

NORMANDY, 1944
THE INVASION AND
OPERATIONS, 6-12 JUNE

HEROES OF NORMANDIE

THE TACTICAL
CARD GAME



SUMMARY

PRESENTATION	p.3
A WORD FROM THE PIGS	p.3
A WORD FROM THE AUTHORS	p.3
THE INVASION OF NORMANDY	p.3

COMPONENTS	p.3
-------------------	-----

GENERAL	p.4
----------------	-----

SETTING UP	p.5
-------------------	-----

RULES	p.6
--------------	-----

AIM OF THE GAME	p.6
------------------------	-----

THE GAME TURN	p.6
----------------------	-----

TACTICS	p.6
----------------	-----

Recover three DIRECTIVE markers	p.6
--	-----

Manage your cards and reinforcements	p.6
--------------------------------------	-----

Manoeuvre	p.6
-----------	-----

Remove SUPPRESSED markers	p.6
----------------------------------	-----

Activate a Unit Card	p.7
-----------------------------	-----

Moving a Unit Card on the battlefield	p.7
---------------------------------------	-----

Shooting	p.7
----------	-----

Shooting Ranges	p.7
-----------------	-----

Hitting the target	p.8
--------------------	-----

Result of the Shooting	p.8
------------------------	-----

Armour and Penetration	p.8
------------------------	-----

Saving Throws	p.8
---------------	-----

Seize their position!	p.9
-----------------------	-----

THE CARDS	p.9
------------------	-----

Event Cards	p.9
--------------------	-----

Hero Cards	p.10
-------------------	------

ABILITIES	p.10
------------------	------

Active abilities	p.10
-------------------------	------

Passive abilities	p.10
--------------------------	------

Range of abilities	p.10
---------------------------	------

Restrictions	p.10
---------------------	------

Number of uses	p.11
-----------------------	------

COMMAND ABILITIES	p.11
--------------------------	------

SHOOTING EFFECTS	p.12
-------------------------	------

MISCELLANEOUS ABILITIES	p.12
--------------------------------	------

UNIT TYPES	p.13
-------------------	------

DIRECTIVE MARKERS	p.13
--------------------------	------

Forced March	p.14
---------------------	------

Forcing an Activation	p.14
------------------------------	------

Armour-Piercing	p.14
------------------------	------

Sustained Fire	p.14
-----------------------	------

Saving Bonus	p.14
---------------------	------

EXAMPLE OF AN ACTIVATION	p.15
---------------------------------	------

THE OTHER MARKERS	p.16
--------------------------	------

FOG OF WAR	p.16
-------------------	------

HIDDEN/VISIBLE	p.16
-----------------------	------

How to become hidden	p.16
----------------------	------

How to become Visible	p.16
-----------------------	------

Firing on a hidden Unit Card	p.16
------------------------------	------

DECOY UNIT CARDS	p.17
-------------------------	------

TERRAIN	p.17
----------------	------

EXAMPLE OF A PHASE	p.18
---------------------------	------

VARIANT RULES	p.21
----------------------	------

FAQ	p.21
------------	------



PRESENTATION

A WORD FROM THE PIGS

Heroes of Normandie: The Tactical Card Game is a historical card game based on World War Two with simple but dynamic rules. It's as much fun for new players as it is for veterans. Recreating the battle for Normandy keeps the game's theme very historical, but the Hollywood gloss of Heroes of Normandie has been lovingly applied to the whole game.

A WORD FROM THE AUTHORS

This game is the fruit of our shared passion for historical gaming. We have built each scenario on a solid, historical base, while making sure we've written a game and not an exact historical simulation. The goal is to give players the feeling of being present at an important historical turning point. In order to do this, we offer a very simple strategic game system, where each player plays the part of the commander of an army.

THE INVASION OF NORMANDY, JUNE TO SEPTEMBER 1944

Above all, the Normandy Invasion evokes the image of hundreds of thousands of Allied soldiers disembarking onto the beaches of Normandy, facing the Third Reich's machine guns before making their way through bocage country loaded with mines and ambushes. After several months of unforeseen difficulties, the Allied victory in Normandy marked the beginning of the end of the war in the west. This game's scenarios represent the iconic battles that took place during these desperate months of struggle.

COMPONENTS

command boards



Unit Card



Historical event card



Event card



GO! / ACTIVATED



BONUS markers



TURN COUNTER markers



VICTORY POINT(S) markers



HIT / SUPPRESSED markers



COMMAND markers



HISTORICAL EVENT markers



OBJECTIVE markers



TERRAIN markers



DIRECTIVE markers



BOMBING markers



HEROES markers



Turn counter

GENERAL

BATTLEFIELD

The battlefield is made up of boxes. These boxes are a little larger than a Unit Card, so it is easy to move the Unit Cards and see any terrain effects. By default, each box represents open terrain which has no effect on the game. Certain boxes are different — the description on each card describes the effect of each terrain type (see Appendix 6: Terrain).

ADJACENCY AND DIAGONALS

Unless otherwise stated, a box or Unit Card is adjacent to the eight boxes that surround it.

TYPES OF CARDS

EVENT CARD:

This represents a historical event, or a common occurrence on the battlefields of that time. It gives a bonus or a penalty to one of the players.

HERO CARD:

This allows a hero to be deployed on the battlefield. It is linked to a Hero marker.

UNIT CARD:

This represents a unit that can be deployed on the battlefield. A unit is defined by several characteristics:

Faceup card:

A faceup unit is considered Visible.

name

insigna

An activation value

A unique number.

0-2 shooting values. Sometimes, a shooting value can have a range of more than 1, and may or may not be Armour-Piercing.

0 or more abilities, each represented by specific icons.

One or several hit points.

One or two unit types. Certain Unit Cards, such as mechanised infantry, combine two types.

A metallic badge to show whether the unit is armoured or not.

A save value if they have one (here they do not).

Facedown card:

A facedown Unit Card is considered *hidden*.

An Activation value

A save value



historical event



event



- name
- insigna
- A unique number.
- A deployment condition.
- One Ability represented by specific icons.



SETTING UP

Select one of the seven scenarios offered in the game. If this is your first game, we recommend choosing the first scenario.



Place the game board in the middle of your table.

Place the Turn counter with the initiative marker (facing the Americans or visible Germans depending on the scenario) on box 1, and the END marker on the box for the final turn (determined by the scenario).

Take a random command board to determine which side you are commanding, and put it in front of you.

Deploy each side's Unit Cards as described in the scenario.

Put together your deck of cards as determined by the scenario, shuffle it, and place it to the left of your command board.

This deck is called the *reserve*.

The discard pile will be on the right-hand side of your command board.

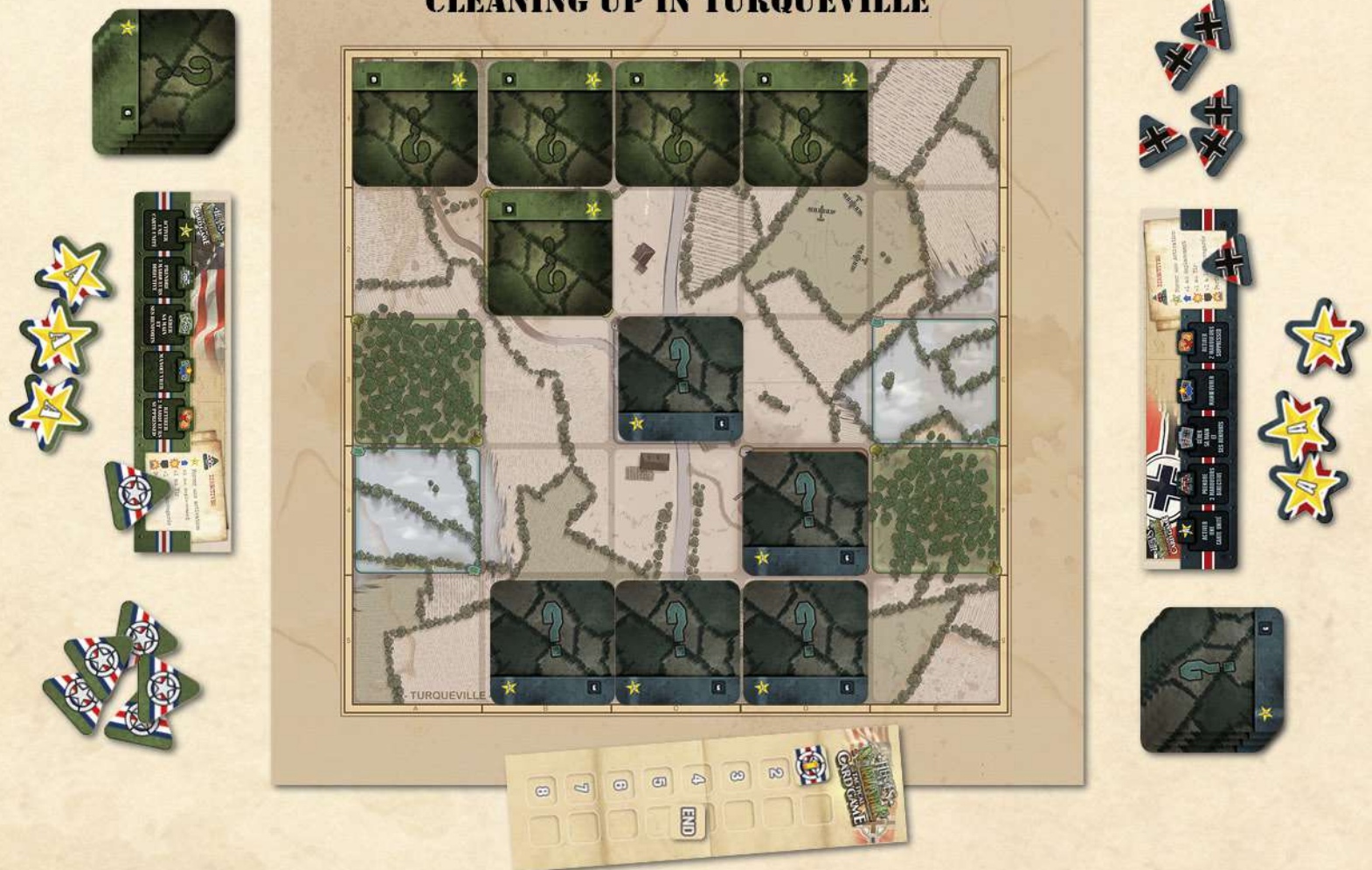
At the start of the game, there is no discard pile.

If the scenario says to, each player takes DIRECTIVE markers, which they place below their command board. The remaining DIRECTIVES are placed above it (this is the reserve). Neither player may have more than **six** DIRECTIVES in play.

The scenario dictates how many COMMAND markers each player puts beneath their command board.

The first player takes **two** red dice (for Shooting attacks), and one yellow die (for saving throws, and GO! activations).

Wish your opponent 'good luck' and prepare to destroy them in a Hollywood-style bloodbath!



RULES

AIM OF THE GAME

You must win the battle!

The battles (scenarios) unfold over a limited number of turns (from four to eight), and the player who fulfils their scenario objectives first wins the game.

THE GAME TURN

A game turn is divided into two *phases*. The first player plays through their *phase* and then the second player plays their own.

Once this is done, a new turn starts.

Each scenario will let you know who the first player will be.

FIRST PLAYER'S PHASE

The first player takes their COMMAND markers for the turn. The number of COMMAND markers available each turn is defined by the scenario.

As commander-in-chief, the player chooses a *tactic* from those offered by their command board, and places a COMMAND marker on it.



Next, they carry out all the actions resulting from that *tactic*.

Finally, once that is done, the player must choose another *tactic* if they have at least one COMMAND marker still available.

During their turn, the player may choose the same *tactic* several times.

The player can play ONE Event Card and ONE Hero Card at any point in their *phase*. But watch out, because the second player can also play ONE Event and ONE Hero Card during the first player's *phase*.

Playing an Event Card or a Hero Card does not require a COMMAND marker to be spent.

Once the first player has spent all their available COMMAND markers, their *phase* is ended.

They remove all the ACTIVATED markers on their Unit Cards. They also remove all the COMMAND markers from their command board.

Any HIT or SUPPRESSED markers stay in play.

SECOND PLAYER'S PHASE

The second player carries out a *phase* identical to the first player's.

At the end of the second player's *phase*, advance the Turn counter by one box.

TACTICS

RECOVER THREE DIRECTIVE MARKERS

With a COMMAND marker on this tactic, the player takes three DIRECTIVE markers from their reserve and puts them below their command board. A player can never have more than six DIRECTIVE markers below their command board. For the uses of DIRECTIVE markers, look at Appendix 3: DIRECTIVE markers (p.13).

MANAGE YOUR CARDS AND REINFORCEMENTS

The player takes the top three cards from their deck of cards.

This deck is called the *reserve*.

There is no limit to the number of cards you can have in your hand.

The player can then move up to three Unit Cards from their hand to specific reinforcement points on the battlefield.

They can put down:

- One card on one of the boxes in their reinforcement zone.
- One card per HQ (maximum of two HQs) on the battlefield, by placing the Unit Card on one of the eight boxes adjacent to the HQ.



The boxes chosen to receive these reinforcements may not already be occupied by another Unit Card.

A Unit Card is deployed as *hidden* unless it is deployed adjacent to an enemy Unit Card.

MANOEUVRE

The player chooses two adjacent Unit Cards (but not diagonally adjacent), neither of which may have an ACTIVATED marker. They swap places.

After the manoeuvre, one of the two Unit Cards make one Shooting attack (any *shooting effects* are then applied).

The two Unit Cards may not make any other moves during this *tactic*, but one of the two may use a DIRECTIVE marker to make a *forced march*.

Both Unit Cards then receive an ACTIVATED marker.

Warning: Neither of the two Unit Cards may use an ability during a manoeuvre.

REMOVE SUPPRESSED MARKERS

The player removes one or two SUPPRESSED markers from one Unit Card, or one marker each from two of their Unit Cards.





Effects of SUPPRESSED markers

A unit with one or more SUPPRESSED markers cannot use a DIRECTIVE marker.

ACTIVATE A UNIT CARD

The player must activate a Unit Card in order for it to move, shoot or use its abilities.

To do this, they place a COMMAND marker on the chosen Unit Card.



The Unit Card does not need to make an activation roll as they would with a GO! Marker (see p.11) — it immediately obeys its beloved general, which is you!

At the end of its activation, turn over the COMMAND marker to show its ACTIVATED side.

N.B. A Unit Card can only be activated once per *phase*. If it has an ACTIVATED marker, it cannot be activated again this *phase*.

Activating a Unit Card

Once it is activated (using an COMMAND marker or thanks to a GO! Marker), a Unit Card can perform several actions.

It can make a move of one box and shoot once with each of its *shooting values*. The order in which these actions resolve is up to the player.

For example, it can move and shoot, shoot and move, or even shoot, move, and shoot again.

It may also use any abilities it has at any point during its activation.

Once its activation is over, turn the COMMAND marker over to show its ACTIVATED face.

Moving a Unit Card on the battlefield

Normally, a unit can move one box either vertically or horizontally. The box they move into cannot contain any other Unit Cards.



However, mechanised units may also move diagonally.

Shooting

A Unit Card's various *shooting values* represent the various weapons it has, or a high rate of fire.

N.B.

In general, infantry has only one *shooting value*, while tanks and artillery have two. Since the majority of HQs have no weapons, they do not fire.

For each *shooting value* it has, a Unit Card may fire at one enemy Unit Card. Therefore, a Unit Card with two *shooting value* may fire twice at the same Unit Card, or once at two different Unit Cards.



Here, the Maschinengewehr Abteilung (German machine-gun detachment) has two Shooting attacks and decides to split them against two infantry Unit Cards.

The player announces their first Shooting attack, resolves it, and then moves on to the next.

Shooting Ranges

Unit Cards will usually have a *shooting range* of one terrain box, namely the eight boxes adjacent to them.



Certain Shooting attacks have a longer range. This distance is indicated by the red number over the blue arrow.



TALL Shooting attacks within the same area as the *shooting range* icon benefit from the increased range.

Terrain boxes and other Unit Cards do not block long-range Shooting attacks.



Here, the Mortar Platoon can fire a distance of two boxes without being obstructed by the other Unit Card.



Hitting the Target

To resolve a Shooting attack, the player rolls the two red dice (2d6), and must get a result equal to or greater than the Unit Card's *shooting value*.

Result of the Shooting Attack

Success

A result equal to or greater than the *shooting value* means that the enemy Unit Card has been hit. It receives a HIT marker.

Failure

A result under the *shooting value* means that the Shooting attack missed.

Partial Success

If the result of the roll is a failure but the player rolled a double, the target Unit Card receives a SUPPRESSED marker.

Example: A unit which makes a Shooting attack with a *shooting value* of 10 but rolls double 1s, 2s, 3s or 4s, gives its target a SUPPRESSED marker.

For the Unlucky...

If the result is double 1s, the player who rolled the dice gets an extra DIRECTIVE marker.

SHOOTING VALUE	SUCCESS (1 HIT)	PARTIAL SUCCESS (1 SUPPRESSED)
7	7, 8, 9, 10, 11, 12	double: 1*, 2 et 3
8	8, 9, 10, 11, 12	double: 1*, 2 et 3
9	9, 10, 11, 12	double: 1*, 2, 3 et 4
10	10, 11, 12	double: 1*, 2, 3 et 4

1* = take one DIRECTIVE marker



Armour and Penetration

If the icon representing the Unit Card's unit type is on a metal badge, the unit is considered to be *armoured*. If there isn't a metallic background, then it's not.

Tanks are always *armoured*.

Lighter mechanised units are not.



If the Shooting attack does not specifically use an armour-piercing weapon (it does not have the *shooting effect* Armour-Piercing), the attack used cannot inflict a HIT on an *armoured* Unit Card.

A success by a non-Armour-Piercing weapon against an *armoured* Unit Card: The target receives a SUPPRESSED marker instead of a HIT marker.

A success by an Armour-Piercing weapon against an *armoured* Unit Card: The result of the Shooting attack is applied normally, and the target receives a HIT marker.

N.B.

Watch out — a unit can have several *shooting values* with different shooting effects.

For example, tanks can have a main gun (Armour-Piercing) and machine guns (which don't have any shooting effects).



5 Saving Throws

Certain Unit Cards have a *save value*, and when fired upon, they have a chance to ignore HIT (but not SUPPRESSED) results.

When a Unit Card suffers a HIT and has a *save value*, they may attempt a saving throw.

The affected Unit Card's owner rolls the yellow die.

Success:

A result equal to or higher than the *save value* means the Unit Card ignores the HIT (or HITs if a *shooting effect* inflicts two HIT markers).

Failure:

A result that is lower than the *save value* means that the effect of the Shooting attack is applied normally.

N.B. A Choice of Save Values:

If a unit has a *save value* and is in a terrain box with terrain effects that also offer a *save value*, the unit can use the best of the two values and makes just one roll.

N.B. Hidden Unit Cards:

If a Unit Card is *armoured* and/or has a better *save value*, the player can choose to turn the unit over before the resolution of the Shooting attack, in order to maximise its chances of survival.



A fortification Unit Card with a save value of 6



An armoured HQ Unit Card with a save value of 6

Hit Points

Unit Cards have between one and three hit points. Certain units, such as tanks or elite units, have several hit points.

A Unit Card that suffers as many HIT markers as it has hit points on its card is destroyed and put in its player's discard pile (to the right of their command board).

Seize their position!

After a combat, if the attacking Unit Card is a tank, a mechanised unit, or an infantry unit and it destroys its enemy, the unit may *seize their position!* and take the enemy's place in its terrain box. This action is not compulsory.



N.B.

Unit Cards may never use *seize their position!* against an enemy that is diagonally adjacent, even if the unit is mechanised.



APPENDIX 1

THE CARDS

EVENT CARDS

In each *phase* of the game, whether it is their own *phase* or their enemy's, a player may play an Event Card from their hand.

During their opponent's *phase*, a player cannot interrupt a Unit Card's activation by playing an Event Card. A Unit Card's activation is considered to begin when its player chooses the *tactic* 'Activate a Unit Card,' or when an activation die is rolled to activate a Unit Card that has received a GO! Marker (see p.11).

When an Event Card is played, the text written on the card is applied immediately (except in specific cases as noted on the card). Then, depending on what is written, the card is either discarded or placed next to the player's board edge.

The effect of an Event Card can last a *phase* or a whole turn.

There are two types of Event Cards: generic and historical. Each scenario indicates which Generic Event Cards and which Historical Event Cards are present in the *reserves* of both armies. Both types of Event Cards are played in the same way, but represent different things within the game.

Generic Event Card

Everything you'll need to know is written on the card itself.



Historical event card



Event card

Historical Event Card

When the player plays this type of card, they can choose one of the historical events listed for the scenario.



At the start of the battle, take your numbered event markers and place them next to your command board with the 'available' side facing up.



Each historical event can only be used once per scenario. Each time one of them is used, turn its event marker over to show the 'used' side.

HERO CARDS

In each *phase* of the game, whether it is their own *phase* or their enemy's, a player may play a Hero Card from their hand.

A player cannot interrupt a Unit Card's activation during their opponent's *phase* by playing an Event Card.



Deployment

When a Hero Card is played, place the card on your board edge and take the corresponding Hero marker. This must be placed on a Unit Card that fulfils the deployment conditions on the Hero Card. Once the Unit Card possessing the Hero marker is discarded, the player must also discard the Hero marker and the Hero Card.



Here, Clint can be deployed with an infantry unit (mechanised or not), but not in a paratrooper unit.

Abilities

Each Hero gives the Unit Card they are placed on the ability written on their Hero Card.

If this ability is a shooting effect, it is applied to all Shooting attacks by the Unit Card under the Hero marker.

If this ability is a *save value*, it replaces the Unit Card's *save value*.

If the ability is an active *ability*, its effects are only applied when the Unit Card is activated.



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APPENDIX 2

ABILITIES

Certain Unit Cards and Hero Cards have one or more abilities. Each ability changes the rules of the game slightly.

Active Abilities


By default, most abilities are active abilities, which means that the Unit Card must be activated for the ability's effects to apply.


Passive Abilities

On the other hand, other abilities are passive abilities, which means that the Unit Card does not need to be activated to benefit from the ability's effects. These abilities are always found on a blue background.

Range of Abilities

If a *shooting range* icon isn't present, the ability's effects apply to its Unit Card or to adjacent Unit Cards, depending on the ability's description.

 If a *shooting range* icon is present, the effect applies to one or more Unit Cards within the distance written in red above the blue arrow.

 If the infinity sign is present, the ability has no maximum range.

Restrictions

If another ability or the icon(s) of one or more types of units are included in the ability's icon, only Unit Cards with the specified ability or that are that specific unit type may benefit from the ability's effects.


If the army icon is present instead of a unit type, the special ability only applies to Allied Unit Cards.



Here, only a tank unit can benefit from the save value.



In the descriptions of abilities, unit types and abilities are generically represented by a question mark.

 If the unit type icon is accompanied by an exclamation mark, this means that the ability can only be applied to a unit that belongs exclusively to that type, and not a unit with two unit types.



Here, the generic icon replaces the 'paratrooper' unit type.



Here, only an infantry unit may receive a GO! marker. A mechanised infantry unit cannot.

Number of Uses

The number of times an ability can be used is equal to the number of ability icons in the box.



If there is an infinity symbol underneath the ability, it can be applied to as many units as you like. Generally, this will be paired with a restriction (such as unit type, range, etc).

COMMAND ABILITIES



Field Command (place a GO! marker)

These abilities allow you to place GO! markers on Unit Cards that do not have ACTIVATED markers on them. This activation is uncertain because it does not represent an order from you as supreme commander — it arises from the efforts of your officers in the field.



Here, you may place three GO! markers on paratrooper Unit Cards anywhere on the battlefield.



Here, you may place one GO! marker on each artillery unit present on the battlefield.

After having finished the activation of the Unit Card that gave a GO! marker(s) to one or more Unit Cards, the player chooses one of these Unit Cards and rolls the yellow die.

Resolving the Activation

To succeed in activating the unit, the player must roll equal to or higher than the Unit Card's activation value. For example, if the Unit Card has an activation value of 3, the player must get a 3, 4, 5, or 6 with the yellow die to activate it.

N.B.



Certain Unit Cards (for example HQs) and certain abilities have an A (for Automatic) as their activation value. This means the activation succeeds automatically!



Here, you may place a GO! marker on a Unit Card anywhere on the battlefield. It will activate automatically.

Success

The Unit Card is activated normally, as though the player had activated it using a COMMAND marker. Once the activation has ended, turn over the GO! marker to show its ACTIVATED face.

FAILURE

If the activation roll fails, discard the GO! marker. The Unit Card may receive a new GO! marker in the same *phase* and try their luck again, or be given a COMMAND marker in Order to activate automatically.

The activation of each Unit Card must be completed before attempting to activate the next.



Pascal's Advice

As you will have worked out, the most useful abilities are the ones that allow you to try to activate Unit Cards by placing a GO! marker on them.

If you have nearby HQs, you will be able to chain the activations of your Unit Cards, but watch out — you can only activate a Unit Card once during your *phase*.



Elan

Draw a DIRECTIVE marker from your reserve for each icon present.



Encouragement (passive ability)

Unit Cards of the unit type specified by the ability's icon get +1 to their Shooting attacks if they are within range.



Fall Back!

Move one or more Unit Cards of the unit type specified by the ability's icon back one box toward your reinforcement zone.



Fire!

One or all (∞) of the Unit Cards of the unit type specified by the ability's icon may make a single Shooting attack with the *shooting value* of their choice. They do not have to have been activated.



Forward!

Move one or more Unit Cards of the unit type specified by the ability's icon one box toward the enemy's reinforcement area.



Medics & Mechanics

You may attempt to heal or repair one or more Unit Cards of the unit type specified by the ability's icon. Roll a die. If you roll equal to or higher than the icon's target number, the chosen Unit Card discards one HIT marker.



Reinforcements

Draw a card from your *reserve* for each icon present.

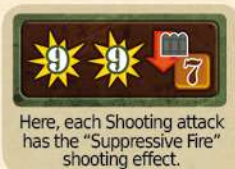


Support (passive ability)

Friendly Unit Cards within range get a *save value* equal to the one in the icon.

SHOOTING EFFECTS

When an ability is present in a box in which there are one or more *shooting values*, it is called a shooting effect and applies to all Shooting attacks present in the same box.



Armour-Piercing

This Shooting attack is armour-piercing and can therefore inflict HITS on armoured units.

Suppressive Fire



If the result of the die roll is 7, the target Unit Card receives a SUPPRESSED marker, no matter its type.



If the die roll is equal to or higher than 7, the target Unit Card receives a SUPPRESSED marker if it is an infantry unit.



If the target Unit Card receives a HIT marker, it also receives a SUPPRESSED marker if it is an infantry unit.



If the target Unit Card receives a HIT marker, it also receives a SUPPRESSED marker if it is a tank unit.



Double Hits

If the Shooting attack is successful, the target Unit Card takes two HIT markers.



Fire Again!

The Unit Card may make two Shooting attacks. If the first Shooting attack is successful, the second is, too — as long as the same Unit Card is targeted with both attacks. Otherwise, resolve the second Shooting attack normally.



Relentless Assault

The roll for the Shooting attack gets a bonus equal to the number in the ability icon for each SUPPRESSED marker on the target Unit Card.



Defenceless

The target Unit Card may not use any *save values*.



Lumbering

If the Unit Card does not move during its activation, it uses the *shooting value* next to the stop sign. If it moves, it uses the *shooting value* next to the blue arrow.



Sustained Fire

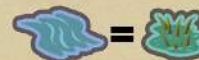
Each roll for a Shooting attack from this Unit Card gets a bonus equal to the number written in the ability icon.

MISCELLANEOUS ABILITIES



Amphibious

The Unit Card counts Water boxes as *flooded* boxes.



Engineers

The Unit Card may interact with elements marked with the same icon.



Fragile

The Unit Card is put back in the reserve (which you shuffle) as soon as it receives SUPPRESSED markers equal to the number in the icon.



Encouragement

The Unit Card can remove one SUPPRESSED marker from itself or another Unit Card.



Defenceless (*passive ability*)

When this ability is not connected to a *shooting value*, enemy Unit Cards adjacent to a Unit Card with this ability may not make throws.



Fire or Move

The Unit Card may not shoot if they move during their activation.



Immobile

The Unit Card may not move.



Defenders (*passive ability*)

The Unit Card increases the *save value* granted by terrain boxes by a number of pips equal to the number in the icon. If the icon is preceded by terrain icons (see p.17), the Unit Card only gets the bonus if it is in a corresponding terrain box.



Resistance (*passive ability*)

The Unit Card gains a *save value* equal to the number in the icon. If this icon is preceded by a terrain icon (see p.17), the Unit Card may only make the saving throw while in a corresponding terrain box.



Disorientated (*passive ability*)

The Unit Card cannot use DIRECTIVE markers.

UNIT TYPES

There are several types of units. Each one is symbolised by a game icon. Certain types have special abilities.

These types can be combined. A Unit Card with two unit types can therefore benefit or suffer from the effects connected to either of the type.



Headquarters



Infantry



Paratrooper Infantry



Artillery



Mechanised Artillery



Tank



Tank Artillery



Mechanised



Mechanised Infantry



Fortification



Fortification Artillery



Paratrooper



Paratrooper Artillery



Osttruppen



Osttruppen Infantry



Headquarters (HQ)

These don't have a *shooting value* but usually have a *save value*. They are automatically activated by a GO! marker, and therefore do not roll the yellow die. The deployment of reinforcements is centred on them, and they often possess very useful abilities for improving, or potentially activating, Unit Cards.



Infantry Units

These can use the seize their position! action, except into a Trench terrain box.



Artillery Units

These cannot use seize their position! Artillery can fire at more than one box, and can have several *shooting values*, each of which can give SUPPRESSED markers. They often have an ability that forces them to choose between shooting and moving during their activation.



Tank Units

These can use seize their position! in all types of terrain. They are *armoured* and often have two *shooting values*.



Mechanised Units

These can seize their position!, except into a Trench terrain box. This is also the only type that can be moved diagonally (except when executing a *forced march* or to seize their position!).

N.B.

A mechanised unit is a lightly armoured vehicle, equipped with machine guns or a small calibre cannon. It serves as support or transport for infantry units. It is not a tank.



Fortification Units

These represent defensive positions and have no special rules.



Paratrooper and Osttruppen Units

These have no special rules, although they can be linked to abilities or Event Cards. Also, they are always another type of unit. For example, in the game there are Osttruppen Infantry and Parachute Artillery Unit Cards.



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APPENDIX 3

DIRECTIVE MARKERS

(Control the chaos of battle!)

A DIRECTIVE marker represents several things within the game. It is both a logistical bonus and a representation of your personal efforts to mitigate the chaos of battle.

A player cannot have more than six DIRECTIVE markers beneath their command board.

Once used, a DIRECTIVE marker is discarded, and is placed above the command board.



Remember: A unit with one or more SUPPRESSED markers cannot use a DIRECTIVE marker.



THE FIVE BONUSES OF DIRECTIVE MARKERS

A DIRECTIVE marker offers five different bonuses.

Forced March

A player can spend a DIRECTIVE marker to move one of their Unit Cards forward one extra box. This move can never be made diagonally, even with mechanised units.

The player can only spend a single DIRECTIVE marker for a *forced march* when activating a Unit Card.

N.B.

A unit can advance and shoot, or shoot and advance; with this DIRECTIVE marker, it can advance once more at any point during its activation. A Unit Card can therefore potentially move up to three times during an activation: a normal move, a move to *seize their position!*, and a *forced march*. These can be made in any order.

This simulates extra petrol stores, new boots, or even just the bellows of a particularly loud general!



Patrick's Advice

After it has moved, a tank or infantry Unit Card that has used *seize their position!* can also spend a DIRECTIVE marker to make a *forced march*.

Another tip is to spend your DIRECTIVE marker before entering a *flooded* box in order to keep your normal move for when you need to leave it.



Forcing an Activation

If a Unit Card fails an activation with a GO! marker, the player can spend a DIRECTIVE marker to pass the activation roll automatically.

In this case, it's a general inspiring his men with promises of medals — or a beating!



Armour-Piercing

A DIRECTIVE marker allows you to turn an ordinary Shooting attack into an armour-piercing one, and therefore inflict a HIT instead of a SUPPRESSED marker with a successful Shooting attack against a tank unit.

The player can only spend one DIRECTIVE marker per Shooting attack.

The player must announce that they are discarding the DIRECTIVE marker before rolling the two red dice.

Whether it is due to armour-piercing munitions or a bag of grenades, this bonus is always useful!

Sustained Fire



After having rolled the red dice to perform a Shooting attack, the player can spend one DIRECTIVE marker to increase the result by one pip.

Since only one DIRECTIVE marker may be spent per shot, it is of course impossible to spend two DIRECTIVE markers to get a two-point bonus.

If the Unit Card fires several times, the player can use one DIRECTIVE marker per Shooting attack during the same activation.

Example: The player fails their shooting roll with a score of 6, since their *shooting value* was 7. They can therefore spend a DIRECTIVE marker to add one to their Shooting attack result.

$6+1=7$, so in the end, the attack succeeds.

N.B.

You can therefore spend a DIRECTIVE marker to give it the Armour-Piercing *shooting effect* AND one to get a +1 bonus to your roll (after having rolled the dice).



Saving Bonus

After having rolled the yellow die for a saving throw, the player can spend one DIRECTIVE marker to improve the result by one pip.

Only one DIRECTIVE marker can be spent per saving throw. It is therefore impossible to spend two markers to get a two-point bonus.

N.B.

A Unit Card can use several DIRECTIVE markers one after another in the same *phase*. For example, it can use one to automatically activate, a second to make a forced march, and another to make their Shooting attack armour-piercing and/or increase their shooting roll. Naturally, this quickly gets expensive! Of course, if you have a favourite unit, or a masterstroke to pull off, that doesn't matter. Try and keep some in reserve, though.

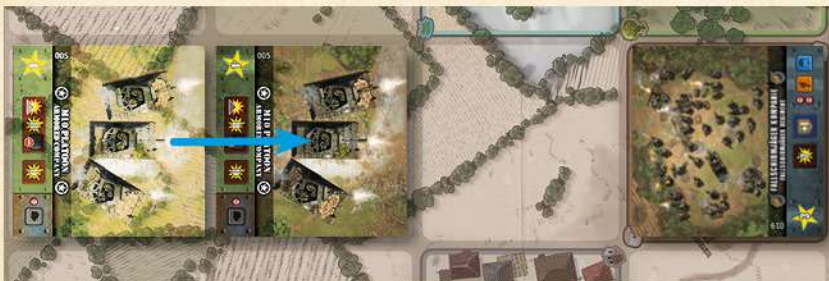


EXAMPLE OF AN ACTIVATION



1

A unit of M10s (tanks) is activated with the help of a GO! marker.



2

After destroying the enemy, the M10 Unit Card moves to seize their positions.



3

The M10 Unit Card makes its ordinary move.



4

Since it has a second *shooting value*, the M10 unit fires on a second target, but misses.



5

The player spends an **DIRECTIVE** marker to make a *forced march* with the M10 Unit Card, which can now move an extra box. They make the enemy unit retreat out of range of this Unit Card. The M10 unit has finished its activation, and turns over its GO! marker to show its **ACTIVATED** face.

APPENDIX 4

THE OTHER MARKERS

Other markers will turn up as you play through the scenarios. Here are their effects on the game.



Depot

The player who controls a box with a Munitions Depot marker at the start of their turn receives one DIRECTIVE marker.



Ford

One of these markers in a Water box turns it into *flooded* box.



Shooting Bonus

A Unit Card in a box with a 'Shooting Bonus' marker gets a bonus to their attack roll equal to the number on the marker.



Defence Bonus

A Unit Card in a box with a 'Defence Bonus' marker gets a *save value* equal to the number on the marker.



Panzerfaust

A Unit Card with a Panzerfaust marker gains the Armour-Piercing shooting effect.



Bombardment

These markers show which boxes have been targeted by a bombardment linked to a scenario rule or a historical event.



Scenario Event

These markers are placed on the turn tracker to show when scenario events will occur.



Victory Point(s)

Certain scenarios require each player to keep track of how many victory points they have earned.



Objective

They indicate the boxes that must be controlled to fulfil the scenario's victory conditions.



Hit point

The Unit Card that receives this marker gains an extra hit point.

APPENDIX 5

FOG OF WAR

The game simulates the fog of war, complete with ambushes, hidden platoons, and misleading intelligence, via the identical card backs shared by units of all types, whether they are HQs, combat units or decoys.

HIDDEN/VISIBLE

A Unit Card is *visible* when face-up, but *hidden* when facedown. A *hidden* Unit Card always has an activation value of **4**. When activated, it can only move — unless it makes itself *visible* during its activation.

How to become hidden

There are several ways for a Unit Card to hide.

At the start of the scenario, a Unit Card is sometimes be deployed facedown and *hidden*.

A Unit Card that arrives as reinforcements in a Forest OR is placed in a box not adjacent to any enemy Unit Cards is deployed facedown and *hidden*. Certain abilities and the Forest (Appendix 5) allow units to become *hidden*.

How to become Visible

This can be done by either player.

- If a *hidden* Unit Card is activated and does anything other than move (such as shooting or using an ability), it is revealed. The Unit Card is turned face-up and made *visible*.

- The player who owns a *hidden* Unit Card can turn it faceup and *visible* whenever they want.

- If it is the target of a Shooting attack, it is turned over.

- If an enemy Unit Card makes a move into a box adjacent to a *hidden* Unit Card, the *hidden* Unit Card is turned faceup and made *visible*.

Pascal's Advice



If a *hidden* Unit Card usually has an activation value of **5**, you are better off activating them with their *hidden* value of 4 and then making them *visible* afterwards. If you make them *visible* first, you will have to risk trying to activate on a **5** instead.

Firing upon a Hidden Unit Card

If a *hidden* Unit Card is fired upon, it always has a *save value* of **6**.

During shooting, once the two red dice have been thrown:

If the *hidden* Unit Card is HIT, roll the yellow die for its saving throw of 6, then turn the Unit Card faceup and *visible*, and place one HIT marker (or SUPPRESSED marker if it is a shot against a tank Unit Card and the weapons doesn't have the Armour-Piercing *shooting effect*).

If the shot is a partial success, turn the Unit Card faceup and *visible* and give it one SUPPRESSED marker.

If the shot fails, turn the Unit Card face-up and *visible*.

N.B.

The player controlling a targeted hidden Unit Card can turn it over before making a saving throw with the yellow die in DIRECTIVE to benefit from an increased *save value* - for example, if they have a *save value* of 5. However, this is very rare.

DECOY UNIT CARDS



A decoy Unit Card is very useful, since it throws your opponent off-balance. They won't know where the real threat lies! Decoys can also make your opponent waste a Shooting attack.

This type of card has no characteristics. Once it has been made *visible*, it is discarded. You may reveal a decoy Unit Card at any point in your *phase* if you want to empty a box.



APPENDIX 6

TERRAIN

Most terrain boxes (open ground) have no effect on the game. The others are described here.



Urban

A Unit Card in an Urban box gains a *save value* of **6+**.



Flooded

A Unit Card in a flooded box (marshes) cannot use DIRECTIVE markers.



Hill

A Unit Card on a Hill box increases the *shooting range* of all their Shooting attacks by one box.



Fortified Position

A Unit Card in a fortified position box gets a *save value* of **6+**. It is also impossible for any Unit Card, except tanks, to enter this box in DIRECTIVE to *seize their position!*



Forest

A Unit Card in a Forest box can turn face-down and made *hidden* if they are not adjacent to an enemy Unit Card at the end of their activation.

A Unit Card that arrives in a forest as a reinforcement is deployed facedown and *hidden*, even if they are adjacent to an enemy Unit Card.



Fortified Hill

Fortified Hills combine the advantages of hills and of fortified positions.



Water

Unit Cards cannot enter Water boxes without the Amphibious ability or special matériels.

APPENDIX 7

EXAMPLE OF A PHASE



1



The American player uses their first COMMAND marker to activate their HQ (Infantry Command Headquarters) at the bottom left, which is automatically activated. The HQ has a Field Command ability, which allows them to try to activate two adjacent units (A) and the special ability to take an DIRECTIVE marker (B). The player takes two GO! markers.

He puts the first GO! marker on an adjacent unit (Rifle Company) and keeps the second marker.



2

The HQ then moves one box and puts their second GO! marker on another HQ (Major General J.L. Collins), who is now adjacent. The player takes an DIRECTIVE marker and puts an ACTIVATED marker on the first HQ, ending its activation.



3



Major General J.L. Collins's HQ activates automatically and then moves one box to take cover in the village. It also has a Field Command ability that allows it to activate any tanks no matter where they are on the battlefield. It therefore puts a GO! marker on a unit of M10s and turns over its own marker to show its ACTIVATED side.



4



The Rifle Company passes its activation roll (A) with a 4 on the yellow die, moves, and shoots the adjacent German unit (*shooting value* 8). The player rolls the two red dice and gets a 7. They needed a result of 8 (B). They spend a DIRECTIVE marker to add 1 to their result, and the shooting attack is successful. The German unit rolls a 5 for their saving throw (C).

The German player also uses an DIRECTIVE marker to add 1 to their result, thereby passing their saving throw ($5+1=6$). The shooting attack finally ends.

The Rifle Company has finished its activation and flips its GO! marker to its ACTIVATED face.



- TURQUEVILLE -

5



The M10 tank successfully activates with a 4 on the yellow die (A) and can fire twice (B and C). For the first attack, it gets a 10. The player uses an **DIRECTIVE** marker to add the Armour-Piercing *shooting effect* to the second shot and gets 9. The German unit fails both saving throws, loses its second HIT point, and is therefore destroyed.



- TURQUEVILLE -

6

After its destruction, the M10 tank uses *seize their position!* to move and occupy the German unit's box. It then ends its activation and flips its GO! marker to show its **ACTIVATED** face. The American player has finished using their first **COMMAND** marker.

APPENDIX 8

VARIANT RULES

Changes for Novices

To simplify games for new players, you may choose to use one or more of the following options:

- Playing without Event Cards
- Automatically passing activation rolls
- Not using any Terrain effects
- Not letting any Unit Card be Hidden and keeping them all *visible* (avoid this one with scenarios where units hide during deployment).

Changes for Players Who Want More Casualties

When shooting, a result of **12** inflicts **two** HITS rather than one. It is possible to get a result of **12** by using an DIRECTIVE marker to improve a result of **11**.

APPENDIX 9

FAQ

Q: Which dice do I roll?

A: Roll **two** red dice for Shooting attacks. The yellow die is for saving throws, activations (from GO! markers), and using certain special abilities.

Q: If a Unit Card suffers successful Shooting attack that inflicts a SUPPRESSED marker, can it make a saving throw?

A: Yes, if it is a successful Shooting attack by an ordinary (not armour-piercing) Unit Card against an armoured Unit Card. But, if it is due to a partial success from a Shooting (a double on the two red dice) or a special ability, then no.

Q: If I deploy an HQ Unit Card as reinforcements, can I deploy another Unit Card in reinforcement adjacent to said HQ as part of the same 'Manage Your Cards and Reinforcements' action?

A: No, to use an HQ Unit Card's reinforcement deployment area, the HQ must already be on the battlefield and not arriving as a reinforcement during the same action.

Q: Is a Unit Card that is deployed as reinforcements considered activated for that phase?

A: No, it is not considered activated. It is possible to activate it in the same *phase*.

CRÉDITS

Heroes of Normandie: The Tactical Card Game is a game system devised by **Pascal Bernard** and **Patrick Receveur**.

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★ HEROES ★ OF NORMANDIE™ THE TACTICAL CARD GAME

