TERRAIN EFFECTS

Terrain	Normal movement cost (MP)	Cavalry charge Cost (MP)	Formation	Effects on fire combat		Effect on melee combat	
				Firer (1)	Target (2)	Attacker (3)	Defender (4)
Clear	1	1	**Free**	-	-	-	-
Forest	Inf **2** Cav **4** Art not allowed	6	Inf/cav **general order** or **disorganized**,	**General order** value 1	**-1**	Inf : value **-1** Cav : value **1**	Inf : column Value Cav : value **1**
Marsh	Inf : **3** Cav **6** Art not allowed	Not allowed	Inf/cav in **column** is automatically **disorganized** upon entering except tirailleurs	No effect Does not block line of sight		Inf : value **-2**	Inf : column Value Cav : value **1**
Village Town	Inf and art : **1** Cav : **2**	6	**General Order** except artillery (must be **limbered**) or **disorganized**	**General order** value 1	**-2** No morale check	Inf : value **-2** (**-1** from town to town) Cav : value **1**	Inf / art : Normal Cav : value **1** No morale check
Fortified wall	If no gate : Inf **+3** Cav & Art not allowed If gate : all **+1**	Not allowed	**Free**	-	**-2** if through the wall even with gate	Inf : value **-1** Except gate (no effect)	-
Slope	Inf **+1** climbing Cav / art : **+2** climbing, **+1** going down	**+2** going up or down	**Free**	If not adjacent, check line of sight		Value **-1** if attack low to high	-
Stream	Inf **+1** (**+2** line) Cav **+2** Art **+3**	**+6**	**Free**	-	-	Inf : value **-1** Cav : value **1**	-
Road	**Column**, **limbered**, **disorganized**: ignore obstacles and facing changes. Bonus 2 MPs if whole movement on road Charge : no effect			-	-	-	-
River	Impassable			-	-	Impossible	-
Bridge	No effect on movement Charge on bridge : **+6**			-	-	Inf : value **-1** In **column** Cav : value **1**	-

Note : The terrain of the <u>attacking</u> unit determines its formation (general order if attacks from a forest for example), and the terrain of the defender determines the modifiers (value –2 if attacking a village for example).

(1) Firer : the unit in this terrain has a fire value of #
(2) Target : the unit attacking this terrain has a fire value modified by #
(3) Attacker : the unit attacking into this terrain has a melee value (not melee strength) modified by #
(4) Defender : the unit defends in this terrain with a melee value equal to #

Vive l'Empereur !