

Terrain Effects Chart

Terrain in hex/hexside	Infantry (5mp)	Artillery (5mp)	Cav (8mp)	Horse Art (8mp)	Commanders (8mp)	Effect on Combat
Clear	1	2	1	2	1	None
Woods	1	3	2	3	1	Obstructs LOS adds 1 elevation level to hex. NC NR
Pike	1/4*	1/4**	1/4*	1/4**	1/4**	None
Road	1/4* night/rain: 1/2	1/4** night/rain: 1/2	1/4* night/rain: 1/2	1/4** night/rain: 1/2	1/4** night/rain: 1/2	None
Trail	1/2* night/rain: 1	1/2** night/rain: 1	1/2* night/rain: 1	1/2** night/rain: 1	1/2** night/rain: 1	None
Rail Road	1/2*	1/2**	1/2*	1/2**	1/2**	None
Embankment	+1	+1	+1	+1	no effect (NE)	+1 DRM when attacking into.
Sunken Road	1/2*	1/2**	1/2*	1/2**	1/2**	+1 DRM when attacking into. NR
Town	1/4 (1 when not using road movement)	1/4 (2)	1/4 (1)	1/4 (2)	1/4 (1)	Blocks LOS, adds 1 elevation level to hex. -1 art firing into. NC NR
Steep Slope hexside	+1	+1	+1	+1	NE	+1 DRM when attacked across hexside
Creek (Bridge) hexside	+1 (0)	+2 (0)	+1 (0)	+2 (0)	+1 (0)	+1 DRM when attacked across hexside.
Ford hexside	0	+1	0	+1	0	+1 DRM when attacked across hexside.
Stone Wall hexside	+1	+2	+2	+4	+1	+1 DRM when attacked across hexside. NE if there's a breastwork in the hex.
Elevation change	NE	NE	NE	NE	NE	See combat tables for DRM. Can block LOS.
Stream	NE	NE	NE	NE	NE	NE
Orchards groves	NE	NE	NE	NE	NE	NE

* When not using road-movement cost is same as other terrain in hex.
 ** When not using road-movement, treat as clear terrain.

NR not required to retreat
 NC no cavalry charge allowed