

RANDOMLY GENERATED TERRAIN

(If you prefer to choose terrain, then do so and don't bother rolling any random dice) ...by Stevie, 26th August, 2019.

Brackets show the maximum of each type allowed [6.3], and underlined terrain features reduce Command Range to 4 BW for troops *entirely* within them [8.7]. If a terrain type has reached the maximum allowed, chose another from that same box. If there is no alternative, then choose any allowed type for that region.

	Pick one or two Compulsory Features [6.5]:	Roll for two or three Optional Features [rule 6.5, but for BBDBA see rule 13.3]:					
		1 Linear Terrain	2 Rough Terrain	3 Leafy Terrain	4 Harsh Terrain	5 Undulating Terrain	6 Built Up Areas
Dry	Rocky (3) or Scrub (3)	<u>Dunes</u> (3)	<u>Dunes</u> (3)	<u>Oasis</u> (1)	<u>Difficult Hill</u> (3) or <u>Cliff-face</u> (1)	<u>Difficult Hill</u> (3)	a BUA (1)
Hilly	<u>Difficult Hills</u> (3)	Road* (2) or River (1) or Lake (1)	<u>Wood</u> (3)	<u>Wood</u> (3)	extra <u>Difficult Hill</u> (3) or <u>Mountain*</u> (3) or <u>Cliff-face</u> (1)	extra <u>Difficult Hill</u> (3)	a BUA (1)
Arable	a pair of Plough for a single pick or a BUA (1)	Road (2) or River (1) or Lake (1) or Waterway (1)	extra Plough (3) or Scrub (3) or Boggy (3) or Enclosure (3)	<u>Wood</u> (3)	<u>Difficult Hill</u> (3) or <u>Cliff-face</u> (1)	<u>Difficult Hill</u> (3) or <u>Gentle Hill</u> (3)	a BUA (1)
Littoral	a Waterway (1)	Road (2) or River (1) or Lake (1)	all <u>Woods</u> (3) or all <u>Dunes</u> (3)	all <u>Woods</u> (3) or all <u>Dunes</u> (3)	all Marshes (3)... (or all <u>Difficult Hills</u>) (3)	a <u>Cliff-face</u> (1) or all <u>Difficult Hills</u> (3) (...or all <u>Marshes</u>) (3)	a BUA (1)
Forest	<u>Woods</u> (3)	River (1) or Lake (1)	extra <u>Wood</u> (3)	extra <u>Wood</u> (3)	Marsh (3)	<u>Gentle Hill</u> (3)	a BUA (1)
Tropical	<u>Woods</u> (3)	Road (2) or River (1) or Lake (1)	Enclosure (3)	<u>Jungle</u> (3)	all Marshes (3)... (or all <u>Gentle Hills</u>) (3)	a <u>Gully</u> (1) or all <u>Gentle Hills</u> (3) (...or all <u>Marshes</u>) (3)	a BUA (1)
Steppe	<u>Gentle Hills</u> (3)	River (1) or Lake (1)	Rocky (3) or Scrub (3)	Scrub (3)	Rocky (3)	a <u>Gully</u> (1)	a BUA (1)

Notes: **Plough** is not **Rough** but **Good Going** unless the defender throws a 1 for his first PIP roll [rule 6.7], or rolls 7 or less in BBDBA. [rule 13.6]

Arable must have at least one **River**, **Waterway**, **Lake**, **Rough** (other than **Plough**) or **Bad Going**, so the last feature may need re-selecting. [rule 6.3]

Littoral regions cannot have both **Woods** and **Dunes**, nor both **Marshes** and **Difficult Hills**, so subsequent selections will be limited. [rule 6.5]

Likewise, **Hilly** regions cannot have both **Mountains** and **Roads** (and **Tropical** regions cannot have both **Marshes** and **Gentle Hills** - optional).

Littoral/Tropical die rolls of '4' or '5' indicate that the first item listed **must** be taken (unless the alternative terrain type has already been selected).

If a BUA is present, dice to see which type it will be: 1 = a City, 2 = a Fort, 3 = a Hamlet, 4 = an Edifice, 5 = defenders choice, 6 = invaders choice.

Items in purple are impassable to **all** troops, who treat them as an impassable **Waterway** for pursuing, recoiling, being pushed-back and fleeing purposes.

A **Road** may pass through a **Jungle**, but **all** troops must stay on this road even when pursuing, recoiling, pushed-back or fleeing (combat is in **Bad Going**).

Note that **Lakes** are **Area Terrain** pieces, but are in the Linear Terrain column because they act like **Waterways** (except they don't allow Littoral Landings).

And a **Cliff** is a **Gentle Hill** that has part of it removed and replaced by an impassable vertical **Cliff-face** (troops *entirely* beyond the **Cliff-face** ignore TZ's).

Mountains should be as large as possible, either 4½ x 4½ or 6 x 3 BW in size (consider a **Mountain** as a hill with a **Cliff-face** around its entire perimeter).