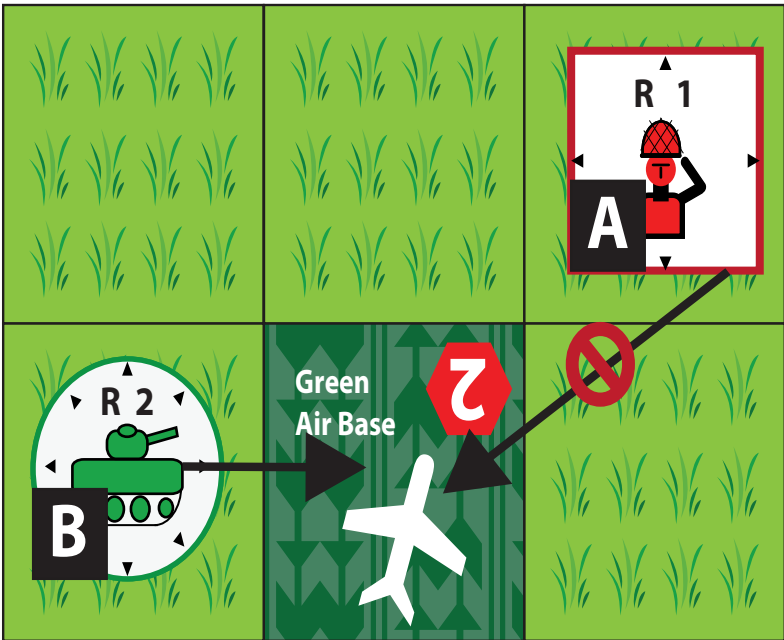
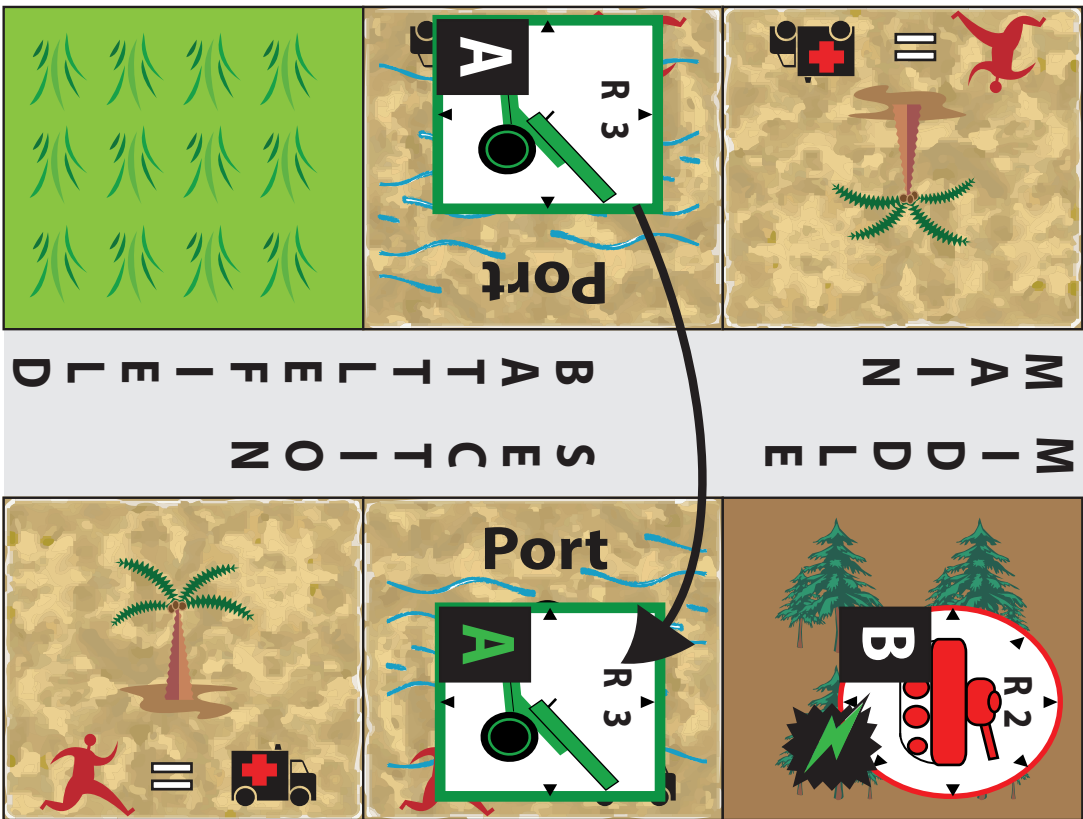


Front Line Examples 0-9 for: Strategy, Tactics and Print & Play editions game play Examples.
Notes: Inf = Infantry, Art = Artillery, ⚡ = Red attacks target, ⚡ = Green attacks target.

EX0: Tank B may move into their own city, Inf A may not move into empty, unfriendly city.

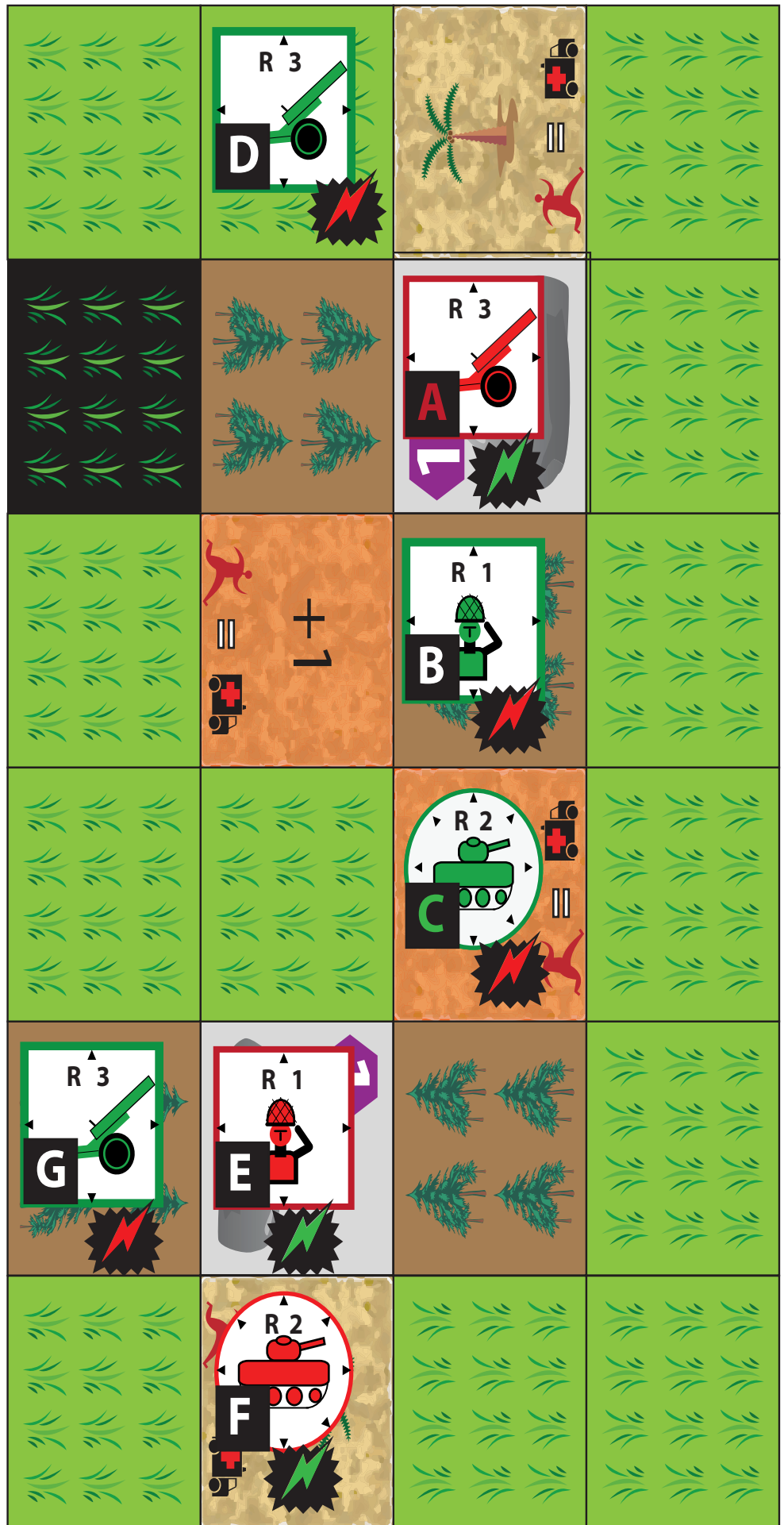


EX1: Art A, travels Amphibiously to enemy Port (instead of beach), then attacks Tank B at range 1 (at no disadvantage).

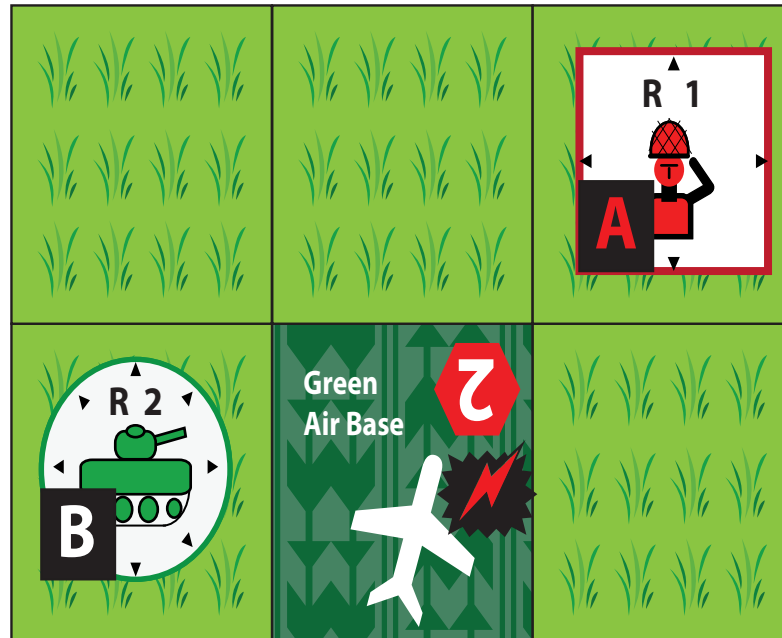


EX2: Art "A" has a range of 3 and could attack any green unit B, C, D, G.

Tank "C" has range of 2 and could attack any red unit A, E, F.



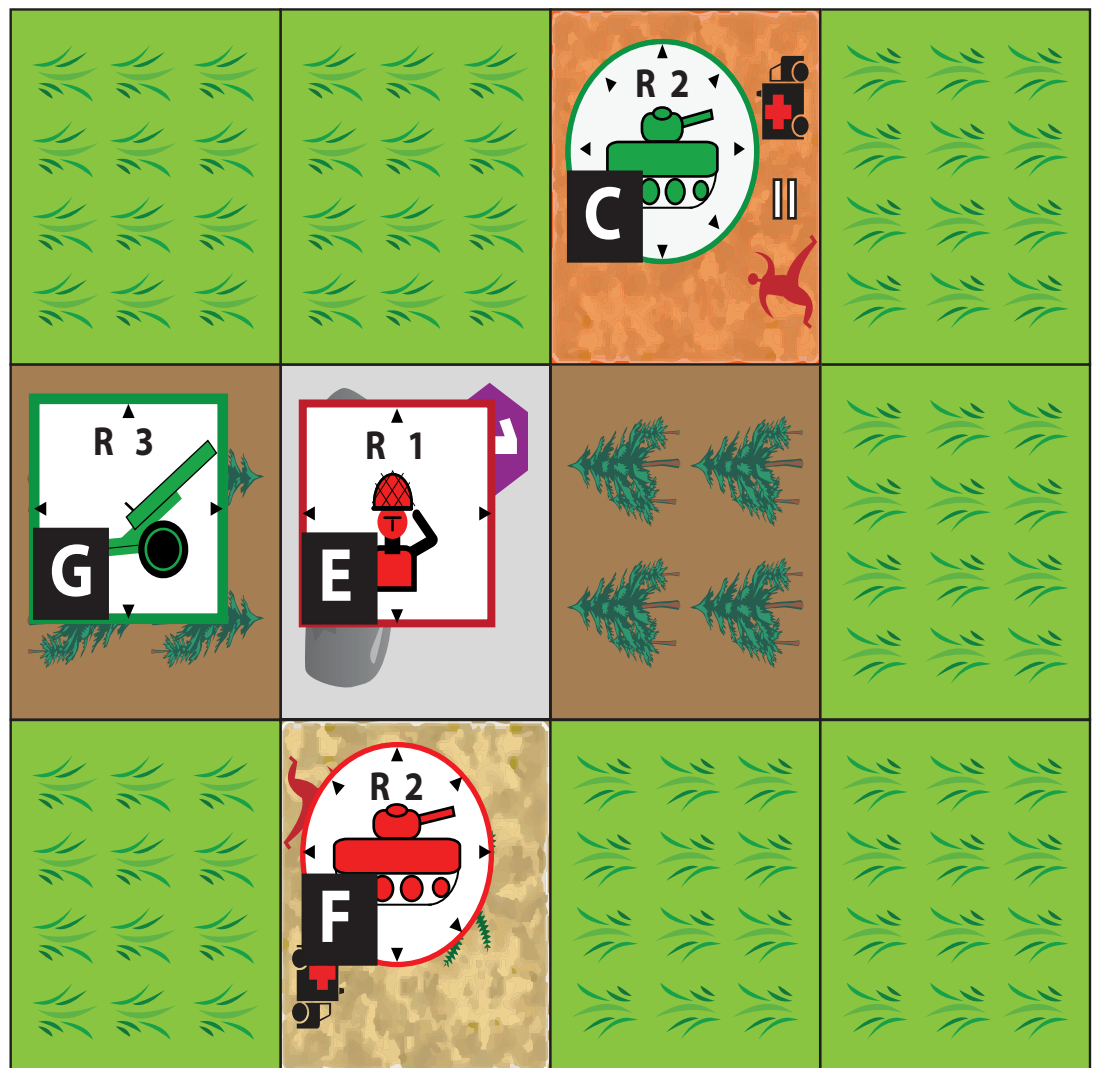
EX3 (fig 3): Inf "A" can attack adjacent unoccupied city, using 1 white die.
If successful (on a 1-4) Inf "A" must enter the now "Fallen City".



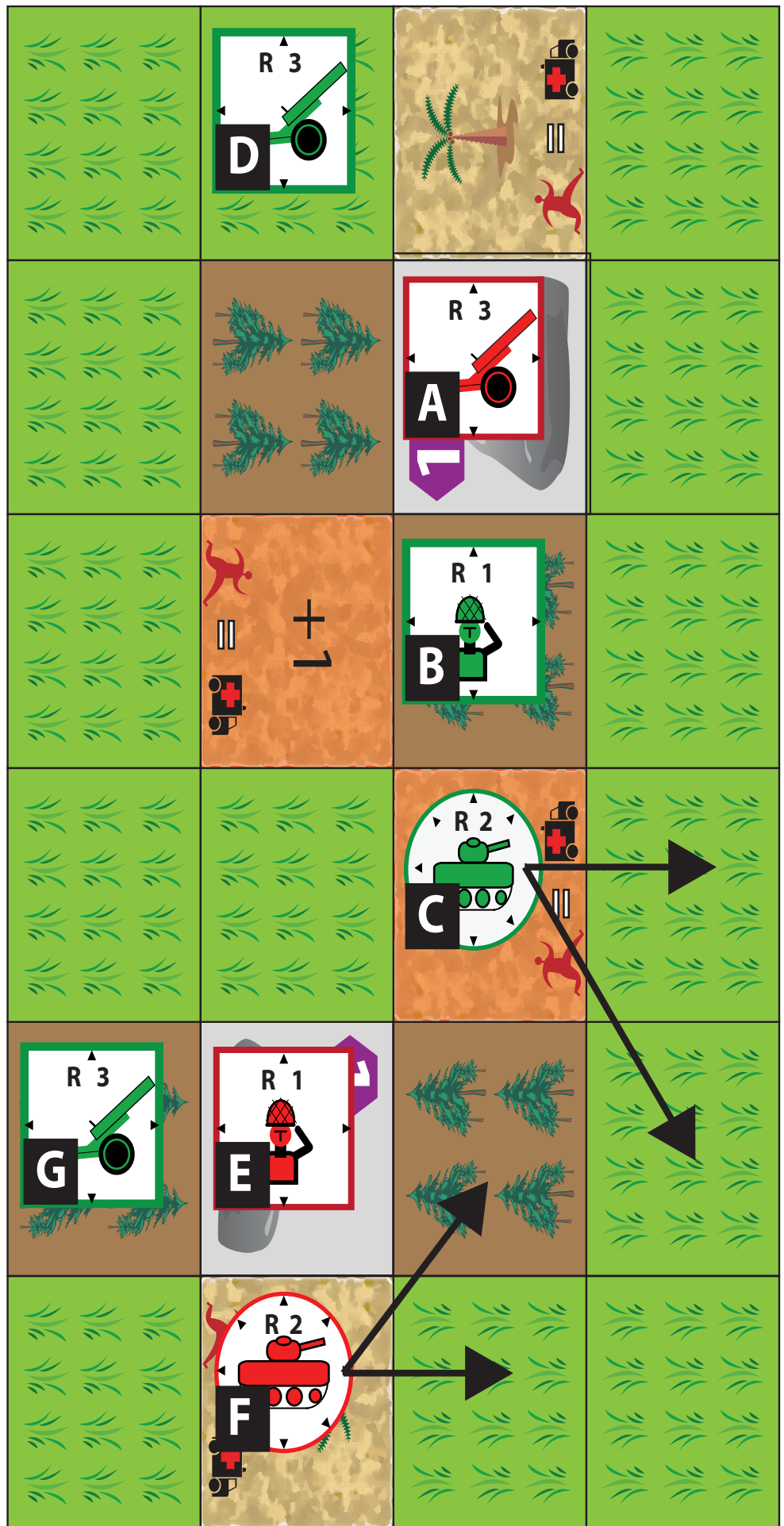
EX4: Inf "E" at range 1,
rolls both dice to
attack Tank C or Art G.

Tank "C" must use the
range two column to
attack Inf "E" due to
its' height disadvan-
tage (range $1 + 1 = 2$)

Art "G" may attack Inf
"E" at range one, not
two, because Artillery
do not adjust their
range when lower
than their target.



EX5: If either "C" or "F" gets Routed they may retreat.

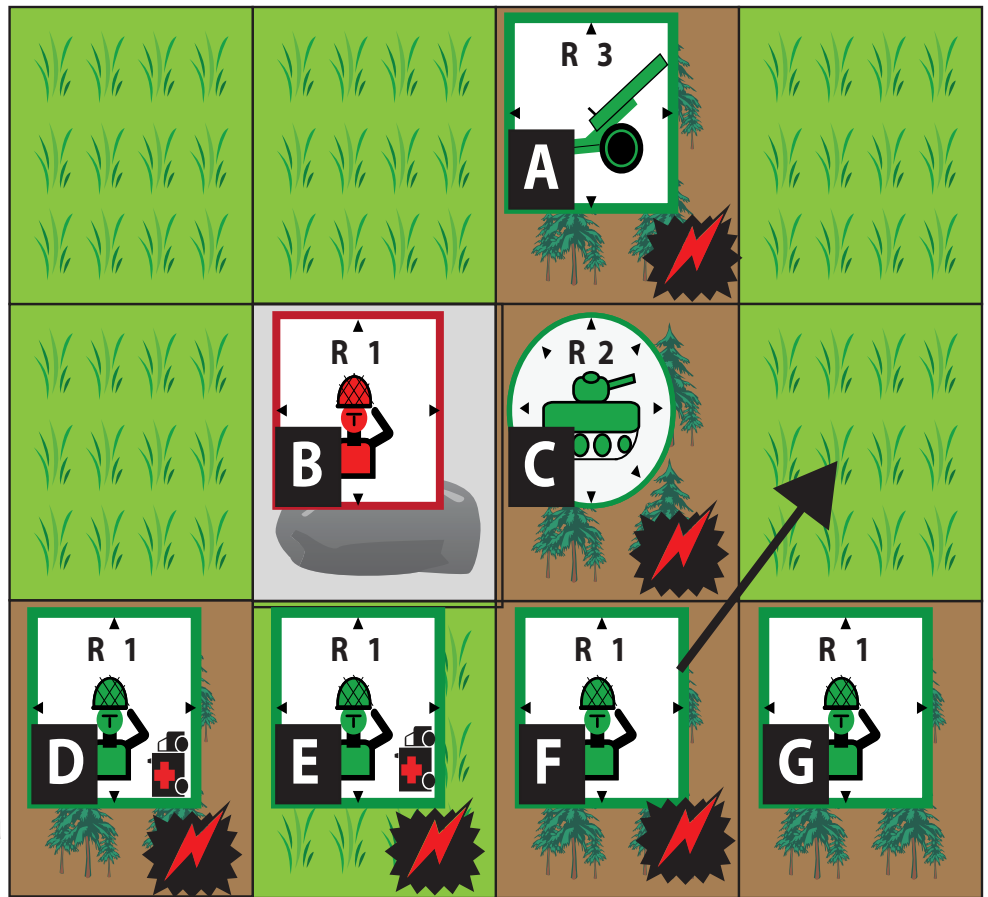


EX 5a: If Inf B Routs Inf D or Inf E, they have no retreat & **must** disrupt.

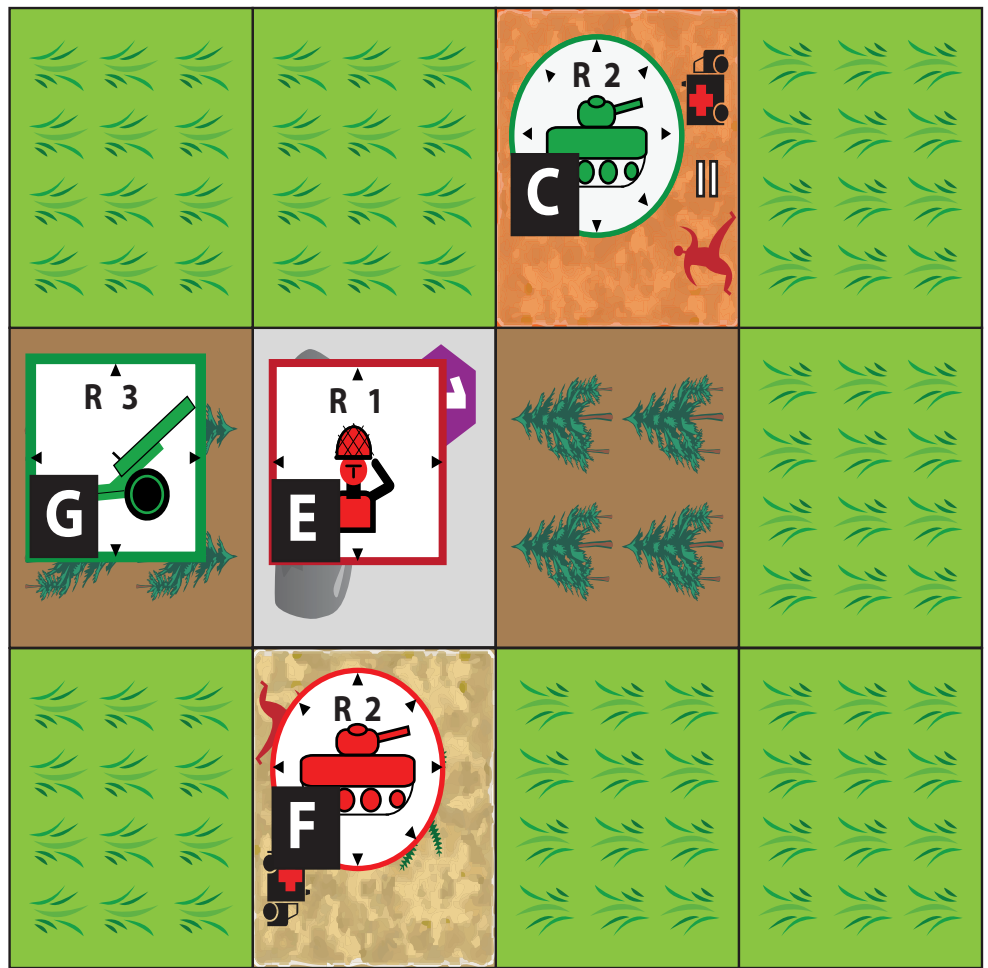
If Inf B Routs Inf F, it may shift, between "C & G", to the Valley Square.

EX6: If Inf B attacks A, C, D, E or F: it will roll 2 dice due to its' height advantage.

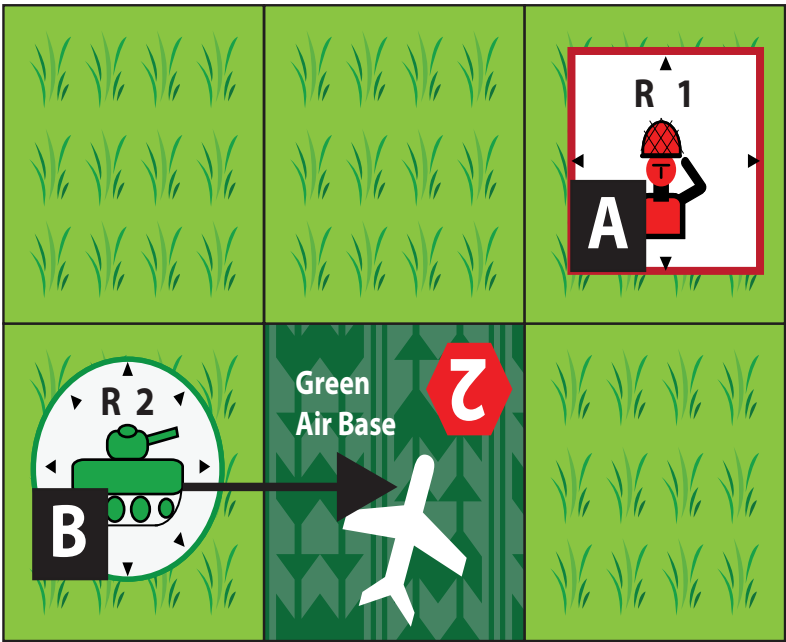
B can miss Inf D or Inf F if its' white die result is a four: because Infantry units are "Dug In" when on Mountains and Hills.



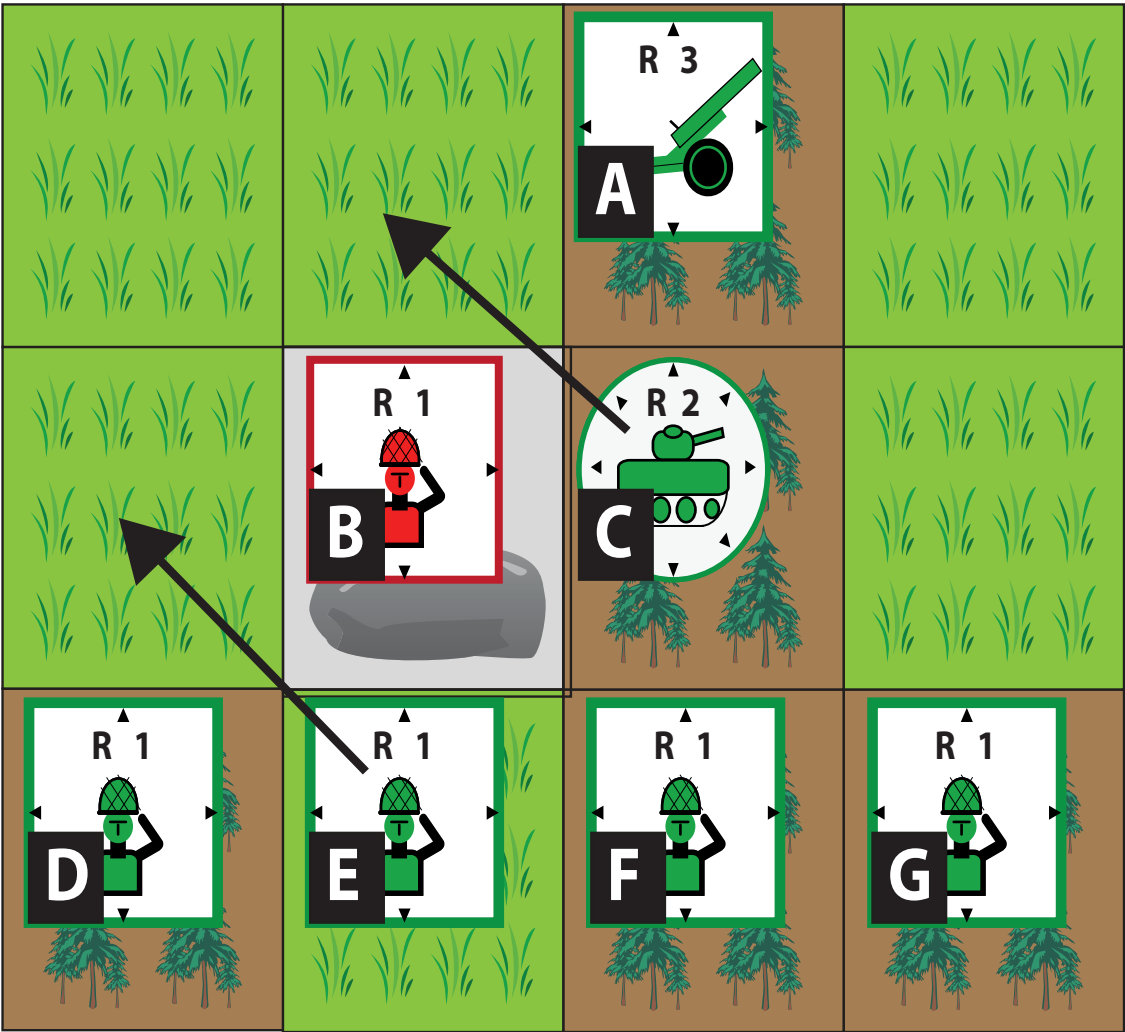
EX7: If Inf E just Para trooped onto the Mountain, either Tank C (at range 2) or Art G (at range 1), may use Opportunity on Inf E, *assuming* Greens' leadership is available.



EX8: Tank B may Maneuver into City because it is friendly to Green. Inf A may not Maneuver into City because the Green Air Base is unfriendly to Red.

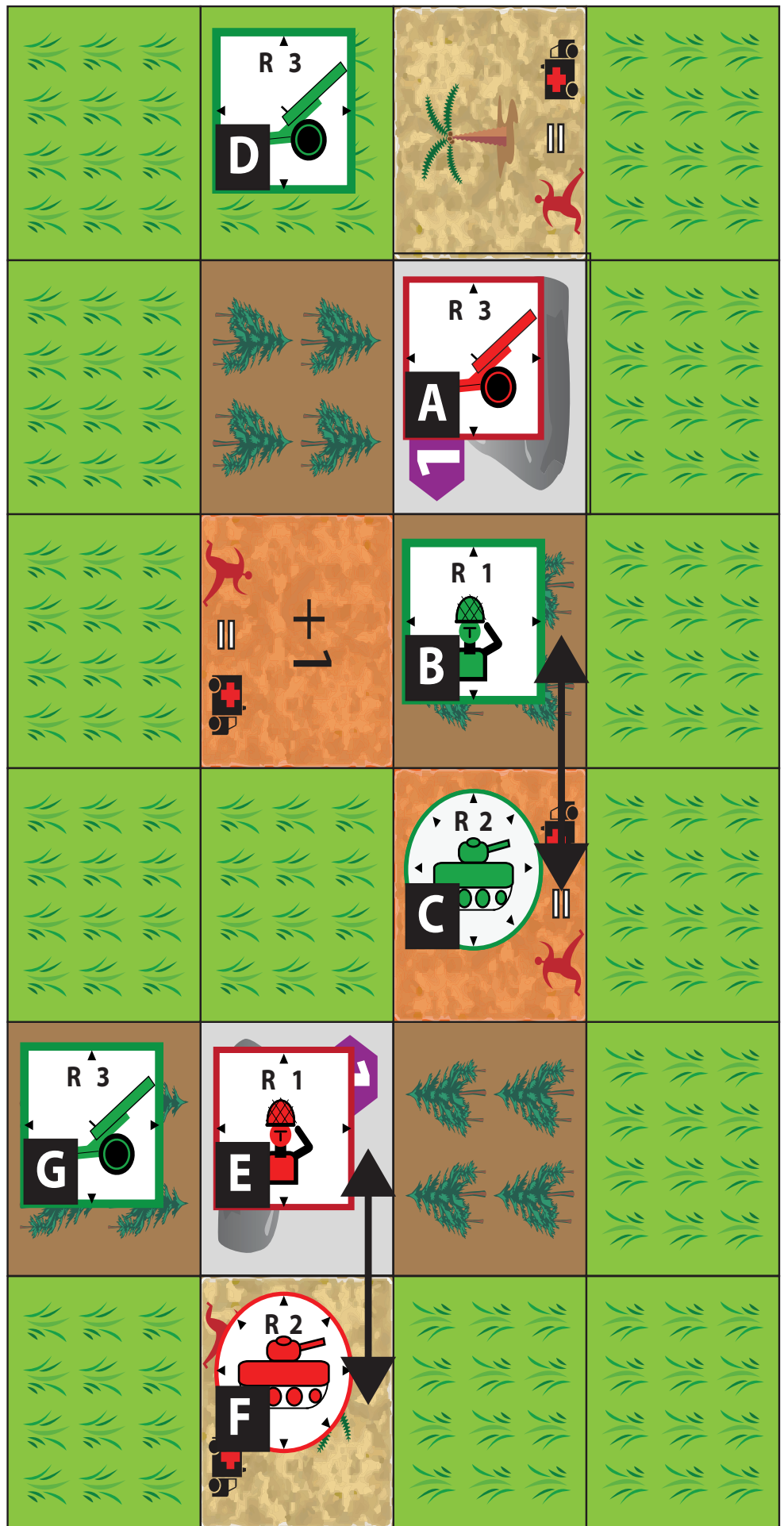


EX8a: Inf E may Maneuver between Inf B and Inf D. Tank C may Maneuver between Inf B and Art A.



EX9: Inf E and Tank F may swap places by using the Relive Task. If only Tank F gets disrupted they may still use the Relive task.

Inf B and Tank C may also swap places by using the Relive Task. If only Inf B gets disrupted they may still use the Relive task.



Card & Supply Set Up

The Supply Card is set for a players first turn in September, who used their Leadership in an opponents turn.



Leadership tasks are not usable, *in the turn it's Commissioned.*

If Exhausted: You *may use any one supply* on your turn, to Commission your Leadership card, *for use in a future turn.*