

*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.*

# **FRONTLINE**

## **D-Day**

### **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  
2 Equipment cards  
1 Player Aid card  
27 Terrain cards  
15 Solitaire Tactics cards  
110 Action cards  
1 Counter Sheet  
1 Rulebook  
1 Player Aid Sheet

### **Victory**

If you are playing a default scenario, you earn a Complete Victory, and the game ends, when you earn Victory Points (VPs) equal to one-half the starting VPs allocated to each player at the start of the scenario. If all enemy Soldiers retreat, you earn a Victory.

### **Component Details**

#### **Soldier Card**

Name, Rank, and Flavor Text

Do not affect game play.

Used for card recognition and game flavor

VP Cost

The card's point value

Used when buying forces

Used when calculating victory

Command

A measure of the soldier's command ability

A Section may have a maximum number of soldiers equal to the highest Command rating in the Section

#### Morale

A measure of how well the soldier deals with the stress of combat  
Can get reduced by certain orders, events, and attacks  
Soldier will suffer ill effects when this is reduced to zero and below

#### Equipment

The maximum number of Ammo and Equipment counters the soldier can carry  
These counters must be purchased

#### Weapon Ammo

The soldier begins with an ammo counter appropriate to his weapon in this box  
Soldier can only use his weapon if he has an Ammo counter in this box  
Discard the counter in this box if soldier uses Rapid Fire

#### Firepower Chart

Cross-reference the range to the targeted section with the mode of fire to determine the Firepower points produced by the soldier

#### Special Ability

Some soldiers have a special ability  
Its title will be noted in red text  
Its rule text will define when the ability is used, and what its affect is

### **Action Card**

#### Timing

There are 4 types of Action cards: Action, Reaction, Terrain Feature, 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.

#### Terrain Feature

Play during your turn.

Does not limit the playing of other cards

Attach to a Terrain card of the noted type

Some have an Armor rating and can be attacked by Anti-Armor weapons

Discard if they suffer a Dead Hit

#### Instant

Play when noted on the card.

Does not limit the playing of other cards

Several can be played at once

Affect

The affect the card has on game play

Some cards require a cost to be paid

Cost must be paid when card is played

If cost cannot be paid, card cannot be played

### **Equipment Card**

VP Cost

Use Cost

Effect

### **Terrain Card**

Range

Cover

Consult card's chart for cover gained

Held

What is held

Hand Size bonus

Rules Text

### **Solitaire Tactic Card**

Conditions

Effects

Small Arms Ammo Counter

Special Weapons Ammo Counter

Fire Power Counter

Hits Counter

Damage Counter

Target Acquisition Counter

Acting Player Counter

Victory Points Counter

### **Player Aid Sheet:**

Firepower Track

VP Tracks

Sop

Rule Reminders

### **Set-Up**

These rules are for the default scenario.

Feel free to make your own scenarios or use the historical scenarios

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

Recruit Soldiers

Requisition Vehicles

Requisition Ammo and Equipment

Must allocate to a soldier immediately

Players Form Sections

All start with an Ammo counter loaded into weapon

Deal Action cards facedown to each player

### **Hand Size:**

Hand Size = Range cards Held + 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:**

The acting player plays an Action card or Action ability for one section

Opponent may play a Reaction card or Reaction ability for one section

You may play a Reaction card or Reaction ability for a different section

Repeat until both players pass in succession

Only one section can perform an Action during a player's turn

All other sections can perform reactions

#### **Prepare Order:**

Discard any cards you do not want from your hand

Perform 1 Preparation per Soldier:

Draw 1 Action card

Draw 1 card and add to hand

Cannot draw if it would exceed hand size

Reload 1 Weapon

Move an appropriate counter from soldier's Ammo or Equipment box to weapon

Remove 1 Pin Damage

Move counter back to pile

The opposing player then takes a turn

Alternate turns until there is a winner

### **Sections**

Leader

Forming

Maximum Soldiers

Dividing

Reforming

## Action Card Details

Action cards are very flexible

Every action card can be played in several different modes

First, it can be played to use the rule text on the card

Second, it can be played during your turn to perform a Regular Action Attack

Third, it can be played during your turn to perform a Regular Reaction Attack

Fourth, it can be played during your turn to perform a Regular Move

Fifth, it can be played during the other player's turn to perform a Regular Reaction Attack

“Assault!”

“Covering Fire!”

“Fire!”

“Flanking Position!”

“Follow Me!”

“Get Down!”

“Get Ready!”

“Get Up!”

“I'm Okay!”

“Keep Your Heads Down!”

“Move!”

Treat card being moved through as being entered

“Pull Back!”

“Stay Low!”

## Moving

Who can move

Where they move to

## Attacking

The first time you perform an Attack action or Attack reaction during a player turn, you must select an enemy section to attack

The section being attacked is referred to as being the Target Section

All your attacks during the player turn must target the Target Section

The Section attacking is the Attacker

## Mode of Fire

There are two modes of fire: Aimed and Rapid

If a weapon has only one row of firepower values, it is an Aimed attack

If it has 2 rows, the top row is Aimed and the bottom row is Rapid

Aimed does not expend Ammo

If Rapid is used, move the Ammo counter to the bullet symbol on the left edge of the card

The weapon must be Reloaded before it can be used again

When Reloaded, move the counter back to the weapon box

### **Calculate Range**

The attack's range is equal to the difference in range from the Attacker to the Targeted Section

Example: If the Attacker is at Range 8 and the Target is in Range 2, the range is 6

### **Calculate Firepower**

A soldier's firepower is based on his weapon and individual skills

Firepower for a soldier is found by cross-referencing the range with the Fire Mode

A dash "--" means the soldier cannot fire at that range

### **Who can attack**

All the soldiers in a section given an Attack order can attack

### **Who can be attacked**

Only the soldiers in the Targeted Section can be attacked

### **Reaction Firepower**

The other player can issue an attack order in reaction to an action order

You can also issue an attack order to a section in reaction to your own action order

### **Net Firepower**

Total the firepower generated by each side

One player will end up generating more firepower than the other

Subtract the lower firepower from the higher

The difference is the net firepower

Only the attacking section of the side producing less firepower is in danger of suffering Hits

Hits will not be applied to any other section

### **Cover**

First Action card and other cover

Take into account Terrain cover after all other cover

Subtract the Cover of the Section suffering Hits from net firepower

The Cover of the player inflicting the Hits has no effect on the attack

If Cover reduces the firepower to zero or below, no Hits are inflicted

If any firepower remains, proceed to drawing Hit counters

### **Allocate Hits**

Every Hit counter has a name and a number

The name is a description of the Hit

The player suffering hits announces which soldier in the section will suffer the next hit, then draws a counter.

Each soldier must suffer one counter draw before any can suffer two, etc.

The number shows how many points of firepower are required to inflict the hit

As each counter is drawn subtract its value from the firepower remaining

If a counter is drawn whose number is greater than the remaining Hits, ignore the counter, and stop drawing hits

## **Damage Counters**

Damage counters are used to record hits inflicted on soldiers

As each hit is counter is drawn use a Damage counter of the same name and place it on the soldier

Return the hit counter to the cup

This keeps the selection of hits the same

## **Effects of Damage**

**Pin**

The soldier cannot act as long as he has a pin counter.

A pin can be removed as noted on rule text on an action card or soldier ability

A pin can also be removed as a soldier's Prepare action

If a soldier has a pin counter and suffers a pin result, the new pin becomes a Morale counter

**Wound**

If a soldier suffers a wound, he cannot perform a move action

If a soldier has a wound counter and suffers a wound result, he is killed

**Morale**

Subtract the number of Morale counters on a soldier from his card's Morale value

See the morale rules for the effects of morale loss

**Dead**

Once hits from the attack are finished being allocated, remove the soldier from the game

## **Close Quarters Combat**

**Hand to Hand**

A soldier at range 0 can make a hand to hand attack instead of a weapon

Produces firepower equal to his current morale rating

**Auto Kills**

If a soldier with a Pin suffers a range 0 attack, treat the first Hit counter drawn for him as being a "Dead".

## **Morale**

A measure of how well a soldier is withstanding the strain of combat.

Some action and events will call for a Morale payment

**Okay**

If a soldier's morale is  $> 0$ , he can act as normal

**Shaken**

If a soldier's morale = 0, he cannot move forward

**Broken**

If a soldier's morale  $< 0$ , he cannot act

Morale can only be regained as noted on action cards and soldier abilities.

## **Specialist Soldiers**

### **Snipers**

When you place a Target Acquired counter on a Section, the opposing player must select a specific soldier in that section to be Acquired

As an Action, you can select a soldier within the section to acquire

As an Action, a Sniper capable of attacking with his weapon can automatically kill the Acquired soldier

Does not need to play a card to place or move Target Acquired counter.

Does not need to play a card to perform an auto kill.

Medics

Radiomen

## **Target Acquisition**

Acquiring a target

Select an enemy Section as an Action

Placing a Target Acquired is not an Attack

Degrade targeting

If the acquired section performs a Regular Move, remove the Target Acquired counter

## **Ammo and Equipment**

In addition to the Ammo a soldier starts with, you can buy extra ammo and equipment

### **Hand Grenade**

Cost: 1vp

Place counter in Equipment box on soldier card

Carrying soldier can expend instead of normal weapon when attacking

Resolve attack as normal using its Firepower chart

### **Rifle Grenade**

Cost: 2vp

Place counter in Equipment box on soldier card

Carrying soldier can expend instead of normal weapon when attacking

Soldier must have a Rifle or Carbine to use

Resolve attack as normal using its Firepower chart

### **Rocket Launcher**

Use Target Acquisition rules to attack

Resolve attack as normal using its Firepower chart

Anti-Armor Weapon

Ammo Cost: 1vp

Expend 1 ammo with each attack

Can only use Rocket Launcher Ammo

Place ammo in Equipment box on soldier card

This weapon uses an assistant to load and prep the weapon for firing. The assistant is not shown on the card, but is assumed to be present.

### **Mortar**

Resolve attack as normal using its Firepower chart

Ammo Cost: 1vp

Expend 1 ammo with each attack

Can only use Mortar Ammo

Place ammo in Equipment box on soldier card

This weapon uses an assistant to load and prep the weapon for firing. The assistant is not shown on the card, but is assumed to be present.

### **Flame Thrower**

Anti-Armor Weapon

Resolve attack as normal using its Firepower chart

Ammo Cost: 2vp

Can only use Flame Thrower Ammo

Place ammo in Equipment box on soldier card

### **Heavy Machine Gun**

Resolve attack as normal using its Firepower chart

Place counter in Equipment box on soldier card

Ammo Cost: 1vp

Expended when attacking in Rapid Fire mode

This weapon uses an assistant to load and prep the weapon for firing. The assistant is not shown on the card, but is assumed to be present.

### **Canteen**

Cost: 1vp

Place counter in Equipment box on soldier card

Carrying soldier can expend at any time

Draw 1 card when a canteen is expended

### **First Aid Kit**

Cost: 1vp

Place counter in Equipment box on soldier card

Carrying soldier can expend at the start of a player's turn to remove 1 Wound on himself or another soldier in his Terrain card.

Limit 1 First Aid Kit used by a player during each player turn

### **Handing-Off Ammo and Equipment**

At the start of a player's turn, one soldier in each section can give another soldier in his Terrain card one counter.

## **Vehicles**

### **Drivers and Gunners**

Each vehicle card is assumed to have the necessary drivers and gunners

### **Anti-Armor Weapons**

Noted with a “<” before its name and “>” after its name

Only Anti-Armor weapons can attack targets with Armor

Must use Target Acquisition rules

### **Secondary Weapon**

If a vehicle has 2 weapons, it can use both during its action/reaction

One card must be played for each weapon used

### **Armor rating**

Vehicles with an Armor rating are immune to normal attacks

Can only be attacked by Anti-Armor weapons

Resolve Anti-Armor weapon attacks vs. Armor as normal

### **Cover Rating**

Vehicles with a Cover rating always have this protection

## **Anti-Tank Guns**

Each ATG card is assumed to have the necessary gun crew

Rules

## **Retreat**

A soldier has successfully retreated when he is in his rearmost Terrain card and moves 1 backward

## **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