

# MATS

## MADAN's AMAZING TERRAIN SYSTEM

### 1. Terrain Deployment

2. The Attacker and Defender are determined by rolling a d10 dice and adding in Army Aggression factors, Special Abilities, C-in-C or Scout bonuses.
3. Players alternate rolling for terrain pieces until all the required numbers are laid out.
4. This terrain generation will require 2 d10's of different colours so that 1 may be the Ten's and the other as Units. Roll them in the centre of the table (best to use a cup, that way they are contained in a small area and will not roll too far). Let's say that 53 is the result. This result is now applied on the 2 tables below.
5. A d10 has a natural 'Arrow Head' shape face up when it comes to rest, Units die will be used as the direction of the terrain piece from where the dice come to rest. In this case it's a 3, look on Table 1 for exact position on table from the where the dice landed to table edge. A 3-4 means that the terrain piece must touch the table edge in the direction the Units dice is pointing in. Simple.
6. Next take the total number rolled (53) and apply it to Table 2 which will give the type and makeup of the terrain. In this case we have rolled a Difficult Going Steep Hill. The centre of the terrain piece must be on the line created by the Units dice but irregular shaped terrain pieces are orientated by the roller of 'that' piece (such as ovals and rectangles).

**Table 1**

<b>1-2:</b> Touching a table edge, overlap by 50% any existing terrain.	<b>7-8:</b> Halfway line from Unit die to table edge, no overlap so slide towards the centre point.
<b>3-4:</b> Table edge, no overlap, so slide towards the middle along Unit die line.	<b>9:</b> Halfway line from Unit die line, overlap any existing terrain by 50%.
<b>5-6:</b> Halfway line from Unit die to table edge, no overlap so slide towards the table edge.	<b>10:</b> Where the Units die landed, no overlap.

No Overlap means if there is another piece already in place you must slide the new piece along the line units dice has pointed in, until the new piece is no longer touching.

**Table 2**

<b>Good</b>	<b>Attacker Decides</b> Road	<b>01 to 14%</b> Gentle Hill				
<b>Rough</b>	<b>15+%</b> !Brush	<b>20+%</b> Hill or Dune	<b>25+%</b> !Rocky	<b>30+%</b> Marsh	<b>35+%</b> !Field	<b>40+%</b> !Orchard#
<b>Difficult</b>	<b>45+%</b> !Woods#	<b>50+%</b> Steep Hill	<b>60+%</b> !Boulders	<b>65+%</b> Swamp	<b>70+%</b> River	<b>75+%</b> MMS
<b>Impassable</b>	<b>85+%</b> Wooded Hills	<b>89+%</b> Mountains	<b>92+%</b> Pit/Oasis	<b>95+%</b> Lake	<b>98+%</b> Water Edge	<b>Rv or WE</b> <b>can be 95</b>

! Can be used for ambushes by Skirmish or Light Foot

# Can be used for ambushes by any troops except Pike

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*(the information below is only if you need it, it simply defines terrain a bit more)*

### 7. **Terrain Pieces**

8. The Terrain Piece rules and restrictions detailed below further define what can and cannot be done and the correct deployment of roads, rivers and sea's as follows;
  - 8.1. There must be 2 measurements of any terrain piece at right angles...a +...
  - 8.2. Minimums and maximums are measured across the centre.
  - 8.3. No perfect circles or squares unless it's a **Man Made Structure**.
9. Terrain that overlaps another terrain piece becomes the worse of the two.
10. **Roads** are placed **LAST** and must pass through a **Man Made Structure** if one gets rolled, in this instance, roll Units d10 to see where it enters the table to the MMS then make it exit on the opposite table edge. If no MMS gets rolled then the attacker may simply decide to have one, roll a Units d10 for entry and then it exits through the Centre of the table to the opposite site. Wherever it passes through existing terrain it will split it in two and continue on but will bend round anything that is classed as Difficult or Impossible.
11. **If** a MMS gets rolled it must be on the defenders side of the table, you may need to reverse the Units direction line to make it so. Defender may deploy troops in the MMS either visible or in ambush as per your own rules. An MMS must have a Road associated with it.
12. **River** or **Waters-Edge** must join the attackers and defenders side together and may only be 25% of the table size in from the table side's edge, roll Units die a left or right position.
13. **If** a River or a MMS is selected, then it must replace a Full terrain piece, a Water-Edge must replace 2 Full terrain pieces from the total number allowed for size of table.
14. **Minimum** number of terrain must always be 2 including a Waters-Edge.

**Table 3** *(advisory only)*

<b>Table Size</b>	<b>#</b>	<b>Minimum</b>	<b>Maximum</b>
2ft x 2ft	<b>2</b>	15x15	20x20
3ft x 2ft	<b>3</b>	15x15	20x30
4ft x 4ft	<b>4</b>	20x20	30x30
6ft x 4ft	<b>5</b>	20x20	40x50
8ft x 4ft	<b>6</b>	30x30	50x50
9ft x 5ft (Table tennis)	<b>7</b>	30x30	50x50
Etc, etc, etc...	<b>#</b>	<b>Cm's</b>	<b>Cm's</b>