

8.A	Players roll-off based on the A-C level, re-rolling ties. Legendary-Red, Talented-Yellow, Competent-Green, Mediocre-White.		
	The winner chooses to be Invader or Defender. If the winner chose to Invade, and rolled a skull, they can now Strategic Intercept.		
8.B	Draw the number of PBS cards for your army, and optionally play 1 card.		
	If the invader wins, they select the map, otherwise defender. PBS map is taken from territory types on the defenders list.		
8.C	If a Strategic Intercept occurred, the Invader places the Army Counter on the map, otherwise the defender does.		
8.D	Each player simultaneously plays a PBS card.		
	If you have fewer than 5 cards you must pass for some of the days. Each pass counts as a Black card.		
	The winner moves the Army Marker according to the difference in the two PBS cards played.		
	Repeat the process a total of 5 times to find the final location of the battle.		
You may keep any remaining unplayed cards for the scouting phase, cards used are not put back in the pack.			
9.A	A Deep Water secure flank is placed by the defender, no more than 6BW into the table along a side edge.		
	For other secure flank types, each player places 1 piece, specified by the box containing the Army Counter.		
	The defender places secure flank terrain first, the invader then places in the same flank sector.		
Terrain density is determined by the final position on PBS map.			
Compulsory Terrain must be $\geq 6BW \times 6BW$ & $\leq 10BW \times 10BW$. Optional Terrain must be $\geq 4BW \times 4BW$ & $\leq 8BW \times 8BW$ (unless caveated by terrain type.)			
9.B	Density	Compulsory (total between both players)	Optional (each player)
	Very Dense	2 Difficult & 2 Rough/Good.	Up to 2
	Dense	2 Difficult & 1 Rough /Good.	Up to 2
	Normal	2 of any type.	Up to 2
	Open	1 of any type. (No impassable.)	Up to 2
	Featureless	None. (No impassable.)	Up to 2
9.C	Starting with the Defender, then alternate selecting compulsory items.		
	Alternate placing all compulsory items, starting with the Defender.		
9.D	Defender selects all optional items, followed by the Invader.		
	Alternate placing all optional items, starting with the Defender.		
9.E	The table has two flank sectors of 10BW measured from each side-edge. The remainder is the centre sector.		
	For each terrain piece roll a standard dice (D6). Terrain placement is always taken from the players base-edge perspective.		
	1	The terrain piece must go wholly in the left flank sector.	
	2-5	The terrain piece must go wholly in the centre sector. Additionally, it must touch a table edge if the dice is odd.	
	6	The terrain piece must go in wholly the right flank sector.	
	The opposing player now rolls a standard dice (D6).		
	4+	Player can move the terrain up to 6 BW, keeping the original orientation.	
	5+	As above, or player can pivot the terrain up to 360° from a single point.	
6	As above, or player can remove the terrain piece.		
Place Vital Settlement or Fort (with TUGs garrisoning)			
10.A	Each player draws cards equal to the armies scouting total (including those you saved from earlier).		
	Each card is worth a percentage of the army size. Red 40% - Yellow 20% - Green 10% - Black & White 0%.		
	Add your best 5 cards together and compare the total with your opponents.		
10.B	You cannot deploy closer than 6BW to the table centre line (typically 9BW from your table edge on regulation sized tables).		
	Only Foot TUGs in Loose/Open Order, Mounted, Elephantry or ambushers can be placed in unsecure flank sectors.		
10.C	TUGs with Barricades or Redoubts cannot deploy in an unsecure flank sector.		
	Camps will be placed wholly within 6BW of the centre if there is no Secure Flank, else between the centre and a secure flank table edge.		
10.D	Place camp first, then Battery TUGs, TUGs with Barricades (including Battle Wagons) or Redoubts before all other TUGs.		
	An outscouted army begins deployment. Places his camp, and a number of TUGs equal to the army % by which he was outscouted.		
	Players place ambush markers and flank marches - and may place flanking marching generals as a bluff.		
	If there is no outscouting, the defending army places his camp, and 1/3rd of his TUGs.		
	The opposing army then places his camp and a number of TUGs equal to the same army % as his opponent has deployed.		
10.E	Alternate placing groups of TUGs. Each group being 1/3rd of the army original size, until all on-table TUGs are deployed.		
	Defender places generals, declaring which TUGs are in their command. The Invader then does the same.		
	Declare all Troops, Generals and Commands.		
10.F	Flank marching generals remains next to their camp with R/L flank march card under him.		
10.G	Ambush cards are allocated to generals.		
10.H	Perform Pre-Game moves: Reposition Batteries - Forced March - Forlorn Hope - Pathfinder.		

Waterside



No Flank ----- Open	Deep Water ----- Featureless	Deep Water ----- Open	Deep Water ----- Open	Deep Water ----- Normal
Deep Water ----- Featureless	Deep Water ----- Open	No Flank ----- Open	No Flank ----- Normal	No Flank ----- Normal
Deep Water ----- Featureless	No Flank ----- Open	No Flank ----- Normal	Rocky Ground /Wood ----- Normal	Rocky Ground /Wood ----- Normal
Deep Water ----- Open	No Flank ----- Normal	Rocky Ground /Wood ----- Normal	Rocky Ground /Wood ----- Normal	Mountains/ Marsh ----- Dense
Deep Water ----- Normal	No Flank ----- Normal	Rocky Ground /Wood ----- Normal	Mountains/ Marsh ----- Dense	Mountains/ Marsh ----- Very Dense

Waterside Special Rule

The Defenders camp can be deployed in a Town or Village, if it is adjacent to the Deep Water Flank. If the Defender does not take this option, then the Attacker can deploy their camp in a Town or Village, if it is adjacent to the Deep Water Flank.

PBS Card Difference

- 1 Better = 1 side-to-side
- 2 Better = 1 side-to-side or diagonal
- 3 Better = 2 side-to-side
- 4 Better = 2 side-to-side or diagonal

WATERSIDE TERRAIN TYPES

Terrain	Category	Description	Effect	Special Rules
Hills	Good	Clear slopes	All Visible (V) 0.5BW of a ridge line. Uphill (B)enefit	
Fields (max 2 including Tilled Fields)	Good	Open Fields with hedges/ walls. Max size ≤ 6BW	Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Cover Charge Claim Movement Penalty 	May be placed contiguous to a Field or Town/Village already placed without dicing. Placing in such a manner must not straddle sectors
Village (max 2 including Town)	Good	Small settlement Max size ≤ 6BW	Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Cover Charge Claim 	May be placed touching deep water even if it extends into the central sector.
Rivers and Streams (max 1)	Good	Shallow watercourse penalising only movement	Rivers/Streams are placed in a straight line from table-edge to another table-edge/Deep Water Banks - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Movement Penalty 	Can be no wider that 2BW. Rivers and Streams cannot be moved, they can however be removed.
Town (max 1)	Rough	Larger Settlement >6-10 BW Max size	Cover (B)enefit All Visible (V) 1BW Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Charge Claim 	May be placed touching, or superimposing onto, deep water. The area covering deep water is treated as rough going.
Rocky Ground	Rough	Flat ground with patches of rock	Elephants treat as Good Going	
Tilled Fields (max 2 including Fields)	Rough	Max size ≤ 6BW	Elephants & Camelry treat as Good Going Foot OOT and Dragoons get Cover (B)enefit	May be placed contiguous to a Field or Town/Village already placed without dicing. Placing in such a manner must not straddle sectors
Brush	Rough	Substantial vegetation	Elephants & Camelry treat as Good Going Foot OOT and Dragoons get Cover (B)enefit	
Gully (max 1)	Rough	Significant depression in the ground, with easy slopes.	All Visible (V) 1BW when measuring visibility across boundary Uphill (B)enefit	A gully is treated as an inverted hill. The central ridge is the lowest point. If both bases are wholly within then there are no visibility restrictions.
Woods (max 1)	Rough	Natural woods with modest density of trees.	Cover (B)enefit All Visible (V) 1BW	
Marsh (max 1)	Difficult	Boggy Ground and pools of water		May be placed touching Deep Water/Rivers and Streams without dicing, even if it extends into another sector.
Orchards, Vineyards (max 1)	Difficult	Organised and regular plantation of trees or vines	Foot get Cover (B)enefit	May be placed within 2 BW of a Town feature. Elephants treat as Rough
Mountains (max 1)	Difficult	Steep and uneven slopes that are difficult to traverse.	All Visible (V) 0.5BW of a ridge line. Uphill (B)enefit	
Sandy Ground	Difficult	Significant patches of soft and sifting sand	Camelry treat as good going	May be placed touching deep water even if it extends into the central sector.
Sand Dunes	Difficult	Desert slopes with soft sifting sand	All Visible (V) 2BW Camelry treat as good going	May be placed touching deep water even if it extends into the central sector.

Desert

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No Flank ----- Open	No Flank ----- Normal	No Flank ----- Open	No Flank ----- Featureless	Mountains/ Sand Dunes ----- Open
Rocky Ground /Wood ----- Normal	No Flank ----- Normal	No Flank ----- Open	No Flank ----- Normal	No Flank ----- Featureless
Rocky Ground /Wood ----- Normal	Mountains/ Sand Dunes ----- Very Dense	No Flank ----- Very Dense	No Flank ----- Dense	No Flank ----- Featureless
Deep Water ----- Open	Mountains/ Sand Dunes ----- Dense	Deep Water ----- Normal	Rocky Ground /Wood ----- Normal	No Flank ----- Open
Deep Water ----- Open	Rocky Ground /Wood ----- Normal	Deep Water ----- Normal	Rocky Ground /Wood ----- Normal	No Flank ----- Open

Desert Special Rule

Either player may elect to place Sandy Ground instead of a Rocky Ground/Wood or Mountains/Sand Dunes terrain in a secure flank.

PBS Card Difference

1 Better = 1 side-to-side

2 Better = 1 side-to-side or diagonal

3 Better = 2 side-to-side

4 Better = 2 side-to-side or diagonal

DESERT TERRAIN TYPES

Terrain	Category	Description	Effect	Special Rules
Hills	Good	Clear slopes	All Visible (V) 0.5BW of a ridge line. Uphill (B) enefit	
Fields (max 1)	Good	Open Fields with hedges/ walls. Max size ≤ 6BW	Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Cover Charge Claim Movement Penalty 	May be placed contiguous to a Field or Town/Village already placed without dicing. Placing in such a manner must not straddle sectors
Village (max 1 including Town)	Good	Small settlement Max size ≤ 6BW	Provides cover any bases when entirely within. Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Cover Charge Claim 	
Town (max 1 including Village)	Rough	Larger Settlement >6-10 BW Max size	Cover (B) enefit All Visible (V) 1BW Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Charge Claim 	Can only be deployed touching a table edge.
Rocky Ground	Rough	Flat ground with patches of rock	Elephants treat as Good Going	
Brush	Rough	Substantial vegetation	Foot OOT and Dragoons get Cover (B) enefit Elephants & Camelry treat as Good Going	
Gully	Rough	Significant depression in the ground, with easy slopes.	All Visible (V) 1BW when measuring visibility across boundary Uphill (B) enefit	A gully is treated as an inverted hill. The central ridge is the lowest point. If both bases are wholly within then there are no visibility restrictions.
Woods (max 1)	Rough	Natural woods with modest density of trees.	All Visible (V) 1BW Cover (B) enefit.	
Dry Wadi	Difficult	A valley, ravine, or channel that is dry except in the rainy season	Wadis are placed in a straight line from table-edge to another table-edge. Wadi - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Movement Penalty 	Can be no wider that 1BW.
Orchards, Vineyards (max 1)	Difficult	Organised and regular plantation of trees or vines	Foot get Cover (B) enefit Elephants treat as Rough	
Mountains (max 1)	Difficult	Steep and uneven slopes that are difficult to traverse.	All Visible (V) 0.5BW of a ridge line. Uphill (B) enefit	
Sandy Ground	Difficult	Significant patches of soft and sifting sand	Camelry treat as Good Going	Up to 2 pieces of Sandy Ground of minimum size can be declared Dangerous . All troops moving through it must take a KAB test
Sand Dunes	Difficult	Desert slopes with soft sifting sand	All Visible (V) 2BW Camelry treat as good going	May be placed touching deep water even if it extends into the central sector.

Cultivated



Mountains/ Marsh ----- Dense	No Flank ----- Normal	No Flank ----- Normal	No Flank ----- Dense	Mountains/ Marsh ----- Open
Rocky Ground /Wood ----- Normal	No Flank ----- Normal	No Flank ----- Open	No Flank ----- Featureless	No Flank ----- Featureless
No Flank ----- Open	No Flank ----- Normal	No Flank ----- Dense	No Flank ----- Very Dense	Deep Water ----- Normal
Rocky Ground /Wood ----- Normal	Rocky Ground /Wood ----- Normal	Rocky Ground /Wood ----- Dense	Deep Water ----- Very Dense	Deep Water ----- Normal
Deep Water ----- Open	Deep Water ----- Normal	Deep Water ----- Dense	Mountains/ Marsh ----- Dense	Rocky Ground /Wood ----- Featureless

Cultivated Special Rule

When selecting fields they can be placed (without dicing) contiguous to Towns/Villages/Fields already placed. Terrain placed in this way cannot straddle sectors.

The Defenders camp can be deployed in a Town or Village touching a table edge. This supersedes normal camp placement. If the Defender does not take this option, then the Attacker can deploy their camp in a Town or Village touching a table edge.

PBS Card Difference

1 Better = 1 side-to-side

2 Better = 1 side-to-side or diagonal

3 Better = 2 side-to-side

4 Better = 2 side-to-side or diagonal

CULTIVATED TERRAIN TYPES

Terrain	Category	Description	Effect	Special Rules
Hills	Good	Clear slopes	All Visible (V) 0.5BW of a ridge line. Uphill Benefit	
Fields	Good	Open Fields with hedges/ walls. Max size ≤ 6BW	Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Cover Charge Claim Movement Penalty 	May be placed contiguous to a (Tilled) Field or Town/Village already placed without dicing. Placing in such a manner must not straddle sectors
Village (max 2 including Town)	Good	Small settlement Max size ≤ 6BW	Cover (B)enefit Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Charge Claim 	May be placed touching deep water even if it extends into the central sector.
Rivers and Streams (max 1)	Good	Shallow watercourse penalising only movement	Rivers/Streams are placed in a straight line from table-edge to another table-edge/Deep Water Banks - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Movement Penalty 	Can be no wider that 2BW. Rivers and Streams cannot be moved, they can however be removed.
Town (max 1)	Rough	Larger Settlement >6-10 BW Max size	Cover (B)enefit All Visible (V) 1BW Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Charge Claim 	May be placed touching, or superimposing onto, deep water. The area covering deep water is treated as rough going.
Rocky Ground	Rough	Flat ground with patches of rock	Elephants treat as Good Going	
Tilled Fields	Rough	Max size ≤ 6BW	Foot OOT and Dragoons get Cover (B)enefit Elephants & Camels treat as Good Going	May be placed contiguous to a (Tilled) Field or Town/Village already placed without dicing. Placing in such a manner must not straddle sectors
Brush (max 1)	Rough	Substantial vegetation	Foot OOT and Dragoons get Cover (B)enefit Elephants & Camelry treat as Good Going	
Gully (max 1)	Rough	Significant depression in the ground, with easy slopes.	All Visible (V) 1BW when measuring visibility across boundary Uphill (B)enefit	A gully is treated as an inverted hill. The central ridge is the lowest point. If both bases are wholly within, then there are no visibility restrictions.
Woods (max 1)	Rough	Natural woods with modest density of trees.	All Visible (V) 1BW Cover (B)enefit	
Marsh (max 1)	Difficult	Boggy Ground and pools of water		
Orchards, Vineyards	Difficult	Organised and regular plantation of trees or vines	Foot get Cover (B)enefit Elephants treat as Rough	
Mountains (max 1)	Difficult	Steep and uneven slopes that are difficult to traverse.	All Visible (V) 0.5BW of a ridge line. Uphill (B)enefit	

Forest



Mountains/ Forest ----- Normal	Rocky Ground /Wood ----- Normal	No Flank ----- Open	No Flank ----- Featureless	Mountains/ Forest ----- Normal
Mountains/ Forest ----- Open	Rocky Ground /Wood ----- Normal	No Flank ----- Open	No Flank ----- Normal	No Flank ----- Featureless
Mountains/ Forest ----- Normal	Mountains/ Forest ----- Normal	No Flank ----- Dense	Rocky Ground /Wood ----- Open	Deep Water ----- Normal
Mountains/ Forest ----- Dense	Mountains/ Forest ----- Dense	Deep Water ----- Dense	Rocky Ground /Wood ----- Normal	Deep Water ----- Open
Mountains/ Forest ----- Very Dense	Mountains/ Forest ----- Dense	Deep Water ----- Normal	Rocky Ground /Wood ----- Dense	No Flank ----- Open

Forest Special Rule

When selecting Woods or Forest, they can be placed within 2BW of other Woods or Forests already placed. The Defenders camp can be deployed in a Wood or Forest if it is touching a table edge in their deployment zone.

PBS Card Difference

- 1 Better = 1 side-to-side
- 2 Better = 1 side-to-side or diagonal
- 3 Better = 2 side-to-side
- 4 Better = 2 side-to-side or diagonal

FOREST TERRAIN TYPES

Terrain	Category	Description	Effect	Special Rules
Hills	Good	Clear slopes	All Visible (V) 0.5BW of a ridge line. Uphill (B) enefit	
Fields (max 1)	Good	Open Fields with hedges/ walls. Max size ≤ 6BW	Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Cover Charge Claim Movement Penalty 	May be placed contiguous to a Field or Town/Village already placed without dicing. Placing in such a manner must not straddle sectors
Village (max 2 including Town)	Good	Small settlement ≤ 6BW in size	Cover (B) enefit Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Charge Claim 	
Rivers and Streams (max 1)	Good	Shallow watercourse penalising only movement	Rivers/Streams are placed in a straight line from table-edge to another table-edge/Deep Water Banks - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Movement Penalty 	Can be no wider that 2BW. Rivers and Streams cannot be moved, they can however be removed.
Town (max 1)	Rough	Larger Settlement >6-10 BW Max size	Cover (B) enefit All Visible (V) 1BW Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Charge Claim 	Can only be deployed touching a table edge.
Rocky Ground	Rough	Flat ground with patches of rock	Elephants treat as Good Going	
Brush (max 1)	Rough	Substantial vegetation	Foot OOT and Dragoons get Cover (B) enefit Elephants & Camelry treat as Good Going	
Gully (max 1)	Rough	Significant depression in the ground, with easy slopes.	All Visible (V) 1BW when measuring visibility across boundary Uphill (B) enefit	A gully is treated as an inverted hill. The central ridge is the lowest point. If both bases are wholly within then there are no visibility restrictions.
Woods	Rough	Natural woods with modest density of trees.	All Visible (V) 1BW Cover (B) enefit	
Marsh	Difficult	Bogs and pools of water		
Orchards, Vineyards (max 1)	Difficult	Organised and regular plantation of trees or vines	Foot get Cover (B) enefit Elephants treat as Rough	Elephants treat as Rough
Mountains (max 1)	Difficult	Steep and uneven slopes that are difficult to traverse.	Uphill (B) enefit All Visible (V) 0.5BW of a ridge line.	
Forest	Difficult	Densely packed trees with heavy undergrowth	Cover (B) enefit All Visible (V) 1BW	

Jungle



No Flank ----- Open	Mountains/ Forest ----- Dense	Mountains/ Forest ----- Very Dense	Mountains/ Forest ----- Dense	Mountains/ Forest ----- Open
Deep Water ----- Open	Deep Water ----- Dense	Rocky Ground /Wood ----- Dense	Mountains/ Forest ----- Very Dense	No Flank ----- Featureless
Rocky Ground /Wood ----- Normal	Rocky Ground /Wood ----- Dense	Mountains/ Forest ----- Dense	Mountains/ Forest ----- Normal	Rocky Ground /Wood ----- Featureless
Deep Water ----- Normal	Mountains/ Forest ----- Open	Deep Water ----- Normal	Rocky Ground /Wood ----- Normal	Deep Water ----- Open
Deep Water ----- Featureless	Deep Water ----- Open	No Flank ----- Normal	Deep Water ----- Normal	Deep Water ----- Featureless

Jungle Special Rule

When selecting Woods or Forest, they can be placed within 2BW of other Woods or Forests already placed.

The Defenders camp can be deployed in a Wood or Forest if it is touching a table edge in their deployment zone.

PBS Card Difference

1 Better = 1 side-to-side
2 Better = 1 side-to-side or diagonal
3 Better = 2 side-to-side
4 Better = 2 side-to-side or diagonal

JUNGLE TERRAIN TYPES

Terrain	Category	Description	Effect	Special Rules
Hills	Good	Clear slopes	All Visible (V) 0.5BW of a ridge line. Uphill (B) enefit	
Fields (max 1)	Good	Open Fields with hedges/ walls. Max size ≤ 6BW	Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Cover Charge Claim Movement Penalty 	May be placed contiguous to a Field or Town/Village already placed without dicing. Placing in such a manner must not straddle sectors
Village (max 1)	Good	Small settlement Max size ≤ 6BW	Cover (B) enefit Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Charge Claim 	Can only be deployed touching a table edge.
Rivers and Streams	Good	Shallow watercourse penalising only movement	Rivers/Streams are placed in a straight line from table-edge to another table-edge/Deep Water Banks - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Movement Penalty 	Can be no wider that 2BW. Rivers and Streams cannot be moved, they can however be removed.
Rocky Ground (max 1)	Rough	Flat ground with patches of rock	Elephants treat as Good Going	
Brush (max 1)	Rough	Substantial vegetation	Foot OOT and Dragoons get Cover (B) enefit Elephants & Camelry treat as Good Going	
Gully (max 1)	Rough	Significant depression in the ground, with easy slopes.	All Visible (V) 1BW when measuring visibility across boundary Uphill (B) enefit	A gully is treated as an inverted hill. The central ridge is the lowest point. If both bases are wholly within then there are no visibility restrictions.
Woods	Rough	Natural woods with modest density of trees.	All Visible (V) 1BW Cover (B) enefit	
Marsh (max 1)	Difficult	Boggy Ground and pools of water		Up to 2 Marshes of minimum size can be declared Dangerous . All troops moving through it must take a KAB test
Mountains (max 1)	Difficult	Steep and uneven slopes that are difficult to traverse.	All Visible (V) 0.5BW of a ridge line. Uphill (B) enefit	
Forest	Difficult	Densely packed trees with heavy undergrowth	All Visible (V) 1BW Cover (B) enefit	Up to 2 Forests of minimum size can be declared Dangerous . All troops moving through it must take a KAB test

Plains

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Rocky Ground /Wood ----- Open	No Flank ----- Normal	No Flank ----- Normal	Rocky Ground /Wood ----- Normal	Rocky Ground /Wood ----- Dense
Rocky Ground /Wood ----- Normal	No Flank ----- Open	No Flank ----- Open	No Flank ----- Dense	No Flank ----- Normal
Mountains/ Sandy Ground ----- Dense	Mountains/ Sandy Ground ----- Very Dense	No Flank ----- Featureless	No Flank ----- Featureless	No Flank ----- Normal
Deep Water ----- Dense	Deep Water ----- Normal	Deep Water ----- Open	No Flank ----- Dense	No Flank ----- Open
Mountains/ Sandy Ground ----- Normal	Mountains/ Sandy Ground ----- Open	Deep Water ----- Normal	Rocky Ground /Wood ----- Open	No Flank ----- Featureless

Plains Special Rule

Either player may elect to place Sandy Ground instead of a Rocky Ground/Wood terrain in a secure flank.

PBS Card Difference

1 Better = 1 side-to-side

2 Better = 1 side-to-side or diagonal

3 Better = 2 side-to-side

4 Better = 2 side-to-side or diagonal

PLAINS TERRAIN TYPES

Terrain	Category	Description	Effect	Special Rules
Open	Good	Flat ground clear of any terrain	Placed to block enemy terrain placement . Once terrain placement has finished open areas can be removed, as they have no effect on the game	
Hills	Good	Clear slopes	All Visible (V) 0.5BW of a ridge line. Uphill (B) enefit	
Fields (max 2)	Good	Open Fields with hedges/ walls. Max size ≤ 6BW	Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Cover Charge Claim Movement Penalty 	May be placed contiguous to a Field or Town/Village already placed without dicing. Placing in such a manner must not straddle sectors
Rivers and Streams (max 1)	Good	Shallow watercourse penalising only movement	Rivers/Streams are placed in a straight line from table-edge to another table-edge/Deep Water Banks - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Movement Penalty 	Can be no wider that 2BW. Rivers and Streams cannot be moved, they can however be removed.
Village (max 2)	Good	Small settlement Max size ≤ 6BW	Cover (B) enefit Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Charge Claim 	
Rocky Ground	Rough	Flat ground with patches of rock	Elephants treat as Good Going	
Brush	Rough	Substantial vegetation	Foot OOT and Dragoons get Cover (B) enefit Elephants & Camelry treat as Good Going	
Gully	Rough	Significant depression in the ground, with easy slopes.	All Visible (V) 1BW when measuring visibility across boundary Uphill (B) enefit	A gully is treated as an inverted hill. The central ridge is the lowest point. If both bases are wholly within, then there are no visibility restrictions.
Woods (max 1)	Rough	Natural woods with modest density of trees.	All Visible (V) 1BW Cover (B) enefit	
Orchards, Vineyards (max 1)	Difficult	Organised and regular plantation of trees or vines	Foot get Cover (B) enefit Elephants treat as Rough	
Mountains	Difficult	Steep and uneven slopes that are difficult to traverse.	All Visible (V) 0.5BW of a ridge line. Uphill (B) enefit	Can only be placed in Flank Sector. Dice to place - <ul style="list-style-type: none"> Odd - Left flank Even - Right flank
Sandy Ground	Difficult	Significant patches of soft and sifting sand	Camelry treat as Good Going	Up to 2 pieces of Sandy Ground of minimum size can be declared Dangerous . All troops moving through it must take a KAB test

Mountains



Deep Water ----- Open	No Flank ----- Normal	No Flank ----- Open	No Flank ----- Featureless	Mountains/ Forest ----- Featureless
Rocky Ground /Wood ----- Dense	Mountains/ Forest ----- Dense	Mountains/ Forest ----- Normal	No Flank ----- Normal	No Flank ----- Open
Mountains/ Forest ----- Normal	Mountains/ Forest ----- Very Dense	Mountains/ Forest ----- Dense	Deep Water ----- Open	Rocky Ground /Wood ----- Normal
Rocky Ground /Wood ----- Normal	Mountains/ Forest ----- Dense	Deep Water ----- Normal	Rocky Ground /Wood ----- Normal	Mountains/ Forest ----- Normal
Rocky Ground /Wood ----- Open	Rocky Ground /Wood ----- Normal	Deep Water ----- Dense	Mountains/ Forest ----- Normal	Mountains/ Forest ----- Dense

Mountains Special Rule

When selecting Mountains, they can be placed within 2BW to other Mountains already placed.

PBS Card Difference

1 Better = 1 side-to-side

2 Better = 1 side-to-side or diagonal

3 Better = 2 side-to-side

4 Better = 2 side-to-side or diagonal

MOUNTAINS TERRAIN TYPES

Terrain	Category	Description	Effect	Special Rules
Hills	Good	Clear slopes	All Visible (V) 0.5BW of a ridge line. Uphill (B)enefit	
Fields (max 2)	Good	Open Fields with hedges/ walls. Max size ≤ 6BW	Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Cover Charge Claim Movement Penalty 	May be placed contiguous to a Field or Town/Village already placed without dicing. Placing in such a manner must not straddle sectors
Village (max 2)	Good	Small settlement Max size ≤ 6BW	Cover (B)enefit Boundary - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Charge Claim 	
Rivers and Streams (max 1)	Good	Shallow watercourse penalising only movement	Rivers/Streams are placed in a straight line from table-edge to another table-edge/Deep Water Banks - <i>Linear Obstacle</i> <ul style="list-style-type: none"> Movement Penalty 	Can be no wider that 2BW. Rivers and Streams cannot be moved, they can however be removed.
Rocky Ground	Rough	Flat ground with patches of rock	Elephants treat as Good Going	
Brush	Rough	Substantial vegetation	Elephants & Camelry treat as Good Going Foot OOT and Dragoons get Cover (B)enefit	
Gully	Rough	Significant depression in the ground, with easy slopes.	All Visible (V) 1BW when measuring visibility across boundary Uphill (B)enefit	A gully is treated as an inverted hill. The central ridge is the lowest point. If both bases are wholly within then there are no visibility restrictions.
Woods	Rough	Natural woods with modest density of trees.	All Visible (V) 1BW Cover (B)enefit	
Forest	Difficult	Densely packed trees with heavy undergrowth	All Visible (V) 1BW Cover (B)enefit	
Marsh (max 1)	Difficult	Boggy Ground and pools of water		1 Marsh of minimum size can be declared Dangerous . All troops moving through it must take a KAB test
Mountains	Difficult	Steep and uneven slopes that are difficult to traverse.	All Visible (V) 0.5BW of a ridge line. Uphill (B)enefit	Up to 2 minimum sized Mountains can be declared Impassable to all troops