

We're launching an experiment in game publishing. We thought it would be interesting for everyone to follow the process of how a rulebook starts, takes shape, and is finalized. Every game company does things differently, but for us, a game goes through so many early changes that we don't bother with a rulebook until the game solidifies.

This is how it starts...

FRONTLINE

D-Day

5/21/09

Introduction

Frontline places you in command of a squad-sized group of soldiers and vehicles on the WWII battlefields of Europe following the D-Day Invasion.

Frontline can be played using a default scenario, a pre-designed Historical Scenario, or Campaign.

Components

65 Soldier cards
5 Equipment cards
1 Player Aid card
27 Terrain cards
12 Solitaire Tactics cards
110 Action cards
1 Counter Sheet
1 Rulebook
1 Player Aid Sheet

Default Scenario

These rules are written specifically for the default scenarios. Historical Scenarios and Campaigns also use these rules except where noted in their special rules.

Victory

If you are playing a default scenario, you win when you have earned Victory Points (VPs) equal to one-half the starting VPs allocated to each player at the start of the scenario.

Component Details

Card Descriptions:

Soldier
Equipment
Player Aid

Terrain
Solitaire Tactics

Counter Descriptions:

Small Arms Ammo
Special Weapons Ammo
Hits
Damage
Target Acquisition
Acting Player
Victory Points

Player Aid Sheet:

Parts

Set-Up

Players select sides: Axis or Allied
Shuffle and layout the Terrain cards until you have Terrain cards numbered 1 through 9 in place
Randomly determine the first player
Players alternate openly purchasing one force at a time.
Each player can purchase up to 50vp of forces
Players Form Sections
Players allocate equipment purchased
Deal Action cards facedown to each player

Hand Size:

Hand Size = 3 cards + 1 card per Led Section
Recalculate Hand Size any time a card is drawn
You cannot draw a card if it would put you in excess of your Hand Size

Player Turn

During your turn you can either perform an Action Order or a Prepare Order

Action Order:

Play an Action card or Action ability
Opponent may play a Reaction card or Reaction ability
You may play a Reaction card or Reaction ability
Repeat until both players pass in succession

Prepare Order:

Discard any cards from your hand
Perform 1 Preparation per Soldier:
Draw 1 Action card
Reload 1 Weapon
Remove 1 Pin Hit

The opposing player then takes a turn

Alternate turns until there is a winner

Sections

Leader
Forming
Maximum Soldiers
Dividing
Reforming

Action Card Types

There are 3 types of Action cards: Action, Reaction, and Instant

Action:

Play for one of your Sections during your turn as an Action Order.

Reaction:

Play for one of your Sections during either player's turn in reaction to the current Action.

Instant:

Play when noted on the card.

Action Card Details

“Assault!”
“Fire!”
“Flanking Position!”
“Follow Me!”
“Get Down!”
“Get Ready!”
“Get Up!”
“I'm Okay!”
“Keep Your Heads Down!”
“Move!”
“Pull Back!”
“Stay Low!”
“Suppressing Fire!”

Moving

Who can move
Where they move

Attacking

Who can attack
Who can be attacked
Calculate Range
Mode of Fire

Aimed Fire
Rapid Fire
Calculate Firepower
Enemy Firepower
Subtract Cover
Allocate Hits
Effects of Hits
Pin
Wound
Morale
Dead
Close Quarters Combat

Morale

If Morale > 0
If Morale = 0
If Morale < 0

Specialist Soldiers

Snipers
Medics
Radiomen

Special Weapons

Hand Grenades
Rocket Launchers
Mortars
Flame Throwers
Rifle Grenades
Heavy Machine Guns

Equipment

Canteens
Bandages

Target Acquisition

Snipers
Vehicles

Vehicles

Enclosed
Open Topped
Main Weapon
Secondary Weapon

Armor rating
Bog Check

Historical Scenarios

Details for scenarios

Solitaire Rules

Set-Up
Solitaire Tactics cards

Campaign Games

Featured Player
Non-Featured Player
Skill Increases
Transfers

Optional Rules

Team Play
Night Combat
Scenario Building