

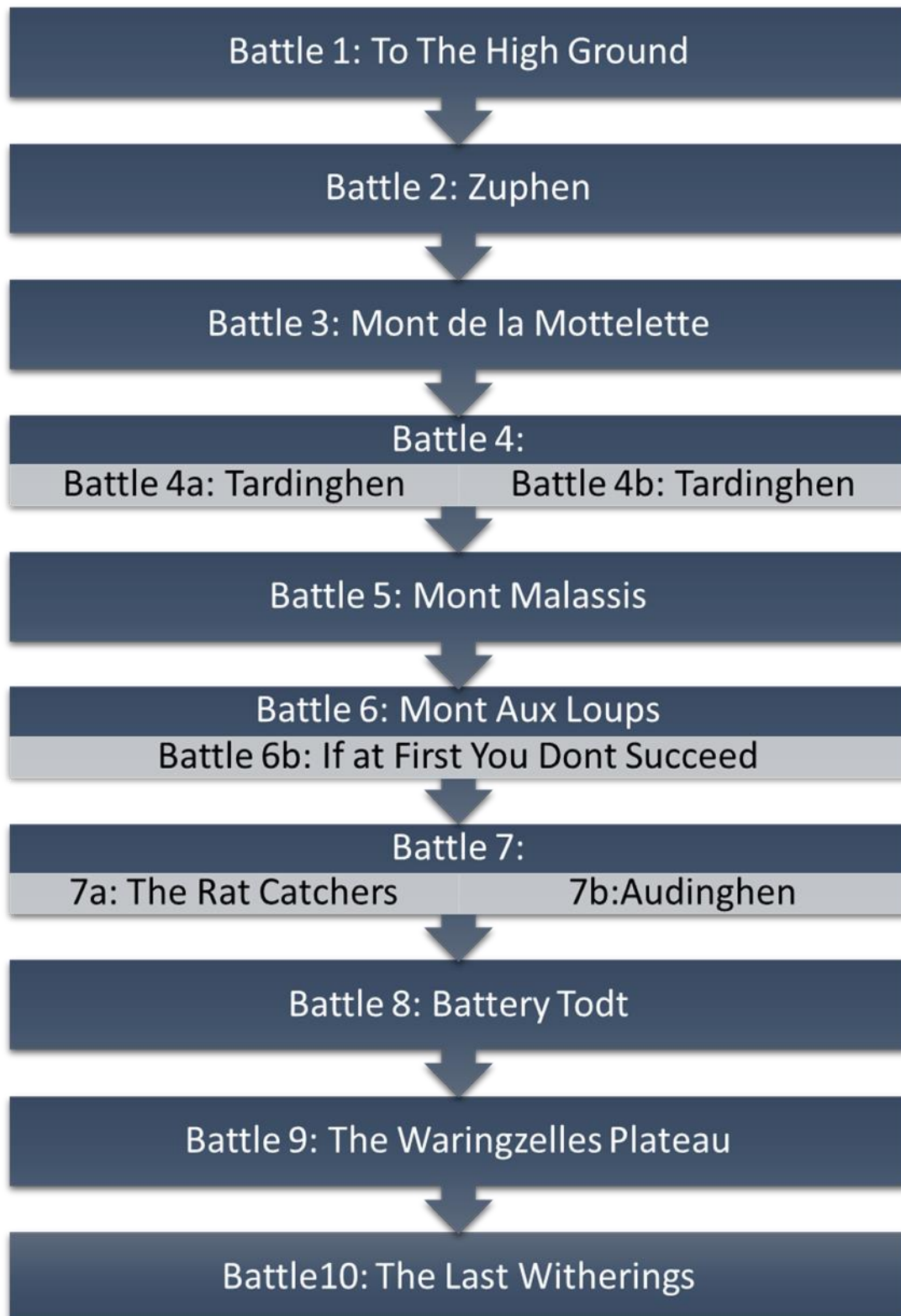
Operation Undergo – Gris Nez



Campaign Progression Tables

Campaign Progression Tables

The below is a table should hopefully show, to a reasonable degree, the campaign progression options for the player based on battle outcomes from each scenario. There is also another visual aid on the next page to help explain this (I am not the best when it comes to creating charts). Battle 10 also has a B route which was added very late in the campaign's development.



Campaign Progression Tables

Table below is based on the battle number order as appears in the campaign script.

The yellow highlighted areas suggest branching scenarios.

Win	Battle Name	Loose
Move to Battle 2	Battle 1: To The High Ground	End of Campaign
Move to Battle 3	Battle 2: Zuphen	End of Campaign
Move to Battle 5	Battle 3: Mont de la Mottelette	Move to Battle 5
Move to Battle 4	Battle 4: Tardingenhen	End of Campaign
Move to Battle 6	Battle 5: Tardingenhen B	End of Campaign
Move to Battle 7	Battle 6: Mont Malassis	End of Campaign
Move to Battle 9	Battle 7: Mont aux Loups	Move to Battle 8
Move to Battle 10	Battle 8: If at first you dont succeed	End of Campaign
Move to Battle 11	Battle 9: The Rat Catchers	End of Campaign
Move to Battle 11	Battle 10: Audingenhen	End of Campaign
Move to Battle 12	Battle 11: Battery Todt	End of Campaign
Move to Battle 13	Battle 12: The Waringzelles Plateau	End of Campaign
Move to Battle 15	Battle 13: Reviewing Options	Move to Battle 14
Move to Battle 16	Battle 14: Replenishment (B)	End of Campaign
You Win!	Battle 15: The Last Withering's	End of Campaign
You Win!	Battle 16: The Last Withering's (B)	End of Campaign

Campaign Progression Tables

Battles in the campaign briefing are numbered a little more differently such as 4a and 4b which is a bit easier to understand in my opinion. Campaign scripting works on the basis of each scenario being numbered in number sequence only (4a becomes battle 4 and 4b becomes battle 5 for example).

The player will have the potential to either progress through to a total of 10 or 11 battles. This is because *Tardingen* and *Tardingen B* cover the same map, as does *The Rat Catchers* and *Audingen* albeit, with various differences to force composition depending on the outcome of the previous battle. Likewise, the same can be said for *The Last Witherings* and *The Last Witherings (B)*. This means the player will only play through the same map once, as they are only branching options and are not ordered in succession to each other.

The only difference is *If at first you do not succeed* which has its own map and new units for the allied player. This scenario is only activated if the player fails the previous mission (Mont aux Loups) meaning they have the potential to work through 11 battles in total.

On the next page is quick company progression table for reference to see at a glance what company units feature across what battles. The far-right column also shows resupply status of units at the end of each battle. It is worth noting that resupply is awarded on the basis of not how much resupply the units receive but rather the chance of the unit receiving resupply at all. This means if the units do get resupplied that they will be resupplied with ALL (100%) ammunition.

Campaign Progression Tables

Infantry Company progression table for quick reference:

Infantry Company Progression Table									
Battle Number	The North Nova Scotia Highlanders Battalion				The Highland Light Infantry of Canada				Resupply Y= Yes %= chance
	A Co. (R)	B Co.	C Co.	D Co.	A Co.	B Co.	C Co. (R)	D Co.	
1			*	*					Y
2		*							Y
3					*				50%
4								*	50%
4b								*	50%
5					*			*	Y
6					*			*	Y
6b							*		Y
7						*			Y
7b						*			Y
8	*	*	*	*					Y
9						*			Y
10	*	*	*	*	*	*	*	*	N.A.
10b					*	*	*	*	N.A.