

Eagles of the Empire Friedland 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: -25%

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: -25% for French, attacking or
defending. -50% for Russian, attacking
or defending. (If either is in woods
area) See optional rules.

VILLAGE

All units: No effect
Bombardment: Blocks line of sight
Cavalry Charge: -50%
Assault: -25%

TOWN

All units: +1 To enter
Bombardment: Blocks line of sight.
-50% when bombarding into
Cavalry Charge: -50%
Assault: -50%
NOTE: Friedland is the only town

SORTLACK

All units: Must stop upon entry
Bombardment: Blocks line of sight.
-50% when bombarding into
Cavalry Charge: -75%
Assault: -50%
NOTE: Maximum stacking is 15 SP. Defender
morale increased by +1

STREAM

All units: +1
Bombardment: No effect
Cavalry Charge: -25%
Assault: -25%
NOTE: The Muhlen Fluss not bound by gully is
a stream

DRIED STREAM

No effect

STREAM - GULLY

Artillery: Prohibited
Cavalry: Prohibited unless on pontoon
(+2 to cross)
Infantry: Prohibited unless on pontoon
(+1 to cross)
Bombardment: No effect
Cavalry Charges: Blocks
Assault: Prohibited

RIVER ALLE

All units: Prohibited unless on pontoon or
bridge
Bombardment: No effect
Cavalry Charges: Blocks
Assault: -50%
NOTE: Assaults can only happen across bridges
and pontoons

FORD

All units: +1 to cross
Bombardment: No effect
Cavalry Charge: see rule 23.2
Assault: see rule 23.2
NOTE: Combat can not happen across a ford
but units crossing a ford may be attacked

ALL ROADS (including secondary roads)

All units: 1 movement point

NOTE: Roads negate the effect of woods, slopes and rises

TRAILS

All units: 1 movement point

NOTE: Roads negate the effect of woods, slopes and rises

ALLE-BRIDGE

Artillery: +1 to cross

Cavalry: +2 to cross

Infantry: +1 to cross

Assault: see ALLE RIVER

ALLE-SLOPE (areas 101, 102, 103, 109, 112, and 120)

All units: +1 to enter

Artillery: Fires with an extra artillery modifier of (+1)

NOTE: Artillery in these areas has 1 hex range