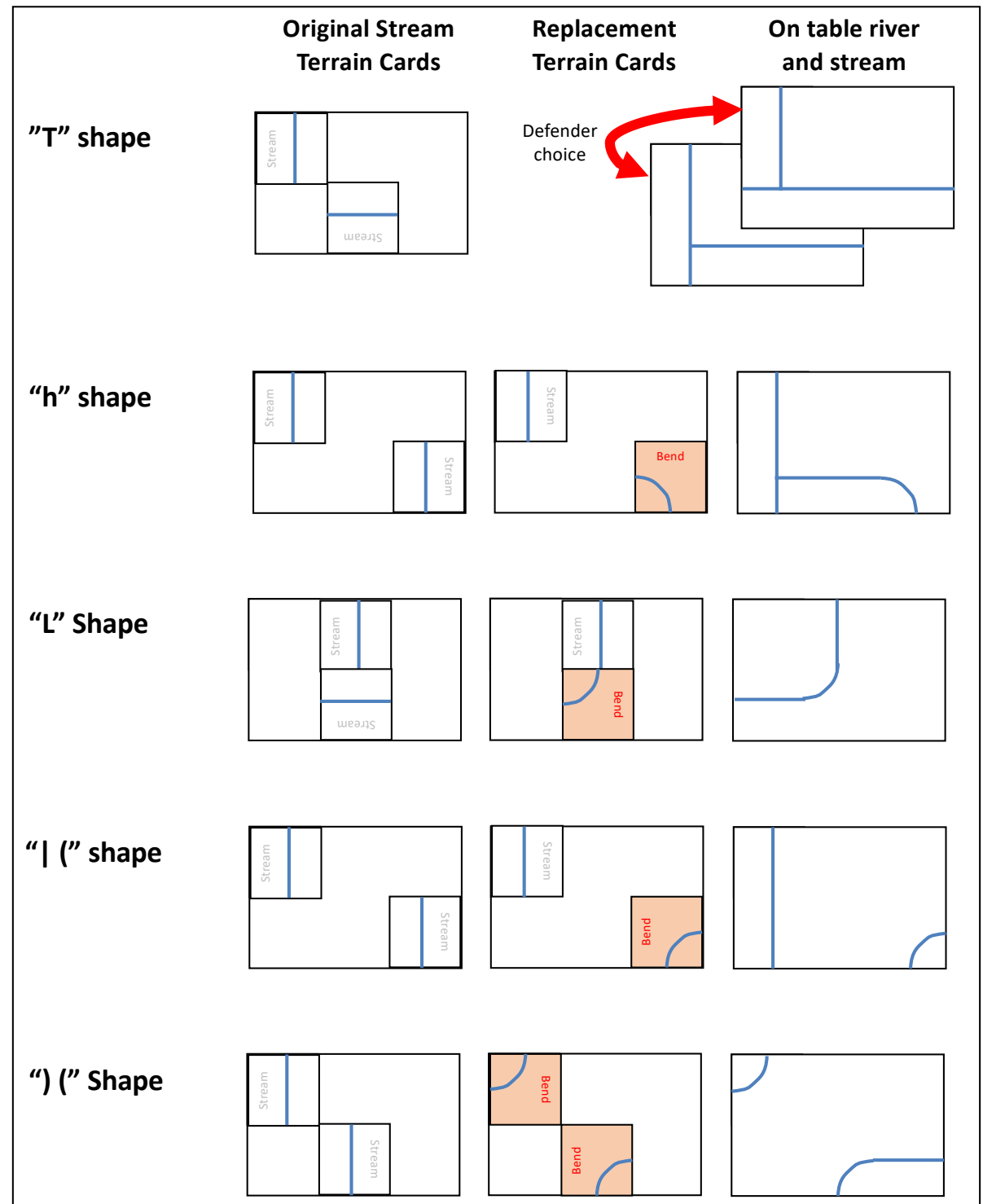
Advanced Step 4(2S): Defender places any stream on table

The defender chooses to replace zero, one or both streams with a bend. Bends can be any orientation. The combination of straights and bends can form one of these shapes:

- “T” shape from two straights at right angles
- “h” shape from one straight and one bend curving towards
- “L” shape from one straight and one bend lined up
- “| (“ shape from one straight and one bend curving away
- “)” (“ shape from two bends curving away

Other shapes are not allowed.

The diagram shows some examples.



Terrain Cards

Advanced Step 4(R): Place river and/or stream on table

The chart shows the six different situations possible when the table layout has two stream terrain cards: RS1-RS6.

One of the two stream cards always becomes a river.

Depending on the placement and orientation of the two stream terrain cards, the second stream terrain card

- extends the river (RS1),
- becomes open terrain (RS2, RS3, RS4),
- remains a stream (RS5, RS6).

Two of the situations (RS2, RS4) involve defender choice. There is no choice involved in the other situations

	Original Stream Terrain Cards	Replacement Terrain Cards	On table river and stream
<p>(RS1) Streams lined up ⇒ River replaces streams, lined up</p>			
<p>(RS2) Parallel from short to short ⇒ River from short to short in defender's choice of attacker / defender zone; other is open</p>			
<p>(RS3) Flank and centre parallel from long to long ⇒ River from long to long in flank; other is open</p>			
<p>(RS4) 2 flank streams from long to long ⇒ River from long to long in defender's choice of flank; other is open</p>			
<p>(RS5) Intersecting on flank ⇒ River on flank from long to long; stream flows from far short to river</p>			
<p>(RS6) Intersecting in centre ⇒ River from short to short; stream from far long to river</p>			

Terrain Cards

Making the Cards

1. Print out the cards
2. Glue them to cardboard
3. Cut them out.

Size of Area Terrain Features	
Small (S): Length: 16cm, 6", 4 TUM; Width: 12-16cm, 4-6", 3-4 TUM	
Medium: Length: 24cm, 8", 6 TUM; Width: 16-24cm, 6-8", 4-6 TUM	
Large (L): Length: 32cm, 12", 8 TUM; Width: 24-32cm, 8-12", 6-8 TUM	

Optional Rivers and Bend

The optional river and bend terrain cards are included for those players interested in the Advance Rules for two streams. They are a different colour to remind you they are not used in the random draw.

Open	Open	Open	Open	Open	Open
Woods (S)	Woods	Woods	Woods (L)	Open	Open
Field (S)	Field	Field (L)	Open	Open	Open
Rough Ground (S)	Rough Ground	Rough Ground (L)	Open	Open	Open
Gentle Hill (S)	Difficult Hill	Gentle Hill	Gentle Hill (L)	Difficult Hill (L)	Open
Stream	Stream	Town (L)	Village	Village (S)	Open
River	River	Bend	Bend		

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Note: TUM = Tilly Unit of Measure = ½ Base Width = 4cm for me