

ROYAL TANK CORPS PLAY AID CARD

BOMBARDMENT

Perform vs. Artillery or Non-Artillery

OT:

- Strength of lead artillery (1)
- +1 for each supporting artillery
- + 2d6 (2), (3)

DT:

- TEM x 2 of target area (4), (5)
- + 2d6

Notes:

- Strength = 1 if range is ≥ 4 or through blocked area, and friendly unit not in adjacent area.
- Hurricane barrages +3d6.
- DR ≥ 8 , Out of Ammo; Friendly Fire?
- If barraging artillery, TEM always is considered a "4," for a total of "8".
- 1 for each non-artillery unit >4 , if target, but never less than 1 for TEM.

BOMBARDMENT CP

If OT - DT ≤ 0 , Bombardment failed
If OT - DT ≥ 1 , inflict that many CP

Artillery:

- 2 CP flip to spent
- 2 CP eliminate spent
- 4 CP eliminate fresh

Non-Artillery:

- 3 CP flip to spent
- 3 CP eliminate spent
- 6 CP eliminate fresh

Notes:

- Partial results must be applied, even if this means defender takes more losses than actually called for.

ASSAULTS

Perform vs. All Enemy in Area

OT:

- Attack Factor of lead unit (1)
- +1 for each supporting unit (2), (3)
- +1 (Max) Divisional Integrity (4)
- + 2d6 (5)

DT:

- Defense Factor of one defending unit
- Bombardment factor of one fresh artillery under attack (6)
- +1 for each supporting fresh defender
- +1 for SOS barrage (7)
- + TEM
- + 2d6

Notes:

- Lead unit may not be artillery
- Cavalry may not support unless lead unit is cavalry
- British 51st and Tanks may not support one another.
- Must be 3 Infantry units.
- If DR ≥ 7 , Tank Breakdown.
- Only if lead defender is infantry.
- If lead defender is of same division.

LEAVE AREA WITH ENEMY

Stosstruppen:

May enter area with other units. Must stop in first new area.

Other:

May only enter friendly controlled area that contains no enemy units. Must stop.

ASSAULT RESOLUTION

OT - DT ≤ 0 , Attack fails:

Attackers must retreat to where they entered from (unless they began in that Area), lead unit is eliminated, all others are spent.

OT - DT > 0 , Attack succeeds:

Defender must take CP.
Overrun is possible.

ASSAULT CP

- 2 CP flip to spent
- 2 CP eliminate spent
- 4 CP eliminate fresh
- 2 CP retreat spent (1)

Notes:

- Elimination comes before retreat, therefore you can't retreat, then eliminate.

OVERRUNS

If tank or Stosstruppen were lead, and all defenders were eliminated (not retreated), an overrun occurs.

DEFENDER RETREAT PRIORITY

- Area with no units
- Area with only friendly units
- Area with both friendly and enemy units

MOVEMENT COST

1 MP:

Area with no enemy units and not adjacent to Area with fresh enemy units

2 MP:

Area with no enemy units but adjacent to Area with fresh enemy and no friendly units.

2 MP:

Area containing spent enemy.

4 MP:

Area containing fresh enemy.

All MP:

Assault Area units begin in.

Rolling Barrages:

Reduce movement costs to enter Areas by -2, but never to less than 1.

Interdiction:

Enemy units must pay +1 cost to enter AND leave these Areas.