## TWO-PLAYER STANDARD GAME SETUP

Each player selects an assortment of *Units* (their *Reserves deck*) prior to play that totals **100 points** cost or less (minimum **80 points**) per deck. Players may include multiples of the same Unit to reach the required point total. Each player chooses a starting hand of **4** Units from their Reserves deck, and then shuffles the deck and places it face down.

Each type of Unit is identified in the upper left corner of the card by a *Unit Type Icon* as illustrated below. If a Unit requires a *Crew*, the required Crew is identified by a second icon directly under the Unit Type Icon. For the Unit to function, pair the Unit with the required Crew. "N/C" means no Crew is required.

INFANTRY VEHICLE/TANK ARTILLERY AIRCRAFT TANK CREW ARTILLERY CREW PILOT
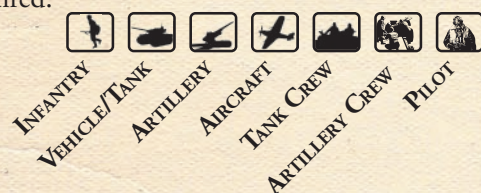
Shuffle the 50-card *Command card* deck and deal each player 3 Command cards. Place the deck between players face down. Shuffle the 25-card *Damage card* deck and place the deck between players face down.

TWO-PLAYER SITUATION GAME SETUP

Situations provide Objectives, alternative Win Conditions, and modified Rules. In a Situation game, each player follows the appropriate *General's Orders*, taking into account any modified setup or gameplay rules. Download 8+ free Situations from http://www.frontlinegeneral.com.

GAMEPLAY

One *Turn* consists of three Phases (*Commitment*, *Combat*, and *Draw*) accomplished simultaneously. Turns continue until one player achieves a *Win Condition*.

All Units in each player's hand represent Units that are ready for battle but are not yet *Committed*. Units in a player's hand may be committed onto the game table (i.e. the Battle Area) in the Commitment Phase to one of two lines (front or rear) or no line based on Unit type. Combat occurs among opposing committed Units that have *Legal Targets* in the Combat Phase. Players replenish Unit cards and Command cards by drawing them into their hands in the Draw Phase.

Players may play Command cards as appropriate. Unit Type Icons on each Command card indicate the allowable focus of each card. Reveal and read the Command card aloud, follow any instructions, and place the used card face up in a discard pile next to the Command card deck or as appropriate in the Battle Area. The effects of *identical* Command cards are not cumulative. If duration is not noted, the card remains in effect until the end of the game or until the Unit it affects is destroyed or withdrawn (ex. *Field Camouflage*, *Hull Down*). Players may discard **one** Command card **before** any die roll to improve that roll by **+1** instead of applying the effect of the card.

COMMITMENT PHASE

The terms "*Frontline*" or "*Rear Line*" on each Unit card under the title indicate where each Unit is committed and operates. Frontline Units are tanks, anti-tank guns, infantry, and vehicles. They protect the Rear Line which consists of long range artillery and some self-propelled guns. Aircraft are not committed to a particular line. In the Battle Area, the Rear Line consists of Units along a line closest to the controlling player. The frontline consists of Units along a line closest to the opposing player. See **Committed Units Example**.

US REAR LINE

AIRCRAFT (NO LINE)

US FRONTLINE

GERMAN FRONTLINE

GERMAN REAR LINE

COMMITTED UNITS EXAMPLE

Commitment is simultaneous. Each player sets aside or hides the Unit(s) they wish to commit (up to their maximum hand size). Reveal those Units simultaneously and place them in the Battle Area along the front or rear line (or no line for Aircraft) as specified under the Unit's title.

If a player loses all frontline Units, that player's rear line becomes the frontline. Any newly committed rear line Units form a new rear line.

Players may move Crews of ground Units from one Unit to another if desired in this phase.

Players may not commit a Crew without also committing the Unit they crew and vice versa. One exception is committing a Crew to replace a destroyed/captured Crew of a Unit already in the Battle Area.

Committed aircraft remain in the Battle Area based on fuel for a number of Turns defined by Turns of Flight (X), as listed under the aircraft's title. When no Turns Of Flight remain, place the aircraft and pilot under the Reserves Deck at the end of that Combat Phase.

Players may commit mobile artillery Units (*ex. US M7 Priest*) to either the Front or Rear Line. This type of Unit may also move between these lines during any Commitment Phase.

COMBAT PHASE

A Combat Phase consists of resolving all declared attacks. Combat is broken up into *Target Declaration*, *Initiative*, *Attack*, and *Damage Resolution*. For each Committed Unit, players may declare to *Attack* a single *Legal Target* with any two weapons.

TARGET DECLARATION

Players verbally declare a single Legal Target for each attacking Unit. Physically turn each attacking Unit card so that the card *points* toward the Target. See **Targeting Example**.

A target is Legal if vulnerable to *at least one* weapon of the attacking Unit, and if line restrictions and special rules are followed.

If a weapon has no *Attack Value* under the *Attack Icon* for the Unit Type targeted, the weapon cannot affect that Unit Type. *For example, the main gun on the M4A1 Sherman has no Attack Value vs. aircraft. Therefore, aircraft cannot be targeted with the main gun. However, aircraft are vulnerable to the .50cal MG.*
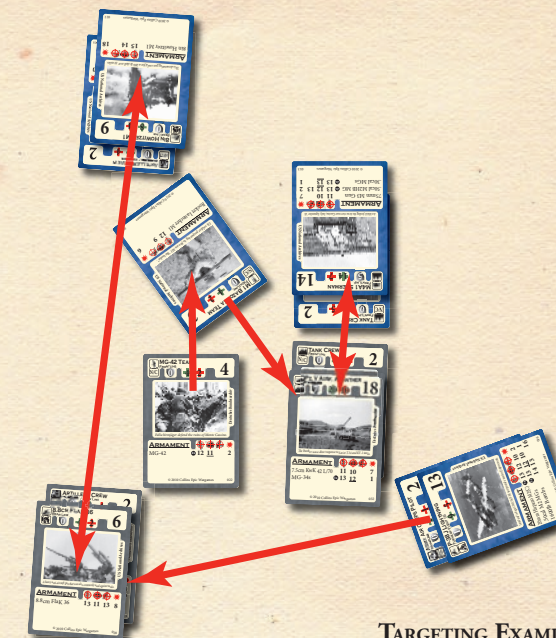
TARGETING EXAMPLE

Frontline Units may target other frontline Units and aircraft. Rear line Units may target frontline or opposing rear line Units and aircraft. Aircraft may target any Unit regardless of line.

Weapons that fire bullets (MGs, Rifles, etc.) cannot affect Units that have a Defense of 2 or greater (base Defense before applying modifiers). These weapons are identified on Unit cards with an underscored Attack Value vs. Tanks/Vehicles/Artillery.

Three or more Infantry may group together and *Close Assault* an armored Unit using improvised means (sticky-bombs, grenades, etc.). To Close Assault, declare the target as normal. Roll attack *once* using the *best attack value* vs. vehicles/tanks of any Unit in the attacking group. If the target is hit, roll **1D10** for *each* attacking Infantry Unit of the group, sum the damage, and then apply it against the target's Defense.

Bombs may only be used to attack once during an aircraft's total Turns of Flight.

Mobile artillery Units, if occupying the rear line, may only fire the 1st listed weapon (the long range weapon) against enemy land-based targets.

INITIATIVE

After Target Declaration, each player rolls Initiative using **1D10** and applies any modifiers, re-rolling ties. The highest result *determines who resolves the first attack*. Players then *alternate* resolving attacks in the order of their choice until all attacks this phase are complete.

INFANTRY VEHICLE/TANK/ ARTILLERY AIRCRAFT

ATTACK ICONS

ATTACK

To resolve any Attack, roll **2D10** and sum the result. A hit occurs if the sum *equals* or *exceeds* the weapon's Attack Value for the appropriate Unit Type. A miss occurs if the sum is less than the weapon's Attack Value for the appropriate Unit Type. Each hit requires *Damage Resolution* as it occurs.

2X, 3X, or 4X indicators next to a weapon represent that weapon's high rate of fire. For such a weapon, roll Attack two, three, or four times respectively, resolving *Damage* for each hit.

Several *Special Attack Rolls* result in more damage, automatically destroy the target, or cause *Friendly Fire*. Special Attack Rolls are as follows:

On an **Attack sum of 2-3**, Friendly Fire occurs. The opponent chooses a single Legal Target friendly to the attacker that is automatically hit. Apply Damage and score no points if destroyed.

On an **Attack sum of 18**, double *Intensity* before adding *Damage Index*.

On an **Attack sum of 19-20**, the hit immediately destroys the Target (and crew, if applicable).

Artillery Units / Guns are attacked as Vehicles with Bonus 2 to Attack due to immobility.

DAMAGE RESOLUTION

If an Attack hits, the attacking player determines *Raw Damage* as the hit occurs. For each hit, roll Intensity using **1D10** and add the Damage Index of the weapon to determine Raw Damage. Higher Intensity rolls represent well-placed, more damaging hits.

Subtract the target's *Defense* from Raw Damage to determine *Net Damage*. Then subtract Net Damage from the target's *Full Endurance* (Or the target's current Endurance if previously damaged).

Damage is instantaneous but is only cumulative in the current Combat Phase. If the result of one or more hits cause enough damage that the target reaches its *Half Endurance Breakpoint* or less, draw a Damage card and apply the appropriate *Damage Effect* based on the Unit Type Icon. If a Unit reaches zero or less Endurance at any time, it is destroyed and removed from the game. Score points as appropriate.

One Damage card maximum tracks Unit damage and indicates one of many Damage Effects based on Unit Type. Simply place the Damage card under the damaged Unit and reveal the appropriate edge based on Unit Type Icon.

If a Damage Effect lasts only a few turns, a built-in Turn counter next to the effect tracks the effect. See **Damage Application Example**. *The drawn Damage card is placed under the Unit with only the appropriate portion showing based on Unit type. Since the Unit is a tank, the Tank/Vehicle Damage Effect applies. The effect is tracked by using the built in counter if applicable.*

Even if a temporary effect no longer applies, the Damage card remains under the Unit to remind players of a reduced Endurance. If a damaged Unit is not destroyed by subsequent hits in a single Combat Phase, that Unit "recovers" to the Half-Endurance Breakpoint at the end of the Combat Phase.

Net Damage against a single target from one or more sources is **cumulative** in a single Combat Phase only.

Units not destroyed remain committed in the Battle Area.

Crews of Units are protected from Damage *as long as a hit does not destroy the crewed Unit*. If a hit destroys a crewed Unit, base Intensity Roll also determines crew survival:

Base Intensity 1-3, crew survives. Place crew under the controlling player's Reserves Deck. Score no points for the opponent.

Base Intensity 4-6, enemy captures crew as long as the enemy has at least one ground Unit in the Battle Area.

Base Intensity 7+, crew perishes with crewed Unit.

If an enemy captures a Crewed Unit, the enemy also captures the crew. Remove the crew from the game and score as appropriate. The captor may choose to keep any crewed Unit he captures in the Battle Area on the appropriate controlled line. The crewed Unit remains idle until the captor commits an appropriate crew.

DAMAGE APPLICATION EXAMPLE

DRAW PHASE

The *Draw Phase* presents players with choices for replenishment of Unit cards and Command cards up to the maximum hand size of each.

Each player draws **one Command card** *and then* **any two additional cards** (two Command, two Unit, or one of each).

Players may retain up to **7 Unit cards** and **5 Command cards** in their hand at the end of the Draw Phase. If a player must discard a Unit card, place it under the Reserves Deck (do not remove it from the game).

A new Turn begins upon completion of the Draw Phase.

VICTORY POINTS

Destroyed Units are worth their **cost** in *Victory Points* for the destroyer.

Captured Units are worth **double their cost** in Victory Points for the captor.

WINNING THE GAME

In a Standard Game, the first player to **score 51 Victory Points** or **Overrun** their opponent by maintaining *at least one* unopposed committed land Unit for **three consecutive Turns** is the victor.

In a Situation Game, the first player to achieve a Win Condition of the Situation is the victor.

CREDITS

CARD TYPES DETAILED

UNIT TYPE ICON
COMMITMENT LINE OR TURNS OF FLIGHT
UNIT TITLE
M4A1 SHERMAN FRONTLINE
REQUIRED CREW
COST / POINT VALUE
DEFENSE
HALF ENDURANCE
FULL ENDURANCE
PHOTO W/SOURCE, CAPTION

An M4A1 fording the Arno river near Cascina, Italy, September '43.

ATTACK ICONS
ARMAMENT
DAMAGE INDEX
WEAPON LIST

75mm M3 Gun	11	10	7
.50cal M2HB MG	13	12	13 2
.30cal MGs	13	13	

RATE OF FIRE MULTIPLIER
ATTACK VALUES
CARD NUMBER

COMMAND CARD TITLE
BONUS REMINDER
HULL DOWN
APPLICABLE TO ICONS

PHOTO W/SOURCE, CAPTION

This early Tiger is positioned defensively behind an embankment.

Place this card under a tank or tank destroyer of your choice in the Commitment Phase. Bonus 1 Defense.

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ACTION/EFFECT
CARD NUMBER

CASUALTY No attack with 2nd listed weapon.
BUILT IN COUNTER
UNIT TYPE ICON
DAMAGE EFFECT

EVASIVE MANEUVER No attack. Remove effect after 1 turn.
DAMAGE EFFECT TITLE

DAMAGE EFFECTS
Apply Effects based on Unit Type Icon.

IMMOBILIZED Opposing units receive Bonus 2 to attack this unit. Penalty 2 Defense.
REMINDER TEXT
DAMAGE EFFECT

ORDNANCE EXPLOSION Unit and crew receive D10 additional damage.
CARD NUMBER

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UNIT

COMMAND

DAMAGE