



Front Line



Tables, Rules & Illustrations

For Both The Strategic & Tactics Editions

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Save the
designs

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PG A

Entries show a word, then one or more Pages/ Paragraphs (para) it is in.

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Game Components

PG B

2 Leadership Cards

Tasks for Opponents' turn

Rally > If a unit **uses supply** to attack your unit, you may, **before any dice are to be rolled**, Rally targeted unit to change result (see below).

Rally Changes **Blitz** to Disrupt

Rally Changes **Disrupt** to Rout

Rally Changes **Rout** to Miss (no reward)

Rally Changes a natural Miss to a **Reward**.

Reward for the **disrupted target**: It is Regrouped.

a) May do Maneuver Task (see other side of this card)

b) May, if target is in range of attacking unit, target may Opportunity Fire on the attacking unit only.

Opportunity Fire > If an enemy unit uses supply for any reason: one of your **active** units, that is within range, may attack it. Enemy use of a task is not supply use. **Again**: Enemies using a Task cannot be attacked with Opportunity Fire.

Tasks are not actions

One White Die & One Yellow Die



2 Items/ Set Up Cards

Green Recommended Setup (For Main Board)

Active Leadership

At the end of the present turn, place your commissioned leadership card here.

Put Used Supply Here

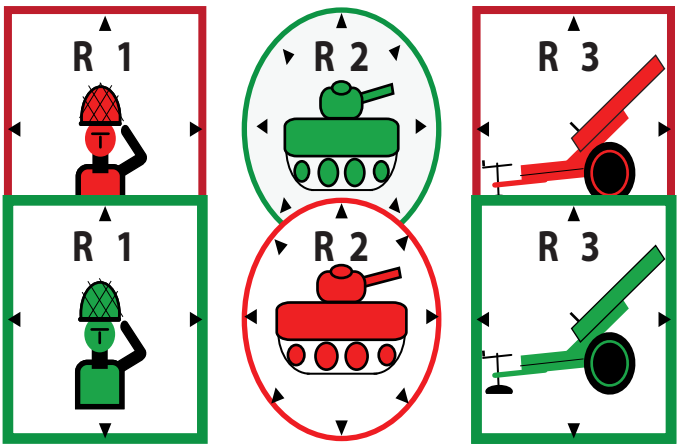
Reserve

Tuck Used Leadership Here.

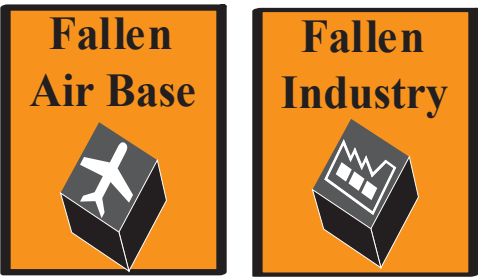
Commissioned Leadership Here

20 Units Per Country

22 Infantry 12 Tanks 6 Artillery



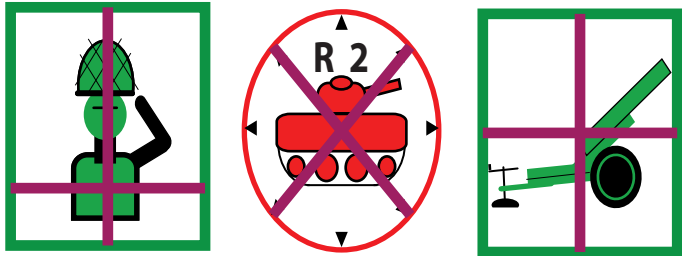
4 Fallen City Markers



4 Fallen Supply Chits



Flip side of units when disrupted



The Edge Marker



Air Supply Capital Supply Industry Supply



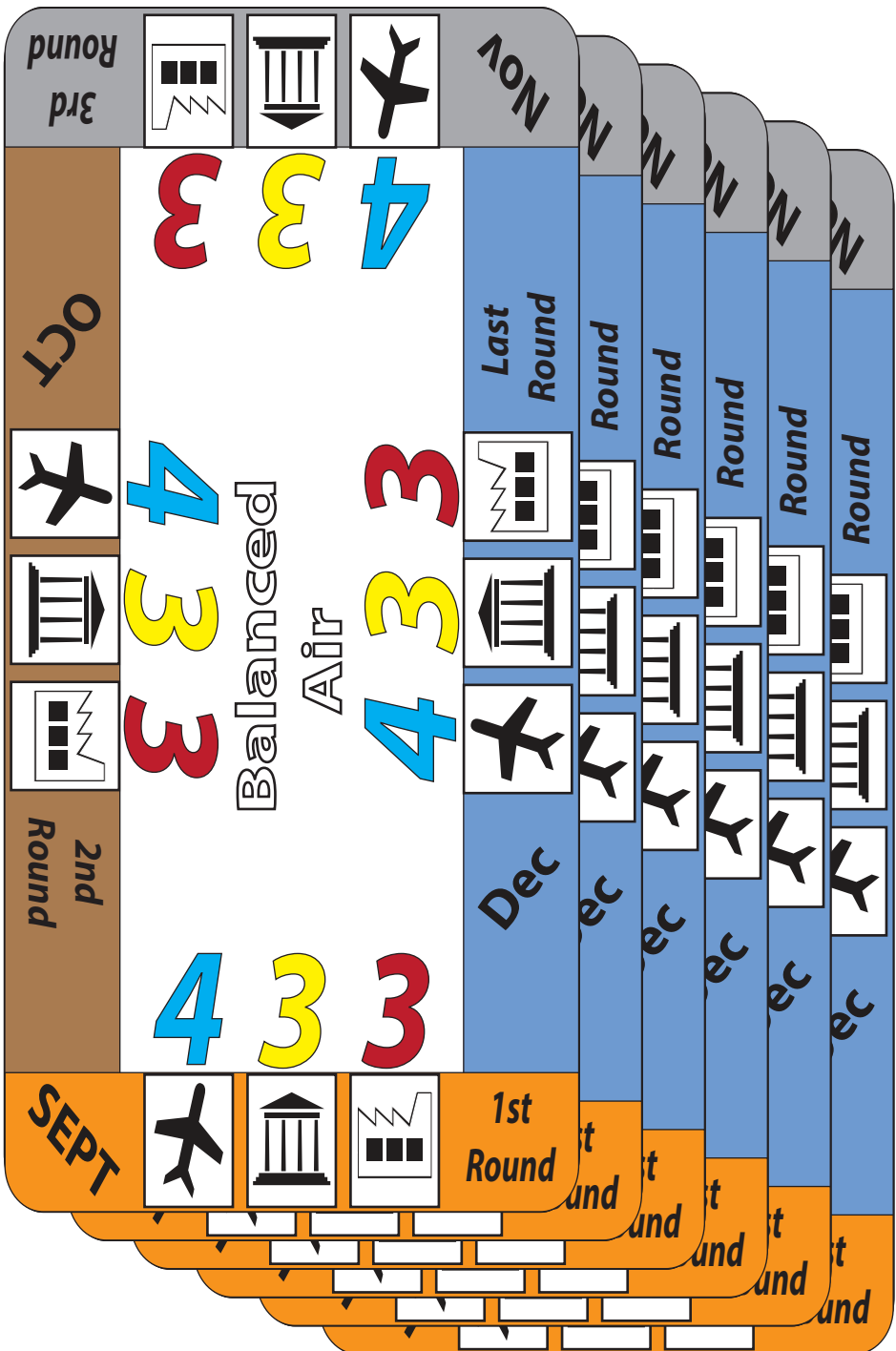
24 Supply Chits Front & Back

Cost 1:
For Active Infantry On Air Base To Paratroop

Regroup Cost One:
To Flip A Disrupted Unit

Build Unit:
Supply Cost
2> Infantry
2> Artillery
3> Tank

6 (Double Sided) Supply Cards, 9 types



Tactics Battlefields, Mt. Range & Great Desert



Strategy Battlefields: Main & Lake Nogo



Front Line Rules

“Commander! The green country dropped paratroopers near our border and also landed tanks on nearby beaches for support . What shall we do?” “Rally our units!” You order, “We must make a Front Line!”

Front Line is for 2 players, ages 12 & up, taking place in 4 rounds (September to December) of 3 turns per player.

Objective: Have the most Occupation Points (OP) at the end of December or occupy your opponent’s capital to immediately win. ***The rules sometimes refer to examples found on page 5 (labeled EX 0-9).***

Components (see page B): The Strategy Edition 1 “Main /Nogo” board, Tactics Edition 1 “ The Great Desert/ The Mt. Range” board, the Deluxe Edition has both boards.

1 White and 1 yellow die.

1 Edge Token

24 Supply chits (*two sided*)

2 Fallen Air Base markers

6 Supply cards (*two sided*)

2 Leadership cards (*two sided*).

40 Red and Green units (*two sided*): 20 red units/ 20 green units

4 Fallen, 8 Air, 8 Capital Supply, 8 Red Supply.

2 Fallen Industry markers

6 Balanced sides, 3 Centered sides, 3 Staggered sides

2 Items Cards (*with recommended set up for one Battlefield*)

Each Battlefield has a 10 X 6 grid of sixty squares. Two purple lines separate the grid into three areas. Two 3X6 areas, at both ends of board which are the Green and Red countries as well as Attack Results notes. The middle, is a neutral area. One side of board is a strip, used for managing the Edge token.

The two “Purple Hexed Spaces”, yield 1 OP if occupied by a players unit. OP, is gained by affecting select spaces. Hexes in an opponents' City, yield 2 or 3 OP if it contains a Fallen City Marker. Non-Hex Spaces spaces in your opponents country yield 1 OP per space, if you occupy them with your active or disrupted unit. You do not gain OP for occupying spaces in your own country. ***Also see top of page D.*** Gain 1 OP per unit occupying a space with a #1 Purple Hex.

Gain 1 OP per unit occupying a “Non-Hex Space” in your opponent’s country.

Gain 2 OP if your opponent’s Air Base (#2 Hex) has a Fallen City marker on it (no unit needed in city).

Gain 3 OP if your opponent’s Industry (#3 Hex) has a Fallen City marker on it (no unit needed in city).

Win Immediately, if you enter, your opponent’s Capital (the “W” Hex Space) with one of your units.

Setup

Place board (1st game use Main Side) between players, turned so each player has a Green/ Red country facing you (3X6 area) . Take all units matching your countries color. Take 1 Items and 1 Leadership card. Set blue, red and yellow supply chits aside in a pool. Set Fallen chits & Markers aside. Set Edge marker (Off side up) beside Edge Is Off area, on side of board. 1st game: both players use Balanced Industry. Do not use Amphibious Movement or Lake Nogo. Set your Supply Card in front of you, turned so September faces you (so it is readable). Set Items card (so it is readable), 6” below your Supply Card (fig 5).

Supply card values, are the amount of chits for each supply type your free cities are granted that round. Left is Air, middle is Capital and right is Industry. Example: Balanced Industry supply grants 3 blue , 3 yellow and 4 red chits each round. Put in front of you, the three supply type amounts granted you this round by making stacks of each type (3 /4 high) and set them under your Supply card. Set your Leadership card (either side) on your Items cards’ Active Leadership space.

When using the Main battlefield, you may flip your Items card which shows unit placement. Separate a Reserve of 1 Artillery, 2 Infantry and 2 Tanks which are to be set, on your Items card in its’ Reserve space. These units must be built with Industry supply to enter play. When using the Main battlefield, you may flip your Items card for unit placement. When not using the recommended setup; set on spaces only in your country, 9 Infantry, 4 Tanks and 2 Artillery (one unit per space). We recommend: You place an Infantry on your Air Base, and a unit on your Capital, Artillery on high ground (on one a Mountain and/or Hill). You may leave your Industry empty, so you can build reserve units there. If using Amphibious Move, set units on your Port and Beach to protect them. Roll 1 die. On 1-3 Red decides who goes 1st. On 4-6 Green decides who goes 1st.

Rounds start by turning the Supply cards to its' present month, so their supply values are readable. City squares without a Fallen City Marker on it are "Free Cities" and grant 3-4 supply chits. Squares with Fallen City Markers on them are Fallen Cities and grant only one Fallen Supply chit making a stack of one chit.

Take the amount of supply chits granted, for each of Free cities making one to three available supply stacks, 3 or 4 chits high. If your Air Base has a Fallen marker on it, remove any Blue supply you may have on your Items card and set one Fallen Air supply (Tan) with your other available supply stacks. If your Industry has a Fallen marker on it, remove any Red supply you may have on your Items card and set one Fallen Industry supply (Tan) with your other available supply stacks. Each month players alternately get three supplied turns, starting with the 1st player.

Turns: When your turn starts, chose an available (unused) stack: (3/4 chits) of Air, Capital, Industry supply or a Fallen supply chit. For the rest of your turn, you can only use the stack chosen to do Actions. Air, Capital and Industry supply can do Regular and Mission Actions. Fallen City supply, can do only Regular Actions (see Actions & Tasks). You can gain a supply by using the "Cache" Leadership Task (see Leadership). When supply is used for an action, put those chits on your Items card, in "Used Supply" area.

If you choose to pass your turn and still have supply and no Task will be done: all unused supply chits are put in your Used Supply area (supply cannot be saved even when you pass) and your turn will end. Lastly, if your Leadership was commissioned this turn, put it atop your **Active Leadership** area.

When turn 1-5 of a round is complete: your opponent gets the next turn. When the **sixth turn of a Sept./Oct./Nov. round** is complete: players turn their Supply card clockwise to the next month and draw new supply as above (see Para 3). The 1st player gets a turn and the round continues. When the **sixth turn of the December round** is complete, the game ends and OP is counted. page D (para 1)

Unit Status: A Units' status, on the Battlefield, is either active or disrupted. Status is shown by which face of the playing piece is displayed. Active unit faces, shows their attack Range (R#) and four or eight pointers (a reminder, that unit moves in those directions). Active units may do a Regular actions as well as most Tasks. A Disrupted units' face show purple, lines crossing out the units' image. Disrupted units can only do the Regroup Mission Action or a Relive/Rally Task (more on this latter). Disrupted units are Blitzed easier (destroyed) and cannot do Regular Actions.

Actions & Units: Your units use supply, to do Regular actions and Missions. No more than "two actions" per turn, may be given to a single unit. If supplied, you may do the same Regular Action with two or more units. A single unit cannot, in same turn, use the same Regular Action twice.

Regular Actions (all types) use any one type of supply to: Amphibious Move (by sea), Move (by land), Attack, Commission. Active Units can Amphibious Move, Move (by land) or Attack. Commission prepares your Leadership card. Disrupted units must **Regroup** to be eligible for Regular actions.

Mission Actions: Build, Paratroop and Regroup; use only one type of supply to do them. Build uses Industry, Paratroop uses Air Supply and Regroup uses Capital supply. Units may do a Regular Action after they Built or Regrouped. Active Infantry may do an action before/after they do a Paratroop mission. If Leadership is Available, given the opportunity, you may do a Mission and a Task: like Maneuver/ Relive as well as Cache (to allow for another action). Tasks are not actions, since they use Leadership not supply.

Regular Actions In Full

Commission: Use any 1 supply. Shift Exhausted Leadership (under its' Items card) to the right of Items card (fig 6). At end of turn set *Commissioned* Leadership/s card (**Ally too**) on its' Items "Leadership Available" space.

Move (By Land): Use any one type of supply, to move any one of your active units, one or two spaces onto an empty space or Friendly City. All units move orthogonally (row & Column). Tanks may also move diagonally. As a reminder: Artillery and Infantry have 4 move pointers, Tanks have 8 move pointers. Units can move through their own units, but not enemy units or empty enemy controlled cities (know as Unfriendly Cities): EX 0. Units moving into one or more desert space may move one and only one additional space. The +1 Desert spaces are not cumulative.


Amphibious Move (optional): Use any one supply type to transfer one of your Active Units, that is (PG 3) on any countries' Port to any empty Beach or Port: EX 1.


Attack: Use any one supply type, to target an enemy unit or empty unfriendly city with one of your active units. Targeted unit must be within the "range" (R#) of your attacking unit. A units' "range" is the number of spaces away, counted orthogonally and/or diagonally from attacking unit to target. Infantry target units one space away. Tanks target units up to two spaces away. Artillery target units up to three spaces away. An opponents unit in a City, may be targeted up to an attacking units maximum range (R1, R2 or R3); but units targeting an unoccupied Unfriendly City, must be one space away from that city: EX 2.

Empty City: To target an unoccupied (ignore marker) Unfriendly City, attacking unit must be adjacent to it: EX 3. Roll a die. Ignore Attack Results table. A 5/6 is a miss, on a 1-4; attacking unit must occupy (enter) the city. When an opponents city Falls, set a Fallen City Marker on it. If your city, it is Freed remove Fallen City Marker (page 4 (para 5 & 6)). The Edge may be used to re-roll either result (pg 4 (para 7)).

Height: Each space has a height: Mountains (gray/ stones) have greatest height. Hills (brown with trees) are Middle height. Beaches (yellow), Deserts (orange), Ports (anchor), Valley Spaces (green) ,Cities are of Low height (middle of page E). Units higher than a target attack better, lower units attack worse.

After you declare an attack on a unit and before you roll dice, if the defending players' Leadership is Available, they may Rally their defending unit (the target) to diminish an attack result. Otherwise: Roll the white die **and if** the attacking unit is on a **higher** square than the targeted unit, roll the yellow die as well.

Now view the Attack Results chart (PG D or back of Box). Attacking units the same height as the targeted unit, use a result column equal to the targets range and cross reference the white dies' value in that column. Attacking Infantry or Tanks that are lower than their target have *Disadvantage*, adjust their attack result by using the range column one column to the right of their actual range. Height does not disadvantage Artillery. Never *adjust* a range column for Artillery (EX 4). Attack Results are: Blitz, Disrupt, Rout, ADV Column (, Miss. Capital, Industry, Air Base, Infantry icons, sometimes cause a Miss result.

All attacking units that are a **greater height than their target**, roll both dice: EX 4. Infantry and Artillery rolling two dice, first cross reference the white dies' result. If that result is the yellow "ADV () icon" cross reference the yellow column, for the final result. Unlike Infantry and Artillery, Tanks rolling two dice get a choice and may use either the white Range die or the yellow ADV column for a result.

Until a result is finalized (accepted by both players), a player with an Edge token at their end of the board with the "ON" side up, may re-roll all dice cast (pg 4 (para 7)). If used, set Edge Marker "OFF" side up, beside the middle of board (Edge Off Area).

Blitz: Remove the targeted unit from game. Do not put Blitzed units in reserve. Disrupted units that receive a Disrupt or Rout result, instead receive a Blitz result. See Displacement below.

Disrupt: Blitz disrupted units. If a targeted unit is active, it is now disrupted (flip to its' disrupted face).

Rout: Blitz disrupted units. An active unit on a Beach, Desert, Port get Disrupted EX 5. Active targets not on a beach, desert, or port usually allow the defending player to make a choice: Retreat or Hold. Retreat lets targeted unit be shifted by their opponent one space. Hold disrupts the target, which stays in place.

When a unit retreats, the attacking player shifts the defending unit one space onto an empty adjacent space that is **not next to** an active unfriendly unit or unfriendly city. (See: Displacement page 4 (para 4). If there is no safe space to retreat to, the defending unit must instead become disrupted.

Miss: The attack failed and has no affect on the targeted unit. Also See: Rally Task Page 5 (para 1).

City Defense: A finalized attack result that contains a City Defense Icon (Capital, Industry, Air Base) that matches the city the targeted unit is in, produces a Miss Result as above.

Dug In: A finalized attack result that contains a Soldier Icon **and** the targeted Infantry unit is on a hill or mountain, produces a Miss Result like City Defense above: EX 6.

Displacement: When an attacking unit is one space away from a target that Retreats or is removed from the game, the attacking unit may shift onto the space the target unit just vacated. An attacking unit, that is one space from a targeted unit which just vacated a unit in a city, must shift onto that city (making it Freed or Fallen). An attacking unit that shifts onto an opponents capital, wins the game immediately.

Fall: Units entering an opponents' Air Base or Industry set a Fallen City Marker on it (under unit). Swap cities' supply chits for chit a Fallen Supply whether or not they are available (below supply card) or in the used area.

Free: Units entering a Fallen city matching units' color Free it. Set aside its Fallen City Marker. If its' Fallen Supply is in the Used Supply area set it aside. If its' Fallen supply was not used: Set it aside and replace it with an amount of chits (a stack) equal in the amount matching the type shown on your Supply card.

The Edge: After any attack roll of 1 is finalized: If the Edge Marker is held by Attacker or beside the "Edge Is Off" area, shift it, "Edge Is Off" side up, to defenders' side. If already held by defender the 1 has no affect on Edge token. After an attack roll of 6 is finalized: If The Edge token is held by the Attacker the 6 has no affect on Edge token. If held by the defender or beside the "Edge Is Off area, put the marker on the Attackers side, "Edge Is Off" side up. At the end of the turn, be sure the marker flips to "Edge On" side.

Missions

Paratroop: Use 1 **Air** supply to set one of your active Infantry, that is on any Air Base, onto any empty non-city space (Ports are OK), one or two spaces from a friendly active unit or friendly city. If supplied a Paratrooper may do one action, before or after their mission is completed. See page D (para 5)

Build: Use **Industry** supply to send a unit, from your reserve, to your empty Industry City. Use two supply to build one Infantry or one Artillery. Use three supply to build one Tank. A newly built unit enters play active and, if supply is made available, it may do one action after their Build mission is completed.

Regroup: Use 1 **Capital** supply to return one of your disrupted units to active status (flip to active side) and if supply is available, they may do one action after their Regroup mission is completed.

Leadership

Leadership: When your Leadership Card is on the "Leadership Available" space, you may do one of its' five Tasks. After use, tuck it under the bottom of your Items card showing it's Exhausted. Commission Action sets it to the right of your Items card (fig 5) and when your turn ends, set it on "Leadership Available".

A Task on your Leadership card is available if, your Leadership card is active and you fulfill all the Tasks qualifications. The Maneuver and Relive tasks can be used on any players turn. Cache can only be used on your own turn. Rally and Opportunity Fire tasks are only used on your opponents turn.

Remember: A Task is not an action. It does not cost supply but it does Exhaust Leadership when used.

Rally > When a unit uses **supply to attack** your unit, you may, before dice are rolled, Rally your targeted unit. This adjusts the Attack result (see Leadership card) to a lesser outcome or you gain a reward if they Miss (due to an *unadjusted* result). A Rallied unit may be Active or Disrupted, their state only affects the reward for an attack result that is a *unadjusted* miss (a Miss not caused by the Rally Task).

Blitz becomes a Disrupt.

Disrupt becomes a Rout.

Rout becomes a Miss (adjusted).

An unadjusted **Miss** which includes a City Defence or Dug In, rewards the targeted unit only. *Note: Rewards are covered by the Rally Task. Leadership is considered Available until Rallies' effect is completed.*

The reward for a Disrupted target is: It at once is Regrouped. Flip it to its' Active side.

The reward for an Active target is: the Defender may pick a or b, presuming both options are available.

Option a) The targeted unit only, may do the Maneuver Task for free (See Maneuver Task).

Option b) If the targeted unit has sufficient range to target the Attacker they may do an Opportunity Fire for free, on the unit that attacked them (see Opportunity Fire Task).

Opportunity Fire > When an enemy unit, uses supply for any reason and is within range of any one of your active units, one of those active units may attack it. Enemy units using a Task cannot be attacked with Opportunity Fire, only those using a supplied action may be, because Tasks are not actions: EX 7.

Maneuver > Shift one of your Active units to, an empty adjacent space, any unit may shift diagonally using this task. Do not enter an unoccupied unfriendly city: EX 8.

Relieve > Pick two of your units adjacent to each other. At least one of the two chosen units must be active. Swap their positions on the Battlefield. Any unit may swap diagonally using this task: EX 9.

Cache > Raise your present supply count (of the same type) by one, stack cannot exceed max amount.

Use Reference page Six with the Example Text below:

EX0 (fig 3): "B" may move into their own city, "A" may not move into the empty, unfriendly city.

EX1 (fig 2): "A" travels to enemy Port, instead of beach, Amphibiously. "A" then attacks "B" at range 1.

EX2 (fig 1): "A" has range of 3 and can attack any green. "C" has range of 2 and can attack any red.

EX3 (fig 3): "A" can attack adjacent unoccupied city. If successful "A" must enter the Fallen City.

EX4 (fig 1): "E" Rolls both die using, range 1 column, if attacking "C, G" due to its' height. "G" Rolls one die using, range 1 column, when attacking "E" because Artillery never adjusts a range column.

EX5 (fig 1 & 4): **Fig 1)** If either "C" or "F" gets a Rout they may retreat. **Fig 4)** If "B" Routs "D" or "E" they have no retreat and must disrupt. If "B" Routs "F" it may shift to the Valley (grassy) Square between "C & G".

EX6 (fig 4): If "B" attacks "A, C, D, E or F" it will roll 2 dice. "B" misses "D or F" if a white four (Dug In) is rolled.

EX7 (fig 1): If "E" just Paratrooped onto the Mountain "C or G" may use Opportunity Fire on "E".

EX8 (fig 3 & 4): Fig 3 "B" may Maneuver into City. Fig 4 "E" may Maneuver between "B & D"

EX9 (fig 1): "E" and "F" may swap places by using the Relive Task. "B & C" may do likewise.

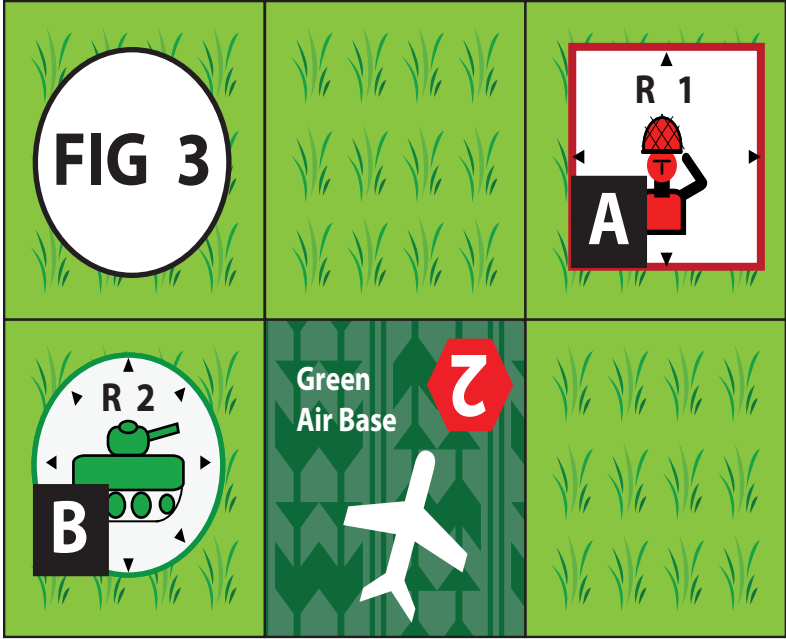
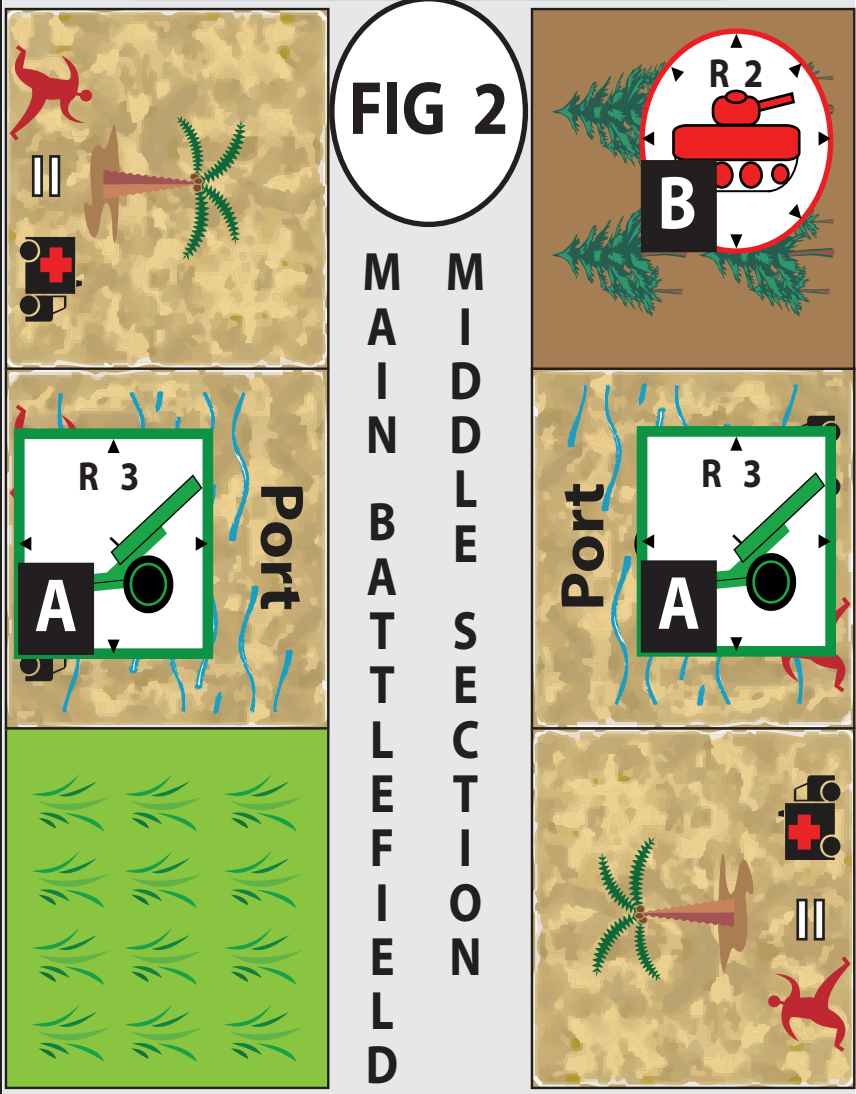
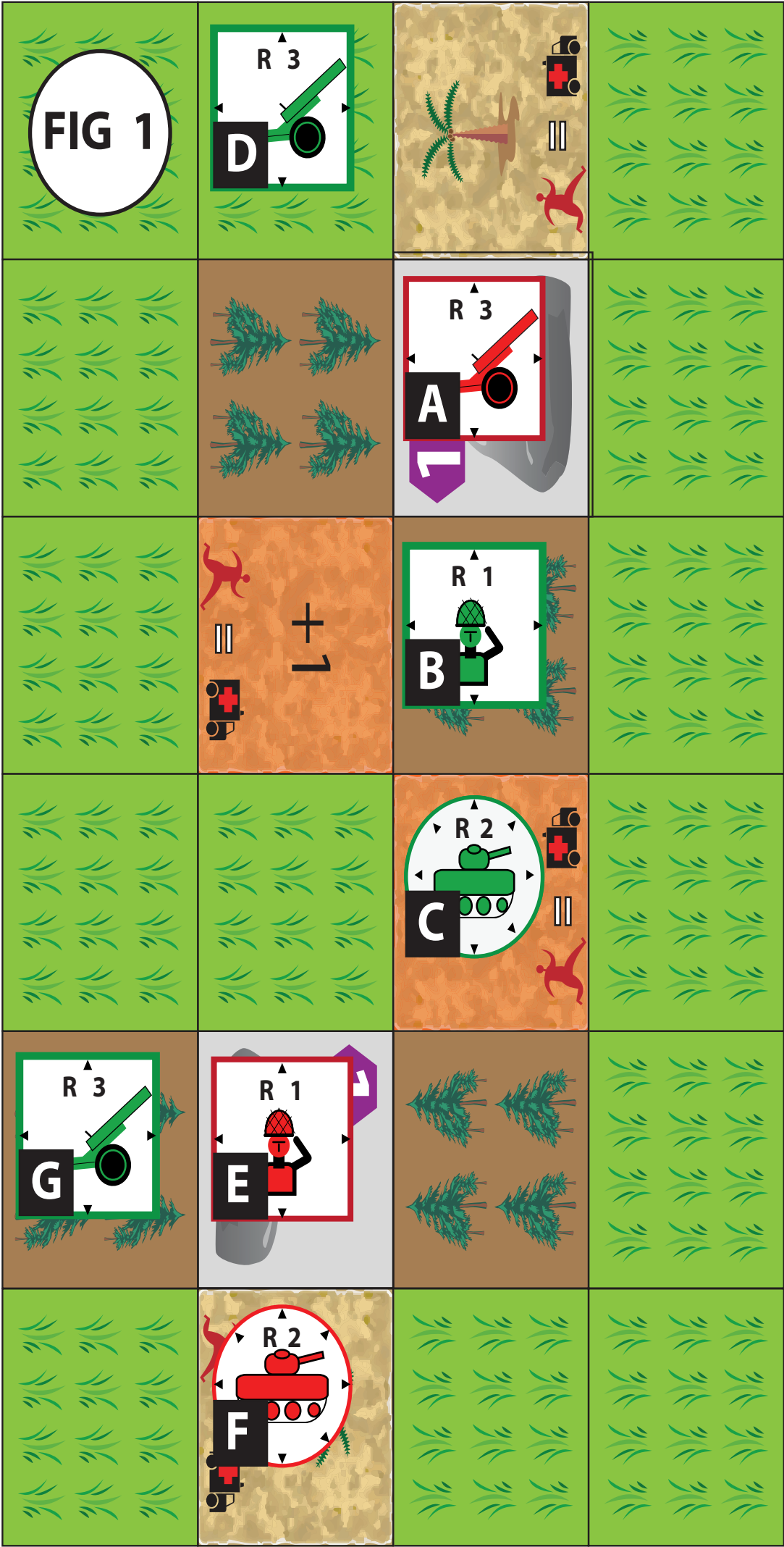
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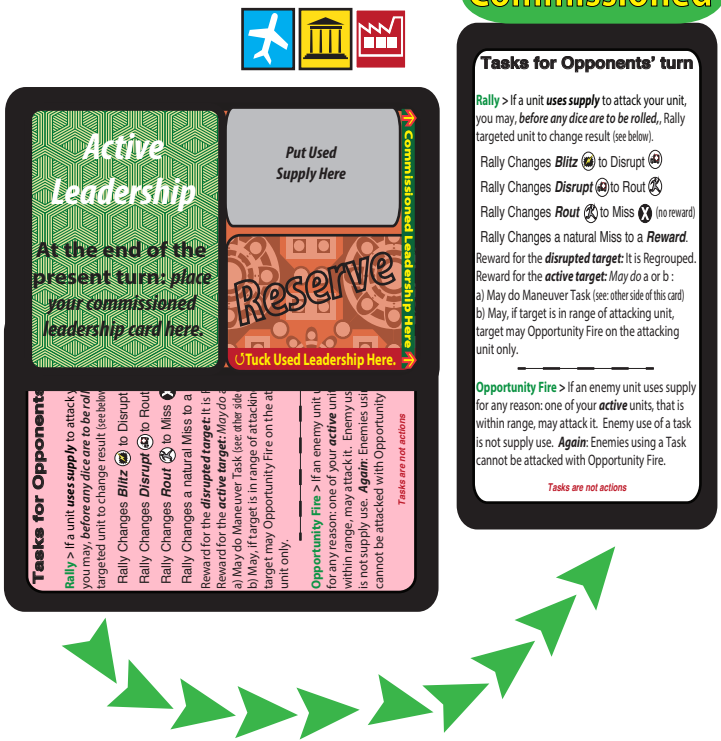
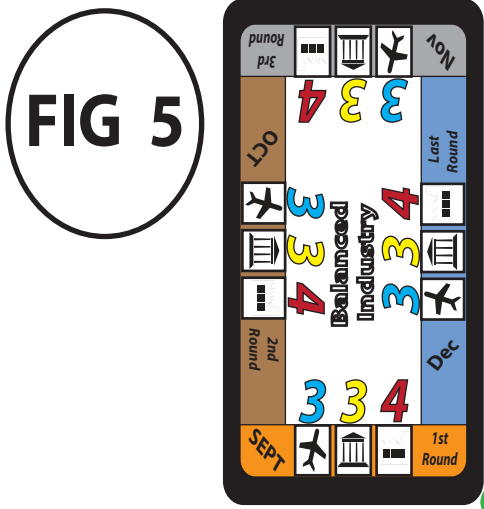
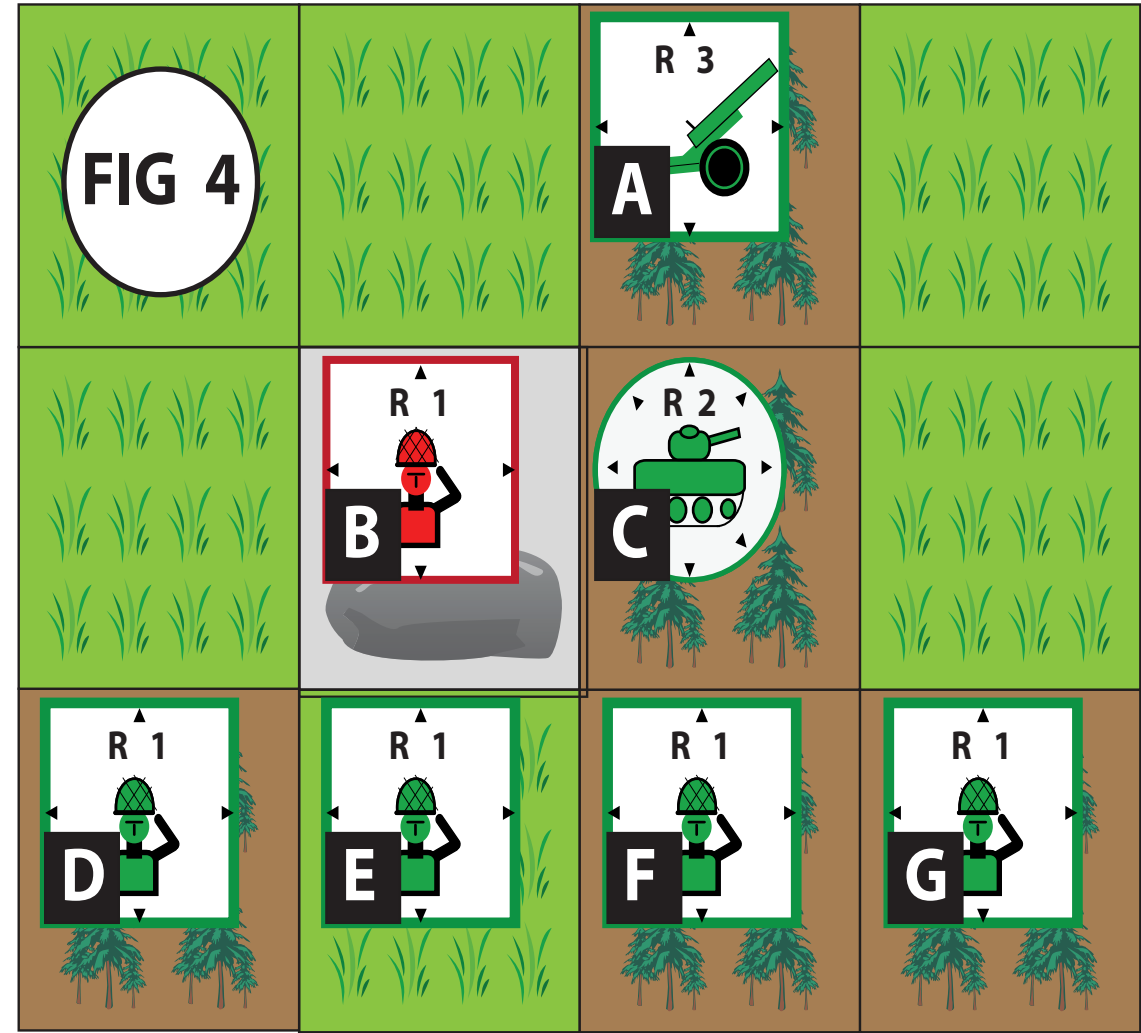
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Card & Supply Set Up



Terms

PG C

Action: Use supply, to do “Regular Actions” like move and attack as well as “Mission Actions”.

Active: State of unit on Battlefield whose face, shows its’ attack Range (R#) and 4 or 8 direction points.

Advantage (Height): Units with a greater height than a targeted unit, have better odds when attacking.

Advantage Column: The Yellow, far right, result column in Attack Results Table.

Amphibious Move: A Regular action that moves an active unit from a Port to an empty Beach/Port.

Attack: A Regular action, used by an active unit to assault opposing units and cities.

Blitz: An Attack result that removes a unit from the game.

City: A Square that grants supply to original owner if **Free** or points/win to an opponent if **Fallen**.

City Defense: A Miss result when an Icon matches the City a targeted unit is in.

Displace: To shift an adjacent attacking unit, **when** a square they just attacked is made empty.

Disadvantage (Height): Infantry/Tanks lower than a target, have lesser odds (range +1) if they attack.

Disrupted: An Attack Result **or** state of a unit when their face displays a purple “+” cross.

Dug In: A Miss when a Soldier Icon is the Attack result and a targeted Infantry is on Hill or Mountain.

Exhaust: To use available Leadership for a Task which then causes that Leadership to be unavailable.

Free City: A city that is friendly to the original owner.

Fallen City: Controlled by opponent until Freed by a friendly unit.

Friendly: A unit or City you control.

Height: Squares have **high** (Mountains), **medium** (Hills) or **low** height (all remaining squares).

Hold: Active target, that receives a Rout result and their owner, does not retreat and disrupts them.

Mission: An action only performed by using one type of supply (a Fallen supply has no Mission).

Move: A regular action used to travel by land, normally up to two spaces.

OP: Occupation Points determine a winner or tie, after month of December (last round) is complete.

Port: Square (in a country) used to transport active units to an empty Beach or Port.

Range: The distance in squares (not counting origin square) to a targeted unfriendly unit or city.

Range Column: The white columns in the Attack Results Table arranged in range order (1, 2, 3)

Result: Affect caused by die roll on Attack Result Table or dies’ value when attacking an empty city.

Retreat: When **active** unit gets Rout result and units’ owner lets opponent shift unit to empty square.

Rout: When an Active targets’ result, allows owner to pick Retreat (if available) or Hold.

Square: Any space containing a type of terrain. Often used to measure Range, as in, “1 square away”.

Supply: Chits used to do actions. There are 4 types of supply Air, Capital, Fallen and Industry.

Task: One of five affects available by exhausting a Leadership Card. Not an Action.

Unfriendly: An unit or City controlled by your opponent.

Unit: An Artillery, Infantry or Tank that is in play (on Battlefield) or in a reserve.

Game Ends after the December round or you win Immediately, upon entering an opponent's Capital ("W" Hex in opponents' country). Once all six turns are completed in December, the player with the most OP (below) wins. If players tie for most OP; the player with most units (**active or disrupted**) wins, otherwise, game ends in a tie. Peace In Our Time!

End Game Occupation Points:

- 1 OP per your unit, occupying a #1 Purple Hex or a "Non-Hex Space" in your opponent's country.
- 2 OP if your opponent's Air Base (#2 Hex) has a Fallen City marker on it (no unit needed in city).
- 3 OP if your opponent's Industry (#3 Hex) has a Fallen City marker on it (no unit needed in city).

Advice: Most fighting is in the mid section of board and around the Air Bases so... try to control the entire side of the board your Air Base is on. Use your Artillery for attacking disrupted units anywhere and active units on mountains. Tanks move best when near deserts and are deadly on higher ground. Infantry on Hills and Mountains are good at blocking opposing units. Use Leadership sparingly so your opponent will be more cautious.

Lake Nogo Battlefield, Special Rules. Lake Nogo has eight blue water squares in the center of the Battle Board. These squares are impassable meaning no unit may ever use land movement, into or through them.

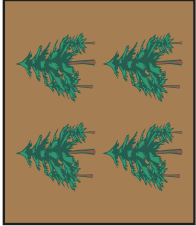

Tanks and Artillery units may attack (fire) over lake squares at targets, that are within their range. Paratroop units, when using an active unit to reference a drop (one or two spaces away), may not count water squares to determine distance, only dry land squares may be used.

Attack Result Table						
Roll	Range 1	Range 2	Range 3	Adv		
	Blitz	Blitz	Disrupt	Blitz	Disrupt	Miss
	Blitz	Disrupt	Disrupt	Disrupt	Rout	Miss
	Disrupt	Rout	Rout	Rout	Rout	Miss
	Rout	Rout	Adv	Rout	Rout	Miss
	Adv	Adv	Miss	Miss	Miss	Miss
	Adv	Miss	Miss	Miss	Miss	Miss

Player Notes: On your turn.

1st: Take (choose) unused supply chit/s (a stack of 1-4 chits), **from Available Supply**, set them above your Items card, they are now available for use.
Now: Only the chosen supply is available for Actions also if Leadership is available, you may do Maneuver, Relieve or Cache Task.
Use any type of supply, for these Regular Actions:

- Amphibious Move (optional):** Move Active unit on either Port. To an empty Port or Beach.
- Attack:** Active Unit can target an unfriendly unit within its’ Range or an unfriendly Empty City at Range of one. Roll for Result.
- Commission:** Shift exhausted Leadership card (under Items card) to right side of Items card. At end of turn, set it atop your “Active Leadership” area.
- Move:** Active unit travels up to 2 spaces (+1 space if moving through one or more deserts).
- Send Support (Allies Game):** **May** grant one supply per turn, to your Allie, to be used at once, for a regular action, as if it is their turn.
- Missions:** Use 1-3 (Red/Blue/Yellow) supply, to do Missions associated with its’ color. Built/Regrouped units, may do a 2nd action (if supplied) after a mission. is done. Unit doing Paratroop, may do another action (if supplied) before/after the mission. Unit doing missions, can be attacked via Opportunity Fire.
- Paratroop, Use 1 Air Supply:** Take your **active Infantry**, on an Air Base, and set them up to two land spaces from a friendly City or friendly Active Unit.
- Build, Use 2-3 Industry Supply:** Set as *active*, a unit from your reserve, on your countries empty Industry. **2** supply sets an Artillery/Infantry. **3** sets a Tank.
- Regroup, Use 1 Capital Supply:** Pick one of your disrupted units. Make it Active by flipping the unit from its’ disrupted side, to its active side.

					
Greatest Height	Middle Height	Seven Low Height	Port		+1

Attacker, **Higher** than target, roll **both a white and a yellow dice**.
Attacker & Target, **Same** height roll **white die**.
Attacker **Lower** than target, roll **white die**. **If the Attacker is:** An Infantry/Tank, the unit raises its’ range by +1 column. Artillery does not raise its’ range, it is never disadvantaged by being lower.

Allies Game (4 Players): Each player has one country. You will need two copies of Front Line. Set two Battlefields beside each other so a red and a green country are at each end. Each takes the usual items for each country they control. Pick who gets the 1st turn. Turns pass from right to left (CW): red, green, red, green OR green, red, green, red.

Amphibious Move is not optional and it can now can move, an Active unit on any Port, to any empty beach/port on **either** battlefield. If you send a unit to your Allies Battlefield: it will no longer be under your control. Only your Ally can give it actions and/or tasks, **unless it is sent back to your** Battlefield. In short only units of your color can be given Actions on your Battlefield.

Teams win at once if their color enters an opponents Capital City (“**W**”) or at end of game, for having the most total OP.