Keep it Moving!

The balloon has gone up and your brigade is on the attack, defeat the enemy and Keep it Moving!

Keep it Moving! is a simple educational game about operational momentum at the Brigade level. It is designed to be played in 10 minutes and foster a discussion of what variables affect operational momentum and what effects they have.

To Play

Print out the cards and cut them out. You need at least at least 1 six-sided dice (a d6), and a number of markers (coins or other small objects work well) to mark attrition on your units. Dice (or markers) can be used to track operational momentum.

Setup

Place 2 six-sided dice, both on the 6 face of the die, on the Operational Momentum card to keep track of your current operational momentum (operational momentum may go above 12, in which case use an extra die). Place the Battalion cards in front of you with a marker on each to show the current level of attrition they are at. All units start at Fresh.

Turn

Each turn you draw one card from the deck and resolve its effects. Each card says what it does, with the exception of Battles. Some cards may need to be kept until their effect is resolved.

Battle

If a card says battle, you have engaged the enemy and need to defeat them before drawing a new card. A battle then occurs in Rounds. When battling you commit Battalions and your Supporting Assets (from here on units) to achieve successes against the enemy. Supporting Assets may never be committed by themselves. You need to generate a number of successes equal to the number on the card to win the battle (these may be generated across multiple rounds). If you fail to win a battle on a given round, a new round takes place until the player is out of operational momentum or usable units.

When you commit a unit, you roll a die for it to generate a success. The number required is noted next to their current level of attrition, with the notation of #+ meaning that number or higher on the die is necessary to generate a success. For example, 1st Battalion at Fresh needs a 2+ (2 or higher on the die) to generate a success. You must decide what units you are committing to battle before you roll any dice.

After rolling a unit is immediately attritted by 1, and if it fails to generate a success it is attritted by a further 1. In the next round if needed, any unit can be recommitted to the attack, rolling again normally (at its new current level of attrition), potentiality succeeding again (or for the first time if it failed previously). If a unit is pushed below Combat Ineffective it is flipped and is no longer usable for the rest of the game.

Random Unit or Battalion

When a card says to inflict attrition or an effect on a unit at random, the die roll depends on the wording. If a card says to inflict attrition multiple times, roll separately for each attrition.

Unit means any of your four units. Roll a d6:

D6 Roll	~ 1 ~	~ 2 ~	~ 3 ~	~ 4 ~	~ 5-6 ~
Attritted Unit	1st Battalion	2nd Battalion	3rd Battalion	Supporting Assets	Re-roll

Battalion means any of the 3 battalions. Roll a d6:

D6 Roll	~ 1-2 ~	~ 3-4 ~	~ 5-6 ~
Attritted Unit	1st Battalion	2nd Battalion	3rd Battalion

Winning the Game

There are three possible outcomes in the game: Win, Lose, or Operational Pause. You win the game if you win the Decisive Battle card. Conversely you lose the game if you lose the Decisive Battle Card. Operational Pause is a neutral outcome achieved by running out of operational momentum without having won, lost, or even engaged in a Decisive Battle: having failed to decisively defeat the enemy, you have reached culmination and must wait (or be rotated out and replaced) before offensive action can resume.