

# **Sequence of Play (see 6.0):**

- 1. Card Draw (6.1)**
- 2. Assign Initiative & Engineer Points (6.2)**
- 3. Drift Phase (6.3)**
- 4. Landing Phase (6.4)**
  - Advance 1st Wave to Beach Squares**
  - Conduct Beach Landing Rolls**
  - Advance all at sea unit forward 1 Square**
- 5. Random Events Phase (6.5)**
- 6. Activation Phase (6.6)**
  - Spend IP & Engineer Points**
- 7. End of Turn (6.7)**

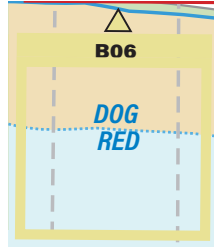
## **Contents of Box**

**Game Board**  
**Rules**  
**Sheet of Unit Markers**  
**Sheet of Tokens**  
**1 die (d6)**  
**Deck of 18 Cards**

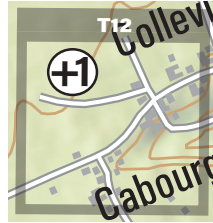
# Guide to the Types of Squares



**Reinforcement Sea Squares** for units coming out of the Reinforcement box



**Beach Landing Square**



**Town Square**



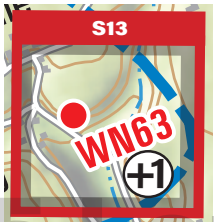
**Hedgerow Square**



**Hedgerow Square: Deep Penetration with +1 VP**



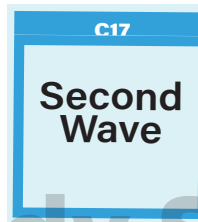
**Strongpoint Square**



**Strongpoint Square with Town = +1 VP**



**Exit VP Square with +1 VP Bonus**

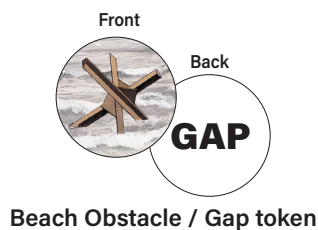
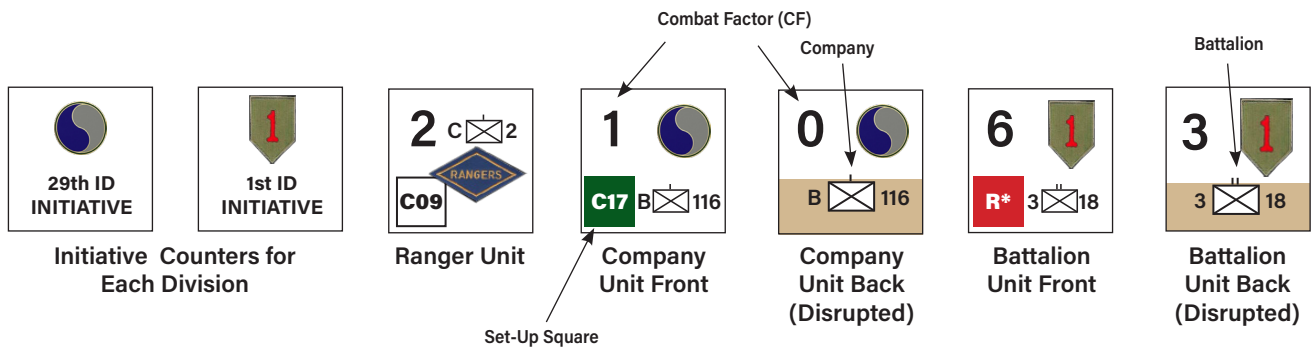


**Channel Squares: Second Wave**

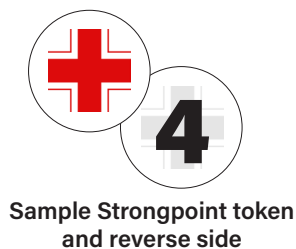


**Channel Squares: First Wave**

## Markers and Tokens



**Beach Obstacle / Gap token**



**Sample Strongpoint token and reverse side**



**Sample RE token and sample reverse sides**