

# Eagles Quick Reference Sheet

## Infantry

### When Being Targeted

### When Targeting

When in Line

Normal

Fire only/No Shock  
+1Fire at artillery

When in Column

Artillery Fire at +1F

Shock OK/Fire at F1  
Cannot Shock Cavalry  
+1Shock/Fire at artillery

When in Square

Cannot be Shocked  
Artillery Fire at +1F  
Morale +1

Fire at F1/No Shock

Hills

Normal

When defending +1 CV

Woods

Attacking Inf. Fire & Shock at -1 CV

Fire & Shock at -1CV

Buildings

Fire only/No Shock  
Must be in Line

Fire only/No Shock

## Cavalry

Does Not Change Formation

Hills

When defending +1 CV

Woods

Cannot be in woods

Cannot attack woods

Buildings

Cannot be in buildings

Fire only/No Shock

**Note:** May only target blown cavalry for Shock. Blown cavalry may only Fire at F1 until recovered. Cavalry recovers from being blown at the instant that it is no longer engaged.

## Artillery / Horse Artillery

Does Not Change Formation

Engaged infantry Fire & Shock at +1 (except when in square)

Hills

When defending +1 CV

Woods

Cannot be in woods

Cannot attack woods

Buildings

Cannot be in buildings

Fire only/No Shock

**Note:** Artillery and horse artillery never may use Shock. Foot Artillery cannot move to engage; horse artillery can engage. Horse artillery can move and fire in the same turn.