

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

- 77 Soldier cards
- 27 Terrain cards
- 10 Solitaire Tactics cards
- 51 Action cards
- 1 Counter Sheet
- 1 Rulebook
- 1 Player Aid Sheet

Victory

If you are playing a default scenario, you earn a Complete Victory, when you earn Victory Points (VPs) equal to one-half the starting VPs allocated to each player at the start of the scenario, rounding up. You earn a Victory if all enemy Soldiers are killed or retreat from the battle.

Component Details

Soldier Card

Name and Rank

Do not affect game play.

Used for card recognition

Throughout the rules, the term “soldier” applies to any force card (soldier, vehicle, or infantry gun) unless noted otherwise

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

There can be more than one soldier in a section with command, but only use the highest

The soldier with the highest command in a section is its Leader

Count the commander toward the section soldier limit

Morale

A measure of how well the soldier deals with the stress of combat

Can get reduced by certain actions, events, and attacks

Soldier will suffer ill effects when morale is reduced to zero and below

Equipment

The point value of equipment counters the soldier starts with and can carry

These are free to buy

The point value and rules for equipment appear below and are summarized on the equipment card

Secretly select the Equipment and assign it to your soldiers

Place them face down on your soldiers

Only reveal a counter to your opponent when are using it

A soldier can never carry more equipment points of equipment than his equipment value

Weapon Ammo

The soldier begins with an ammo counter appropriate to his weapon in this box

Move this counter off the card if soldier uses Rapid Fire

Soldier can only use his weapon if he has an Ammo counter in this box

To move the ammo counter back to his weapon, the soldier must use the Reload option during a Prepare

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

Abbreviated notes are on the cards

Full descriptions are in the rulebook

Action Cards

Timing

Perform the actions on the card in the order listed.

There are 3 types of Action cards:

Attack – Play to perform an attack action. Gives you some kind of attack bonus.

Move – Play to perform a move action. Allows one of your sections to move.

Instant - Play when noted on the card.

Several can be played at once in reaction to the same situation

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, the card cannot be played

Terrain Cards

Title

Range Number

Cover Chart

Special Affect

Solitaire Tactic Card

Conditions

Effects

Counters

Two colors of counters: Blue and Tan

Blue for German player

Tan for Allied player

Do not use other player's counters

Small Arms Ammo Counter

Special Weapons Ammo Counters

Fire Power Counter

Hit Counters

Damage Counters

Target Acquisition Counter

Acting Player Counter

Acted Section Counter

Player Aid Sheet:

Firepower Track

SOP

Rule Reminders

Equipment summary

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

Place any duplicate Range number cards aside

Once you have 1 to 9, place the remaining cards aside

Randomly determine the first player

There are 3 sizes of default battles: Small (20vp), Medium (30vp), and Large (40vp)

Select one of the battle sizes or agree a VP total

Players alternate openly purchasing one vehicle at a time (first player first), until both players pass on purchasing a vehicle

Players secretly purchase soldiers (not vehicles)

Players Form Sections

All soldiers start with an Ammo counter loaded into their weapon

Both select and assign equipment for soldiers, free of cost

Deal Action cards facedown to each player

Hand Size = Number of Terrain cards Held + 1 card per Led Section

Recalculate Hand Size any time a card is to be drawn

You cannot draw a card if it would put you in excess of your Hand Size

Player Turn

During your turn you perform a Recovery step and then either Engage actions or Prepare

Recovery:

Reorganize Sections

Give Ammo/equipment to other soldiers in the same Range card

Play Bandages

Medic can remove 1 Morale Hit in same Terrain

Perform Sniper Kill Orders

Engage or Prepare

Player can choose to Engage or Prepare during his turn, not both.

Engage:

Player can perform one or more actions during this step

Declare an Attack or Move action by playing a card

Reactions happen based on the action:

Move -> Move

Attack -> Attack (counter)

Attack -> Move

Attack (counter)

Resolve the attack, if any, before proceeding to the next action

Each section in the game can act once during a player turn

Prepare:

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 back to soldier's 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

Section

A section has one or more soldiers.

When a card is played, it affects the entire section

Led Sections

A Led section is one with a soldier with a command rating of 1 or higher

A section can have more than 1 soldier with a command rating higher than 0

A section can contain a maximum number of soldiers equal to the command rating of the soldier in the section with the highest command rating. The leader counts toward the number of soldiers in the section

Each Led section adds 1 to your Hand Size

Unled Sections

Unled sections always have 1 soldier

If a soldier is not part of a Led section, and has a 0 command rating, he is an Unled section

Unled sections do not add to your Hand Size

Forming Sections

Assign soldiers to sections at the start of the game

If a Led Section has a high enough command rating, it can attach soldiers that are in its same Terrain card at the start of your turns

The soldiers joining a section can come from either an Unled section or from a Led section

Dividing

When a soldier is killed, his command rating is removed from the section

If the section does not have another soldier with a command rating higher than 0, all soldiers in the section separate into individual Unled sections

If the section has another soldier with a command rating higher than 0, select soldiers in the section to remain in the section. The other become individual Unled sections

You can divide a section at the start of your turns

If a section moves when under attack, the attack is resolved against the members of the section that moved

Action Card Details

Action cards are very flexible

Every action card can be played in several different modes

It can be played to use the rule text on the card

Or, it can be played to perform Move or Attack action

No bonuses

Assault!

Attack

Inflict 1 morale hit on the section

Perform a Move action – must move 1 forward

Perform an Attack action

Each soldier in the section attacks with a –1 firepower penalty

Covering Fire!

Attack

If one of your other sections performed a Move action earlier during this player turn, add 6 more firepower to this section's attack (8 total)

Double Time!

Move

Section moves forward or backward 2 terrain cards

Treat card being moved through as being entered and exited

Find Cover!

Instant

Play when your section moves

Keep this card by the section

Section gets 10 Cover while this card is attached

Discard this card when the section moves or attacks

Fire!

Attack

Section attacks with +3 firepower

Flanking Position!

Move

Section moves

Attach this card to the section

Section gets +6 firepower on future attacks

When you enemy plays a Flanking Position card, you must select and discard any one of your Flanking Position cards you have in play, if any

Follow Me!

Instant

Play on one of your soldiers

Cannot be played by a vehicle or Infantry Gun

Place a Command 3 counter on the soldier

The soldier has a command rating of 3 until the end of the game, or until killed

Each side can only have one Follow Me Command 3 counter in play at a time

Get Ready!

Instant

Play at any time

Each of your Led sections gets 1 Reload or gets to remove 1 Pin

Hit The Dirt!

Instant

Play during the non-terrain Cover step

Get 5 cover

Pour It On!

Attack

Inflict 1 morale hit on the section

Section attacks with +6 firepower

Pull Back!

Move

Move section backward 1 terrain card

Section gets 10 Cover during this action if it is attacked

Stay Low!

Move

Section moves

Section gets 5 Cover during this action if it is attacked

Default Move or Attack

In addition to the affect noted on each action card, all actions cards can be played to perform a Move or Attack

Action Sequence

Declare a Move or Attack action by playing a card

Pay the costs of the card

If a Move action:

 Declare moving section

 Move the section

If an Attack action:

 Declare attacking section

 Declare target section

 Calculate FP based on weapons, fire mode, and range

Opponent can react:

Declare Move or Attack action (same as above)
If one or both sides have performed an Attack action:
 Calculate net FP (if both)
 Subtract Cover from all non-Terrain card sources
 Subtract Cover for Terrain card
 Draw Hit counters

Move Action

Play a card, declare a Move action, exchange their current Terrain card for the new one
All the soldiers in a section can move when the section is given an attack action
When a section moves, it can move to an adjacent Terrain card, or remain in the same terrain card.

Dividing a Section

If a soldier cannot move (ie due to Pin, Wound, or Morale loss) or you choose to have him not move, the soldier is left behind.
Left behind soldiers immediately form a new Led Section if a soldier with the appropriate command skill is also left behind
Each Unled soldier forms an Unled section

Attack Action

Play a card, declare an Attack action
Declare the attacking and targeted sections
The section being attacked is referred to as being the Target Section
All the soldiers in a section given an Attack action can attack
 Must be in range
 Must have a loaded weapon
The Section attacking is the Attacker

Mode of Fire

Every soldier has a firepower chart at the bottom of his card
The weapon's name is at the top
Followed by the ranges: 0-1, 2-3, 4-5, and 6-7
Followed by the firepower values produced at each range
There are two modes of fire: Aimed and Rapid
Aimed attack values are in black
Rapid attack values are in red
Aimed does not deplete 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, even with a positive modifier

Enemy Reaction

The enemy player can react to your action by performing a Move or Attack action

In the case that your action was to Move and their action was to attack, you can react by having a different section also attack

Reaction Move

Perform as normal

Reaction Attack

When an attack is made in reaction to an attack, it must target the enemy attacking section

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 suffered by the section with less firepower

Cover

First subtract Action card, special ability, armor, and inherent cover

Subtract the 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 the firepower is reduced 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 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 already has a wound counter and suffers a new 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

Discard all counters on the soldier, including ammo and equipment

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 (1 Firepower)".

Special Weapons

Flame Thrower

Anti-Armor Weapon

Resolve attack as normal using its Firepower chart

Hand Grenade

1 equipment point

Carrying soldier can use instead of normal weapon when attacking

Resolve attack as normal using its Firepower chart

Expend when used

Heavy Machine Gun

Resolve attack as normal using its Firepower chart

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

The personal weapon of the soldier is built into the weapon chart. These are the black firepower values at the short ranges

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.

Rifle Grenade

2 equipment points

Carrying soldier can use instead of normal weapon when attacking

Soldier must have a Rifle or Carbine to use

Resolve attack as normal using its Firepower chart

Expend when used

Rocket Launcher

Use Target Acquisition rules to attack

Resolve attack as normal using its Firepower chart

Anti-Armor Weapon

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.

Morale

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

Some action and events will call for a Morale payment

If a soldier's morale is > 0 , he acts as normal

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

If a soldier's morale is 0 and he suffers a morale hit, treat it as a wound

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

Target Acquisition

Used for attacks that require extra time to identify and attack a target

Such soldiers are referred to as the acquiring soldier

The enemy section is referred to as the acquired section

When

Place a TA as the first step of a Move/Attack action

Cannot do if Pinned

Do not play a card to acquire a section

Duration

The target acquired counter remains with the acquired section until the acquired section performs a Move, or the acquiring soldier is pinned/killed, moves, or the acquiring soldier acquires a different section as an action

If the acquired section performs a Move, or the acquiring soldier is pinned/killed, return the Target Acquired counter to the acquiring soldier

Attacking

When the acquiring soldier is next able to attack, it can attack the acquired section

If the acquiring soldier attacks, it can only attack the acquired target

When the acquiring soldier attacks, play a card and conduct the attack as normal

Interaction with other attacks

A Target Acquisition attack does not reduce FP when counter attacking, and its FP cannot be reduced by a counter attack

Specialist Soldiers

Snipers

Use Target Acquisition rules

If you discard 1 card at the time you acquire a section, you get to select a specific soldier within the section to be Acquired, or else the enemy player selects a specific soldier to be acquired

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

Do not play a card to perform an auto kill.

Medics

As an Action, a Medic can discard 1 Morale Damage counter in their same Terrain

When a Medic uses a Bandage counter, it is not expended

Ammo and Equipment

This is in addition to the Ammo a soldier starts with for his built-in weapon

Bandages

1 equipment point

Carrying soldier can use at the start of any player's turn to remove 1 Wound from a soldier in his same Terrain.

Expend when used

Binoculars

2 equipment points

Use when the opposing player plays a card, or uses a Binoculars.

Cancel their card or Binoculars

Expend when used

Canteen

1 equipment point

Carrying soldier can use at any time

Draw 1 card when a canteen is expended

Expend when used

Flamethrower Ammo

2 equipment points

Use instead of unloading a Flamethrower in the same section

Expend when used

Heavy Machine Gun Ammo

2 equipment points

Use instead of unloading a Machine Gun in the same section

Expend when used

Mortar Ammo

2 equipment points

Use instead of unloading a Mortar in the same section

Expend when used

Rocket Launcher Ammo

2 equipment points

Use instead of unloading a Rocket Launcher in the same section

Expend when used

Small Arms Ammo

1 equipment point

Use instead of unloading a Small Arm in the same section

Expend when used

Handing-Off Ammo and Equipment

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

Cannot be the Ammo counter out of the soldier's built-in weapon

Free, does not counter against other actions

Special Abilities

List of abilities...

MEDIC

Do not expend Bandages. Remove 1 Morale Hit in same Terrain.

SNIPER

Use Target Acquire rules. Discard 1 to select Soldier. Attack to auto Kill.

RADIOMAN

Section counts toward Hand Size in a Burned-Out Building.

FEARLESS

Ignore Pin Hits.

TOUGH

1 Wound has no affect. Cannot Move with 2 Wounds. Killed with 3 Wounds.

PATHFINDER

Draw 1 card when Section plays a Double Time!

CAUTIOUS

Get +2 Cover when Section plays a Hit The Dirt!

ON POINT

Section does not suffer 1 Morale Hit when exiting Scattered Trees.

TACTICS

Get +1 Hand Size.

ASSISTANT

Does not count toward Section's Command limit.

THROWING ARM

Treat Hand Grenade targets as being 1 Range closer.

Vehicles and Infantry Guns

Sections

Each vehicle forms its own section

There can never be more than one vehicle in a section

Vehicles can never combine with soldiers in a section

Anti-Armor Weapons

Noted with a "<" before its name and ">" after its name

Only Anti-Armor weapons can attack Armored targets

Resolve Anti-Armor weapon attacks vs. Armored targets as normal

Resolve Anti-Armor weapon attacks vs. non-Armor as normal

Secondary Weapon

If a vehicle has 2 weapons, it must choose which one to use during an attack action

Even if a vehicle's primary section has a target acquired counter in play, the secondary weapon can still attack any enemy section

Armored Vehicles

Noted with "Armored Vehicle" on card

An Armored Vehicle card includes the necessary driver and crew

Vehicles with an Armor rating are immune to non-Anti-Armor attacks

Can only be attacked by Anti-Armor weapons

Subtract Armor value from Anti-Armor attacks as if it were Cover

Unarmored Vehicles

Noted with "Unarmored Vehicle" on card

An Unarmored Vehicle card includes the necessary driver and crew

Vehicles with a Cover rating always have this protection

Infantry Guns

Noted with "Infantry Gun" on card

Treat in all ways as a vehicle

An Infantry Gun card includes the necessary gun crew

Must discard 1 card in addition to the card played to move

Retreat

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

Historical Scenarios

The game includes 20 scenarios based on historical battles

The first take place on the beaches of Normandy

The last take place at Arnhem

They are arranged chronologically

Each includes historical background information on the location, date, and overview of the battle

Each includes the game information needed to recreate the battle

Solitaire Rules

Set-Up

Solitaire Tactics cards

Campaign Games

Featured Player

 Featured player bonus

Non-Featured Player

Start with Historical Scenario #1

Play scenario

Determine level of success

Gain experience

Advanced to later scenario based on level of success

Finish with scenario #20

Determine level of campaign success based on number of KIAs

Optional Rules

Team Play

Night Combat

Scenario Building

Pickup Ammo

Ammo Compatibility