

KEEP'EM ROLLING!

RACE TO THE RHINE

PURSUIT & AXIS CARDS

Q: *If I draw from the Pursuit deck and get the Recon card, can I use it before I move the Corps to the next space (as part of the same movement action)?*

A: No. You can't interrupt an action with another action.

Q: *What is the effect of the Les Boches Pursuit card, the Player Aid icon suggests they are an Axis card?*

A: Les Boches represents 'remnants' of German units. The only effect of the card is to halt the Corps. You don't need to draw an Axis card, or resolve a Combat.

Q: *When a Corps enters a space without an Allied Control marker but with an Axis marker/flag, does the player have a choice of either drawing an Axis card OR drawing a Pursuit card?*

A: No, they must draw an Axis card.

COUNTER-ATTACKS

Q: *As a result of counter-attack, a space removes its Control marker. If this space has supplies, what happens to them?*

A: *The dastardly Boche steals them all - they are placed back in the Supply Pool.*

MONTGOMERY

Q: *Using Montgomery's Special Ability you can mix and match supplies however you want as long as there are enough free spots on the space for the supplies?*

A: Yes

Q: *If Montgomery captures Antwerpen and makes it his main supply base, can he win by crossing the Rhine and tracing a chain to there, rather than his starting area?*

A: Yes.

SUPPLIES

Q: *If I have a Corps with 6 Supplies on its card, then elect to move that Corps, can it spend a Fuel on its card, then take an extra fuel in the space (refilling up to six items) before moving out?*

A: Yes, Supplies can be picked up and dropped off at any point during a Corps' movement.

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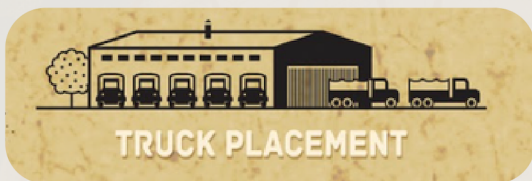
LOGISTICS LEVEL TABLE

Q: With reference to the Logistics Level table, does "player limit" mean trucks in the player's pool, or does it also include trucks placed on the map?

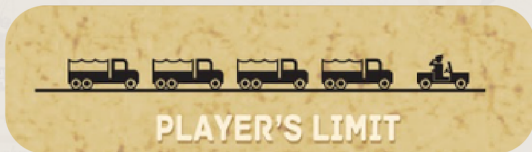
A: Just in the pool. The limit is an upper bound on the size of your pool to stop you hoarding trucks and forcing new Logistic Steps all the time. To summarize:



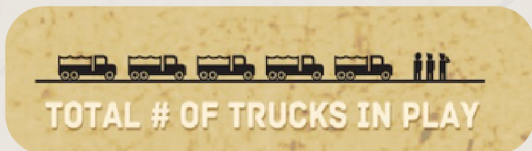
TRUCK DRAW - the number of trucks which can be taken as one Take Trucks action from the Allied Truck stock and placed into a player's truck pool.



TRUCK PLACEMENT - the maximum number of trucks which can be placed by the player during the Truck Supplies action.



PLAYER'S LIMIT - the maximum number of trucks allowed in a player's truck pool.



TOTAL # OF TRUCKS IN PLAY - the total available trucks in the game (depending on number of players and their Logistics Level).

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COUNTER-ATTACKS

Q: As a result of counter-attack, a space removes its Control marker. If this space has supplies, what happens to them?

A: The dastardly Boche steals them all - they are placed back in the Supply Pool.

Q: When playing with less than 4 players the rules say to fill any double-colored spaces with the missing Commander's Control markers. What happens in terms of counter-attacks through other spaces of that missing Commander?

A: Any spaces with a color other than the color of a Commander in play (including double-coloured spaces) are out of play, including to the Axis.

MONTGOMERY

Q: Using Montgomery's Special Ability you can mix and match supplies however you want as long as there are enough free spots on the space for the supplies?

A: Yes

Q: If Montgomery captures Antwerpen and makes it his main supply base, can he win by crossing the Rhine and tracing a chain to there, rather than his starting area?

A: Yes.

ERRATA:

(P19 - right column) Counter-attack

Add the following at the end of the paragraph:

If as a result of the counter-attack a new space meets the criteria, it is not attacked this turn (there is no chain-reaction on a single turn).

(P20 - left column, fifth paragraph down

Add the following to the paragraph:

****Axis markers should be placed so that all the closest spaces to the Victory space, excluding other Victory spaces, have markers on them, before moving out to the next line of spaces.***

(P21) Antwerpen

Add the following at the end of the paragraph:

Treat Antwerpen as part of Montgomery's starting area if Montgomery places a Control marker in a Victory space across the Rhine: Control markers can trace to that space instead of Montgomery's shaded starting area.

