



Front Line



Rules Set



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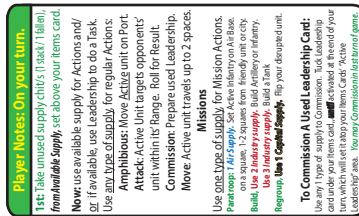
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Components

2 Leadership Cards



2 On Your Turn/ Notes Cards

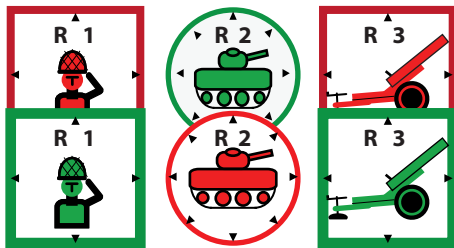


2 Items/ Set Up Cards



a White Die and a Yellow Die

22 Infantry 12 Tanks 6 Artillery



4 Fallen City Markers



4 Fallen Supply Chits



Units when disrupted



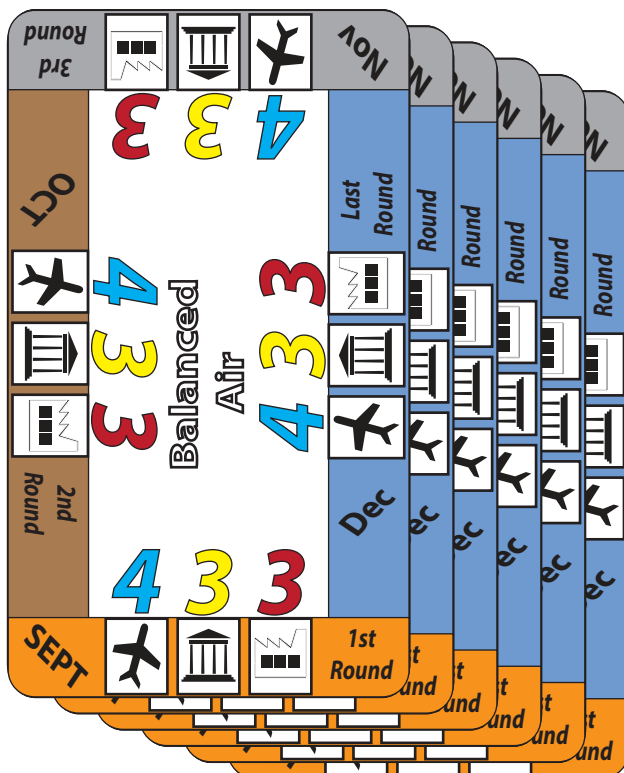
The Edge Marker



24 Supply Chits Front ↓ & Back ↑



6 Supply Cards/ Double Sided



Battle Field, Main Side



Battle Board, Lake Nogo side



Front Line Rules

PG 1

Front Line is a 2 player game, ages 12 & up, taking place in four rounds, from September to December. Rounds have six supply turns, three per player. To win: Have the most Occupation Points (OP) at the end of December or occupy opponent's Capital to immediately win the game. Ties are possible. These rules refer to examples, labeled EX 0-9 and figures labeled fig 1-6, on page 5 and 6 of this rules set.

Components: 1 Edge Token, 1 white, 1 yellow die, 40 Red and Green units; 11 Infantry, 6 Tanks, 3 Artillery, per color. Units have two sides an Active side (ready to act) and a Disrupted, damaged side (X). 6 supply cards (Balanced and Centered), grant supply chits in various ways. There are 8 blue Air, 8 red Industry, 8 yellow Capital and 4 black fallen Supply chits. The 4 Fallen Air Base/ Industry markers are used to cover a city when controlled by an opponent. There are 2: Items cards, 2 Turn Order cards and 2 Leadership cards. Items Cards (fig 5) hold Leadership, reserve units and supply chits and hold set up info. The two sided Board has 2 Battle fields "Main" and "Nogo".

The Board: Each Battle Field has sixty land squares in a 10 X 6 grid separated into three areas with two purple borders. Two 3X6 areas, are at both ends of board are the Green and Red countries. In its' middle, is a 4X6 neutral area. On one side side is a strip, used for managing the Edge token.

OP, can be gained by affecting select spaces. The two "Purple Hexed Spaces", yield 1 OP each if occupied by any players units. Hexes in an opponents' country, 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 you occupy with your active or disrupted unit. You do not gain OP for occupying spaces in your own country. Ending the game, in December, with an active Leadership card, yields 1 OP. See Below:

OP Check List.

1 OP per unit occupying a space with a #1 Purple Hex.

1 OP per unit occupying 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).

1 Point for having an Active Leadership Card, on your Items Card, at end of game.

Win Immediately, upon occupying your opponent's Capital ("W" Hex Space) with your unit.

Setup

Place board (1st game Main Side) between players, turned so each player has a (3X6 area) Green/ Red country facing you. Take all units matching your countries color. Take 1 On Your Turn, 1 Items and 1 Leadership card. Set Fallen City Markers/Supply aside. Set Edge Off marker beside Edge Is Off area, along side 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 (text is readable). Set your Items card below your Supply Card so the Supply Cards' values (fig 5) aline with the colored squares on the Items Card.

Supply card values, are the amount of chits for each supply type you are granted this round. Leftmost is Air, middle is Capital and rightmost is Industry. Example: Balanced Industry supply grants 3 blue chits, 3 yellow chits and 4 red chits each round. Take the amount of supply chits granted, for each of the three supply types. Put each type in a stack 3 or 4 high. Set each stack on its' designated location in the items card. Set your Leadership card on your Items card, atop the Active Leadership space, either side.

Separate a Reserve of 1 Artillery, 2 Infantry and 2 Tanks and set them, on your Items card in its' designated 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 a recommended setup; set on spaces only in your country, the remaining 9 Infantry, 4 Tanks and 2 Artillery (one unit per space). We recommend: You place an Infantry on your Air Base, any unit on your Capital, Artillery on high ground (Your Mountain and/or Hills). You might 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 to see who decides: on 1-3 Red decides / on 4-6 Green decides who goes 1st.

Rounds start by spinning your Supply card to the present month, so its' supply valued are readable. City squares without a Fallen City Marker on it are Free cities and grant multiple supply chits. Squares with Fallen City Markers on them are Fallen Cities and grant one Fallen supply chit.

Take the amount of supply chits granted, for each of the three supply types making three stacks 3 or 4 chits high if: none of your cities have fallen. If your Air Base and/or Industry have fallen (has Fallen City marker on it), set a stack of Capital chits on its' designated location then: If your Air Base has Fallen, remove any Blue Air supply you have on your Items card and set one Fallen Air supply on its designated area. If your Industry has Fallen, remove any Red Industry supply you have on your Items card and set one Fallen Industry supply on its designated area. Each month players alternately get three turns, starting with the 1st player.

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

If you choose to pass your turn or all chits are used and no Task will be done: all the supply chits (1-4) must be in the Used Supply area (supply cannot be saved even if you pass) and your turn ends. Lastly, if your Leadership was commissioned this turn, put it atop your active Leadership area.

If it was *the sixth turn in December*, the game ends and OP is counted. If it was *turn 1-5*, your opponent then gets the next turn. Other than December, at the end of a rounds' sixth turn, players spin their Supply card clockwise to the next month then draw new supply based on that months' values. Retain player order, 1st player goes now gets a turn and the round continues.

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, show their attack Range (R#) and four or eight pointers (a reminder that unit moves in those directions). Active units may do a Move, Attack, Maneuver action as well as an "Opportunity Fire" Task. A Disrupted units face show purple, lines crossing out your units' image. Disrupted units can only do the Regroup action or the Relive/Rally Tasks (more latter). Disrupted units are Blitzed easier (destroyed) and cannot do regular actions.

Actions & Tasks: 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 use one supply of any type, these are: Amphibious Move (by sea), Move (by land), Attack, Commission. Amphibious Move, Move and Attack are given only to Active Units, Commission makes ready your Leadership card. Disrupted units must Regroup to do be available for Regular actions.

Mission Actions: Build, Paratroop and Regroup; use only one type of supply to do them. Build uses Industry, Paratroop uses Air and Regroup uses Capital supply. Units may do a Regular Action after they are Built or Regrouped. Active Infantry may do an action before or after they do a Paratroop mission. When Leadership is Available, you may have the opportunity, do a Task: On Maneuver/ Relive are done on any players' turn. Rally/Opportunity Fire are done on an opponents' turn. Cache is done only on your turn. Tasks don't use supply, since they exhaust Leadership.

Regular Actions In In Full

Commission: Use any 1 supply to tuck an Exhausted Leadership under your Items card (fig 6). At the end of your turn, you will set your Leadership card upon your Items card 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 non-city space or Friendly City. Artillery and Infantry have 4 points, Tanks have 8 points. All units move orthogonally (row & Column). Tanks may also move diagonally. 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 (not cumulative).


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


Attack: Use any one supply type, to target an enemy unit or empty unfriendly city with one of your active units. A targeted unit must be within the "range" (R#) of your attacking unit. A unit's "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. Units targeting an empty Unfriendly City, must be one space away from that city: EX 2. An opponents unit in a City, may be targeted up to an attacking units maximum range (R1, R2 or R3).

City Only: To target an Unoccupied Unfriendly City, Attacking unit must be adjacent to it: EX 3. Roll one die and ignore Attack Results table. A 5/6 is a miss., 1-4; the attacking unit must occupy (enter) the city, which Falls or is Freed. If not your countries city place a Fallen City Marker on it, if yours remove Fallen City Marker (see Fall/Free next page). The Edge may be used to re-roll this result (see Edge token below).

Height (see On Your Turn Card): A space is one of three heights: Greatest height: Mountains (gray/ stones). Middle height: Hills (brown with trees). Lowest height: Beaches (yellow), Deserts (orange), Ports (anchor), Valley Spaces (green) and Cities. 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 (target) to diminish an attack's 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 (back of rules and 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. Results of an attack are: Blitz, Disrupt, Rout, ADV Column () or Miss. Capital, Industry, Air Base, Soldier icons, sometimes cause a miss result. Attacking Infantry or Tanks that are lower than their target, adjust their attack result by referencing the range column that is one column to the right of the actual range. Height does not disadvantage Artillery, do not adjust the range column for Artillery: EX 4.

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 attack die result or the yellow column for a result.

Until a result is finalized (accepted by both players), a player with an Edge token (see next page), at their end of the board with the "ON" side up, may re-roll all dice cast. Then set it "OFF" side up, beside the middle of board.

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

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

Rout: An active target that gets a Rout result on a beach, desert, or port it is forced to Disrupt: EX 5. An active target not on a beach, desert, or port often grants the defending player a choice: to Retreat or Hold. Retreat lets the unit be shifted by their opponent. Hold disrupts target which stays in that space.

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 below). 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 below.

City Defense: A finalized attack result that contains a City Defense Icon (Capital, Industry, Air Base) which 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 Attack Result as 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 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 Air Base/Industry not of matching color set a Fallen City Marker upon it. Swap it's supply chits for a Fallen Supply whether or not they are on an available square or in the used supply area.

Free: Units entering a Fallen city of matching 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 (stack) matching equal in the amount and 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 along the "Edge Is Off area, Put The Edge "Edge Is Off" side, on 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 along the "Edge Is Off area, put the token at Attackers side set to "Edge Is Off" 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 city. If possible Paratroopers may do one action, before or after the mission is completed.

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

Leadership

Leadership: While your Leadership Card is in the "Leadership Available" space, you may use one of its' five Tasks (listed below) once used tuck it under the bottom of your Items card to show Exhaustion. If you Commission your card, set it on the right of your Items card (fig 5) till end of turn when it Activates.

The five Tasks on your Leadership card are 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 used only on your opponents turn.

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 (unadjusted result). A Rallied unit may be Active or Disrupted, their state only affects the reward for an attack that would have been a miss, without Using the Rally Task.

Blitz becomes a Disrupt.

Disrupt becomes a Rout.

Rout becomes a Miss (adjusted).

A unadjusted **Miss** (City Defence / Dug In OK) rewards the target..

The reward for a Disrupted target is: It at once Regroups, 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 below).

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

Opportunity Fire > When an enemy unit, used 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 supply may, 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 Examples Text below:

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

EX1 (fig 2): "A" travels to enemy Port, instead of beach, Amphibiously. "A" then attacks "B" 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" get a Rout they must disrupt. 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 four (soldier bonus) is rolled.

EX7 (fig 1): If "E" just Para Trooped 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"

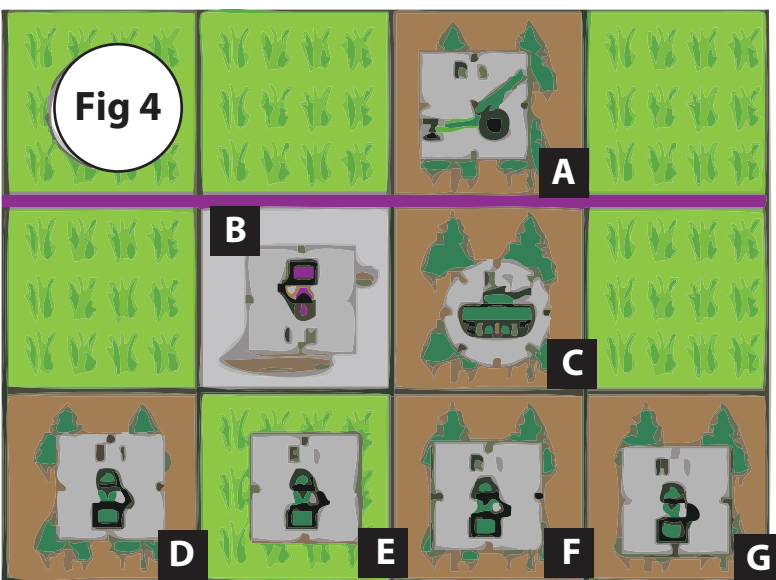
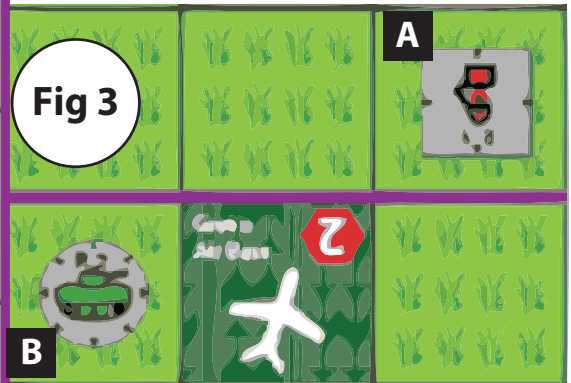
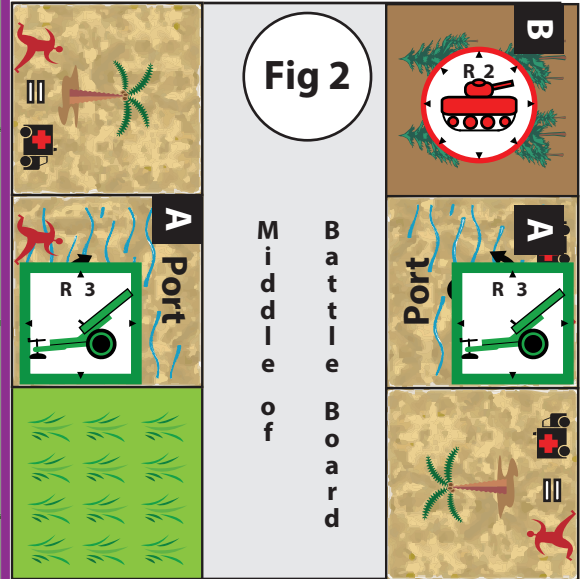
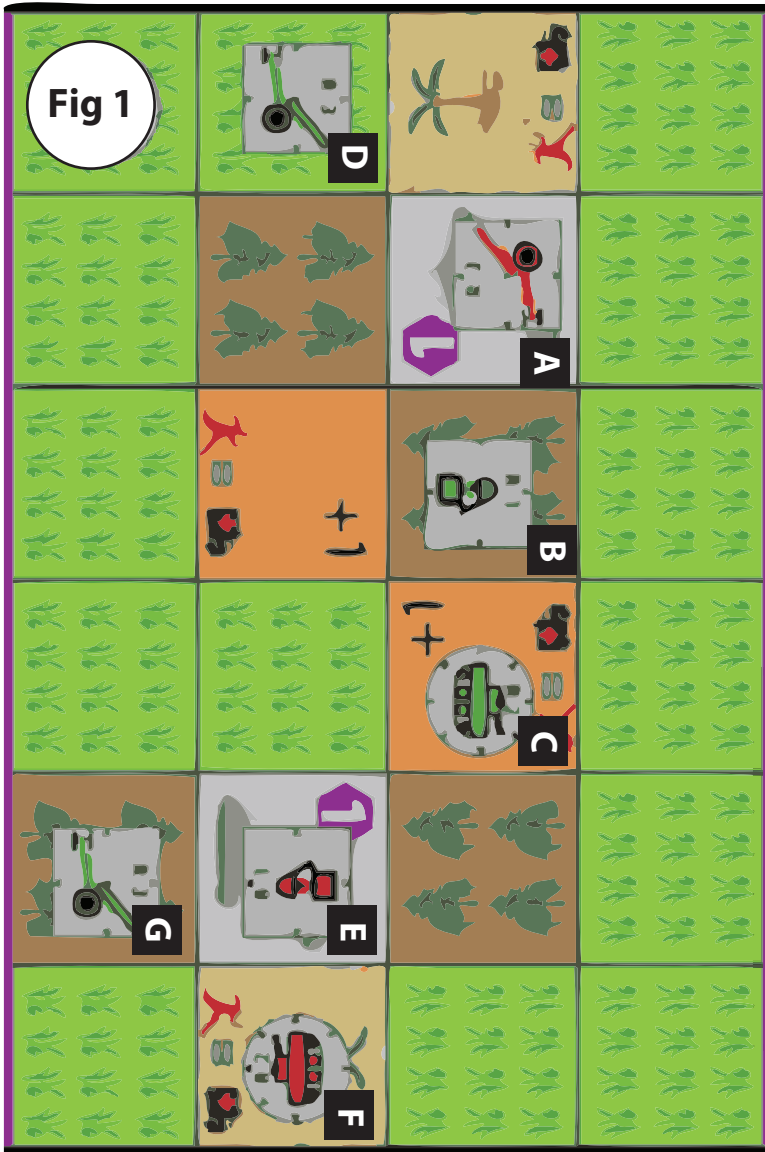
EX9 (fig 1): "E" and "F" may swap places by using the Relive Task. "B & C" may do likewise.

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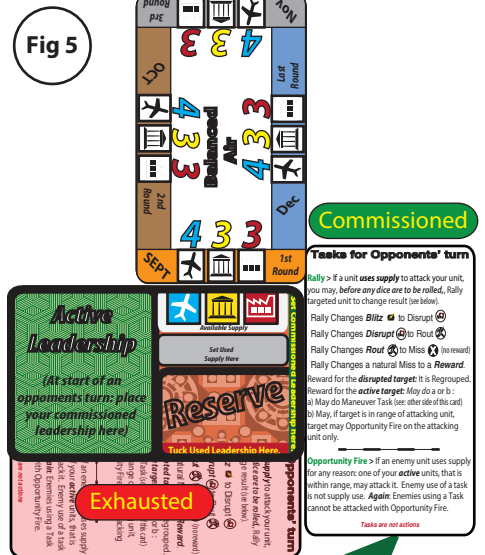
Art, Layout, Text and Design by Michael Selvaggio

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Play Testers: Leo Selvaggio, Diego Selvaggio, Al Reyes, David Reyes, Jon Baldwin, Joe Tanczyn, Brian Caputo, Chris Czachorowski, Maya Powell, Hilda Santiago, Daniel J. Rex, Jonathan M. Juarez, Justin Scott Thomas, Mathew Pierce, James Arndt, Kenneth Piotrowsky Jr.






Set Up Cards




Actions use supply. Tasks exhaust (use) Leadership, not supply. You can do the same action with two or more units. Units are limited to 2 different actions per turn. When using a Fallen City supply chit, you get 1 supply for a Regular Action that turn unless you use Cache to gain another Fallen Supply. Fallen supply can't do Missions.



Resolving Die Rolls: Disrupt and Rout affect Active units  differently than Disrupted units . A Disrupt/Rout result, for a unit that is already disrupted, is converted to a Blitz. Results affect Active units, as shown below.


 **Blitz:** Remove the defending unit from the game. If attacker is adjacent to target, see Displacement below.


 **Disrupt:** A defending active unit becomes disrupted (flip  unit).


 **Rout:** Defending Active unit on a beach, desert or port is instead disrupted. If on any other terrain defender picks: A) Retreated by their opponent (if there is a valid space to shift to) or B) Hold that position and unit is disrupted.


A unit that cannot be retreated must become disrupted. Retreated units cannot be shifted next to an active enemy unit or unfriendly city. If attack was at a range of one, the attacker may use Displacement if target unit, not in city, Retreats.

 **Miss:** The attack has no effect on the defending unit. This includes Dug In and City defense results (see below). If no advantage die was rolled and an advantage symbol  is the result, the result is also read as a Miss.

 **Capital Defense:** If the attack, targeted a unit in a Capital, the result is read as a Miss.

 **Industry Defense:** If the attack, targeted a unit in an Industry, the result is read as a Miss.

 **Air Defense:** If the attack, targeted a unit in an Air Base, the result is read as a Miss.

 **Dug In:** If the attack, targeted an Infantry unit on a hill or mountain, the result is read as a Miss.

Displacement: An attacking unit, that is one space away from a defending unit, that retreated or was Blitzed, permits the attacking unit, to enter the vacated space. This is especially true when attacking an occupied city, which mandates the attacking unit must enter the newly vacated city. Doing this to a Capital, wins the game at once.

City Control: If a unit enters an Air Base or Industry of another country, place a Fallen City Marker on it. If that cities supply chits are used swap them with a fallen Supply Chit, otherwise: swap unused chits in available area, on the owners' Items card with a Fallen Supply chit. If your unit enters a Fallen City in your country; set aside Fallen City Marker and if its' Fallen Supply is in the Used Supply area, just set it aside. If its' Fallen supply was not used: Set it aside and replace it with an amount of chits (stack) equal in the amount and type shown on your Supply card.

Movement: Use any one type of supply to move a single unit of yours one or two squares into an empty land space. All units move orthogonally (row & column). Tanks can also move diagonally. Units may move through friendly units and cities, but not enemy units or unfriendly cities. A unit moving into 1 or 2 desert spaces may move an additional space. Amphibious Move: Use any one supply to put one of your active units on a Port, on an empty beach or port.

Terms

Action: Units 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: 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 active unit to assault opposing units and cities.

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

City: Countries' Square that grants supply to original owner if **Free** or points to an opponent if **Fallen**.

City Defense: A Miss if a matching Icon, of the City a targeted unit is in, is the result. Industry is 3

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

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

Disrupted: An Attack Result **or** state of a unit when their face is marked with a purple "X".

Dug In: A result, with a soldier icon, for a targeted infantry 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 unless Freed by a friendly unit.

Friendly: A unit or City you control.

Height: Squares have a **high** (Mountain), **medium** (Hill) or **low** (all other squares) height.

Hold: An active target, that receives a Rout result and their owner, does not retreat and disrupts unit.

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

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

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

Port: Square used to transport active units to empty Beach or Port. Port need not be in your country.

Range: The distance in squares (not counting origin square) to a targeted opposing unit/unfriendly 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 die's value when attacking an empty city.

Retreat: Targeted **active** unit gets Rout result and its' owner lets opponent shift unit to empty square.

Rout: An Active targets' result allows owner to pick Retreat (if available) or Hold.

Square: Any space containing one 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 effects available by exhausting a Leadership Card.

Unfriendly: An opposing unit or City controlled by your opponent.

Unit: Either an Artillery, Infantry or Tank that is in play or in a reserve.

Game Ends after December or you win Immediately, for entering an opponent's Capital ("W" Hex) Space) in opponents' country. If 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/disrupted) wins, otherwise, game ends in a tie. Peace In Our Time!!!

End Game Points:

1 Point for having an Active Leadership Card (on Items Card) at end of game.

1 OP per unit occupying a #1 Purple Hex space or a "Non-Hex Space" in their 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 the Air Bases so... try to control the side of the board your Air Base is on. Use your Artillery for attacking disrupted units and 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 Battle Board, 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, within their range. Para trooping units when using an active unit to reference a drop (one or two spaces away) may not count water to determine distance, only dry land.

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