

“CREATING THE LAY OF THE LAND” RANDOM TABLETOP TERRAIN FOR HEX BASED MINIATURE WARGAMES.

Gamed on terrain constructed from Hexon II boards and hills (see <http://www.kallistra.co.uk/>)
(you may use a similar system with identical or larger hexes if you prefer).

In order to pick the terrain features at random, you need a normal deck of playing cards and 1D6:

2 of hearts/diamonds = small hill (2-3 hex hill/escarpment)	2 of clubs/spades = small wood (2-3 hex wood)
3 of hearts/diamonds = medium hill (4 hex hill/escarpment)	3 of clubs/spades = medium wood (4-5 hex wood)
4 of hearts/diamonds = large hill (7-8 hex hill/escarpment)	4 of clubs/spades = large wood (6-7 hex wood)
5 of hearts/diamonds = small building	5 of clubs/spades = 1-2 low wall (width = 1 hex side)
6 of hearts/diamonds = medium building	6 of clubs/spades = 3 low walls (to be placed in 1 hex)
7 of hearts/diamonds = large building	7 of clubs/spades = 3-4 low walls (to be placed in 1 hex, in case of 4: create a gateway)

8-9-10-jack-queen-king are left open here, but there are enough other possible terrain features left for any GM to fill this in (depending on the scenario). It goes without saying that all cards for terrain features not present on the battlefield area are removed from the deck (e.g. for a scenario in the desert you might have most or all the “hill” cards in the deck, but only a few (palm) “tree” cards, but a “well” card may added). The same goes for the number of cards in the deck: if a battlefield features 5 hills, only 5 hill-cards will be included in the deck to pick from.

The playing surface is divided in 6 sections and the game master (GM) informs the players how many terrain features are to be placed in each section (e.g. “1 hill and 1 wood in section 1”, “2 hills in section 2” etc). This may also be decided at random by drawing cards.

1	2	3
4	5	6

Prior to laying out the random terrain features (hills, woods etc), the GM places all items of strategic (point)value for the game or with a fixed position (as per scenario) on the table (e.g. town, harbour, river etc).

Both opponents then cast 1D6. Highest score wins and winner draws a card. The winner then places the terrain feature as per card in a section (1-6) of his choice, list permitting (e.g. if section 1 may contain “1 hill and 1 wood”, no 2 hills or 2 woods may be placed there). The second player now draws a card etc. If a section already contains a wood, a hill added later may be placed (partly) under the wooded area or a wood might be placed (partly) on top of a hill etc.

In case of a pure “encounter battle” (= with no fixed position (e.g. town, bridge) held by one side or the other), and after all terrain pieces are in position, the winner of the 1D6 throw mentioned above will cast the die again in order to decide whether he will have to deploy his forces along one side of the table (1-3) or the other (4-6).

Next: go to “deployment on the battlefield”.