

# Clash of Giants II

## Player Aid Card

### 1st Ypres Terrain Effects Chart

Terrain Type	MP Cost	Combat Effect	Other
Clear	1	NE	–
Railroad	OT	NE	–
Broken	2	+1 DF	–
Forest	2	+1 DF	–
Flooded Plain	1	NE	–
Flooded Hex	All	NE	No Attacks Out
River	NE	+1 DF <sup>1</sup>	–
Broken-Forest	3	1L	–
Village	OT	OT	NRT <sup>2</sup>
Town	OT	+1 DF	NRT <sup>2</sup>
City	OT	1L	NRT <sup>2</sup>
All Sea Hex	P	P	–

NE = No Effect

OT = Use Other Terrain in hex

P = Prohibited

All = All MPs

+1 DF = Provides defender with one extra Defense Factor

1L = Shift CRT one column left

NRT = No Retreat Terrain (units may ignore 1-hex retreat results).

No Attacks Out = Units may not attack out of Flooded Hexes.

#### NOTES

1 = River combat benefits are only applicable if all attackers are attacking across a river hexside.

2 = This applies to First Ypres only: Units in Village, Town and City hexes may ignore one hex retreat results only (10.2).

### G Galicia Terrain Effects Chart

Terrain Type	MP Cost	Combat Effect	Other
Clear	1	NE	–
Railroad	OT	NE	–
Forest	2	+1 DF	–
Marsh	2	+1 DF	–
River	NE	+1 DF <sup>1</sup>	–
Major River	+1	1L <sup>1</sup>	–
Mountain	3	1L	–
Mountain Pass	1	1L	–
Village	OT	NE	–
Town	OT	+1 DF	–
City	OT	1L	–
Friendly Fort <sup>3</sup>	OT	1L <sup>2</sup>	NRT
Enemy Fort <sup>3</sup>	P	1L <sup>2</sup>	NRT

Przemysl = (See 10.2 in the Galicia Rules)

NE = No Effect

OT = Use Other Terrain in hex

P = Prohibited

+1 DF = Provides defender with one extra Defense Factor

1L = Shift CRT one column left

NRT = No Retreat Terrain (units may ignore retreat results)

#### NOTES

1 = River and Major River combat benefits are only applicable if all attackers are attacking across a river hexside.

2 = Units defending in a fort hex (but not forts defending alone) get a 1L shift in the combat odds. The Attacker Loss Limit is ignored in attacks on fort hexes.

3 = Enemy ZOCs do not extend into a Fort hex.

### Combat Resolution Chart

	Combat Odds							
	1-3*	1-2	1-1	2-1	3-1	4-1	5-5	6-1
<b>DRMs:</b>	+2/N	+1/-1	0/0	-1/+1	-2/+2	-3/+3	-3/+3	N/+3
<b>Attacker Loss Limit</b>	All	All	All	4**	3**	2**	1**	None**

\*Only attacking units must roll at odds of 1-3 or less—defending units are not affected. All attacking units must roll, and each must apply a +2 DRM.

\*\*Treat as “All” if attacking fortified zones or forts.

**N:** do not roll for defender at 1-3 or less; do not roll for attacker at 6-1 or better. *Exception: in attacks on fortified zones or forts at 6-1 or better attackers treat as -3 instead.*

**All:** All attacking units must roll for loss.

Modified die rolls greater than 6 or less than 1 are always treated as ‘6’ and ‘1’ respectively. Natural die rolls of 1 and 6 ignore drms.

### TER Modifiers

A unit’s TER may never be modified below 1. The only TER modifier in First Ypres and Galicia is supply:

–2 Unit is Out of Supply

**CAVALRY:** A cavalry unit attacked by infantry has an automatic TER of 1.



**GMT Games, LLC**

P.O. Box 1308  
Hanford, CA 93232-1308  
www.GMTGames.com