

PATCH-DEVERS

PLAYER AID



SEQUENCE OF PLAY

The sequence of play, in player turn order, is as follows:

1. **Take actions**
2. **FFI movement**
3. **Axis reaction**

PLAYER ACTIONS

Take 2 **Core actions**, and any number of **Bonus actions**, in any order. You may take the same type of action more than once.

WINNING THE GAME

You win the game:


1. **Immediately if you are the first player to place a Control marker in a Victory space across the Rhine**, and you can trace an unbroken chain of spaces with your Control markers from that space back to your starting area **OR**
2. **If you have the most Medals** at the end of the round in which the last Axis marker in the pool was placed.

CORE ACTIONS

Move a Corps

Spend 1 Fuel then move the Corps **up to 3 spaces**. You may not move the same Corps twice in the same Round.

If you enter:

- An empty space ► Draw a Pursuit card (resolve immediately, or if  you may hold in hand)
- An Axis space (marker or flag) ► Draw an Axis card.

After resolving the card and any Combat, place a Control marker of your color in the space.

Take Supplies

Place Supplies in your Main Supply Base, or a Limited Supply Base that you control.

Main Supply Base ► Place either 3 of one type of Supply from the General Stock - provided Supplies of that type remain available - or 1 of each type from the Supply Pool.

Limited Supply Base ► Place 1 of each type from the Supply Pool.

Each space has a **Supply Limit**:

- Main Supply Base - 9
- Any other space - 6

Truck Supplies

Place a Truck from your player area between adjacent spaces to transport **up to 5 Supplies** between them.

You can only place a Truck where:

- You control both spaces between the route.
- There is not already a Truck placed on that route.
- You do not place more Trucks per action than permitted by your Logistics Level.

Take Trucks / Logistics Step

Take the number of Trucks from the Allied Truck Stock up to the amount permitted by your current Logistics Level.

If immediately following this action there are no Trucks left in the Stock, play is interrupted to resolve the Logistics Step.

When the **Logistics Step** is triggered, all players must:

- (*First and second Logistics Steps only*) **Move your Logistics Level up** by the amount indicated on the Logistics Track.
- **Remove all Trucks from the map** and place them in the Allied Truck Stock (Trucks in your player area remain there).
- (*First Logistics Step only*) **Add Trucks to the Allied Truck Stock** from the reserve. Add 2 Trucks, then an additional 2 Trucks per player.
- **Refill the General Stock** with the appropriate number of Supplies, depending on the player count.
- **Feed your Corps**. Each Corps must spend a Food. If it cannot do this you must flip it over to its blank facing side. It cannot move until it has received Food.
- **Unflip all spent Commander cards**. They can now be used again.
- **Return all spent Air Support markers from next to the Axis / Pursuit deck**. They can now be used again.

Air Support


Place your Air Support marker on the top card of your Pursuit deck or the Axis deck to secretly view the next card to be drawn from the deck. Gain +1 Ammo bonus towards any Combat that results from the draw.

Airborne Landing

Place up to 3 Airborne Landing markers on different spaces, paying 1 Medal per placement. Gain +1 Ammo bonus towards any Combat in the space. Removed after 2 rounds if not used.

BONUS ACTIONS

Play a held Pursuit card

Play any number of held Pursuit cards  for their effect.

Use a Commander's Special Ability

Patch: Move any number of Ammo and/or Fuel markers from the Landing Zone to any 6th Army Group Corps, regardless of current location.

Devers: Win a combat regardless of required Supply markers. Corps must lose as many markers of the required type as it has.

COMBAT

When you draw an Axis Unit card and have the required Supplies:

- ▶ Remove the required Supplies from the Corps card.
- ▶ Place a Control marker on the space, removing the Axis marker - if relevant - back to the supply.
- ▶ Place the defeated Axis Unit card in your player area, it will count towards your final number of Medals.

If the attacking Corps does not have the required Supplies:

- ▶ Remove as many Ammo and Fuel markers as possible to meet the requirement(s).
- ▶ Move the defeated Corps back to the space it entered from. Its movement action has now ended.
- ▶ Shuffle the Axis Unit card back into the deck from which it was drawn.

FFI MOVEMENT

Move a single FFI marker from a Maquis Zone to an adjacent space, or vice versa, or from one space to an adjacent space.

AXIS REACTION

Ultra

Either counter-attack **OR** place an Axis marker.

Counter attack

Remove another player's Control marker provided:

- It is not in the same space as, or adjacent to, any Allied Corps, or adjacent to an Allied starting area **AND**
- It is adjacent to an uncontrolled space that can trace a continuous chain of uncontrolled spaces to Düsseldorf (or Karlsruhe if playing with Patch-Devers).

Place an Axis marker

Place an Axis marker from the supply on any empty space that is:

- Adjacent to a Victory space with an Axis flag **OR**
- Adjacent to a space already containing an Axis marker, and this marker can trace a continuous chain of Axis markers to a Victory space with an Axis flag.

OB West

Counter-attack as many times as possible (using the Ultra rules), including against your own Control markers. Then place an Axis marker using the Priority Placement Schedule criteria.

PATCH-DEVERS AXIS PRIORITY PLACEMENT SCHEDULE

Priority spaces:

1. Besançonw
2. Dijon
3. Pontarlier
4. Mulhouse
5. Belfort
6. Le Thillot
7. Remiremont
8. Epinal

Victory space:

- ▶ Karlsruhe



PURSUIT CARD ICONS AND THEIR EFFECTS

Pursuit card icons and their effects

- Discard a Food marker from the Corps to gain a Medal.
- Discard a Medal to place 2 Food markers on the Corps or in its space.
- Place 1 Ammo marker from the Pool on the Corps or in its space.
- Place 1 Fuel marker from the Pool on the Corps or in its space.
- Place 1 Food marker from the Pool on the Corps or in its space.
- Exchange any Supply marker on the Corps with one from the Pool.
- Discard 1 Supply marker of your choice from the Corps back to the Pool.
- Take an additional Core action this turn.
- Take an additional Core action this turn or hold this card in your hand to use for a Bonus action in a subsequent turn.
- Secretly look at the top card of your Pursuit deck or the Axis Unit deck, then replace the card face down. This can be played straight away or held to be used as a Bonus action in a subsequent turn.
- The Corps movement is halted, even if it has not moved its full 3 space allowance. You can spend 1 additional Fuel to ignore this icon and continue the Corps movement for the remaining spaces.
- An Axis Unit that requires 1 Ammo to defeat in combat. Then the Corps movement is halted.
- Flip the Weather marker to its fair / rain side (if using that optional rule).