

# Hidden Fords

*A simple “fog of war” system for rivers & crossings in tabletop battles*

Hidden fords simulate limited local knowledge, reconnaissance, and the uncertainty of terrain during battle.

At the beginning of the game, the player(s) determines the number of fords available to be discovered during the game play. The total number should usually be no more than 2-3 available fords. Ford markers are set aside to be placed on the tabletop, when a ford is ‘discovered.’ Once the maximum number of fords are discovered, no more fords can be discovered.

## Units Eligible to Discover Fords

Only **Light cavalry, scouts, engineers, or infantry in march column formation** may attempt discovery. Heavy units (artillery, wagons, tanks) cannot scout — they benefit from a ford only after others reveal.

## Discovery Procedure

### Reveal Check

When an eligible unit moves within 1” of the riverbank, they may make a test to determine whether they have discovered a fordable location as long as it is not closer than 12” from any other previously discovered ford(s). Only one eligible unit can make a test per turn along any 18” portion of the river.

**Ford Discovery test:** Roll 1d10.

- On 6+, a deep ford is located and a marker is placed on the tabletop.
- On a 8+, a shallow ford is located and a marker is placed on the tabletop.

### Result of test:

- **Success:** A ford is revealed; all units may now use it.
- **Failure:** No ford here; unit halts for the turn. The unit may move next turn.

## Crossing Effects

- Fords allow crossing at **normal movement rates for crossing a stream or fordable river** as per rules.
- A unit crossing a ford is considered to be in 'road or march column' with applicable modifiers when attacking or being attacked.
- Units crossing a deep ford automatically become **disordered** once the ford has been crossed and before any combat is conducted.
- Artillery may only cross a shallow ford only unless they have engineer support (A unit with Engineer support must be located at the beginning of the turn within 3" of the ford marker.)

## Marker Identification

Use some form of identification that distinguishes a ford as either shallow or deep.

