

Overview

I decided to play a game of Frontline between German and British forces. Early into the battle, I noticed just how many ways I could continue, so I decided to play out the same turn several different ways, resetting between each attempt. The outcomes surprised me. Choices I assumed would be successful turned against me while risky looking moves turned out great. Here are 4 of my play throughs.

Set-Up

Terrain cards: 1 Burned-Out Buildings, 2 Open Ground, 3 High Ground, 4 Undergrowth, 5 Scattered Trees, 6 Undergrowth, 7 High Ground, 8 Stream, 9 Scattered Trees

German Forces:

Section 1: Kubelwagen in Terrain card 9 Scattered Trees

Section 2: Eisenberg-bandages (Hamel, Brauer, Ebert-canteen, Gutmann, and Nadel-grenade) in Terrain card 7 High Ground

Section 3: Siegel (Goldberg-grenade, Drexler) in Terrain card 6 Undergrowth

They have a hand size of 9 – 4 for the terrain cards, 3 for the number of led sections, 1 for being in possession of a Stream in Terrain card 8 and 1 because they have a soldier with the Tactics special ability.

Action Cards: Attack, Key Location, Hit the Dirt, Rally, Flanking, Covering Fire, Move Out, Hit the Dirt, Dig-In

UK Forces (Acting Player):

Section 1: Bren in Terrain card 3 High Ground

Section 2: Green (Roberts-bandages, Davies-shovel-canteen-binoculars) in Terrain card 3 High Ground

Section 3: Richardson (Evans-bandages) in Terrain card 1 Burned-Out Buildings

Section 4: Patel-canteen in Terrain card 1 Burned-Out Buildings

Hand size of 7

Action Cards: Attack, Attack, Stay Low, Fall Back, Rally, Obscured, Double Time

Play Through #1

I start by having the Sniper (Patel) target Nadel in Eisenberg's section. Siegel's section reacts by playing a Covering Fire to reduce quite a bit of the attack. They then play a Hit the Dirt card leaving just 6 Firepower coming at Nadel. He is hit with 2 Morale Hit counters. He can only take one Morale so the other one becomes a Wound.

Next, I have Richardson's Mortar section target Eisenberg's section. That section returns fire, without the benefit of a Covering Fire card, to stop some of the attack. Nadel and Gutmann are both Pinned and Ebert suffers a Morale Hit.

Green then attacks Eisenberg's section at range 4. Both sections are in High Ground so neither gets the terrain's benefit. The attack is brutal as all of Green's section empties their ammo into the German soldiers. When the dust settles, Nadel and Gutmann have both been killed, Ebert has been hit with another Morale, Brauer is Pinned, Hamel is Wounded and Eisenberg has suffered a Morale Hit.

Things look grim for the poor Germans at this point. I'm feeling pretty good about my brilliant tactical abilities.

Finally, I have my Bren attack Siegel's section. It's not a huge attack but the Germans have no unused sections to defend it so they should end up taking some decent damage.

The Germans play their other Hit the Dirt card leaving Drexler taking a Morale hit, Goldberg is Pinned, and in a stroke of German good luck, I draw a Dead counter for Siegel which goes above my Firepower amount, so it is discarded.

As my turn ends and I am preparing to unflip all the acted counters, I look over the battlefield.

The Germans have two dead and a smattering of damage. When their turn begins, however, they will immediately play their Rally card. This will clear off Hamel's Wound, Goldberg's Pin, and one of Ebert's Morale Hits.

They begin their turn with all of their ammo ready for use, where the UK has only an unconcealed Sniper, a Mortar's helper and the Bren that can still fire. I have left myself wide open for a deadly retaliation.

Play Through #2

My Bren freely moves forward by 1 Terrain card into the Undergrowth. This gives me +1 hand size and +2 on my Bren's attack next turn.

Siegel's section plays an amazing combo in response. They play a Flanking Position into the Scattered Trees of Terrain card 5 with a Key location instant card and a Move Out so they don't have to flip their Acted counter.

They are now in Heavy cover.

The Bren is looking at Siegel's section, at range 1. They have a grenade and a Flanking Position. An Attack card could generate an 80FP attack! The driver of the Bren is frantically searching for his reverse gear!

Richardson unleashes a mortar on Siegel at range 4 for 20 Firepower.

Eisenberg responds with a Covering Fire for 18FP making Richardson's attack useless.

Green's section targets Siegel's section, trying to reduce its extreme threat. At 1 range away (using the High Ground) they send a 36FP attack using an Attack card.

Siegel's section really doesn't want to use their ammo, or find themselves Pinned. If any member of their section gets Pinned it would painfully reduce their effectiveness.

They Counter Fire using Siegel and Goldberg's aimed fire for 16FP which reduces down to 8FP.

They then use 2 Hit the Dirt cards for -8 FP. Then they use the Dig In card, taking 5 Morale Hits to reduce the attack to nothing.

Siegel and Drexler each take 2 Morale Hits and Goldberg takes 1 Morale Hit for using the Dig-In card.

Davies uses his binoculars to grab the Dig In card, discarding the Double Time card.

Patel targets Eisenberg, using an attack card. He discards the Stay Low card so he can specifically target Eisenberg.

The Kubelwagon is too far away to counter attack so he freely moves into the Stream to get closer to the battle for next turn.

All Patel's damage goes to Eisenberg and Eisenberg is killed.

Each of the 5 other members of Eisenberg's section immediately become unled sections wandering around the hillside.

At the beginning of the German turn, I think Ebert would be a good choice for a Field Promotion.

Looking over the battlefield, I can see that the Germans turn will almost surely kill my Bren, but the Germans also are desperately low on cards and should spend most of their turn Preparing.

Play Through #3

Richardson attacks Eisenberg with an Attack card for 18FP.

Eisenberg uses his Flanking Position card to Move into terrain card 6 Undergrowth with a Move Out. They then play a Hit the Dirt. They also play a Dig-In card and give Ebert and Hamel each a Morale Hit to reduce the attack to 6FP.

Nadel takes a Morale hit and Gutmenn draws a Dead which is discarded because it uses too many Firepower points.

The Bren targets the Kubelwagon using an Attack card. At range 5 using High Ground, the Bren generates 16 Firepower. The Kubelwagon plays a Key Location card to counter-fire for 4FP. 12 Firepower hits the Kubelwagon in heavy cover, damaging the Kubelwagon for two Pins (one becomes a Morale) and a Wound.

Patel targets Eisenberg using a Stay Low card for the attack and an Obscured card to specifically target Eisenberg.

The attack is for 14 Firepower.

Eidesber's section plays a Covering-Fire card. They return with a 24 FP attack (Hamel and Brauer choose to rapid fire), +2 for the Undergrowth and +6 for the Flanking Position card. An attack of 32 Firepower is returning toward Patel, destroying his attack and creating an attack on Patel for 18FP.

Patel subtracts 2 incoming Firepower due to his inherent cover. He uses his canteen and draws a Flanking Position card. He then takes a Wound a Pin and a Dead. I remove Patel from the battle.

Green plays a Flanking Position card to move laterally, remaining in the High Ground. The German's Flanking Position card is discarded.

Siegel reacts by attacking Green's section with an Attack card, emptying their ammo. A 34 Firepower attack, +2 for the Undergrowth, +6 for the Attack card totals 42 Firepower.

Green plays an instant Fall Back card moving into terrain card 2 Open Ground gaining 10 cover. Davies then plays his binoculars to regain the Fall Back card (discarding the Double Time card) and plays the Fall Back card again into terrain card 1 Burned Out Buildings.

Obviously they are running for their lives in full retreat.

Of course, now their Flanking Position, which relies on the terrain cards behind them, is completely useless.

Davies then uses his Shovel to gain 5 more cover and drinks his canteen. All that running and digging must be thirsty work. He gains an Obscured card. Wouldn't that have been useful at the start of this action?

17 Firepower is still hitting Green's section. Davies takes 2 Pins (one becomes a Morale), Roberts takes a Wound and Green takes a Wound.

This was not an impressive turn for me. I'm low on cards, out of canteens, my Sniper is dead, my heavy hitters have been pushed back and wounded, and my Mortar is out of ammo until I reload.

Hopefully, my medic, Roberts can patch up his section and get them back into the fight soon.

Other than being low on ammo and a few dents on the Kubelwagon, the Germans are looking pretty good. They'll probably Rally to start off the turn. If Eisenberg Prepares, he'll get his two men reloaded and gain 4 cards.

Play Through #4

I move the Bren freely into terrain card 4 Undergrowth.

Siegel's section counters with an attack using the grenade thrown by Goldberg and his very effective throwing arm.

Using aimed fire for Siegel and the grenade from Goldberg they generate a 34 FP attack. Using the attack card and Undergrowth it raises to 42 Firepower.

I realize that I can't reasonably defend the Bren without using all of my defensive resources. Even then, the Bren would probably be lost or damaged to the point of uselessness. I choose to let all the Firepower hit the Bren, which is destroyed.

Green's section attacks Siegel with an Attack card and all their ammo for 32 Firepower.

Davies uses his Binoculars to take the Attack card back. He drops the Obscured card.

Eisenberg uses a Covering-Fire to stop 18 Firepower. Siegel uses the two Hit the Dirt cards to stop 8 Firepower and takes 2 Morale hits to stop the rest. The Morale hits are on Siegel and Drexler.

Patel targets Siegel's section but does not choose a specific soldier. Goldberg is the chosen target.

The Kubelwagon is too far from Patel to Counter Fire so it moves one section closer, using the Move Out card.

At range 5, Patel fires on Goldberg with the Attack card for 20 Firepower. Pin, Pin, Morale, Wound. Goldberg is killed and removed from the battlefield.

Richardson targets Siegel's section. At range 5, using an Attack card they generate 26 Firepower.

The Kublewagon uses a Flanking Position to counter Fire for 4 Firepower.

Siegel's section takes a 22 Firepower attack. Drexler takes a Pin, Dead, and Morale Hit and Siegel takes a Wound, Pin, and Wound Hit. Both soldiers are killed and are removed from the battlefield.

The Germans are almost out of cards, which is good for me because I desperately need to Prepare. I'm sorry about the loss of the Bren, but trading that for the Machine Gunner's entire section is great for the Brits.

Conclusion

I could continue playing this exact same turn; using the same soldiers, counters, cards, and terrains to create many more results. I played these four example turns All-Out to achieve the most dramatic results. If I had played some of the turns conservatively there would be an even wider variety of outcomes.