Eagles of the Empire

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

Friedland Terrain Chart

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