

Player Aid Card

Combat Tables

Artillery Fire – Base Success Number = 5	
Target's Point Unit is Armor Class and/or protected by Field Works (not cumulative)	-1
<i>Optional (18.6) – Target is the Defender</i>	-1
<i>Optional (18.6) – Targeted Point Unit is Infantry Class and not in Field Works</i>	+1
Ground Fire – Base Success Number = 5	
Targeted Point Unit is Armor Class and/or protected by Field Works (not cumulative)	-1
Terrain Modifier if Target is Defender (only) <i>Equals Terrain Difficulty Number of the Defended Area</i>	Subtract TDN
Troop Quality Modifier <i>Compare firing Units and Assets to opposing Point Unit, then see TQ Modifier Matrix Below</i>	See TQ Matrix
Targeted Units have a River Assault Marker	+1
Firing Unit is conducting a River Assault	-1
Firing Unit is Armor Class	+1
Firing Unit is receiving Air Support (17.21)	+2
Firing Unit is Unsupplied or Disordered	-1 (each)

TQ Modifier Matrix [Attacker vs. Defender]	Targeted Point Unit			
	Elite	Veteran	Green	
Firing Unit or Asset	Elite	0	+1	+2
	Veteran	-1	0	+1
	Green	-2	-1	0

Morale Table

Morale Checks (6.7) – Success Number = 5	
Unit is Elite	+2
Unit is Veteran	0
Unit is Green	-2
Unit is Unsupplied or Disordered (for each)	-1

Extended Sequence of Play

Reinforcement Phase

- Both Players move any reusable Special Action(s) from the Used Box to the Available Box (4.1a).
- Both Players move all remaining Assets from their Used Box into their Selection Cup (4.1b).
- Both sides place new Units in their Entry Areas (4.1c).
- Both sides place arriving Assets and Event Chits into the Selection Cup (4.1d).

First Player Turn

Admin Phase

- Both Players draw Asset/Event Chits from their Selection Cup and place them in the Available Box (4.2a).
- Phasing Player plays and resolves Event Chits and performs Engineering Functions, as desired (4.2b).
- Non-Phasing Player plays and resolves Event Chits and performs Engineering Functions, as desired (4.2c).

Operational Movement Phase

- Each Unit may be placed in Reserve, move, build Field Works, or do nothing (5.21, 5.22, 5.23, 5.24).
- Mark any River Assaults, as appropriate (5.34).
- Correct overstacking by retreating Units (5.1).

Strategic Movement Phase

- Units marked with a Reserve marker may move using the Strategic Movement Rules (5.4 & 14.8).
- Remove the Reserve Marker from units so moved (5.4).

Combat Phase – For each Area where Combat is required or desired:

- Defender decides if he will spend a Special Action to reinforce or retreat (6.21).
- Attacker assigns Assets (6.22).
- Defender assigns Assets (6.23).
- Both sides declare Point Unit (Defender first) (6.24).
- Both sides reveal Units if Newly Contested Area (6.24).
- Attacking Artillery fires (6.25).
- Defending Artillery fires (6.26).
- Ground units and Battle Assets fire in the following order:
 - Defenders Fire (6.27).
 - Attackers Fire (unless attack aborted) (6.28).
- Both sides place remaining Assets in Used Box (6.29).

Reaction and Breakthrough Phases

- Non-Phasing Player moves Reserves (7.2).
- Phasing Player moves Reserves / Exploitation Units (7.3).
- Combats caused by Breakthrough Movement and/or Special Action expenditure are resolved, with a limit of one Combat Round per Area (7.4).

Supply Phase

- Both Players verify control of Areas (9.2).
- Both Players check the supply status of all Units and place or remove Unsupplied Markers, as appropriate (9.31).
- Both Players remove Recovering Markers and then flip Disordered Markers to the Recovering side (9.34).
- The Phasing Player makes Morale Checks for his Unsupplied Units (9.4) – Roll twice for turns 6-9 (14.93).
- The Non-Phasing Player Removes Reserve Markers from his Units, and also removes all Field Works Markers from Areas that are Contested, all Road Blocks and Defended Road Blocks, and all River Assault Markers (9.4).

Second Player Turn

- Repeat the Phases outlined for the First Player Turn above, with the Second Player becoming the Phasing Player, and the First Player becoming the Non-Phasing Player.

Victory Check Phase

- Determine and mark Current Victory Point Level (19.3).
- Check for Sudden Death Victory (19.4).

Game Turn Advancement

- If no Sudden Death Victory, advance Turn Marker to the Next Game Turn (3.5).

Player Aid Card

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