

# Umpire's Notes

**Info:-** German units were randomly encountered through out the battle, and to make this particular game more interesting a random encounter for German troops is generated by the use of a pack of cards. One card is turned over by the German player at the end of their turn to show which troops arrive for the next turn. These cards are a representation of all the troops that were in the local area and could of arrived at that time. There are also “Incident Cards” which can effect either player. Once drawn they are put on a discard pile.

**Intelligence Cards:-** Several incident cards are marked Intel +1 or Intel -1. If the British player receives an Intel +1 card, allow him to reveal one hidden German counter. If it is a dummy counter, it is removed. If it is an actual counter, treat it as suspected if it is in the LOS of a British unit, otherwise it remains hidden, but its identity is revealed.

**Random Events:-** Both players will advise you of random events and give you a card, unless it is an intelligence card as above treat it as “**No Effect**” BUT do not let either player know about this, let them stew.