

Player Aid Card

Sequence of Play 4.0

1. Dawn Phase
2. Daylight Phase
3. Night Phase
4. End Phase

Weather Table 4.1.1

Each Dawn Phase the British player makes a dr to determine the starting weather for that turn.

dr	Weather	Effects
1-4	overcast	-1 MF artillery DV +2 no air support
5-6	clear	air support available

Note: The starting weather on the November 20 turn is clear. Do not roll a die.

Bridge Demolition 14.1

An attempt is successful on a $dr \geq 7$; subject to the following modifiers:

Areas:

- +3 if free
- +2 if contested, friendly-controlled
- +1 if contested, enemy-controlled
- 1 at the Canal du Nord

Surprise:

- 1 any demolition attempts on November 20th

Haig Decision Die Roll 13.1.2

Each End Phase beginning with the November 21 turn the British player must make a dr. The dr is modified as follows:

- +2 British contest or control area 1
- +2 British contest or control area 5
- +1 British contest any area east of the Canal de St. Quentin, or zone G
- +2 British control any area east of the Canal de St. Quentin, or zone G

If the dr is ≥ 7 ; play continues.

If the dr < 7 ; game is over, make final victory check.

Either player may spend the advantage to change Haig's mind.

Artillery Refit Die Roll 12.5

A dr is made for each Hurricane Barrage marker that is used side up. The player makes the dr and consults the following table:

Game Turn	British	German
November 20	4	-
November 21-25	5	5
November 26-30	6	4
December 1-3	6	6

If the dr is \geq the number indicated flip the marker to its fresh side.

If the dr is $<$ the number indicated the marker remains used side up.

Ammunition Refit Die Roll 12.4

Game Turn	British	German
November 20	DR+3	dr
November 21-22	DR	dr
November 23-29	dr	DR
November 30	dr	DR+3
December 1-3	dr	dr

Infantry Refit 12.7

Beginning November 25, one exhausted British infantry unit in zone J or K and one exhausted German infantry unit anywhere on the map may flip fresh each Night Phase.

Tank Refit Die Roll 12.6

	→			if dr is ≤ 2			if dr is > 2
	→			if dr is ≤ 2			if dr is > 2
	→			if dr is ≤ 1	Eliminate		if dr is > 1

Hurricane Barrage 9.2

AV

- 7 – the attack value of the Hurricane Barrage marker
- +2 – more than 3 enemy units are in the target area

DV

- 1 to 4 – the terrain effects modifier of the target area
- +2 – in overcast weather

Barrage Casualty Points 9.3

Infantry, Cavalry, Garrisons:

- A. Each unit that becomes exhausted: 2 CP
- B. Each exhausted unit eliminated: 2 CP
- C. Each fresh unit eliminated: 4 CP

Tanks:

- D. Each unit that becomes exhausted: 3 CP
- E. Each exhausted unit eliminated: 3 CP
- F. Each fresh unit eliminated: 6 CP

Partial results *must* be applied, even if that means the defender absorbs more CP than called for by the difference between the AT and DT.

Attack Value (AV) 11.4.2

The AV is equal to the sum of:

- A. The attack factor of any one assaulting unit (the point unit) of the attacker's choice,
- B. +1 for each additional unit participating in the assault,
- C. +1 for each Direct Support artillery marker in the assaulted area,
- D. +1 for the friendly Air Support marker in the assaulted area,
- E. -1 for each *different* division participating in the assault

Defense Value (DV) 11.4.3

The DV is equal to the sum of:

- A. The defense factor of any one defending unit (the forward unit) of the defenders choice,
- B. +1 for each additional fresh defending unit other than the forward unit,
- C. +1 to +4 Terrain Effects Modifier of the area being assaulted,
- D. +1 for each of the defender's Hurricane Barrage markers that are currently fresh (i.e., not used yet),
- E. +2 if any of the attacking units crossed a canal boundary while making a mandatory assault

Assault Casualty Points 11.6

- A. Each fresh unit eliminated: 3 CP
- B. Each fresh unit that becomes exhausted: 1 CP
- C. Each exhausted unit eliminated: 2 CP
- D. Each exhausted unit that retreats: 1 CP

Retreat Priorities 11.7.2

1. A free area adjacent to the least number of enemy-controlled areas.
2. A friendly-controlled, contested area.
3. An enemy-controlled, contested area.

Movement Costs 10.1

- 1 MF Enter a vacant area
- 2 MF Enter a vacant area adjacent to a fresh enemy unit
- 3 MF Enter an area containing only exhausted enemy units
- 4 MF Enter an area containing a fresh enemy unit
- All MF Cross a canal without using a bridge (*infantry* only)