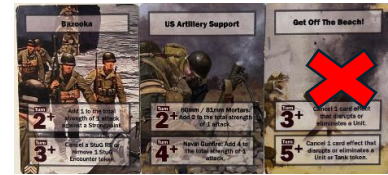


Examples of Play

To prepare to play: Set up the map and tokens according to the instructions in the rules (5.0). As the last step in the setup, shuffle the deck of cards and draw 3 off the top (5.5). In the draw, the player pulled “Bazooka”, “US Artillery Support”, and “Get off The Beach”. As “Get off The Beach” cannot be used until turn 3, the player discards it back to the deck (reshuffling) and keeps the other two cards. They are now ready to start the game.

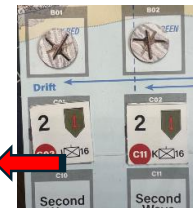


Phase 1 Card Draw: In the first phase in the turn, the player draws one card from the top of the deck and adds it to their two starting cards. It is the card “320th Barrage Balloon Battalion”. They place all 3 cards beside the game board. Cards can be played at any time in the turn as appropriate for the card drawn and the turn it is able to be played. In a single turn you can play one, some, all or none of the cards.

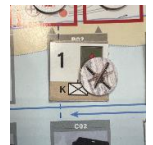
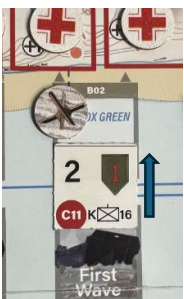


Assign Initiative (IP) & Engineer (EP) Points: In this phase of Turn 3, the player starts with 2 saved IPs for the 1st Division, zero IPs for the 29th/Rangers and 3 saved Engineer points (1 from T1 and 2 from T2). The player receives 3 new IPs and 3 new EPs for turn 3. The player decides to add 2 IPs to the 29th Division and places that division IP marker in the “2” box. They add 1 IP to the 1st Division and moves that IP marker to the “3” box. This gives the player a total of 5 IPs to use in this turn. Last, they add 3 to the EP marker, moving it from the “3” box to the “6” box. They have a total of 6 EPs to use in this turn that can be used by either division.

Drift Phase: A player has 1st Division units in First Wave squares C01 & C02. It is turn 1 and looking at the Drift Phases table the player sees there is a +1 drm for this turn. They decide to roll for the unit in C01 first and roll a 3. With the +1 drm modifier, the result on the table is a 4, which is a drift of 1SL (1 Shift Left). As the unit is on the edge of the map, they drift off the board and are eliminated. This unit could come back later either by using an IP point or by the play of a card. They next roll for the unit in C02 and the roll is a 2. With a +1 drm the result is a 3 which is “No Drift” and the unit stays in the square.



Beach Landing Phase: The 1st Division unit in C02 now moves forward one square into Beach Square B02. The player must roll for the Beach Landing Disruption for any effects from the landing. On the Beach Landing Disruption table, the player notes several drms are possible. First, is a +1 for the turn (T1), next is a Beach Obstacle token in the square for a +1 drm. Since B02 has a Strongpoint (SP) square directly in front of it, there is another +1 drm (although there are two SP squares, only 1 drm is added to the roll). Altogether there is a +3 drm on this landing beach. The player rolls one die, and rolls a 2, adds the +3 drm for a 5 result of “1 Unit Disrupted”. The 1st Division unit is flipped to its disrupted side and moved forward into B02 with the Beach Obstacle token. This Beach square (B02) will have a +3 drm until turn 3 (Turn drm goes away). The other two drms will remain until the Beach Obstacle is flipped to a GAP (+1 for the Beach Obstacle goes away) and the Strongpoint square(s) captured (also a +1).



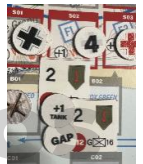
At this time, the player could use their card “320th Barrage Balloon Battalion” as it can be used in “Turn 1+” and “Flip a Unit to its undisrupted side”. The player will do so, flips the unit back to its full-strength side and places the card in the discard pile.

Random Event Phase: After the Drift and Beach Landing Phases are completed, the player will conduct the RE Phase. Using the Random Event Location table: It is T1, roll one die on the T1-T4 column. The roll is a 3. Next, roll for the column to use. The roll is a 2. Cross referencing the 3 across to the 2-column finding the target square is Beach square B03. Since there are no units in B03, look on the map for the nearest square with a unit. In this case it is square B02 with the 1st Division unit that was just landed in the previous phase. The player now goes to the Random Events List in the Beach Square events, and the die roll result is a 4, which is “German 88’s Defend”. As this result only effects U.S. Tank tokens, the result is ignored. Had the player rolled a 3, the unit would have been disrupted by “German Artillery”. Had the unit already been disrupted, and alone in the square, it would be eliminated and moved off the map due to a second disruption. If there is more than one square with units’ equal distance to the rolled target RE square, the player chooses which square will be affected. Count distance vertically and horizontally from the target square to the unit square, no diagonals allowed.

RANDOM EVENT LOCATION Table									
1st Die Roll	2nd Die Roll	1	2	3	4	5	6		
T1-T4	T5-T10								
1		B01	B04	B05	B08	B03	B06		
2		B05	B08	B02	S08	B01	B02		
3		B08	B03	S10	B04	S07	S02		
4	1	H31	S01	H25	H35	H37	H21		
5	2	T19	H34	S05	S03	T12			
6	3	H27	T23	S17	T29	T28	S09		
	4	S06	H22	T30	H32	H33	H40		
	5	H38	H36	H39	S13	H15	S16		
	6	H11	H14	S10	H18	H26	T24		

Activation Phases: Examples of Activations:

1. **Activate & Attack from 1 Square:** It is turn 5 and the player has saved IPs and EPs so there are 10 EPs, 4 IPs for the 29th Division and 5 IPs for the 1st Division. The player activates the two 1st Division units, plus the +1 Tank token, in B02 for 1 IP, attacking Strongpoint (SP) in square S02. The SP token is flipped to reveal a “4” Combat Factor (CF). Adding up the CFs, the U.S. is attacking with two units and the tank token (2+2+1 = 5 CFs) vs. the German 4 CF. Using the Attack Combat Results table, the player receives a drms of -1 for more U.S. CFs than German CFs. This is good, yet the player wants to increase his chances, so uses his card “US Artillery Support” which on “turn 4+” will add 4 CFs to the attack. The U.S. now has 9 CF attacking (5 CFs + 4 Card CFs) vs. 4 German CFs. Instead of a -1 drms, the player will have -2 drms for having “US > Ger CF X2”. Rolling a die the player rolls a 5, minus -2 for the drms gives a result of 3. On the table this result falls in the 2-4 row = S-1D (Success, 1 unit disrupted). The player has won the combat. The player discards his combat card, flips 1 unit to its disrupted side, removes the German token (+1 VP), moves one or both units (and the tank token) into the SP S02 square and as it is an EXIT square gains a +1 VP.



2. **Activate & Attack from Two Squares:** In the same turn, the player wants to attack SP S16 that has two German tokens (an SP token and a RE token). The 1st Division still has 4 IPs remaining after the attack on S02 (above), while the 29th Division has 4 IPs as well. The player uses the units located in squares H15, S17 and S07 for the attack. First, the player spends 1 IP from the 29th Division to activate the unit in S17. This unit does not attack but uses the IP to reveal the tokens in the square. Both German tokens are revealed as a 4 CF and a Sniper token. As no attack into the square has taken place, no RE is conducted for the Sniper token and it is left in the square. The player has the option at this point to cancel their planned attack and could select other squares to attack. However, they decide to proceed. Next they activate the units in S07 for another 1 IP from the 29th Division (this leaves the 29th with only 2 remaining IPs). Both units plus the tank token move forward to S17. There are now 3 units for 4 CFs (max unit CFs in a square 6 CF) plus the +2-tank token. The player is now ready to attack S16 and activates the mixed units (1st & 29th) in H15 using 1 IP from the 1st Division (3 remaining IPs) and all the units in S17 for 1 IP from the 29th (1 remaining IP). The steps to conclude this combat are:



- a. Resolve the RE Sniper token: Per the Random Event Token Effect table, the player must lose -1 IP. They select to take it from the 1st division, leaving it with 1 IP left for the turn. The German RE token is then removed from play (+1 VP).



- b. **Resolve the Combat:** The player adds up all the CFs for the units and Tank tokens in both H15 and S17. The total for H15 is $1+2 = 3$, and for S17 $2+1+1+2$ Tanks = 6, for a total of 9 CF vs. 4 German. For this combat the drms are a) -1 for the Ranger, -2 for twice as many U.S. CFs vs. German, +1 for having mixed units in the combat (29th & 1st only, ignore Rangers) for a net drm of -2. The die roll is 3, with -2 the result is a 1 = Success. The player takes no losses/disruptions, removes the German token (+1 VP), and moves all the 29th units from H15 & S17 into S16 with the tank token for another +1 VP for the square, and leaves the 1st Division unit in H15.



3. **Clearing Beach Obstacles & Rebuilding Units:** With 2 IPs remaining (1 IP for each Division), the player will:
- First, use 1 IP from the 1st Division to clear a Beach Obstacle token from B03. They reduce the EPs down from 10 to 9 and remove the 1st Division IP marker off the 1 Box, their last IP. On the Engineer Beach Obstacle & Mine Clearing Table, the player reads that on T5 there are no turn drms, but they do get a -1 drm for using 1 Engineer. The roll of the die gives a result of 3, minus the -1 drm = 2 for a “Removed” result. The Beach Obstacle is flipped to the GAP side and the player receives +1 VP.
 - With the last IP remaining to the 29th Division, the player wants to repair a unit. They can spend the last 1 IP and flip any one unit on the map that is not Pinned to its full-strength side, or they can bring an eliminated unit back onto the map. They decide to bring back an eliminated unit. Spending the last 29th Division IP, one eliminated unit from either the 29th Division or Ranger Regiment is brought back and placed in any 29th Division sector GAP square on its disrupted side. The 29th Division IP marker is moved from the Game Track 1 box and placed off map with the 1st Division IP marker. This would end the turn as neither division has any more IPs to spend, and the player does not want to play any other cards.

4. **Clearing a square with a Mine token:** It is turn 6 and the 1st Division has 5 IPs to spend. The player decides to clear out the Strongpoint/Town in square S13 using the units located in S03. Spending 1 IP the units are activated and attempt to move into S13, flipping the two tokens. The red SP token is 3 CFs, while the black RE is a Mine token. The player has 3 options:



- Call off the attack, ignore the square, and leave both tokens to be dealt with later.

The IP is spent.

- Press forward with the attack and hope for the best when rolling for the Mine Event results (6.5 & 8.0). In this scenario, they will press the attack and rolls on the Random Event Token Effect table. The roll is a 5 resulting in one unit must be disrupted. The player does not want to eliminate the already disrupted unit, so they flip the 2 CF unit to its reduced side, remove the Mine token (+1 VP) and can either continue with or call off the attack. Should they continue the attack, the US would have 3 CFs (1+1+1 Tank) vs. 3 CF German token. The player would have a -1 drm for the turn (T7), but also a +1 for attacking with disrupted units for a net of 0 drms. Chances are, unless a 1 is rolled, one of the US units will be eliminated on a roll of 2-6 as both are disrupted. They call off the attack.



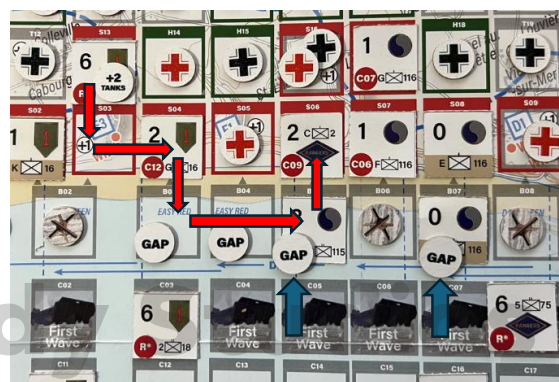
- Call off the attack (per option a above) but activate the Engineer(s) to clear the Mines before activating the units to attack the 3 CF token. In this scenario, the player decides to spend 2 IP and activates 2 Engineer points (EPs) to attempt to remove the Mine. Using the Engineer Beach Obstacle & Mine Clearing table, the player has one drm for -1 for the turn (Turn 6+) and -1 drm for each EP activated (-2). This gives a total of -3 drm for the attempt. The roll is a 5, minus -3 drm = 2 for a “Removed” result, and the Mine token is removed from the map (+1 VP) with no loss to the US units. For this turn, the player has spent 3 of their 5 IPs (1 to activate the units in S03, and 2 IPs for the 2 EPs) and have 2 IPs remaining. They can activate the units in S03 for 1 IP and attack S13 (4 CFs vs 3 CF with a -1 drm) or they could activate the unit in S04 to move to S03



to join the attack. They decide on the latter and spend 1 IP to activate the unit in S04 and move it to S03. The player then spends their last IP to activate S03 and attack S13. The US attacks with 6 CFs vs. German 3 CF. The drms are: -1 for T7+, -2 for 2x US CFs over German CFs and +1 for Disrupted unit in the attack for a net -2 drm. The roll is a 3, minus -2 drm = 1 for a S result (Success). The player removes the German SP 3 token (+1 VP) and removes it from the map. Next, they move all units and tank-token into S13 (+1 VP for the SP/Town Square) to end the activation.



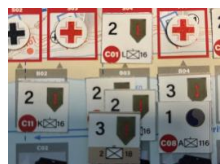
5. **Landing & Relocating Tank Tokens:** It is currently turn 5, the player wishes to land a new tank token and relocate a tank token on the map to a new square. In their drawn cards they have “M4 Shermans” that allow them to place a +2 Tank token on the map in any beach square containing a GAP token AND a unit (tank tokens must be with a unit). There is no IP cost for playing the card and the +2 Tank token can only be placed in square B05 or B07 since there are units in those squares (Blue arrows) The card can be played at any time during the turn. It is recommended that players do not place tank tokens until after Phase 5: Random Events, is completed. After placing the tank token into a beach GAP square, the player will then have to spend an IP to either activate the unit with token to move, or to relocate the tank token.



The player will now move the +2 Tank token in square S13 to S08 to help support an attack on S16. Spending 1 IP, the player must move the token from S13 to S08 so that it does not a) pass through any enemy held squares (with tokens), b) does not pass through a Beach Obstacle token (moving through GAP tokens is allowed) and c) does not move diagonally from square to square. For this move, the red arrows on the map give the allowed path from S13 to S08 for the Tank token to relocate with. Simply pick up the token from S13 and place it in S08. Unlike units that can only move 1 square per activation, Tank tokens can move across the board so long as a legal path of squares exists.

Stacking of Units: Stacking is very straight forward: no more than 6 CF total in a square at the end of a move or advance after combat (Tank tokens are ignored). This means that a unit cannot be rebuild and flipped to its full-strength side if the result would create an over stacked situation. Generally, the most complex situation for stacking is during the Landing Phase on beach squares.

An Example of over stacking on the beaches: Squares B02, B03 and B04 have units with 2 CF, 4 CF (2+2), and 4 CF (3+1). There is a 6 CF unit in the First Wave (C03) square that must land in B03. Since the square already has 4 CF, the 6 CF unit must first flip to its Disrupted side (3 CF). However, it cannot remain in B03 as it would still be over stacked (2+2+3=7) by 1 CF. Therefore, the landing unit must



shift either right or left until it reaches the nearest square that will meet stacking limits. The unit cannot shift right to B04 as it also has 4 CFs. The unit must shift left to B02 that has only 2 CF. With the 3 CF unit shifting left into the square the total CFs there will be 5 CF and under the 6 CF limit.

Note that the unit could not shift two squares to the right, from B03 to B05, as the nearest square that meets the stacking limit is B03, one square to the left. A landing unit cannot shift forward, off the beach, to meet stacking limits (square S04 in the example). Once the unit is placed in the final square for landing, then conduct the Beach Landing Disruption roll.

