

# KEEP'EM ROLLING!: THESE ARE MY CREDENTIALS

## PLAYER AID



## SEQUENCE OF PLAY

The sequence of play is as follows:

1. **Intelligence Phase** - reveal the top Intelligence Report card, place Port Destruction and FFI markers
2. **Riesensaurei! Phase (until first Logistics Step only)** - reveal the top Riesensaurei card, move KG markers
3. **Action Phase** - perform 2 Core actions, and any number of Bonus actions
4. **FFI Phase** - move 1 or more FFI markers


## 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.

## CORE ACTIONS

### Move a Division

Spend 1 Fuel then move an **Armored Division up to 3 spaces** or an **Infantry Division up to 2 spaces**. You may not move the same Division twice in the same Round. If you enter:

- An empty space ► Draw an Aerial Recon card (resolve immediately, or if  you may hold in hand)\*
- A Wehrmacht space (KG marker or Rennes) ► Combat the relevant Wehrmacht unit\*
- Siege box ► Draw an Aerial Recon card if the Port is not besieged (before you enter)

\*After resolving the card and any combat in a non-Siege box space, place a Control marker.

If you are in a Siege box in a besieged Port you may use your movement to attack a Garrison (Armored Divisions may attack even if the Port is not besieged).

### Take Supplies

Place Supplies in your Main Supply Base (Avaranches), 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 and place into your player area the number of Trucks permitted by your current Logistics Step Level. You begin at Level 1.

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

LOGISTICS STEP	LEVEL		
	★	★★	★★★
 <b>IN STOCK</b>	4	6	6
<b>TAKE</b> 	2	3	4
<b>PLACE</b> 	2	3	4

When the **Logistics Step** is triggered:

- (First Logistics Step only) **Remove any remaining KG markers** and shuffle any remaining KG cards into the Wehrmacht deck.
- (First and second Logistics Steps only) **Move your Logistics Level up** by one.
- **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 2 Trucks to the Allied Truck Stock** from the Pool.
- **Refill the General Stock**, replacing any used Supplies.
- **Feed your Divisions**. Each Division must spend 1 Food. If it cannot do this you must flip it over to its blank facing side. It cannot move until it has received Food.
- (If spent) **unflip the Commander Troy Middleton Card**. He can now be used again.
- (If spent) **return your Air Support markers from next to the Wehrmacht / Aerial Recon deck**. It can now be used again.

### Air support

Place your Air Support marker on the top card of the Wehrmacht or Aerial Recon deck to view the next card to be drawn from the deck. Gain +1 Ammo bonus towards any combat that results from the draw.



## BONUS ACTIONS

### Play a held Pursuit card

- Play any number of held Pursuit cards  for their effect.

### Use Troy Middleton's Special Ability


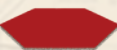
- Distribute 1 Ammo to any Division, and/or
- Distribute 1 Fuel to any Division, and/or
- Place the Tank Destroyer marker on a US Division (allowing the Division to move 1 additional space during a subsequent movement).

## COMBAT


### When you reveal a Wehrmacht card and have the required Supplies:

- ▶ Remove the required Supplies from the Division card.
- ▶ Place a Control marker on the space, or Port Destruction marker if the space is a Garrison in a Port.
- ▶ Place the defeated Wehrmacht Unit card in your player area, it will count towards your final number of Medals.
- ▶ If you defeat the last Garrison in a Port, place a Control marker on the Siege Box of that Port.

If attacking a Garrison apply the additional Supply requirements:

	US Armored Division	US Infantry Division
<b>Standard Garrison</b> 	+1 Ammo required +1 Fuel required	
<b>Fortified Garrison</b> 	+2 Ammo required +1 Fuel required	+1 Ammo required

### If the attacking US Division does not have the required Supplies:

- ▶ Remove as many Ammo and Fuel markers as possible to meet the requirement(s).
- ▶ Move the defeated Division back to the space it entered from. Its movement action has now ended. If the combat occurred in a Port, the Division remains in the Siege Box.
- ▶ Shuffle the Wehrmacht card back into the deck from which it was drawn. If the Wehrmacht card was one of the separate Division (in '1' Garrisons) or KG cards , it remains in place.

## FFI

In the FFI Phase, move any # of FFI markers 1 space each. There is a limit of 2 FFI markers per space (excluding the Maquis Zones).

KG markers may not move if they are in a space with an FFI marker.

FFI markers have the following impact:

### In the Maquis Zone:

- **Support US movement:** A US Division starting its movement, or moving through, an adjacent FFI entry space, may move an additional space.
- **Support US combat:** A US Division fighting a Wehrmacht Unit in an adjacent FFI entry space gains +1 Ammo.

### 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 is occurring. 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.

## VICTORY POINTS

The game ends at the end of the round that the last Intelligence Report card is revealed. Then calculate your performance. Score 1 VP for each of the following

- A 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

<18 VPs – Room for improvement

18 - 23 VPs – A respectable outcome

23+ – Outstanding work

