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THESE ARE MY CREDENTIALS (“TAMC”) is a solitaire game based on PHALANX’s KEEP’EM ROLLING! euro-style logistics game system. It tells the story of the liberation of Brittany in August-September 1944. This liberation occurred in parallel to, but separate from, the liberation of Northern France, Provence and the Low Countries, as covered in **KEEP’EM ROLLING!: RACE TO THE RHINE** (“RTTR”).

In TAMC you take on the role of General Troy Middleton. You are assigned the important task of freeing the region of Wehrmacht forces, and capturing intact the major ports of Brittany. These ports are required so that supply bases can be established for the Allied armies advancing deeper into France.

You command four divisions belonging to the VIII US Corps, and can also count on the support of the French resistance. You must employ your forces well, and keep your divisions continuously supplied with the fuel, ammo and food they need to move forward.

Not only do you face a strict time deadline, but you must overcome German troops defending key strategic points and attempting to destroy the ports before you claim them. The faster you achieve your goal, the more victory points you receive.

1. Game components and board

- Board with map (doubled-sided with the board for the RTTR Patch-Devers Commander on the reverse)

Cards

- 10x Riesensauerei! cards



- 20x Intelligence Report cards



- 28x Aerial Reconnaissance cards



- 24x Wehrmacht cards



- 1x General Middleton card



- 4x US Division cards



Markers

- 18x French Forces of the Interior (FFI) markers* (*note 14 of these markers are shared with RTTR)



- 26x VIII Corps Control markers



- 25x Port Destruction markers



- 4x Port Destroyed markers



- 1x VIII Corps Air Support marker



- 4x Kampfgruppe (KG) markers



- 1x Weather marker*
(*shared with RTTR)



- 1x Rennes Garrison marker



- 3x One-time Supply Base markers



- 1x Ammo & 1x Fuel markers



- 1x Tank Destroyer marker



- 1x Brest Garrison 4 marker**



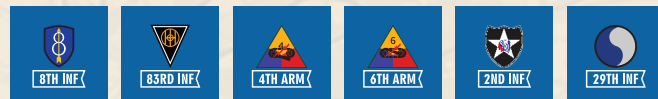
- 1x Nantes Libre marker**



- 1x Unknown Contact marker**
(**these markers are introduced/removed through Aerial Recon card effects)



- 6x VIII Corps Division wooden blocks + stickers*



*Before your first play the stickers must be applied, one sticker per block.

Wooden Supply markers*:

- 9 Fuel
- 9 Ammo
- 9 Food
- 8 Trucks



*Note these are shared with RTTR. Please also note that these are a deliberately limited supply in the game, do not take more from RTTR if you run out while playing TAMC.

2. Map key

Maquis Zone space	
FFI entry space	
Medal space	
Minor Supply Port	
Minor Supply Port requirement	
Major Port space	
Siege Box	
Garrison	
Fortified Garrison	
Port Destruction Rating and marker holder ...	

3. Set up

CARDS

- Shuffle the following decks and place them face-down next to the board **1**:
 - Aerial Recon
 - Intelligence Report - depending on the preferred difficulty level you may need to remove some of these cards. See Section 4 **How to win** for details.
 - Riesensaure!
- From the Wehrmacht deck:
 - Separate the 6 Wehrmacht Division cards (2. Fall, 77. Inf, 91. Luft, 265. Inf, 266. Inf, 343. Inf) and the 4 Kampfgruppe cards (Kroh, Pietzonka, Bacherer and König) from the deck. These cards are identifiable by the Wehrmacht icon on the bottom left of the face of the card:
 - Shuffle the 6 Wehrmacht Division cards and place one face-down on the dedicated spaces on the board (Unknown Contact, Rennes, St. Malo, Brest, Lorient and St. Nazaire) **2**.
 - Place the 4 Kampfgruppe cards face-up next to the board **3**.
 - Shuffle the remaining Wehrmacht cards and place them face-down next to the side of the board **1**.

VIII Corps & FFI

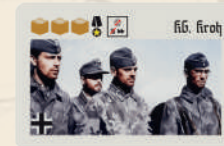
- Place the 4th Armored Division block in Pontaubault. Place the 6th Armored Division, 8th Infantry Division and 83rd Infantry Division blocks in

Avranches **4**.

- Place the Divisional cards for these Divisions near the board. Place Supply markers on each Divisional card equal to the number indicated on the card **5**.
- Place General Troy Middleton's card near these cards, active side up. Place the VIII Corps Air Support marker and Tank Destroyer marker above this card **6**.
- Place the 2nd and 29th Infantry Division blocks to the side of the board, they do not begin the game in play **7**.
- Place 1 FFI marker in each Maquis Zone **8**.





Wehrmacht

- Take the 4 KG markers and shuffle them facedown. If playing in Easy mode, randomly place one each on Quidellac, Vannes, St Brieuc and St Michel-en-Greve **9**. Otherwise, for each KG marker, draw the top card from the Intelligence Report deck and place the marker on the space indicated at the bottom



of the card. Once all 4 markers have been placed, shuffle the drawn cards back into the Intelligence Report deck, or set them aside, depending on your chosen difficulty level (see Section 4 **How to win**).

Other board markers

- Place the Rennes Garrison marker  in Rennes **10**
- Place the Brest Garrison 4 marker  in the Brest Garrison 4 space (on its not in play side) **11**.
- Place the Weather marker on the Weather marker space with the the 'fair' side up **12**.
- Place the Nantes Libres  marker and 1 FFI marker  next to each other by the side of the board, they do not begin the game in play **13**.
- Place the other board markers to the side of the board, they do not begin the game in play **14**.

Supply markers

Place on the General Stock **15**:

- 3x Fuel
- 3x Ammo
- 3x Food

Place on the Allied Truck Stock:

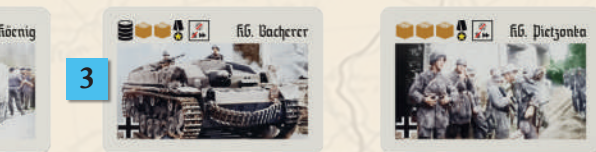
- 4x Trucks **16**

Place in the Supply Pool* **17**:

- 2x Ammo
- 4x Food

**During the game a Supply is placed in the Supply Pool once used. The General Stock is refreshed from this Pool.*

- Place the 4 remaining Truck markers to the side of the board, they do not begin the game in play **18**.



4. How to win the game

Your objective is to attempt to capture as many of the 4 Major Ports of Brittany (St. Malo, Brest, Lorient and St. Nazaire) as you can before the Intelligence Report card deck is exhausted. The size of the Intelligence Report card deck is determined by the difficulty level you have chosen.

- **Easy** - Use all 20 cards in the deck*
- **Standard** - Use 16 cards (remove the 4 Easy Set-up cards)
- **Difficult** - Use 14 cards (as with Standard but also remove the 'Operation Lutlich' and 'No Port Destruction' Intelligence Report cards)
- **Very difficult** - Use 13 cards (as with Difficult but also remove the 'Port Repaired' Intelligence Report card) *(*In addition to providing you with 4 more turns to capture the ports, the 4 'Easy Set-up' cards when drawn during the game do not have any negative impact on play, hence making the game slightly easier for you).*

The game ends when there are no more Intelligence Report cards to draw. At that point you can calculate your overall victory points.

You get **1 VP** for each of the following:

- A destroyed Wehrmacht Unit with a medal icon on its card
- Every 5 Ammo icons on destroyed Wehrmacht Units without Medals
- Controlling: Rennes, Chateaubriant, Nantes (1VP per city)
- Per Major Port captured (Control marker on Siege Box)
- Per Garrison destroyed with a Medal icon (even if the Major Port was not captured)
- Per Major Port uncaptured but besieged at the end of the game
- Per undestroyed Major Port (including undestroyed captured Ports)
- If no Major Port was destroyed
- Any Aerial Recon cards with a Medal icon

Calculate your total:

- <18 VPs – Room for improvement
- 18 - 23 VPs – A respectable outcome
- 23+ – Outstanding work

5. Core concepts

New rules

Except where stated below, TAMC uses the same rules as RTTR (e.g. the number and type of actions you can take in a round, the Logistics Step, when to draw Aerial

Recon (Pursuit) cards, how to use Air Support markers etc). So you will need to be familiar with the RTTR rules to play TAMC.

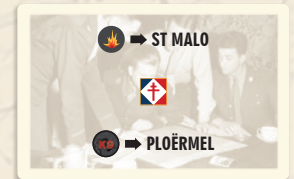
Automa

In TAMC you are competing against both a time limit, as determined by the chosen difficulty level, and an automa. The automa comes in the form of the Riesensauerei! cards and Intelligence Report cards. Riesensauerei! cards determine where the Kampfgruppe (KG) markers - mobile German battle groups that you must fight - will move. Intelligence Report cards determine if and where the Germans will place Port Destruction markers, and the quantity of FFI reinforcements you will receive.

Cards

TAMC uses 4 different types of cards:

- **Aerial Recon** - these work the same way, and serve the same purpose, as the Pursuit cards in RTTR. Draw 1 when a US Division enters a space without a KG marker.
- **Intelligence Report** - these are drawn at the start of each round. They serve as a timer for the game (when the last card is drawn from the deck, the game ends that round). They also determine where Port Destruction markers will be placed (top), how many FFI markers are added to the Maquis Zones (center), and where the KG markers are placed at set-up (bottom).
- **Riesensauerei!** - these are used to determine the direction of movement of the KG markers. They are only used until the first Logistics Step is triggered.
- **Wehrmacht** - these work the same way, and serve the same purpose, as the Axis Unit cards in RTTR.



Major Ports, Siege Boxes, Garrisons and Port Destruction Ratings

There are 4 Major Ports in the game: St. Malo, Brest, Lorient and St. Nazaire. These are shaded mustard yellow. Each contains:

- A **Siege Box** - a brown box with a number identifying the number of Divisions/FFI markers that must be placed there to besiege the Port. Once the Port is besieged, you can begin to attack the Garrisons inside the Port (though US Armored Divisions may attack Garrisons without the Port being besieged).
- 1 to 4 **Garrisons** - these are red and can be standard (round) or Fortified (hexagonal). Each Garrison contains a Wehrmacht Unit. They must be defeated in descending numerical order. Fortified Garrisons are harder to defeat. Once all the Garrisons are defeated, you capture the Major Port.

- A **Port Destruction Rating** - each Major Port has a Destruction Rating of between 2 and 5. Port Destruction markers are added to an uncaptured Port in the dedicated marker space by Intelligence Report cards (Ports captured by the US do not receive any Damage markers). If a Port reaches its Destruction Rating, it is destroyed. If a Port is destroyed it can still be captured. The consequence of a Port being destroyed is on VPs: for each undestroyed Major Port you get 1VP. Hence it is in your interest to capture Ports as quickly as possible, as then they cannot be destroyed.

French Forces of the Interior (FFI)

The FFI markers represent the support provided to General Middleton by the French resistance and partisans. They can give bonuses to the attacks of your Divisions on Wehrmacht Units, allow your Divisions to undertake further movement, contribute towards completing the siege of a Major Port, and block the movement of KG markers. They begin the game in one of the two Maquis Zones on the board, and you can move them during the relevant phase of the round.

US Divisions

There are 6 Divisions of the US VIII Corps in the game, but only 4 begin on the board (4th Armored, 6th Armored, 8th Infantry and 83rd Infantry). The 2 Armored Divisions are replaced by 2nd and 29th Infantry Divisions when the 'US Armored Divisions Recall' card is drawn from the Intelligence Report deck.

Wehrmacht Units and control

Unlike in RTTR, Wehrmacht (Axis) markers are not placed on the board. Instead, the game begins with 4 KG markers, which move around the board. Each KG marker has a dedicated Wehrmacht card; when fighting a KG marker you refer to this card rather than drawing a random Wehrmacht card. Otherwise the only German presence on the board is in Rennes, which has its own dedicated Wehrmacht Division card set aside at set-up, and in each Garrison space in the Major Port spaces. Each of these Garrisons has intrinsic German control. When fighting a Garrison, you draw the top card from the Wehrmacht deck to determine the opposition, or when fighting the (1) Garrison, draw the dedicated German Division card set-aside at set-up.



6. Sequence of play

A game of TAMC lasts a set number of rounds, as determined by the chosen Difficulty Level. Each round of TAMC consists of 4 phases:

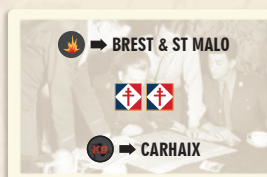
1. **Intelligence Phase** - where the Intelligence Report card is revealed and resolved
2. **Riesensaurei! Phase** - where the Riesensaurei! card is revealed and the KG markers may move (this Phase is only played until the first Logistics Step)
3. **Action Phase** - where you perform 2 Core actions, and any number of Bonus actions
4. **FFI Phase** - where you may move one or more of the FFI markers on the board

7. Intelligence Phase

In the Intelligence Phase you reveal the top card of the Intelligence Report deck and resolve it by working through the first two steps on the card (the bottom of the card only relates to set-up of KG markers and is otherwise ignored):

1. **Place Destruction markers** - Place 1 or more Destruction markers in the Major Ports as instructed by the card. If as a result there are markers equal to the Port's Destruction Rating, place a Port Destroyed marker on top as a reminder. If the Port is destroyed, or has already been captured by the US, ignore the instruction. Note that, depending on the chosen difficulty level, the cards 'No explosives' or 'Operation Lutlich', may be in play. If drawn, do not place Destruction markers this round. If the card 'Port Repaired' is in play and drawn, you may remove a Destruction marker from any Major Port (ignore if there are no Destruction markers on the board). If you remove a Destruction marker in this way from a destroyed port, it is no longer destroyed.
2. **FFI reinforcements** - place as many FFI markers as are indicated on the card in the 2 Maquis Zones. Place the marker(s) one at a time in the Zone with the fewest current number of FFI markers. If both Zones have the same number, you choose which Zone to place the marker.

Example: *If this card is drawn you must place Destruction markers in the marker holder area of the Port Destruction space of Brest and St Malo. Then place 2 FFI markers in the Maquis Zones.*



Recalling the US Armored Divisions

After the 'US Armored Divisions Recall'* card is drawn from the Intelligence Report deck, the US Armored Divisions (4th and 6th) are replaced by 2 new US Infantry Divisions. The blocks for the new Divisions are placed where the Armored Divisions are located (the 2nd replaces the 4th, and the 29th the 6th), and the blocks for the armored divisions are removed from the game. Flip the Division cards of the 4th and 6th over to reveal the 2nd and 29th.



The new Divisions receive both their starting Supplies as indicated on the card, and any Supplies that were on the card of the Division they are replacing, except for Fuel, which is returned to the Supply Pool box. They also receive the Tank Destroyer marker if that is with the Division they are replacing.



**Design note: Thematically the recall was the result of the unsuitability, compared to infantry, of armored vehicles attacking the port garrisons. The 4th and 6th Divisions were instead instructed to push full steam ahead towards the Rhine (and hence to keep their fuel reserves).*

8. Riesensauerei! Phase

The Riesensauerei! Phase is only played until the first Logistics Step. This phase relates to the movement of the KG markers on the board.

In the Riesensauerei! Phase you draw 1 Riesensauerei! card for each KG marker on the board, except for markers with the 'Defensive Haltung' or 'Hinterhalt' status (received from the play of a Riesensauerei! card in a previous round). Each card is immediately resolved, with the following effect (number in brackets is the number of these cards in the deck):

- **North (2), South (1), East (4), West (1):**
 - Move the selected KG marker to an adjacent space in the direction specified by the card (arrow directions on the board do not matter). If there are multiple options, choose the path with the fewest spaces to an American Division. If there are still multiple options, randomly decide which route the marker will take. If the movement is not possible (e.g. the instruction is to move North, but there are no more northern spaces to move to), draw another card.
 - Only 1 KG marker may be in a given space. This means that a KG marker's movement may be blocked by another KG marker. In this case, draw another card.

- KG markers may not leave a space with an FFI marker also present on it (and so don't draw a card for such markers).
- If a KG marker enters the Siege Box it remains there until the first Logistics Step (see Section 12 Sieges). When it enters a space with a US Division it must be defeated (see **KG Markers - Combat** below).
- **Defensive Haltung (1):**
 - The selected KG marker remains at its current location, and no more Riesensauerei! cards are drawn for it for the rest of the game.
 - Place a +1 Ammo marker  on the KG marker; any attacking US Division must spend 1 additional Ammo to defeat it.
 - Once drawn, the Defensive Haltung card is removed from the game.
- **Hinterhalt (1):**
 - The selected KG marker remains at its current location, and no more Riesensauerei! cards are drawn for it for the rest of the game.
 - Place a +1 Fuel marker  on the KG marker; any attacking US Division must spend 1 additional Fuel to defeat it.
 - Once drawn, the Hinterhalt card is removed from the game.

Once the cards have been resolved for the round, shuffle all Riesensauerei! cards that have not been removed from the game to form a new draw deck for the next round.

KG Markers - Combat

A US Division may attack a KG marker, or be attacked by it if the marker moves into a space containing a Division. In either case, flip the KG marker over to reveal which KG Unit it is, and refer to the relevant KG card by the side of the board for what is required to defeat it (plus any additional requirements from the Defensive Haltung or Hinterhalt cards).

If the KG marker is defeated it is removed from the board and set aside. Add the defeated KG card (Wehrmacht card) to your pile of defeated Wehrmacht Units. Unless the KG marker was in a Siege box, place an VIII Corps Control marker on that space.

If the US Division is unable to defeat the KG marker (i.e. it does not have enough Supplies), it must spend as many Supplies as it has (as per a normal combat). If it was the attacker, it must then retreat to the space from where it attacked. If it was the defender, it remains where it was. In either case, the KG marker is then removed from the board, and the relevant KG card is shuffled into the Wehrmacht deck.

First Logistics Step

If there are any KG markers remaining after the first Logistics Step, they are removed from the board and their associated cards shuffled into the Wehrmacht deck (making later combats potentially more challenging for you). From this point on, the Riesensauerei! Phase is skipped for the rest of the game*.

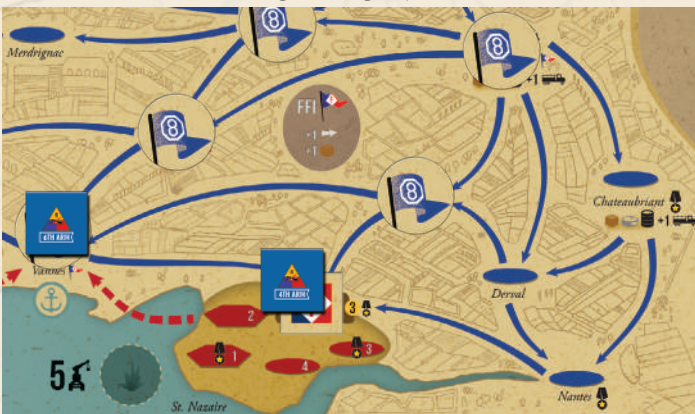
If you managed to defeat all 4 KG markers before the first Logistics Step, the Riesensauerei! Phase is skipped for the rest of the game.

**Design note: Historically this represents the Allies ramping up their operational capabilities, rendering the limited maneuver of the remaining Kampfgruppen futile.*

9. Action Phase

In TAMC, there is no Airborne Landing action. Otherwise you can perform the same actions as in RTTR, with the following changes for movement and encirclement (Divisions in TAMC are the equivalent of Corps in RTTR for all situations):

- The **US Armored Divisions** (4th & 6th) can move a maximum of **3 spaces** per movement.
- The **US Infantry Divisions** (2nd, 8th, 29th & 83rd) can move a maximum of **2 spaces** per movement.
- As in RTTR, to make such a move both types of division must spend 1 Fuel.
- Before the first Logistics Step, the **Encirclement** rule (i.e. uncontrolled spaces cut off by US Division movement) does not apply. After that, the Encirclement rule applies as in RTTR. To become encircled a space must be cut-off from Rennes and all non-Captured / Besieged Major Ports. Note that this means it is possible for encirclement to occur during the FFI phase (if an FFI movement results in a Port becoming besieged).




Example: Chateaubriant, Derval and Nantes are not encircled despite Vannes and Rennes being US controlled as they can still trace a connection to the Major Port of St Nazaire.

If St Nazaire were to become captured or besieged (e.g. if the 6th Armored Division were to move east, completing the siege) then these 3 spaces would become encircled, and VIII Corps Control markers placed on them (gaining the player 2 Medals in the process).

10. FFI Phase

FFI markers - movement

In the FFI Phase you may move any number of FFI markers 1 space each, in any order, as follows:

- You can move an FFI marker from a Maquis Zone to an adjacent FFI entry space (as identified by the  icon, including to Rennes even if it still has the German garrison).
- You can move an FFI marker already on a space outside a Maquis Zone to an adjacent space (arrow directions do not matter), including a Major Port Siege Box.
- A maximum of 2 FFI markers may be on one space at a time (in the Maquis Zones the number of FFI markers is unlimited).
- US Divisions or KG markers do not affect the movement of FFI markers (they may freely move into and out of spaces with such markers).
- If you move an FFI marker into an uncontrolled space you do not draw an Aerial Recon card.

FFI markers - impact on play

FFI markers have different impacts on play depending on their location on the board:

- **In the Maquis Zone:**
 - **Support US movement:** An FFI marker in a Maquis Zone may allow a US Division starting its movement in, or moving through, an adjacent FFI entry space, to move an additional space. Only 1 FFI may provide support to a movement in this way, even if there are multiple in the Maquis Zone. This support may be provided in addition to General Middleton's special ability (see below).



Example: The US 8th Infantry Division begins its movement in Pontaubault. It passes through 2 FFI entry spaces (Rennes and Ploermel). Because of this,

the FFI marker in the adjacent Maquis Zone is able to support the Division's movement, allowing it to move an additional space to Pontivy. The FFI marker is then removed back to the supply.

- **Support US combat:** An FFI marker in a Maquis Zone may be used to give a US Division fighting a Wehrmacht Unit in an adjacent FFI entry space +1 Ammo. The decision to use the FFI marker can be decided at any point, including after a Wehrmacht card is revealed. Only 1 FFI may provide support to a combat in this way, even if there are multiple in the Maquis Zone (unless 'Colonel Eon' card is in effect, see card effects in Section 13 **Aerial Recon card explanations**).
- **Outside the Maquis Zone:**
 - **Support US combat:** This works the same as above, but the FFI marker must be in the same space as where the combat occurs. This can include a Siege Box.




Any FFI marker used to provide support in any of the ways set out above is then removed to the supply.

11. Supplies & logistics

TAMC has the same rules as RTTR for supply-related actions, but there are a few differences in relation to quantities and supply bases:

- **Trucks:**
 - Unlike in RTTR, you do not begin the game with any Trucks. They must be taken from the Allied Truck Stock with the Take Trucks action before you can place any. Like in RTTR, your logistical capabilities improve after each Logistics Step, as follows:
 - **Before the first Logistics Step (Level 1):**
 - You begin the game with 4 Trucks in the Stock
 - You can take up to 2 Trucks with the Take Trucks action, and place 2 with the Truck Supplies action
 - **After the first Logistics Step (Level 2):**
 - Add 2 Trucks to the Stock
 - You can take up to 3 Trucks with the Take Trucks action, and place 3 with the Truck Supplies action
 - **After the second Logistics Step (Level 3):**
 - You can take up to 4 Trucks with the Take Trucks action, and place 4 with the Truck Supplies action

This is tracked on the Logistics Step table at the bottom of the board:

LOGISTICS STEP	LEVEL		
	★	★★	★★★
 IN STOCK	4	6	6
TAKE 	2	3	4
PLACE 	2	3	4

- If you take control of Rennes or Chateaubriant you add 1 additional Truck to the Stock for each (as highlighted by the Truck icon next to these spaces). These are only added as part of the first Logistics Step, even if you gain control of these spaces before then.
- **Forward Supply Bases:**
 - There are 2 types of Forward Supply Bases in TAMC:
 - **Rennes & Chateaubriant:** Once US controlled, these can act as Limited Supply Bases (as per standard RTTR rules, e.g. like Dieppe).
 - **The Minor Supply Ports:** There are 5 Minor Supply Ports. Once you gain control of one, you place an 'Open' marker on it, meaning that it can be used as a One-time Limited Supply Base (as per RTTR rules for Ostende). Once used, flip the marker to its 'Closed' side. You only do this with the first 2 Ports you gain control of. However if you draw the 'Author 1' Aerial Recon card, you can retain it to allow you to place an 'Open' marker on a third Minor Supply Port you control as a Bonus action.

Note that 4 of the Minor Supply Ports have a dashed red arrow pointing towards them (Vannes, Concarneau, Quimper and St. Brieuc). For these Ports to become One-time Limited Supply Bases, it is first necessary to take control of the connected Minor Support Port, or defeat the connected Garrison. In the case of Vannes it is necessary to defeat both of the 2 connected Garrisons (e.g. even if Vannes is US controlled, it could only become a One-time Limited Supply Base if/when Garrison 2 of both St Nazaire and Lorient are defeated).

12. Major Ports, Sieges and Garrisons

In order to capture a Major Port, you must firstly successfully besiege it, and then defeat the Garrisons within it. A Major Port can still be captured even if it's destroyed.

Sieges

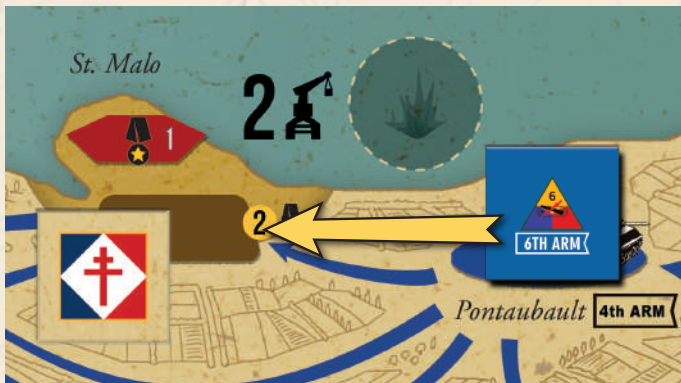
Each Major Port has a Siege Box with an associated number. In order to successfully besiege the Port, you must move US Divisions and/or FFI markers into the Siege Box from the connecting spaces, up to the Siege Box number (e.g. 3 FFI and/or US Divisions for Brest). The following rules apply to movement into the Siege Box:

- **FFI markers:** If an FFI marker enters the Siege Box nothing happens. The FFI marker may be moved from the box to an adjacent space in a subsequent

FFI Phase. It is possible to besiege a Port with a siege value of 2 or less using only FFI markers (though these cannot be used to attack Garrisons within the Port).

- **US Divisions:** If a US Division enters the Siege Box before it is besieged, you draw and resolve an Aerial Recon card. You do not draw Aerial Recon cards after the Port is besieged. You may therefore draw multiple Aerial Recon cards when attempting to besiege a given Port. A Division may be moved from the box through a normal movement action in a subsequent round (though noting that this means a new Aerial Recon card must be drawn if/when a US Division enters again if the Port is not yet besieged).
- **KG markers:** If a KG marker enters the Siege Box it remains there until the first Logistics Step (when it is removed as per Section 8 - **First Logistics Step**). If a US Division enters a Siege Box with a KG marker, it must combat that KG (instead of drawing an Aerial Recon card).
- **Stacking:** There is no limit on the number of FFI/Divisions that can be in a Siege Box. However the maximum number of FFI markers you can have in the space is 2.
- **Supplies:** A Siege Box is considered a normal space in terms of Supply capacity - it may hold up to 6 Supplies.

Example: The 6th Armored Division moves into St. Malo.



There is currently 1 FFI marker there. Because St. Malo was not besieged when the 6th moved in, it is necessary to draw an Aerial Recon card. Assuming the 6th is not defeated in a combat from that card, St. Malo is now besieged. If another US Division subsequently entered the Siege Box it would not need to draw an Aerial Recon card.

Attacking Garrisons

Once the number of FFI/Divisions in the Siege Box matches its associated number, the Port is besieged and you can begin to attack the Garrisons within the Port. Note:

- The Port must be besieged for the duration of the attacks on Garrisons inside the Port. If the Siege

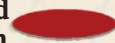

Box number is no longer met (e.g. because you have voluntarily moved out an FFI marker or Division, or removed an FFI marker because it has provided support for combat), it is no longer besieged, and you can no longer attack any Garrisons within the Port until you move new FFI/Divisions into the Siege Box to again meet the siege requirement.

- It is not necessary for the Port to be besieged for US Armored Divisions to attack a Garrison (e.g. if St Nazaire only had the 4th Armored Division in its Siege Box, that Division could still attack Garrisons within it, even though the Port wasn't besieged).
- A US Division attacks Garrisons from the Siege Box (i.e. you do not move the US Division marker to the Garrison being attacked, it remains in the Siege Box).
- To attack, a Division must take a movement action. If entering the Siege Box you may use any remaining movement the Division has to make an attack on that same turn if:
 - the Port is already besieged, or
 - the entry of that Division into the Port makes the Port besieged*, or
 - you are entering and attacking with a US Armored Division even if the Port is not besieged*.

**In both these cases you would need to resolve an Aerial Recon card first before resolving the attack*
- Only one attack is possible per movement action.
- At any point during an attack you may share Ammo and Fuel between Divisions in the Siege Box.
- **Once the last Garrison is defeated the Port is captured. Place a Control marker on the Siege Box to identify this.**

Each Major Port contains between 1 and 4 numbered Garrisons. These must be attacked and defeated in descending numerical order (i.e. 4, then 3, then 2). Combat is as per the RTTR rules, with the following exceptions:

- **Garrisons numbered 4 to 2:**
 - When you attack a Garrison numbered 4 to 2 you draw the top card of the Wehrmacht deck and resolve the combat. There are the following additional requirements depending on the type of Garrison, and the type of US Division used for the attack. These are always applied, regardless of the Wehrmacht card drawn:

	US Armored Division	US Infantry Division
Standard Garrison 	+1 Ammo required +1 Fuel required	
Fortified Garrison 	+2 Ammo required +1 Fuel required	+1 Ammo required

- If the Wehrmacht Unit is not defeated, shuffle the

card back into the deck. If/when you attack again draw a new card from the Wehrmacht deck.

- **Garrisons numbered 1:**
 - When you attack a Garrison numbered 1 you must reveal and defeat the Wehrmacht Division card on the relevant named space on the side of the board. Note the above additional requirements for attacked Fortified Garrisons still apply.
 - The same German Division remains at that Garrison until defeated.

Garrisons may only be attacked by US Divisions, however, as per Section 10 **FFI markers - impact on play**, FFI markers in the Siege Box may provide support in combat to the attacking US Division. Removing the FFI marker in this way may mean there are now insufficient Divisions/FFI markers to continue the siege, in which case more will need to be added to successfully besiege the Port again before other Garrisons in the Major Port can be attacked.

Once the Wehrmacht Unit defending a Garrison is defeated, place a Port Destruction marker on that as a reminder that the Garrison is defeated.

13. Special rules

General Troy Middleton

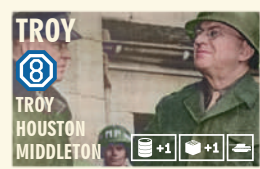
General Middleton has a dedicated card that sets out his special ability in the game. This can be used as a Bonus action.

Once per Logistics Step, he may:

- Distribute 1 Ammo* to any Division, and/or
- Distribute 1 Fuel* to any Division, and/or
- Place the Tank Destroyer marker on a US Division (allowing the Division to move 1 additional space during a subsequent movement).

**Taken from the Supply Pool. If the relevant Supply is not in the Supply Pool, this ability may not be used.*

These must occur at the same time. If you do not use a particular option at that point, it is forfeited until the card is refreshed.



The Supplies and movement may be distributed between different US Divisions (including providing all to a single Division). The Tank Destroyer marker can be placed on any US Division. The bonus movement ability that it grants can be in conjunction with FFI marker movement support. If the Tank Destroyer has not been used by the time the next Logistics Step is triggered it is removed (until placed again).

Once the special additional action is used, General Middleton's card is flipped over until after the next Logistics Step, when it is refreshed.

Objective cities: Rennes, Chateaubriant & Nantes

In addition to the Major Ports, there are 3 Objective cities on the board, the rules for which are as follows:

Rennes

- Rennes is a Fortified space. This means, as per the RTTR rules, a Division must spend 1 Ammo after entering it, if it was not already US-controlled. In addition, because it is garrisoned by the Wehrmacht, you must draw the specific Wehrmacht Division card for Rennes set aside during set up and defeat it to gain control of the space. If you do not defeat it, keep the Rennes Garrison marker there until you do.
- Since infantry were historically able to effectively infiltrate the city's fortifications, US Infantry Divisions receive an immediate +1 Ammo bonus modifier when fighting the Wehrmacht Division in Rennes, after they enter the space (i.e. this does not count towards the 1 Ammo cost of entering the fortified space).
- If the 'Rennes Retreat' Aerial Recon card is drawn, the Rennes Garrison marker is removed and the associated German Division card is shuffled into the Wehrmacht deck.
- When controlled, Rennes provides:
 - 1VP
 - A Limited Supply Base
 - 1 additional Truck to your stock (after the first Logistics Step).

Chateaubriant

- When controlled, Chateaubriant provides:
 - 1VP
 - A Limited Supply Base
 - 1 additional Truck to your stock (after the first Logistics Step).

Nantes

- When controlled, including by the FFI through the 'Nantes Libres' card (see explanation below), Nantes provides:
 - 1VP

Weather

The Weather rules are standard (not optional) in this game. They apply as per the RTTR rules (see page 22 of the RTTR rulebook). Several Aerial Recon cards will change the Weather.

14. Aerial Recon card explanations

TAMC has multiple Aerial Recon cards with unique effects that are not present on the Pursuit cards in RTTR. The effects are set out below. Note all icons that match with those of Pursuit cards in RTTR have the same effect (e.g. cards with a hand icon may be held in hand for use on a later round). Where a card has a '?' you must choose one or the other.

Author 1

Effect: Allows you to place one of the 3 'Open' markers on a Minor Supply Port that you control, making a One-time Limited Supply Base (refer to Section 11 **Forward Supply Bases**). This marker cannot be placed on a Minor Port that has already been used as a One-time Limited Supply Base.

Historical context:

On 11 August 1944 US forces landed at the beaches of Saint-Michel-en-Grève, providing essential logistical support for the liberation of Brittany.

Battle of Paimpol

Effect: Add 2 FFI markers from the supply to the same space. May not be a Maquis Zone.

Historical context:

US forces were contacted by the local resistance who reported that there were only isolated pockets of German troops holding the city of Paimpol. On 17 August 1944 a unit of the 15th US Cavalry was rerouted and liberated the city with the help of local resistance fighters.



Black Dragon

Effect: +1 Ammo bonus when attacking a Garrison or Fortified Garrison.

Historical context:

The 'Black Dragon' was the nickname given to the US 240mm M1 howitzer. It was used to good effect in Brittany, with Ost battalions in particular quick to surrender if they came under fire from it.

Brest POW Liberation

Effect: The Brest Garrison 4 space  begins the game covered  and not in play. If this card is drawn, the Garrison 4 becomes uncovered and must be defeated before Brest can be captured. If Brest has already been captured when this card is drawn, the card effect is ignored (though the Weather still changes).

Historical context:

During the liberation of eastern Brest, around 130 German paratroopers were captured by Free French forces. Fearing they would be executed, a group of their comrades launched a

daring raid in captured US vehicles to successfully free them. The freed POWs were sent to help fortify the Brest Garrison.

Colonel Eon

Effect: Once drawn this card has a permanent effect: you can use 2 FFI markers on a space to support a US combat (normal limit is 1).

Historical context:

Colonel Albert Éon was the head of the French resistance movement in Brittany. Along with other members of the Free French forces he parachuted in to Kerien in north-west Brittany on 4th August and established contact with the US Army, subsequently participating in the liberation of the Côtes-du-Nord and the Brest pocket. After the liberation of France he became a pioneer for the French army's use of airborne landings.

Evac Civilians

Effect: There are 2 Evac Civilians cards in the deck. You can choose to discard 1 / 2 food in return for a Medal. If you choose to do this your movement is halted. Place the card alongside defeated Wehrmacht Unit cards as a reminder of the Medal obtained.

Heavy Bombers

Effect: There are 2 Heavy Bomber cards in the deck. They provide +1 Ammo bonus when attacking a Garrison, but place 1 Port Destruction marker on the Major Port containing the Garrison. If the Port is already destroyed there is no additional effect.

HMS Warspite

Effect: There are 2 HMS Warspite cards in the deck. They provide either a +1 Ammo or +2 Ammo bonus to any combat. They may only be used if the Weather is fair.

Historical context:

Warspite, a WW1-era ship, provided fire support to the Allied attempt to take Brest. She fired over 200 15-inch shells at enemy batteries, but is believed to have done little actual damage to the German positions.



Jedburgh 'Felix'

Effect: Add up to 2 FFI markers from the supply to a space before starting a combat there. This must still respect the max 2 FFI markers per space rule.

Historical context:

A Jedburgh team dropped into the Côtes-du-Nord region of Brittany on 26th June 1944 to establish communications with local resistance forces.

Jedburgh 'Horace'

Effect: +1 Ammo bonus in combat.

Historical context:

A Jedburgh team dropped into Finisterre in western Brittany on 17th July 1944 to establish communications with local resistance forces.

Jedburgh Teams

Effect: Add 4 FFI markers from the supply to any spaces on the map (no more than 1 per space from this card).

Historical context:

Jedburgh teams were small units of special operations forces dropped into different parts of occupied Europe to support local resistance movements and undertake sabotage operations. 14 teams were inserted into Brittany to support the liberation between June and August 1944.

Le Chapeau de Napoléon

Effect: Add 3 FFI markers from the supply to any space or spaces on the map (you may place more than 1 per space from this card, but respecting the max. 2 FFI markers per non-Maquis Zone space limit).

Historical context:

On 3rd August 1944 the BBC broadcast the message "Le chapeau de Napoléon est-il toujours à Perros?" ("Is Napoleon's hat still at Perros?"). This was the signal for partisans to begin a general uprising in Brittany in support of its liberation.

Light Bombers

Effect: +1 Ammo bonus in combat but only if Weather is fair.

Nantes Liberation

Effect: If Nantes already has a VIII Corps Control marker, ignore the card (except to change the Weather to fair).

If Nantes has no markers, it becomes liberated. Place the Nantes Libre marker on the space. This counts the same as a VIII Corps Control marker. Also place the set aside FFI marker on this space.

If Nantes has a KG marker, place the FFI marker you set aside with the Nantes Libre marker at set-up on the

space. You can remove the FFI marker immediately after placing it to flip the KG marker, revealing which KG card it is. Or you can leave the FFI marker there to support a US Division at a later point.

Historical context:

On 12th August 1944 Nantes was liberated by local resistance fighters before the arrival of American soldiers, who were waiting on the road to Rennes. No shots were fired, but the German occupiers, before retreating, blew up the bridges over the Loire. At 10 a.m. the tricolor flag flew over the town hall.

Patton's Bet

Effect: Once drawn, you have 3 rounds to defeat at least 1 Garrison in Brest with an Armored US Division. If you are successful you win a bonus Medal (1VP). If you don't achieve this after 3 rounds, or Brest is already liberated, ignore this card. Remember that Armored Divisions can attack Garrisons before the siege of a Major Port is completed.

Historical context:

On 1st August 1944 General Patton, commander of the US Third Army, made a £5 bet with Field Marshal Montgomery that US forces would arrive in Brest, some 200 miles away, in five days. He lost the bet, and the Garrison at Brest did not fall until 18th September.

Rennes Retreat

Effect: Remove the Rennes Garrison marker from the Rennes space - if it hasn't already been defeated - and shuffle the associated Wehrmacht Division card into the Wehrmacht deck.

Historical context:

On 4th August 1944 Rennes, the administrative capital of Brittany, became the first major French city to be liberated. German forces retreated from it after a two day battle against units of the 8th Infantry Division and Free French forces.

Unknown Contact

Effect: You must reveal and defeat the Wehrmacht Division in the Unknown Contact card space on the board. If you do not defeat it, you must retreat the attacking US Division 1 space as normal. Place the Unknown Contact marker in that space. The same Wehrmacht Division remains there until defeated.

Credits

KEEP'EM ROLLING! Edition:

Designers: Yves Roig, Valentin Crespel, Rémi Dufourneau

Developer: James Buckley

Art: Bartek Jędrzejewski

Graphic Design: Srdjan Jovanovski

3D renders and components: Maciej Krasuń, Natalia Stanek

DTP: Bogusz Ohlaszeny

Photo research: Frank Thomson

Proofreading: Jonathan Warshay, Srdjan Jovanovski, Andy Down

Kickstarter: Adrian Turzański

Production: Agata Jurczyszyn

Playtesters: Clém, Andy Down, Andy Loakes, Bernard Giot, Max Mounier, Laurine Roig, Vincent Soulié, Scott Moore, Frank Thomson, Micah Benavitz, Cyprian Sala, Rijnyr van Putten, Francois Xavier Jodoin, Association Ludique 'Jouons dans l'Yssandonnais'

Original Edition:

Designers: Waldek Gumienny, Jaro Andruszkiewicz

Developers: Michał Ozon, Witold Janik

Graphic Design: Piotr Słaby

Playtesters: Ryszard Jeziorny, Tomasz Sordyl, Mikołaj Lenczewski, Grzegorz Bakera, RasTafari, Zwierz, Piton, BoguszO, Śmigiel, Swiety_1984, Jan Bażyński, Jan Madejski, Łukasz Kubacki, Gafik

