

Rulebook Errata

2.1.1 Areas

Areas are separated from each other by one of two types of boundary lines. Solid black lines are open ground, blue lines are canals. **Historical Note:** The Canal du Nord did not actually have water in it at the time of the battle, but is treated as a canal for game purposes. The canal is located on the western side of the map.

2.2.1.1 Garrison



5.3 Eliminated Units

Eliminated garrison units are returned to play during each Dawn Phase. They may be placed in any German-controlled free area. There can never be more than one garrison unit per area.

6.2 Overcast

Air markers are flipped to their **grounded** side and are not available; and

7.1 Stacking

Each side may have a maximum of nine units per area or zone. **Exceptions: British Tank and German Garrison (max 1/area) units stack for free.**

10.5.3 Operational Sectors

On the November 20 and 21 game turns, the following units are restricted by operational sector: British Infantry Divisions with colored division identifiers may only enter areas with their operational sector number and areas with no operational sector number. Tank units may only enter areas with an operational sector color matching the unit's battalion ID color and areas with no operational sector number. Cavalry and the 40th Infantry Division are the only British units not bound by operational sector restrictions.

13.1.2 Haig Decides

+2 if the British control or contest area 1

+2 if the British control or contest area 6

+1 British contest any area east of the Canal de St. Quentin (eastern canal), or zone G

+2 British control any area east of the Canal de St. Quentin (eastern canal), or zone G

14.1 Bridge Demolition

-1 at the Canal du Nord (western canal)

16.2 Opening Barrage

During his impulse "0" the British player conducts a Hurricane Barrage against areas 1, 3, 9, 10 and Zone H. These bombardments are resolved normally, one at a time (see 9.2), in any order of the British player's choosing. After all five barrages are resolved both British Hurricane Barrage markers are flipped to their used sides. Play proceeds immediately to German impulse "1" after these bombardments.

In subsequent turns the Hurricane Barrage markers may attack only one area apiece, and only one Hurricane Barrage marker may attack per assault impulse.

17.2.1 Tank Fright

16.7 Tank Assaults applies for November 20 and November 21 turns.

Player Aid Cards

Bridge Demolition 14.1

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

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

Haig Decision Die Roll 13.1.2

+2 British contest or control area 1
+2 British contest or control area 6
+1 British contest any area east of the
Canal de St. Quentin (eastern), or zone G
+2 British control any area east of the
Canal de St. Quentin (eastern), or zone G

+2 British contest or control area 1
+2 British contest or control area 6
+1 British contest any area east of the
Canal de St. Quentin (eastern), or zone G
+2 British control any area east of the
Canal de St. Quentin (eastern), or zone G

Tank Refit Die Roll 12.7

if dr is \leq 3 if dr is $>$ 3

if dr is \leq 3 if dr is $>$ 3

Infantry Refit 12.7

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

Bridge Demolition 14.1

An attempt is successful on a dr $>$ 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 (western canal)

Surprise:

-1 any demolition attempts on November 20th