

Eagles of the Empire Borodino Terrain Chart

RISE

Artillery: +1 to enter, no additional cost to exit
Infantry: +1 to enter, no additional cost to exit
Others: No effect
Bombardment: Blocks line of sight
Cavalry Charge: No effect
Assault: -25%

SLOPE

Artillery: Prohibited unless on trail (+1 to enter.) Road negates penalty
Cavalry: +1 to cross. Road negates penalty
Infantry: +1 to cross. Road negates penalty
Leaders: +1 to cross. Road or Trail negates penalty
Bombardments: Blocks line of sight
Cavalry Charge: Blocks
Assault: -50%
NOTE: See special rules regarding slope effects and rises (21.5)

MARSH

Cavalry: +2 to enter
All others: +1 to enter
Artillery: Prohibited
Bombardment: Blocks line of sight. -50% when bombarding into
Cavalry Charge: -75%
Assault: -25%

CULTIVATED

All units: No effect (unless rain, +1 to enter)
Bombardment: -50% when bombarding into
Cavalry Charge: No effect
Assault: No effect

WOODS

Leaders: No effect
Cavalry: +2 to enter
All Others: +1 MP to enter
Bombardment: Blocks line of sight. -50% when bombarding into
Cavalry Charge: -75%
Assault: -50% for attacker or defender.
(If either is in woods area)

VILLAGE

All units: +1 to enter
Bombardment: Blocks line of sight.
-25% when bombarding into
Cavalry Charge: -50%
Assault: -25%
NOTE: Hamlets have no effect on play.
Smyonovskya has no effect on play. Borodino is a village, not a town.

REDOUBT

All units: No effect
Bombardment: Blocks line of sight.
-75% when bombarding into
Cavalry Charge: Blocks
Assault: -25%
SPECIAL: Absorbs one hit, retreat optional
NOTE: The assault penalty is only through the front of the Redoubt, and is added to the slope effect (for a total of -75%)

FLECHES

All units: No effect
Bombardment: Blocks line of sight.
-50% when bombarding into
Cavalry Charge: Blocks
Assault: No effect
SPECIAL: Absorbs one hit, retreat optional
NOTE: Slope penalties still apply through front

DEFENSIVE WORKS

All units: No effect
Bombardment: -50% for attacker and defender
Cavalry Charge: -50% for attacker and defender
Assault: -50% for attacker and defender

BROOK

Artillery: +1 to cross
All others: No effect
All Combat: No effect

DRY-BROOK

No effect

GULLY- DRY-BROOK

Artillery: Prohibited unless on bridge
(+1 to cross)
Cavalry: +1 to cross
All others: No effect

GULLY- BROOK

Artillery: Prohibited unless on bridge
(+1 to cross)

Cavalry: +1 to cross

All others: +1 to cross

Bombardment: No effect

Cavalry Charge: Blocks

Assault: -25%

GULLY- STREAM and DEFILE-STREAM

Artillery: Prohibited unless on bridge
(+1 to cross)

Cavalry: +2 to cross (+1 to cross at bridge)

All others: +1 to cross

Bombardment: No effect

Cavalry Charge: Blocks

Assault: -50%

DEFILE-BROOK

All: +1 to cross. (No effect at a ford or bridge)

Bombardment: No effect

Cavalry Charge: Blocks

Assault: -25%

DEFILE-DRY BROOK

Artillery: +1 to cross

All others: No effect

All Combat: No effect

RAVINES

All units: impassable

Bombardment: No effect

Cavalry Charge: Prohibited

Assault: Prohibited