Terrain Effects Chart.

Units advancing after Shock Combat can ignore the ▼, unless the cell is shaded yellow
Movement is prohibited if the cell is shaded grey

Simple Great Battles of History
GMT Games

▼=1 hit	Terrain Type	PH	DD PH	HI, CO (Con)	LG, CO(Vet), CO(Rec), LI AT	MI, LP	BI	SK	Leaders	Cavalry	EL	CH	Units in Column	Shock DRM
Hexes	Clear	1	1	1	1	1	1	1	1	1	1	1	1	
	Woods	3 or 2+▼	3 or 2+▼	3 or 2+▼	3 or 2+▼	3 or 2+▼	2	2	3 or 2+▼	3 or 2+▼	2		3 or 2+▼	-1
	Broken/Rocky	2 or 1+▼	2 or 1+▼	2 or 1+▼	1	1	1	1	2 or 1+▼	2 or 1+▼	1		1	-1
	Marsh	3 or 2+▼	3 or 2+▼	3 or 2+▼	3 or 2+▼	3 or 2+▼	2	2	3 or 2+▼	3 or 2+▼			3 or 2+▼	-1
Hexsides	Stream	1 or ▼	1 or ▼	1 or ▼	0	0	0	0	0	0	0	0	0	
	River	2+▼	2+▼	2+▼	3 or 2+▼	3 or 2+▼	2	3 or 2+▼	3 or 2+▼	3 or 2+▼				-2/-1
Major Rivers	Alexander	2 or 1+▼	2 or 1+▼	2 or 1+▼	2 or 1+▼	2 or 1+▼	1	2 or 1+▼	2 or 1+▼	2 or 1+▼	1		1	-1
	Caesar/Gaul													
Minor Rivers	Alexander	2 or 1+▼	2 or 1+▼	2 or 1+▼	2 or 1+▼	2 or 1+▼	1	2 or 1+▼	2 or 1+▼	2 or 1+▼	1		1	
	Caesar/Gaul	3 or 2+▼	3 or 2+▼	3 or 2+▼	3 or 2+▼	3 or 2+▼	2	3 or 2+▼	2+▼	2+▼			2	-1
	Rocky River Bed	3 or 2+▼	3 or 2+▼	3 or 2+▼	3 or 2+▼	3 or 2+▼	2	3 or 2+▼	3 or 2+▼	3 or 2+▼			2	
	Steep Bank	2 or 1+▼	2 or 1+▼	2 or 1+▼	2 or 1+▼	2 or 1+▼	1	1	2 or 1+▼	2 or 1+▼	1		1	
Level Changes	Up 1	2 or 1+▼	2 or 1+▼	2 or 1+▼	1	1	1	1	1	1	1	1	1	-1
	Up 2	2+▼	2+▼	2+▼	2+▼	2+▼	2	2+▼					2	-2
	Up 3							3+▼						
	Down 1	1 or ▼	1 or ▼	1 or ▼	0	0	0	0	0	0	0	1 or ▼	0	+1
	Down 2	1+▼	1+▼	1+▼	1+▼	1+▼	1	2 or 1+▼					2 or 1+▼	+1
	Down 3							3+▼						
Roads	Roman Road	½	½	½	½	½	½	½	½	½	½	½	½	
	Dirt Road	Use other terrain in hex												
	Bridge	Use other terrain in hex											0	
	Change Facing (per vertex)	1	1	1[a]	1[a]	1	1	0	1	1	2	2	1[b]	
	Reverse Facing	3												
	Stack w/Friendly Unit	1		1	1	1	1	1	1					
	Change Stack Position	2		2	2	2	2	2						

► If unit with which leader is stacked is eliminated, leader is displaced (removed from map)

► Double-sized unit uses most damaging of two hexes

► If stacked units receive hit due to movement, both units receive hit

[a] If Roman, may face in any direction for 1 MP
[b] Do not pay Facing change costs to conform to Roman Road

Fortification Effects Chart

		Movement Costs		Missile DRM				Shock DRM
		Not in Column	In Column	J	A	S	AT	
Moving/Attacking from Outside	Gate	+2	+1	Use fort terrain that Gate passes through				-1
	Ditch/Berm	+2+▼	+2+▼					-2
	Wall	+3+▼	+3+▼	+4	+2	+1		-3
	Tower w/Wall	+4+▼	+4+▼	+3	+1	+1		-4
	Rampart	+3+▼	+3+▼	+3	+1	+1		-3
	Tower w/Rampart	+4+▼	+4+▼	+3	+1	+1		-4
Moving/Attacking from Inside	Gate	+2	+1	Use fort terrain that Gate passes through				
	Ditch/Berm	+2 or +1+▼	+2 or +1+▼					-1
	Wall	+3 or +2+▼	+3 or +2+▼	+4	+2	+1		-2
	Rampart	+2 or +1+▼	+2 or +1+▼					-1
	Tower	+1	+1	-1	-1	-1	-1	

► If attack involves different modifiers, use that which favors Defender
► If unit with which leader is stacked is eliminated, leader is displaced (removed from map)
► If stacked units receive hit due to movement, both units receive hit
► AT may not fire through walls or ramparts, unless AT is in Tower

Missile Range and Results Chart

► Reduced units, EL, Roman LG/CO J units, F and X armed units have no missile capability

All modifiers are cumulative

-1	Target is at a lower elevation
-1	AT firing at EL
+1	For each hit the firing unit has incurred
+1	If firing unit is a Slinger, Archer, or Cavalry which moved/will move during activation
+1	Hit and run vs. EL
+1	Target is CAT HC, HI, PH, or non-SK Slinger
+1	Target is in Woods
+2	Hit and run by Foot Javelin
+2	Target is HI or PH and firing unit is an adjacent Archer or Slinger firing through frontal hex of target
?	Fortification modifiers

If die roll [Hit Rating Number, target takes 1 hit

		Range in Hexes							
		Hit Rating Number							
	Missile Type	1	2	3	4	5	6	7	8
S	Slinger	3	2	0c					
S	Non-SK/SK* Infantry in Tower or on Rampart	2							
A or B	Archer	5	3	3	1	0c			
C	Archer	4	5	7	7	4	0c		
J	Foot Javelin	6	0c						
J	Mounted Javelin	4	0c						
B	Scorpion Catapult Oxybeles Bolt	7	5	5	3	2	1	0	0c
	Ballista	9d	7	6	4	3	2	1	0c
	Dart (only vs EL)	4	1	0c					

► If leader is in hex and die roll = 0, roll again. If die roll again = 0, leader is killed.
► If unit with which leader is stacked is eliminated, leader is displaced (removed from map)
► Hits to stacked units divided equally, odd hits to top unit.
► Hits to stacked units, top unit receives hit. (7.14)
► EL have no missile fire capability
► GC have J capability:

Adjacent to enemy	Use Foot Javelin
Hit and Run Missile Attack from 2 hex range	Use Foot Javelin
All other cases	Use Mounted Javelin

Size Ratio DRM

Not used if all Attackers OR all Defenders are EL, CH, SK/SK*
Use if all Attackers AND all Defenders are EL, CH, SK/SK*

Size Difference	≥ 2 points greater	≥ 2 times greater
Attacker	+1	+2
Defender	-1	-2

c Only if in a Tower
d May not fire at this range if in a Tower

Weapons System DRM Matrix

Defender →	PH		DD PH DD HO		LG CO (Vet)		HI		CO (Rec)		MI		CO (Con)		BI		LP		LI		SK/SK*		HC		RC		BC		LN		LC		EL		CH		GC	
Attacker ↓ / Defender Orientation	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear	Front	Flank/Rear
PH	0	+4	-1	+5	0	+4	0	+4	0	+4	+3	+4	+3	+4	+3	+4	+3	+4	+3	+4	+5	+5	+1	+3	+1	+3	+1	+3	+2	+4	+2	+4	-2	+3	-1	+5	+1	+3
DD PH DD HO	+1	+5	0	+6	+1	+5	+1	+5	+1	+5	+4	+5	+4	+5	+4	+5	+4	+5	+4	+5	+6	+6	+2	+4	+2	+4	+2	+4	+3	+5	+3	+5	-1	+4	0	+6	+2	+4
LG CO (Vet)	-1	+4	-2	+5	0	+4	+1	+4	+1	+4	+2	+4	+2	+4	+1	+4	+2	+4	+2	+4	+4	+4	0	+3	0	+3	0	+3	+1	+3	+1	+3	-2	+2	-1	+5	0	+2
HI CO (Rec)	0	+3	-1	+4	-1	+3	0	+3	0	+3	0	+3	0	+3	0	+3	+3	+3	+3	+3	+4	+4	0	+3	0	+3	0	+3	+1	+3	+1	+3	-2	+2	-2	+4	0	+2
MI CO (Con)	-1	+3	-2	+4	0	+3	-1	+3	-1	+3	0	+3	0	+3	-1	+3	0	+3	0	+3	+4	+4	0	+2	0	+2	0	+2	+1	+3	+1	+3	-2	+2	-2	+4	0	+2
BI	-4	+3	-5	+4	-1	+3	0	+3	0	+3	0	+3	0	+3	0	+3	+3	+3	+3	+3	+4	+4	0	+2	0	+2	0	+2	+1	+4	+1	+4	-3	+1	-2	+4	0	+2
LI	-5	+3	-6	+4	-4	+3	-1	+3	-1	+3	-1	+3	-1	+3	-3	+3	0	+3	0	+3	+3	+3	-1	+2	-1	+2	-1	+2	0	+2	0	+2	-3	+1	-3	+3	-4	+2
LP	-2	+3	-2	+4	-4	+3	-1	+3	-1	+3	-1	+3	-1	+3	-3	+3	0	+3	0	+3	+3	+3	-1	+2	-1	+2	-1	+2	0	+2	0	+2	-3	+1	-3	+3	-4	+2
SK*	-6	+2	-7	+3	-6	+2	-6	+2	-6	+2	-5	+2	-5	+2	-6	+2	-1	+2	-1	+2	0	0	-5	0	-5	0	-5	0	-4	+1	-1	+1	-3	0	-1	+2	-5	0
HC	-4	+3	-5	+4	-1	+3	-4	+3	-1	+3	0	+3	0	+3	-1	+3	-3	+3	0	+3	+4	+4	0	+2	0	+2	0	+2	+3	+3	+3	+3			-2	0	-3	+2
RC	-4	+3	-5	+4	-1	+3	-4	+3	-1	+3	0	+3	-1	+3	-1	+3	-3	+3	0	+3	+4	+4	-3	+2	0	+2	-3	+2	+1	+3	+3	+3			-2	0	-3	+2
BC	-4	+3	-5	+4	-1	+3	-4	+3	-1	+3	0	+3	0	+3	-1	+3	-3	+3	0	+3	+4	+4	0	+2	+2	+2	0	+2	+1	+3	+3	+3			-2	0	-3	+2
LN	-5	+2	-6	+3	-2	+2	-4	+2	-2	+2	-1	+2	-1	+2	-2	+2	-3	+2	0	+2	+3	+3	-1	+2	-1	+2	-1	+2	0	+2	+2	+2			-3	+3	-4	+2
LC GC	-5	+2	-6	+3	-3	+2	-5	+2	-3	+2	-4	+2	-2	+2	-5	+2	-4	+2	-2	+2	+3	+3	-1	+1	-1	+1	-1	+1	0	+2	0	+2			-3	+3	-4	+1
EL	-4	+5	-5	+6	0	+5	0	+5	0	+5	+1	+5	+1	+5	-1	+5	+2	+5	+2	+5	+5	+5	+4	+5	+4	+5	+4	+5	+4	+5	+5	+5	0	+2	+2	+5	+4	+5
CH	0	+5	-1	+6	0	+5	+1	+5	+1	+5	+1	+5	+1	+5	+1	+5	+2	+5	+2	+5	+5	+5	+4	+4	+4	+4	+4	+4	+5	+5	+5	+5	0	+4	0	+5	-2	+4

► Attacking unit stacked with Leader: +1. If Leader has Heroic Charisma, +1 to all units within 2 hexes

► Defending unit stacked with Leader: -1. If Leader has Heroic Charisma, -1 to all units within 2 hexes

► If >1 unit is attacking/defending, total Sizes, choose unit type for Weapon Type DRM, attacker first (do not include AT)

► If 2 units attack 1 defender, 1 from Front, 1 from Flank/Rear, use Flank/Rear

► If double-sized unit attacks from Front and Flank, use Front

► If attacker is in ZOC of enemy unit that is in attacker's Flank/Rear, use Front

► Attacking GC may use either GC or LI row

Shock Results   ▼ = 1 hit

	Effect on Defending Unit/Stack		Effect on Attacking Unit/Stack		Rout/Reduce Stack Effects
	Units w/Reduced Side	Units w/out Reduced Side	Units w/Reduced Side	Units w/out Reduced Side	
<-2	No effect	No effect	Reduced + Retreat keep ½ of hits (rounded down) New TQ = Old TQ − 2	Rout	All
-2/-1	No effect	No effect	Die roll +2 > TQ: Reduced + Retreat, keep ½ of hits (rounded down) New TQ = Old TQ − 2 Die roll +2 ≤ TQ: ▼▼▼ + Retreat	Die roll +2 > TQ: Rout Die roll +2 ≤ TQ: ▼▼▼ + Retreat	Top
0/1	No effect	No effect	Die roll > TQ: Reduced + Retreat keep ½ of hits (rounded down) New TQ = Old TQ − 2 Die roll ≤ TQ: ▼▼ + Retreat	Die roll > TQ: Rout Die roll ≤ TQ: ▼▼ + Retreat	Top
2	▼	▼	▼▼ and Retreat	▼▼ and Retreat	
3/4	▼	▼	▼▼	▼▼	
5/6	▼▼	▼▼	▼	▼	
7	▼▼ and Retreat	▼▼ and Retreat	▼	▼	
8/9	Die roll > TQ: Reduced + Retreat keep ½ of hits (rounded down) New TQ = Old TQ − 2 Die roll ≤ TQ: ▼▼ + Retreat	Die roll > TQ: Rout Die roll ≤ TQ: ▼▼ + Retreat	No effect	No effect	Top
10/11	Die roll +2 > TQ: Reduced + Retreat keep ½ of hits (rounded down) New TQ = Old TQ − 2 Die roll +2 ≤ TQ: ▼▼▼ + Retreat	Die roll +2 > TQ: Rout Die roll +2 ≤ TQ: ▼▼▼ + Retreat	No effect	No effect	Top
12+	Reduced + Retreat keep ½ of hits (rounded down) New TQ = Old TQ − 2	Rout	No effect	No effect	All

► Reduced unit retains ½ of hits (round down)
► If unit with which leader is stacked is eliminated, leader is displaced (removed from map)
► Use top unit's TQ for stacked units
► Hits to stacked units divided equally, odd hits to top unit.
► If there is no eligible hex into which the unit can retreat, +2▼ instead