

## 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