Front Line

A Miniatures War Game

On A Grand Scale

savage designs

Just add two Generals and Stir
Index and Terms in back of book.

Components
Paper components are shown below.

4 Fallen City Markers

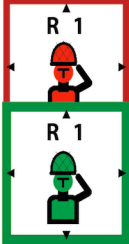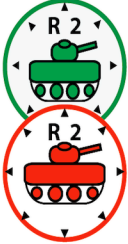Fallen Air Base

Fallen Industry

The Edge

Edge On May Reroll

2 Items/ Set Up Cards

Active Leadership (When Present)

Available Available Available
Used Disks
Used Fallen Supply

Reserve

18 Infantry

R 1

R 1

12 Tanks

R 2

R 2

6 Artillery

R 3

R 3

Units when disrupted

2 On Your Turn/ HQ Cards

HQ: Tuck Used Leadership Here

Tuck Commissioned Leadership Here! On your Capital Supply Turn, activate it (set on your Items Card).

To Commission Leadership card do either option A or B below:

A) You must have a future Capital turn, if so, use 1 Air or Industry supply to Tuck & keep Leadership (← to the right), until activated by doing a Capital Supply turn, which will set it on your Items Card.

B) Use 1 Capital or Fallen supply to place your Leadership on your Items Card immediately.

Missions
Use 1-3 supply (no Fallen supply), to do a Mission. A unit doing a mission may do one other action before or after its mission is completed.

Paratroop, Use 1 Air Supply: Take your active Infantry, that is on any Air Base, and set them up to two spaces from a friendly City or Active Unit.

Build, Use 2-3 Industry Supply: Place an active unit from your reserve, onto your empty Industry. Use 2 supply sends an active Artillery or Infantry. Use 3 supply sends an active Tank.

Regroup, Use 1 Capital Supply: Pick one of your disrupted units. Make it Active (active side up).

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.
Reward for the active target: May do a or b :
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

3 Supply Cards/ 2 Per

Nov
flip for
Oct

Oct

Oct

Balanced

Strategic

Patient

1st Round

1st Round

1st Round

SEPT

Battle Board, Main Side

Greatest Height | Middle Height | Lowest Height

Green Has Edge | Edge Is OFF | Red Has Edge

Battle Board, Lake Nogo side

Greatest Height | Middle Height | Lowest Height

Green Has Edge | Edge Is OFF | Red Has Edge

Front Line is a 2 player game, age 12 & up, taking place in four rounds/months, 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 an 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: 42 Red and Green units; 12 Infantry, 6 Tanks, 3 Artillery, 2 spares per color. Units have two sided an *Active* side (ready to act) and a *Disrupted* (damaged) side. To manage supply are 2 Balanced (fig 5), 2 Patient and 2 Strategic supply cards. Disks and cubes show supply counts there are six *supply* disks: 2 blue, 2 red, 2 yellow and 4 black Fallen City *supply* cubes. 2 Fallen Air Base and 2 Fallen Industry Markers, show if an opponent controls a city. Two Items with Turn Order Notes, HQ with Setups, 2 Leader-ship cards. Items Cards (fig 5) hold your Leadership, reserve units and used supply disks/cubes. One two sided Battle Board (play area), 1 Edge Token, 1 white, 1 yellow die. Attack Result Table/Notes on pg6.

Battle Board: The playing board has sixty land squares in a 10 X 6 grid separated into three areas. Two 3X6 areas, with a purple borders are at both ends of board, these are the Green and Red countries. In the middle is a 4X6 neutral area with two purple borders. Along side of board is a gray area, with the different types of squares and how height affects attacks. The other side has holding areas for 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 unit which may be active or disrupted to do so. Do not gain OP for occupying spaces in your own country. *Also*: Ending the game, in December, with an active Leadership card, yields 1 bonus point. See Below:

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, for entering opponent's Capital ("W" Hex Space in opponents' country) with your unit.

Setup: Place Battle Board between players. Turn it so each player has one end (3X6 area) facing them, meaning, they are either the Green or Red country. Players take all units matching their countries color, three supply disks (one of each color), 1 HQ, 1 Items and 1 Leadership card. Set the black cubes, Fallen City Markers aside. Set Edge beside the "Edge Is Off" area of board. For 1st game: use Balanced Supply (pick one in future); no Amphibious Moves or Lake Nogo side, flip your Items card for unit placement.

Set your Supply Card in front of you. Turn it so September faces you (is readable) and set the three supply disks, on columns, matching their color. Set each disk on the highest valued square in its' column. Balanced supply starts with blue & yellow on three, red on four. Set your Items card below your Supply Card so the Supply Cards' columns align (fig 5) with the colored circles on the Items Card. Set your Leadership card on your Items card, atop the Active Leadership space, any face up.

Separate a Reserve of 3 Infantry, 2 Tanks, and 1 Artillery, these units must be built to enter play. If not using the Lake Nogo side, flip your Items card for unit placement. Next set your reserve, on your Items card in its' space . When not using a recommended setup; set on spaces within your country your 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). 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 decide: on 1-3 Red decides / on 4-6 Green decides who goes 1st.

Rounds start by spinning or flipping your Supply card to the present month, so it faces you (readable). set supply on it. City squares without Fallen City Markers are Free cities and use colored supply disks. Squares with Fallen City Markers on them are Fallen Cities and use Black supply cubes. For Free cities, set its supply disk on the highest valued square, belonging to that cities' color. For fallen cities (if any), set a black cube on its' cities column, on its' #1 square. A Disk or Cube in a column shows the amount of supply available that round as well as its' supply Type. Again: Disks start on maximum value, cubes on #1. Each month, starting with the 1st player, players alternately get three turns.

When a players' turn starts, they picks an available supply type (Air, Capital, Industry) that has disk/cube in a column that is on your supply card. For the rest of your turn, you can only use the supply type just picked to do Actions. When supply is used, to the action and slide the disk/cube down in its' column one square per supply used. Using Fallen City supply, allows for one Regular Action only (see Actions & Tasks), two if you use the "Cache" Leadership Task (see Leadership).

When all supply is used or you choose to pass, shift the supply disk/cube onto your Items Card, in its' matching area (supply cannot be saved). If you don't wish to or cannot do a Leadership Task, your turn ends. If it is not the last turn in December, which ends the game, your opponent then gets a turn. Other than December, when both players exhaust all supply on their supply cards, go to the next month and reset supply. Retain player order, 1st player goes 1st.

Status: Units on the Battle Board are either active or disrupted, which is shown by which face of the playing piece is displayed. Active unit faces, show their attack Range (R#) and four or eight pointers as a reminder that unit moves in those directions also it can Move, Attack, Maneuver or "Opportunity Fire". A Disrupted units face show opponents' color, crossing out your units' image. Disrupted units are Blitzed easier (destroyed) and *cannot* Move, Attack, Maneuver or "Opportunity Fire". Disrupted units can only be Regrouped or Rally (more on this latter).

Actions & Tasks: Units use supply, to do Regular actions and Missions. No more than "two actions" per turn, may be given to any one unit. If available and supplied, you may do the same type of action with mutable units. Also a single unit cannot, in same turn, use the same Action twice.

Regular Actions use one supply of any supply type, these are: Amphibious Move (by sea), Move (by land), Attack, Commission. Mission Actions use only one supply type to do them which are: Paratroop, Build and Regroup. Disrupted units must Regroup to do be available for Regular actions. Reserve units built, brought into play, with Industry Supply which is their first action. Units may do a second action after they are Built or Regrouped. A unit may do one action before or after a Paratroop mission.

With Leadership Available, you may have the opportunity, do a Task: Maneuver/ Relive happen on any players' turn. Rally or Opportunity Fire happen on an opponents' turn. Cache happens on your turn only. Tasks don't use supply, they exhaust Leadership. A unit cannot use the same Task twice, in the same turn.

<div align="center">Regular Actions</div>

Commission: Use 1 Air/Industry supply to tuck an Exhausted Leadership under the right side of your HQ Card (fig 6). If using Capital or Fallen City supply, making your Leadership Active, at once. Set it on your Items card Leadership Available space. You may activate Leadership multiple times, on a Capital turn.

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 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 spaces *may* move one and only one additional space (not cumulative).

Amphibious Move (optional): Use any one supply type to transfer <u>one of your active units</u>, that is on either 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. A 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. 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).

Height (see side of Board): 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.

To target an Unoccupied Unfriendly City, an Attacking unit must be adjacent to it: EX 3. Roll one die. On a 5/6 you miss. On a 1-4, the City Falls (ignore Attack Results chart, see below). Place a Fallen City Marker on it and the attacking unit must occupy (enter) the targeted city. The Edge may be used to re-roll this result (see Edge token below).

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.

Consult the Attack Results chart (back of rules [pg6]). All 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 to 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 (🛡) Column " 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, 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, becomes 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 must decide to Retreat or Hold. Retreat lets the unit be shifted by their opponent. Hold disrupts the target 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. See the 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.

Soldier Defense: A finalized attack result that contains a Soldier Defense Icon, when an Infantry unit is targeted on a hill or mountain, produces a Miss Attack Result: EX 6.

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

If your unit enters an Air Base or Industry in your opponents country, put a Fallen City Marker on it and exchange it's disk for a black cube. If its' disk is on Items Card, remove it and place a cube on the #1 square, if on the supply card (unavailable) remove its' disk and set a cube on Items Card.

Free: If your unit enters a Fallen City in your country, it is now Freed. Remove the Fallen City Marker on it. If its' cube is on your Items Card set it aside and put the cities' disk on your Items Card; if in the cities column on your supply card, set it aside, and put cities' disk on top most square (most value) in column.

The Edge: After an attack roll of 1 is finalized: If the Edge token is held by Attacker or in middle, put it Edge Off face, at 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 in the middle, put the token at Attackers side and flip to "Edge Off" face.

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 an active unit or friendly city of yours. Paratroopers may do one action, before or after the mission is completed, if possible.

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

Regroup: Use 1 capital supply to return one of your disrupted units to active status (flip to active face). After being regrouped a unit may do one more action, if supply is available.

Leadership: While your Leadership Card is in the "Leadership Available" space, you may use one of its' Tasks (listed below) then tuck it under the top of your HQ card, to show it was used. To Commission a used Leadership Card do option A or B below, which is affected by "supply type".

A) In December, if you have a future Capital Supply turn, you may: Use one Air or Industry supply to shift your Leadership card to right side of the HQ card (keep it Tucked). It stays there until the start of your next Capital Supply turn, which immediately sets it upon the "Leadership Active" area of your Items Card.

B) Use one Capital supply or one Fallen city supply which immediately sets it upon the "Leadership Active" area of your Items Card. This may be done multiple times in a Capital Supply turn. No unit my Maneuver or be part of a Relive Task more than once per turn.

There are five Tasks, Leadership Cards which are available to those with an Active Leadership card. Again: 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 an 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 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). An Miss rewards the targeted unit.

The reward for a Disrupted target is: It at once Regroups, flip it to its' Active Face.
The reward for an Active target is: the Defender may pick a or b, presuming either option is available.
Option a) Do the Maneuver Task with the targeted unit only. (See Maneuver Task below).
Option b) If the targeted unit is in range of the attacking unit, the targeted unit only, may do Opportunity Fire on the unit that attacked them (see Opportunity Fire Task below) .

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 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 Battle Board, any unit may swap diagonally using this task: EX 9.

Cache > Raise your present supply count (of the same type) by one, don't exceed column maximum.

Use Reference page Six with the Examples 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"
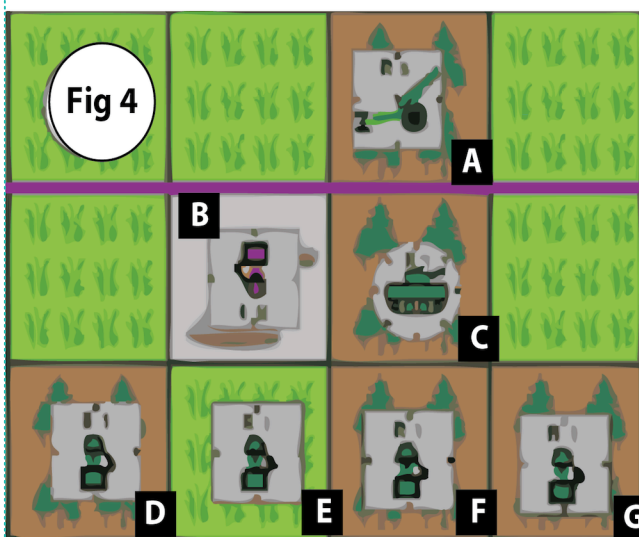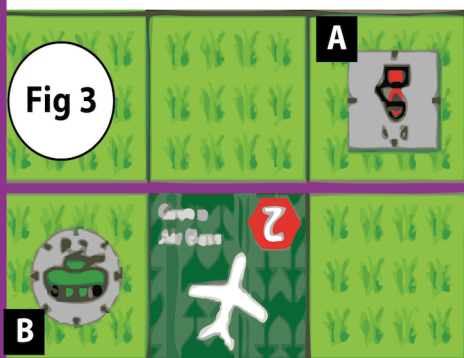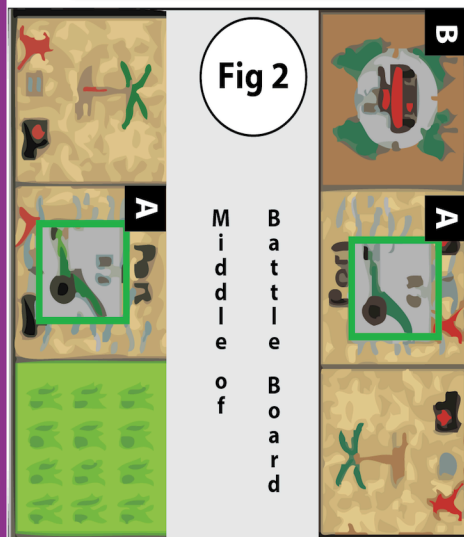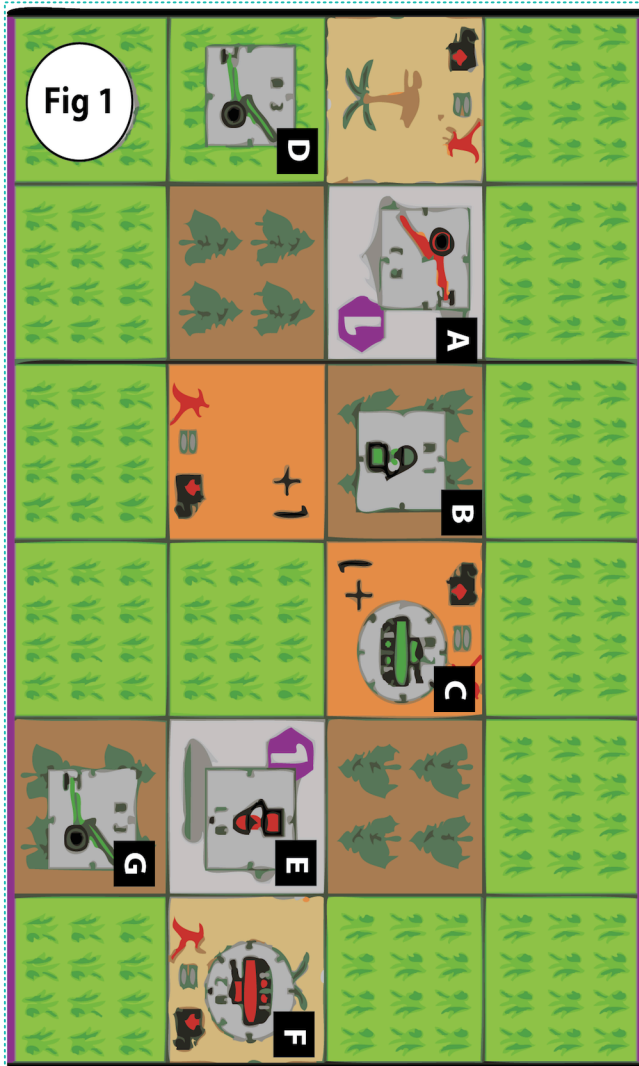EX6 (fig 4): If "B" attacks "A, C, D, E or F" it will roll 2 dice. "B" misses "D or F" if a four (soldier bonus) is rolled.
EX7 (fig 1): If "E" just Para Trooped onto the Mountain "C or G" may use Opportunity Fire on "E".
EX8 (fig 3 & 4): Fig 3 "B" may Maneuver into City. Fig 4 "E" may Maneuver between "B & D"
EX9 (fig 1): "E" and "F" may swap places by using the Relive Task. "B & C" may do likewise.

Fig 1

D A B C G E F

Fig 2

Middle of Battle Board

B A A A

Fig 3

A B

Camp n Air Base

Fig 4

A B C D E F G

Tasks for Any Turn

Maneuver > Shift one of your active units, to an empty adjacent

fndfmnbbg df

Tuck Commissioned Leadership Here! On your Capital Supply Turn, activate it (let on your Item Card)

HQ: Tuck Used Leadership Here

To Commission Leadership card do either option A or B below

A) You must have a future Co... 1 Air or Industry supply to Tuck...ship (← to the right), until activated by a next capital Supply turn, which will set it on your Items Card.

B) Use 1 Capital or Fallen supply to place your Leadership on your Items Card immediately.

Missions

Use 1-3 supply (no Fallen supply), to do a Mission. A unit doing a mission may do one other action before or after their mission is completed.

Paratroop. **Use 1 Air Supply**: Take your active Infantry, that is on a nar Air Base, and set them up to two spaces from a friendly City or Active Unit.

Build. **Use 2-3 Industry Supply**: Place an active unit from your reserve, onto your empty Industry. Use 2 supply sends an active Artillery or Infantry. Use 3 supply sends an active Tank.

Regroup. **Use 1 Capital Supply**: Pick one of your disrupted units. Make it Active (active side up).

Fig 6
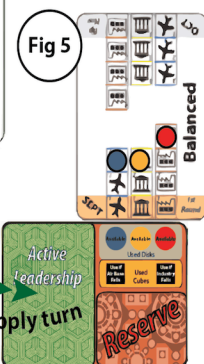
Shift card on your next capital supply turn

First Set Up

Fig 5

Balanced

SEPT

Active Leadership

Reserve

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 type, it uses a cube not a disk, you get 1 supply for a Regular Action (see Cache). 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 will affect Active, 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 affect on the defending unit. This includes Soldier and City defence 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.*

Soldier Defense: 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/unoccupied city, which mandates the attacking unit to 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 disk is used add a Black cube to their Items card, otherwise: set aside unused disk and a Black cube on owners' Items card, in same column, on the #1 square. If your unit enters your countries' Fallen City, set aside Fallen City Marker and cube. If its' supply column has a black cube in its a #1 square, set it aside and put that cities disk in columns' topmost square.

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 type of supply to move one of your active units on any port, to any empty beach or port.

Index

This Index list shows a word then some Pages it is on and a Paragraph it is in/ note.

Terms

Action: Units use supply, to do Regular actions like move and attack as well as Mission Actions.
Active: State of a unit on Battle Board whose face, shows their attack Range (R#) and direction points.
Advantage: Attacking units of a greater height than their target, have better odds when attacking.
Advantage Column: Yellow result column, in Attack Results Table, a unit with Advantage may use.
Amphibious Move: A regular action that moves active units from any Port to an empty Beach/Port.
Attack: An action used by units to affect opposing units and cities.

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

City: Square that gives supply to original owner if *Free* or gives points to opponent if *Fallen*.
City Defense (City/Soldier: A miss for a targeted unit on a City with a results Icon matching the City.

Displace: The act of shifting an adjacent attacking unit *when* their targeted square is made empty .
Disadvantage: Attacking units of lower height than their target, have lesser odds when attacking.
Disrupted: An Attack Result or state of a unit, when their face is marked with their opponents color.

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 a high (Mountain), medium (Hill) or low height (all other squares).
Hold: A player who's unit, is attacked, receives a Rout result and chooses to stay and be disrupted.

Mission: An action that is only performed by using one type of supply.
Move: A regular action used to travel by land.
OP: **O**ccupation **P**oints determine a winner or tie, after month of December is compleat (last round).

Port: A square used to transport active units to an empty Beach or Port.

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 dies' value when attacking an empty city.
Retreat: When a player whose unit, is attacked, received a Rout result and chose to leave the square.
Rout: Attack result that may Retreat or Hold (Disrupt) an Active unit. A non-active unit is Blitzed.

Soldier Defense: A result, with a soldier icon, for a targeted infantry on Hill or Mountain.
Square: Any space containing a type of terrain and a measurement of Range, as in one square away.
Supply: Used to do actions. Unlike Fallen supply, only Air, Capital or Industry supply can do Missions.

Task: An affect caused by exhausting your Leadership Card then placed under your HQ 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 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!!!

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 and 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

Roll	Adv	Range 3	Range 2	Range 1
1	Blitz	Disrupt	Blitz	Blitz
2	Disrupt	Disrupt	Disrupt	Blitz
3	Rout	Rout	Rout	Disrupt
4	Rout	Adv	Rout	Rout
5	Miss	Miss	Adv	Adv
6	Miss	Miss	Miss	Adv