



COMPREHENSIVE RULES

LAND, AIR, & SEA WORLD WAR II TABLETOP SIMULATION

FRONTLINE



GENERAL

ITALIAN CAMPAIGN INTRODUCTION

FRONTLINE GENERAL: ITALIAN CAMPAIGN INTRODUCTION

v.BETA

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Official Web Site: <http://www.frontlinegeneral.com>

***Dedicated to all of the veterans in my family,
my inspiration for learning more.***

Frazier Elwood Collins, father and Vietnam veteran,
United States Marines

Luther Elwood Collins, grandfather and WWII veteran,
United States Army

William Nelson Ridinger, uncle and WWII veteran,
United States Naval Reserves

For all veterans— your service is appreciated. Thank you.



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SECTION I

OVERVIEW OF FRONTLINE GENERAL

I.1. GENERAL GAME INTRODUCTION

Welcome to Frontline General, a comprehensive World War II Land, Air, and Sea Tabletop simulation! This section provides an overview of the game, a look at the challenges awaiting players, and a sense of what the game's design attempts to achieve.

Frontline General is a unique expandable hybrid tabletop/board wargame of intense World War II strategy focusing on resource management, supply and logistics, the selection of forces to deploy and reinforce, combat engagements, command and control, fictional and historical scenarios, tactics, and history. You are the commanding General for an Axis or Allied force in the midst of a major World War II campaign.

The overall game links multiple Scenarios together to form a complete Campaign, with each Scenario playable as its own game. The introductory version of the game provides a single Scenario as well as other ways to play. Players must coordinate naval and air forces with ground forces to take and hold secondary and primary Objectives. In each game, players must balance the purchase, deployment, and engagement of their land, sea, and air forces with factors that inherently limit the ability to wage war, such as production and supply costs, mobility, unit-specific limitations, casualties, forces of nature, command considerations, and Scenario limitations.

Frontline General offers a unique approach to scale. Many aspects of the game are Operational in scope, covering movement, logistics, and combat at a higher level, while other aspects of the game are Tactical in scope, focusing on individual Units at the battlefield level. The game covers a wide range and depth of play by incorporating both large and small scale action, driven by the same core rules and components, while providing unique differences and options between the two scales.

Hybrid Scale Wargame: *Simulation of a conflict at multiple scales that work together to portray different aspects of that conflict, each at unique levels of detail, joined together by a common set of rules.*

more complete combined-arms wargame with many options including the ability to incorporate 3rd party 15mm miniatures at the Tactical level. The game attempts to simulate key Operational and Tactical aspects of World War II military operations within one game using each scale.

Frontline General is Unit-centered. All "Units" selected for the game are based on the actual forces of land, air, and sea used by several major Axis and Allied powers during World War II. Units range from infantry squads, aircraft, tanks, artillery, and vehicles, to the might and power of large naval ships, as well as obstacles, fortifications, structures, and emplacements. Crews operate most mechanical Units and they may improve and gain experience throughout the game. Unit statistics required during the game are presented on Unit Cards that correspond with hexagonal Unit Markers which are controlled on various hexagonal grid maps. Actual World War II era photographs represent each Unit on the Unit Cards and Unit Markers.

The game is designed with built-in scalable or optional rules for players who wish to branch out beyond the basics for additional realism. Combat is easy to learn yet extensive. For additional Combat detail, players may "Resolve by Miniatures" to play out decisive battles at the Tactical scale using miniatures (or Unit Markers), thus using the Operational game to *drive* more detailed Tactical battles. All of this is accomplished without requiring an excessive amount of time to play.

The overall goal of the Frontline General System is to provide command flexibility, tactical and operational challenges, scalable expansion, high re-playability, a historical feel, depth, and long-lasting entertainment. After many years of ongoing research, including work at the US National Archives and extensive book research, we are confident that gamers of all levels of experience will enjoy the playability, balance, accuracy, and many challenges of Frontline General.

I.2. GAME SCALES

Frontline General offers two scales for game play linked by the same set of "Core Rules" and enhanced by the Tactical Scale Combat Rules. The two scales of Frontline General are Operational Scale and Tactical Scale. These two scales are used interchangeably during the game and they work together to simulate various aspects of World War II military operations. By incorporating elements of an Operational simulation, economics and supply are major considerations. Adding Tactical battles provides a greater focus on individual Units and their unique characteristics, limitations, and combat strengths at a greater level of detail. This section provides additional details on how each scale works to define the Frontline General System.



I.2.1. OPERATIONAL SCALE

Most game functions are carried out at the Operational Scale. Players use the Core Rules, a Campaign Map, Scenario setup guidelines, Unit Cards, Hexagonal Unit Markers, Command Cards, Event Cards, Game Currency, Counters, and more, to play at the Operational level. Some Operational aspects of the game include managing income, purchasing reinforcements, logistics and supply, Operational movement, building structures such as air-



US NATIONAL ARCHIVES

fields, placing and disabling obstacles, establishing command posts, occupying Key Cities, and employing joint operations strategies to take and defend major and minor objectives. At the Operational Scale, each Campaign Map hex, or space, measures 5/8" wide across the flats, and represents approximately 8-1/2 miles of terrain.

The entire game may be played from start to finish at the Operational Scale, but the intent of the design is to incorporate additional game elements at the more comprehensive Tactical Scale. It is not recommended to resolve every engagement at the Tactical Scale due to the additional time required for Tactical engagements. Smaller, less decisive Combat Engagements are typically resolved at the Operational Scale.

I.2.2. TACTICAL SCALE

The Tactical Scale Combat Rules offer considerably greater detail at the level of individual Units than the Operational rules can provide. Tactical Scale Combat Rules build onto the game's Core Rules to provide more detail in Combat and more options for how players may use their Units to defeat the enemy. Tactical elements in Frontline General include making decisions within combat, timing, moving, and coordinating Units during battle, as well as factors such as target visibility (line of sight), morale, aircraft maneuvers, and additional terrain considerations.

An entire game session may be played out as a Tactical Scale Combat Engagement, otherwise known within these rules as a *Battle*. Typically, a player will engage an enemy in a decisive battle (typically for a heavily-defended objective) at the Operational Scale. At that time, one or more players may suggest resolution of that engagement using miniatures, declaring this by saying "Resolve By Miniatures". The game then shifts to the Tactical Scale for that battle, essentially *zooming in* on the action within the hex where the battle was initiated. Representative miniatures and terrain are set up based on the operational situation using a separate *Battle Table* (typically 60"-72" if room permits). Players battle for victory at this level using the

Tactical Scale Combat Rules. Once the Battle is resolved at the Tactical Scale, players return or *zoom out* to the Operational Scale Campaign Map, Unit Markers are updated or removed, and the remaining portions of the current player's Operational Turn are resumed.

The default **Frontline General** Tactical Scale (horizontal) is **1"=200 yards**. To represent one 8-1/2 mile Campaign Map hex (which is about 15,000 yards), the playable area of a Tactical Scale "Battle Table" would be approximately 72". Smaller Battle Tables work just as well and may be desirable due to space limitations.

I.3. UNIT REPRESENTATION

Units are on the singular or squad level in this game. To keep the game playable, the Core Rules *do not* approximate the actual numbers of individual Units on the battlefield. In Frontline General, all Units provided make up the basic building blocks of historical World War II armies at a very low level.

Players may easily group specific Units together in a historical way based on historic Tables of Organization and Equipment (T O & E). Some Scenarios include Tables of Organization and Equipment that may be used as guidelines for Scenario or Campaign-based games.

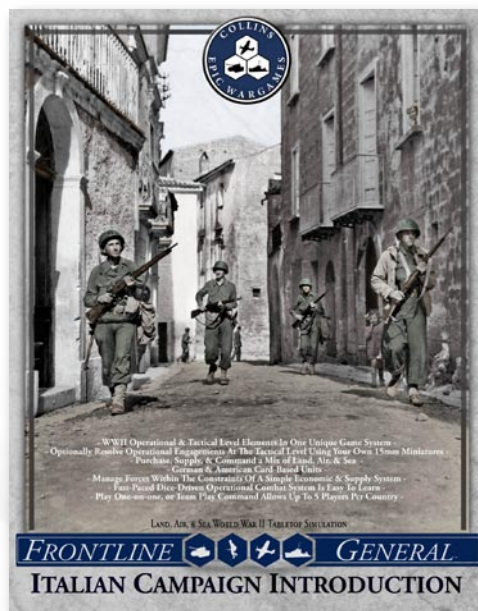
TIP: At the Tactical Scale, additional terrain becomes a factor. The level of detail and extent of this terrain is limited only by the imaginations of players. Buildings and ruins, forests and brush, minefields, tank traps, and more can be very difficult to negotiate for some Units. Terrain at the Tactical scale adds to the realism of the game and makes the battlefield look quite impressive.

TIP: 15mm miniatures (or smaller) work well at the Tactical Scale. However, miniatures are not required at all. Players without miniatures may still use the Tactical Scale Combat Rules by simply using the Operational Scale Unit Markers in place of miniatures.

Design Note: Many games at an Operational Scale represent divisions or companies of units rated on raw strength. In contrast, Frontline General maintains a more individual feel for the actual Units involved at a lower level in order to retain their individual strengths and weaknesses. Players manage and fight with a portion or "sample" of historical armies, which allows a mixed use of land, air, and sea units, albeit in lower-than-historical quantities. This balances historical accuracy with the time required to simulate that accuracy and results in a game that is playable in a reasonable amount of time without sacrificing the factors that make each Unit unique.



I.4. FRONTLINE GENERAL ITALIAN CAMPAIGN INTRODUCTION



FRONTLINE GENERAL:ICI BOX ART

This introduction to Frontline General contains one semi-historical Scenario set on a condensed portion of the Italian Campaign Map with a single Primary Objective for each side. A large sampling of 55 unique Units and various multiples thereof are included to help players learn the basics of the game and experience the depth of the rules. If you enjoy the Introductory version, you will certainly enjoy the expanded Southern Italian Campaign which will be released for sale thereafter.

I.5. FRONTLINE GENERAL SOUTHERN ITALIAN CAMPAIGN

Sometime after the release of the *Italian Campaign Introduction*, a professionally printed, boxed version of the *Frontline General Italian Campaign* will be offered for sale. The Italian Campaign will include at least four historical Scenarios that comprise the Italian Campaign, a large 30"x25" Southern Italy Map, additional Units, additional Rules, and more.

I.6. ADDITIONAL EXPANSIONS

Beyond the *Frontline General Italian Campaign*, additional Unit Card and Unit Marker expansions for several other countries such as the Soviet Union, United Kingdom, and Japan will be offered for sale. Along with these planned expansions, additional Campaign Maps and Scenarios will also be released to expand Frontline General beyond Italy to various areas of the world during the turbulent times of World War II.

I.7. PURCHASING FRONTLINE GENERAL

Limited copies of the *Frontline General Italian Campaign Introduction* are available for direct sale through Collins Epic Wargames- professionally printed with die-cut full color components, boxed, and ready to play. This version also includes extras such as 500 protective Soft Card Sleeves, 415 die-cut plastic backer pieces for the 415 thermal die-cut Unit Markers, twelve dice, transparency counters, 495 two-sided full-color Unit Cards, Event Cards, and Command Cards, professionally cut Game Currency notes, and more. The production version of the *Italian Campaign Introduction* may actually be more cost effective for players interested in playing the game due to the cost savings of bulk production. Check the *Frontline General website* for the latest information on availability of the production version (<http://www.frontlinegeneral.com>).

I.8. PRINTING FRONTLINE GENERAL

The *Frontline General Italian Campaign Introduction* is available as a free download as well as professionally printed for sale. This means that players may print and play all necessary components for the cost of printing supplies (Ink, Paper, Toner, etc.) and labor to trim the components. All components are provided in 8-1/2"x11" PDF format. A printing guide is available online which offers suggested techniques and materials that work best for printing the game's components.

I.9. SUPPORTING THE FREE INTRODUCTORY VERSION



If you enjoy this free Introductory version of Frontline General, you may show your support in several ways including purchasing the production version of the *Italian Campaign Introduction*, providing feedback on the game, writing

articles and After Action Reports for inclusion in the game's newsletter, or contributing monetarily to Collins Epic Wargames. All monetary contributors will be listed as *Supporters of Collins Epic Wargames* for the year(s) in which the contribution(s) are made. Your support will keep Collins Epic Wargames in business and in turn, we will continue to provide you and your gaming group with top quality wargames and customer service.

I.10. TO CONTACT COLLINS EPIC WARGAMES:

Please fill out the web site contact form or e-mail us:
<http://www.frontlinegeneral.com/html/contact.html>
 E-Mail: thegeneral@frontlinegeneral.com



SECTION II

GAME TYPES & WIN CONDITIONS

There are four official ways to play *Frontline General*, which are called *Game Types*. These four Game Types are: *Standard Game*, *Scenario Game*, *Campaign Game*, and *Battle*. Each Game Type has one or more *Win Conditions* depending on the chosen Game Type. Win Conditions define the ways in which each Game Type may be completed among players. Primary and Secondary Objectives are a common thread among Game Types, but they are not always considered Win Conditions. Capturing an Objective may result in different events depending on the Win Conditions. The Game Type and associated Win

Conditions are determined and verbally stated by players before beginning any game. Game Types and Win Conditions are described in further detail in this section.

Design Note: Frontline General: Italian Campaign Introduction is designed for a minimum of two players (one player per country) or two teams of up to five players, with each team controlling one opposing country (the United States or Germany). All Game Types and Win Conditions may be used in conjunction with Team Play Command.

Conditions are determined and verbally stated by players before beginning any game. Game Types and Win Conditions are described in further detail in this section.

II.1. GAME TYPES

INSET II.1. STANDARD GAME SETUP

1. Choose any Map (or portion thereof) and choose Win Conditions for the game.
2. Each player chooses a side: For the Italian Campaign Introduction, Germany or the United States.
3. Each player selects a mix of forces from their country's selection of units (or Neutral Units) that total 100 in Cost. Forces are kept secret at this time. Players may use a higher force total if agreed upon.
4. Setup areas are chosen adequately away from any Objectives and are generally chosen on opposing sides of the selected Map.
5. Starting Income (30 Currency) is provided to each player.
6. Command Card and Event Card decks are respectively shuffled and placed face down.
7. Unit Markers are placed within the setup areas designated in #4 above.
8. Each player rolls one twenty-sided die to determine who begins the first Operational Turn. The highest roll wins.
9. Players begin Operational Turns and alternate until one player achieves a Win Condition.

II.1.1. STANDARD GAME

A Standard Game consists of a well-balanced struggle that may be played on any Operational Map with the flexibility to use any Win Condition. Standard Games provide players with more flexibility for their starting forces, which are kept secret until the game begins. To set up a Standard Game, follow the steps provided in Inset II.1.

II.1.2. SCENARIO GAME

A Scenario Game may be balanced or unbalanced, historical or fictional. Rules such as income and starting units may be modified to better approximate a challenging fictional or historical situation for any involved country. A Fictional Scenario bears

little resemblance to actual history other than the equipment available at the time and may explore the "what ifs" of the war. Players may create historical or fictional scenarios or they may use the official scenarios provided by *Collins Epic Wargames*.

Scenarios are well-defined games with specific Win Conditions and setup criteria for each involved country. Each Scenario description includes a summary for each side, a list of starting Units and their locations, any rules modifications, and one or more clearly defined Win Conditions. The scope of a Scenario Game is typically one Primary Objective and/or one or more Secondary Objectives on a portion of a Campaign Map. To set up a Scenario Game, follow the steps provided in Inset II.2.

II.1.3. CAMPAIGN GAME

A Campaign Game is composed of several linked Scenarios. Once a particular Scenario is completed, the next chosen Scenario's Win Conditions are invoked and the Operational Game continues. Players playing Campaign Games may either

1) Start each new Scenario with a "clean slate" using each Scenario's setup guidelines, or

2) Continue the game in progress after completion of the first Scenario, but define new Win Conditions based on the next Scenario.

Choose an odd number of Scenarios to complete (minimum three). The winner of the Campaign Game is the winner of the best two out of three Scenarios (or three out of five, etc.). If a particular Campaign Map includes a multitude of Scenarios, players simply choose three as well as the order of their completion (or follow the suggested order), and then begin the game based on the first Scenario's setup guidelines.

INSET II.2. SCENARIO GAME SETUP

1. Select the Map (or portion thereof) defined by the Scenario and set up the Scenario's Win Conditions.
2. Each player chooses a side: For the Italian Campaign Introduction, Germany or the United States.
3. Each player retrieves the starting forces defined by the Scenario.
4. Starting Income is provided to each player (30 Currency) or as defined by the Scenario.
5. Command Card and Event Card decks are respectively shuffled and placed face down. Scenarios may provide custom Event Card deck suggestions.
6. Unit Markers are placed in the location zones defined by the Scenario.
7. Each player rolls one twenty-sided die to determine who begins the first Operational Turn, unless otherwise defined by the Scenario. The highest roll wins.
8. Players begin Operational Turns and alternate until one player achieves a Win Condition.



II.1.4. BATTLE

Battles approximate individual Combat Engagements using the supplementary Tactical Scale Combat Rules, and typically, 15mm miniatures and terrain on a “Battle Table”. Battles played as standalone games do not require a Campaign Map and are usually centered on a single Primary Objective as a Win Condition. Battles may be historical or fictional. Since Operational elements are not simulated at this level, supply, income, and purchasing and deploying Units (beyond initial Battle setup) are not elements of a Battle. Unless specific reinforcements and turns in which they enter play are defined, players fight for the single defined Win Condition using only their starting Units. Setup for a standalone Battle Game is very similar to invoking “Resolve By Miniatures” within an Operational Game with a few exceptions. To setup a standalone Battle Game, follow the steps provided in Inset II.3.

INSET II.3. BATTLE GAME SETUP

1. Use a miniatures battle table (typically a 72” or 60” table or portion thereof) and determine the Battle’s Win Condition (or use the Win Conditions defined by the Battle description).
2. Define Setup Zones according to the Tactical Scale Combat Rules.
3. Place Terrain according to the Tactical Scale Combat Rules.
4. Each player chooses a side: For the Italian Campaign Introduction, Germany or the United States.
5. Each player selects a mix of forces from their country’s selection of Units (or Neutral Units) that total up to 200 in Cost. Forces are kept secret at this time. Note: Players may use a higher force total if agreed upon.
6. Each player rolls one twenty-sided die to determine who is the “defender” of the table, and who is the attacker. The highest roll wins and the winner may choose.
7. Unit Markers or third party 15mm miniatures are placed within designated Setup Zones according to the Tactical Scale Combat Rules.
8. The Command Card Deck is shuffled and each player draws five Command Cards. Event Cards are not used.
9. Players begin Tactical Scale Turns and alternate until one player achieves a Win Condition. See Tactical Scale Combat Rules for applicable steps and more detailed setup information.

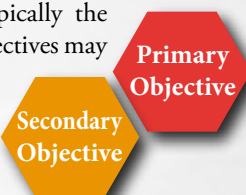
TIP: In addition to official Battles, Scenarios, and Campaigns provided by Collins Epic Wargames, players are encouraged to create their own Scenarios and Campaigns, historical or fictional, and submit them to Collins Epic Wargames or post them in the Forums. Your Battle, Scenario, or Campaign may be published in the game’s official Newsletter and recommended on the website for other players to enjoy.

II.2. WIN CONDITIONS

A Win Condition is an Objective or Goal that once achieved, determines the winner of the game. Each game may have either a single Win Condition or multiple Win Conditions and they may vary among sides. For example, one Scenario Game Win Condition may define a line that the Allies must cross with at least 100 Cost worth of land-based Units within a set number of Operational Turns. The Win Condition for the Axis may be the opposite- to halt the Allies’ advance within the same timeframe. Win Conditions are typically Objective-based, but other Win Conditions such as Time Limit / Score and Skirmish are also available.

II.2.1. OBJECTIVE-BASED

Objective-based Win Conditions are typically the focus of Scenario Games and Battles. Objectives may be single point objectives such as Key Cities on a Campaign Map or area objectives such as lines of defense that span multiple hexes. With an Objective, it is common for one side to control the Objective during the game while the other side attempts to capture it. Examples of Allied Objectives may include freeing Rome from German occupation or breaching German defenses along the Gustav Line within a set timeframe. Players may define Objectives or they may be set by Scenario or Battle guidelines. Objectives are either Primary or Secondary. Capturing multiple Secondary Objectives or a single Primary Objective may constitute a win.



II.2.2. STANDARD GAME OBJECTIVES

For Standard Games using Objectives as Win Conditions, players should define one Primary and two Secondary Objectives for each side, along with a Turn Limit such as 20 or 25 Operational Turns. Capture of either the single Primary Objective or both Secondary Objectives results in a win. If after the Turn Limit neither side attains a Win Condition, the game is considered a draw. One or more Objectives may be shared among each side, such as taking or defending a Key City. Standard Game Objectives may be located anywhere on a Campaign Map, but for balance, they are typically located on opposite ends of the playable area.

II.2.3. BATTLE OBJECTIVES

For standalone Battles, a single Primary Objective along with a Tactical Scale Turn Limit is suggested due to the scope and potential longevity of Tactical Scale Battles. At the end of the Turn Limit, if neither side controls the Objective, the player with the highest remaining force total wins.



II.2.4. TIME LIMIT/SCORE

This Win Condition is score-based with an associated time limit (typically at least 2 hours). Players play for a preset amount of time and end the game after an equal number of Turns. Each player scores points throughout the game which are tracked and totaled at the end of the Time Limit. The player with the highest score is considered the winner. This is recommended for players who have a limited amount of time to spend playing the game. Points may be achieved by capturing or destroying enemy Units, capturing Key Cities, Shipping Facilities, or Objectives and are earned in accordance with Table II.1.

II.2.5. SKIRMISH

For all Skirmishes, the game continues until either player surrenders, is destroyed, or is forced out of the playable area. Skirmishes are generally not Objective-based. This is a popular Win Condition for Battles or Standard Games when players want to focus on the strengths and weaknesses of their individual Units in combat and their command of those forces. A variation of the Skirmish Win Condition is to continue play until a certain value of enemy Units is destroyed (For example, 300).

II.2.6. COMBINING WIN CONDITIONS

Win Conditions for a given Game Type may be combined if desired. Combining Objective-based Win Conditions with a Time Limit or Skirmish Win Condition is entirely up to players. In combining Win Conditions, the first Win Condition achieved signifies the end of the game.

Design Note: Various Win Conditions and Game Types are provided to give players options for how to play *Frontline General* based on the time available to devote to the game session.

TABLE II.1. SCORING ACTIONS & ASSOCIATED VALUES

Scoring Action	Point Value
Destroy Neutral or Enemy Unit	Cost of Unit
Capture Neutral or Enemy Unit (Unconditional Surrender)	Cost of Unit, Doubled
Capture Neutral or Enemy Unit (Conditional Surrender)	Cost of Unit
Destroy/Capture Experienced Enemy Unit	Add 5 Points Per Experience Star
Destroy Enemy Command Post or Forward HQ	50 Points
Negotiate Conditional Surrender when nearly defeated (See Command Decisions)	50 Points
Capture Key City	25 Points
Capture Ruined City	20 Points
Achieve Secondary Objective	75 Points
Achieve Primary Objective	100 Points

Points are not cumulative. I.e. if a Key City is also an Objective, the highest score value prevails.



SECTION III

GAME COMPONENTS & USE

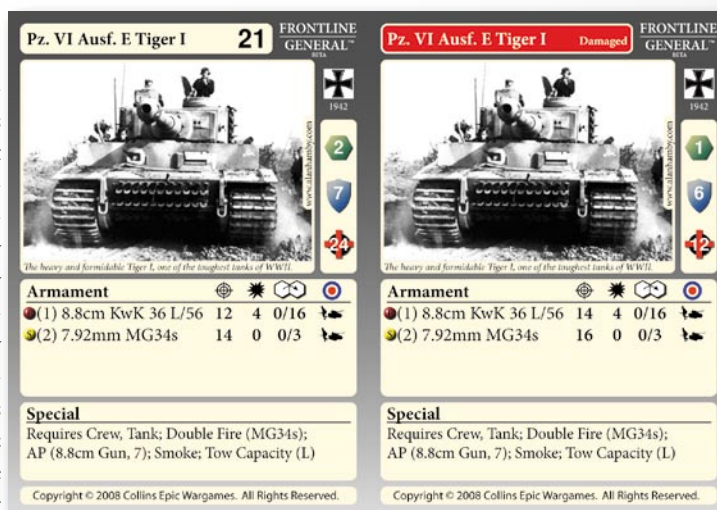
III.1. UNIT CARDS

The component used to deliver important information on individual Units in Frontline General is called the “Unit Card”. Unit Cards are used to represent aircraft, tanks, infantry, ships, obstacles, emplacements, ports, command locations- practically any physical element that a single player may control during the game. This two-sided standard-size (3”x2.5”) Card provides a summary of the Unit-specific game mechanics and special information necessary for play as well as an actual WWII photograph of the historic Unit. Unit Cards correspond one-for-one with numbered Unit Markers, which represent each Unit’s field location on the Campaign or Scenario Map. In conjunction with Unit Markers, players use Unit Cards to perform the major functions of their Operational Turn. Unit Cards are used extensively during the game and are the backbone of information available to players on the Units unique to their country. Various symbols are used to represent key ratings such as Attack, Defense, Damage Index, Weapon Range, Movement, Endurance, and more. Special Characteristics or Functions of Units beyond basic ratings are listed in the Special Area of the Unit Card. These characteristics handle more complex Unit-specific functions and are further described in the Glossary. The general purpose, endurance states, and major Areas of each Unit Card are described in this section.

TIP: Use Card Sleeves to protect all Card-components. Sleeves are not only great for protection of Cards, but are also useful for holding ID Counters and Experience Stars as required. 500 Card Sleeves are included with the boxed production version of the Frontline General Italian Campaign Introduction, which is enough to protect all Unit Cards, Event Cards, and Command Cards in the game.

III.1.1. GENERAL USE

During the game, Unit Cards are purchased and placed in Staging Areas (along with corresponding Unit Markers) until they are available for deployment. Upon deployment, Staged Units are placed according to the Deployment Phase of the Operational Turn and Staged Unit Cards are provided to the General (See the Production Phase in the Turn Sequence Section for more informa-



FRONT SIDE (LEFT) AND BACK SIDE (RIGHT) OF GERMAN TIGER I UNIT CARD

tion). Deployed Unit Cards and Unit Markers are considered “In Play”. Unit Cards not currently deployed or Staged are set-aside in an area accessible for players, but out of the general game area. When a crew is paired with a vehicle, tank, artillery piece, or aircraft, or when another Unit is being transported, it is recommended that Unit Cards be “cascaded” together to indicate that they are tied together. This is especially important during combat for distinguishing transported or towed Units (Units that are tied together) among other Units within a given hexagonal Map hex. Cascading the Unit Cards is also useful for pairing Infantry within Emplacements and other Structures that Soldiers may enter.



US PILOT & P-51 MUSTANG ESCORT UNIT CARDS, CASCADED



III.1.2. TYPES OF UNITS

Units are either country-specific in origin or non-country-specific. Units included in the Frontline General Italian Campaign Introduction include country-specific United States and German Units as well as non-country-specific Neutral Units. Either side may purchase / construct Neutral Units, if applicable, whereas country-specific Units are only available for purchase / construction by the appropriate country's General. Once in the game however, Units excluding Infantry may be captured and used by any side as long as any crew requirements are satisfied.

III.1.3. ENDURANCE STATES

Each Unit in the game exhibits either full Endurance, half Endurance, or is destroyed and removed from the game (See the Operational Turn Sequence Section, Combat Phase, for more information). The front side of each Unit Card represents full Endurance. If damaged during Combat, simply flip over the Unit Card to reveal alternate, degraded values for each rating if applicable, and any special effects called OnDamage Effects. The damaged side is the side that has a red color in the Title Bar along with the word "Damaged". Once a Unit is damaged, several Units or Structures may restore the Unit to full Endurance, in which case the Unit Card is flipped back over to the front side. If a Unit is destroyed, the Unit Card and corresponding Unit Marker are removed from the Map or Tactical Scale Battle Table.

III.1.4. UNIT CARD AREAS & DESCRIPTIONS

Title Area / Status: The Title area lists the name of the Unit and its associated Cost on the front side of the Card. The back side of each Unit Card lists the Title of the Unit and the word "Damaged" over a red background.

Background Color: The Background Color is different for each country of origin. All Units from a given country will reflect the same Background Color. German Units are gray, United States Units blue, etc.

Logo Area: The Logo area contains the Frontline General Title, as well as the version of the Unit Card.

Origin Area: This area contains an icon, which represents the country of origin and the year in which the Unit was first produced or formed.











Photo Area: The Photo area of each Unit Card showcases an actual representative photograph of the Unit from the World War II era, and is used for identification purposes. Each Unit Card photo corresponds with the associated Unit Marker Photo. In addition, the photo area credits the source of the photo and provides a caption related to the Unit or image.

General Mechanics Area: This section lists three of the basic mechanics required to use the Unit in the game and includes (from top to bottom), Movement, Defense, and Endurance.



Armament Area: This section contains some of the most important information on the Card for combatant Units, the combat mechanics. Used during combat, and listed for each weapon, the stats are (from left to right): Weapon Name, Attack Rating, Damage Index, Range, and Allowable Targets. In addition, each weapon is listed as either a Primary or Secondary weapon (as designated by a P or S Icon next to the Weapon Name). Notice that once a Unit becomes damaged, the attack values for each weapon are degraded (the higher the Attack rating, the harder it is to successfully hit with that weapon). See Inset III.1. for further Identification of Armament Icons.

INSET III.1. ARMAMENT ICON IDENTIFICATION

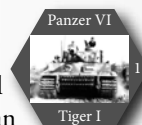
	Primary Weapon (Qty) (Name)
	Secondary Weapon (Qty) (Name)
	Attack Rating
	Damage Index
	Range (Operational / Tactical)
	Allowable Targets
	Infantry/Soldiers Icon
	Tanks/Vehicles Icon
	Aircraft Icon
	Ships Icon

Special Area: Any Unit-specific or weapon-specific information is listed here and may include bonuses, special instructions called OnDamage effects, Unit Type, and/or Unit limitations. Each Special Characteristic is defined in the Glossary and typically further discussed in detail in the applicable Rules Sections.

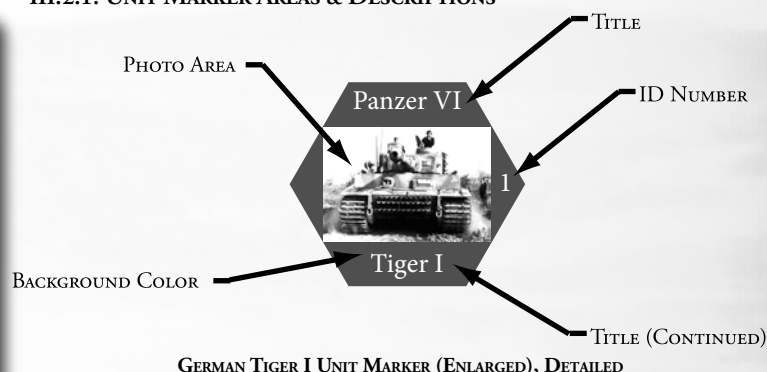
Copyright Information: This area provides notice of Copyright and the year in which the Copyright was registered.

III.2. UNIT MARKERS

A Unit Marker is a numbered hexagonal game piece, which represents a Unit on an Operational Scale Campaign or Scenario Map or Tactical Scale battlefield. Unit Markers are used to track the locations of all Units currently in play in any given game. Each numbered Unit Marker corresponds with a unique Unit Card. To match Markers with Cards, players place a corresponding ID Counter on (or tucked into the Card Sleeve of) each Unit Card.



III.2.1. UNIT MARKER AREAS & DESCRIPTIONS



GERMAN TIGER I UNIT MARKER (ENLARGED), DETAILED

Areas of a typical Unit Marker are shown in the graphic above (enlarged). They include the Title, Identification Number, and Photo. To provide unique identification among otherwise identical Units, each Unit Marker is given an Identification Number for differentiation among similar Units. This ID Number corresponds with a Unit Card and appropriate ID Counter placed on the Card. For example, if six Tiger I tanks are currently in play, they may be differentiated by their ID Numbers, 1 through 6.

III.2.2. UNIT MARKERS AND CREWS

During a typical game, Units such as Tank Crews, Artillery Crews, Pilots, and other crews do not require that a Unit Marker be placed on the Map unless that crew is separated from the Unit that it would normally operate. For example, if a Pilot remains with a particular aircraft, that Pilot's Unit Card is placed under the aircraft's Unit Card and only the aircraft's Unit Marker is placed on the Map or Battlefield. If the aircraft is shot down and the pilot survives, simply remove the aircraft Unit Marker and replace it with the Pilot's Unit Marker on the Map/Battlefield at that time. This saves time during Unit selection and saves space on the Map.

Design Note: The production version of the *Frontline General Italian Campaign Introduction* includes die-cut plastic hexagonal "blanks", which are used as backing pieces for self-adhesive thermal die cut (pre-scored) Unit Markers printed in full color on durable vinyl. Players of this version peel the Unit Marker and place it onto the backing piece for a durable game piece with no trimming required.



III.2.3. UNIT MARKERS AND STACKING

Units within the same hexagonal space are physically stacked on top of each other. During a typical game, the **stack order** of Unit Markers within a single hex is up to the individual player's preference with a few exceptions. Stack order is important if using the optional "Fog of War" Rules (only the top Unit in any given stack is visible to the opposing player). As a rule of thumb, players should place the **most visible** Unit on the top of each stack. For example, a Tiger I tank is much larger than a Rifle Squad and would most likely be seen from a distance before the infantry. The Tiger I Unit Marker would be placed on "top" of the stack. If visibility is unknown or similar among Units, simply

INSET III.2. STACK ORDER EXCEPTIONS

1. Units in transport such as a Squad in a Halftrack should be paired together with the transporting Unit. The transporting Unit will appear higher on the stack than the Unit(s) within.
2. Units within Emplacements such as a Squad within a Bunker should be paired with the Emplacement's Unit Marker. The Emplacement marker will appear higher on the stack than the Unit(s) within (since the Unit(s) within would most likely not be visible).

place Units in the stack order as follows from bottom to top: Infantry, Obstacles, Vehicles, Structures, Aircraft, Naval Units. Exceptions are provided in Inset III.2.

III.2.4. REVEALING A STACK OF UNITS

The optional Fog of War rules offer imperfect information to opponents by allowing only the top Unit in each Stack to be revealed. If players do not use the optional Fog of War rules, reconnaissance functions in the game have limited use. Without Fog of War rules, players may request that any given stack be revealed at any time during his Operational Turn.

Using the optional Fog of War rules may enhance games by allowing opponents to view only the top Unit in any given Stack (the most visible Unit). This represents limited Intel/recon. Revealing other Units within any given Stack will only occur if reconnaissance is performed and is successful, or if an opponent decides to attack a target within that hex. In the case of attack without recon, Units within the targeted Stack remain hidden until the opponent is within attack range and has committed to the Combat Engagement. Only then will the Stack be "spread" for an opponent to select target(s). See [Section VIII.1. Optional Rules, Fog of War](#) for more information.

Design Note: The *Frontline General Italian Campaign Introduction* includes one Scenario Map, which is a portion of Southern Italy along the eastern coast. The Italian Campaign (to be released later) will include a full size 30" x 25" Southern Italy Campaign Map along with multiple Scenarios.

III.3. CAMPAIGN / SCENARIO MAP



25"x30" FRONTLINE GENERAL ITALIAN CAMPAIGN MAP (PRE-RELEASE)



8-1/2"x11" FRONTLINE GENERAL ITALIAN CAMPAIGN INTRODUCTION MAP

Campaign Maps and Scenario Maps (which are a portion of a Campaign Map) outline the scope of the operational area of each game. A numbered hex grid covers each Map which remains the same scale regardless of the Campaign / Scenario and provides the framework for Unit Movement throughout the game using Unit Markers. Scenarios use the hex numbering system to identify the initial placement hexes of each side's Units and any objectives associated with the Campaign or Scenario. Each hex is 5/8" across the flats, which corresponds with the size of Unit and Objective Markers. Each Map includes varying terrain such as mountainous, swamp, impassable mountains, coastal, and sea hexes that limit Units in different ways.



III.3.1. TERRAIN

There are several different types of Terrain on the Maps of Frontline General, including Sea, Coastal, Plains or Flatlands, Rivers, Swamps, Mountainous, Impassable Mountains, Cities, and Roads (with Existing Bridges where applicable). Units are limited in different ways by terrain,

and with some terrain types, are required to pass a successful check to enter the hex containing that terrain. Terrain identification is provided in Inset III.3. Limitations and any required checks are further described in this section.

Sea: Limited to Naval Units and amphibious Units.

Coastal: Contains a portion of land and sea. Coastal Hexes deemed unsuitable for amphibious landings are highlighted with a red line along the coast. Naval Units and ground Units may enter and occupy each Coastal hex; however, if a red line marks the coast, no amphibious landing operations may occur.

Plains / Flatlands: All ground Units may move freely across plains / flatlands. This is the only type of terrain where an Airfield may be constructed.

River: Ground Units may attempt to cross rivers, but each Unit must roll a successful check on a 10-sided die as follows:

Non-Amphibious Vehicles: Roll a 6 or higher for a successful crossing. On failure, the non-amphibious vehicle is immediately damaged, and stays in the hex where the crossing was attempted.

Amphibious Vehicles: No check is required for crossing rivers.

Infantry: Roll 4+ for a successful crossing. On failure, the Infantry Unit stays in the hex where the crossing was attempted.

Swamp: Vehicles may not enter or cross Swamps unless a road / bridge leads through the Swamp. Infantry must roll a successful check on a 10-sided die as follows:

Infantry: Roll 5+ for a successful crossing. On failure, the Infantry Unit stays in the hex where the crossing was attempted.

Mountain: Infantry are not required to roll for mountainous terrain checks. Other ground Units may enter mountainous hexes, but each Unit entering a mountainous hex is required to pass a check on a 10-sided die as follows:

All Vehicles/Tanks (not following a road): Roll 7+ for successful entry into each hex. On failure, the vehicle stays in the hex where the entry was attempted. No roll is required to exit.

Impassable Mountain: Ground Units may not enter an impassable mountainous hex. If an Infantry Unit would enter an impassable mountainous hex by air or otherwise (airborne Units, Pilots shot down, etc.), they may move in any direction to exit the hex once on the ground.

Large City / Small City / Town: Include named points and city graphics representing various existing towns and cities. All ground Units may freely enter and exit Cities. Key Cities and Ruined Cities provide certain advantages and disadvantages once occupied. For more on Key and Ruined Cities, see Special Rules, Key Cities.

Road: All ground Units may use roads, which supersede any other terrain limitations in that hex. If a road cuts through a mountainous hex, no mountainous hex entry checks are required for vehicles. However, the vehicle must follow the path of the road upon entry and exit.

Existing Bridge: If a road crosses a River, an intact Existing Bridge (as marked on the Map) is assumed to be in place at that crossing unless otherwise restricted by the Scenario. If a Bridge is destroyed during the game, place a Collapsed Bridge Unit Marker over the existing Bridge (in either hex the bridge connects).

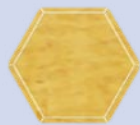
INSET III.3. TERRAIN IDENTIFICATION



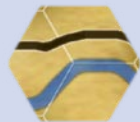
Sea



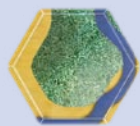
Coastal



Plains / Flatlands



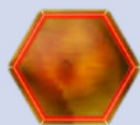
River



Swamp



Mountain



Impassable Mountain



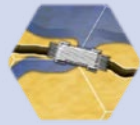
Large City



Small City / Town



Road

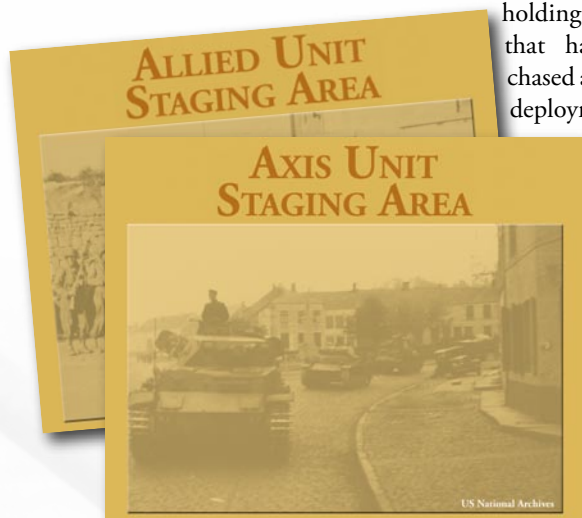


Existing Bridge



III.4. STAGING AREA CARDS

One Axis and One Allied Staging Area Card (shown below) are included with the Frontline General Italian Campaign Introduction. Each 4"x5" Card functions as a temporary holding area for Units that have been purchased and are awaiting deployment (See Turn



FRONTLINE GENERAL STAGING AREA CARDS

Sequence, Purchase and Deployment Phases for more information). Staging Areas are generally placed in front of each player during the game.

Design Note: Although not the main focus of the game, Event Cards supplement the game and introduce randomness through various bonuses or penalties as the game progresses. Event Card Decks may be customized by players in several ways. Custom Decks may be used to enhance Scenarios by introducing specific Events that the geographic area, time period, or historical situation may be known for.

III.6.1. EVENT CARD DECKS

A standard Event Card Deck in the *Frontline General: Italian Campaign Introduction* includes 52 Event Cards – two of each unique Event Card (26 unique Events). Before each game, all available Event Cards should be shuffled together and the stack of 52 Cards should be placed face down near the Operational Map. As Event Cards are drawn and executed, they are discarded face up next to the Event Card Deck. Players may wish to add or subtract Event Cards prior to the game to create an Event Card Deck that is most appropriate for the upcoming game (See Event Card Deck Customization).

III.5. OBJECTIVE MARKERS

These hexagonal Markers are the same size as Unit Markers and are used to designate Primary (Red) and Secondary (Orange) Objectives during the game. Objectives vary based on the Game Type and Win Condition(s).

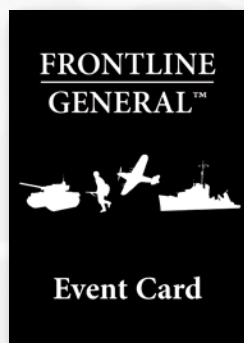


III.6.2. EVENT CARD DECK CUSTOMIZATION

Event Card Decks may be customized by players based on the specific Scenario or Campaign in which they are about to engage. One way to customize Event Card Decks is to reduce the number of Event Cards in the deck to 40 instead of 52. Players should agree to remove twelve Event Cards that are less applicable for the upcoming game. For example, if Naval Combat will likely not occur, remove Event Cards that affect Naval Units such as "High/Rough Seas". Scenario Guidelines may also provide Suggested Event Card Decks in order to better simulate the season of the conflict, the location of the conflict, or historic events generally beyond the control of either side. If a deck is customized in any non-random way, all players should be aware of the deck's contents prior to use, and it should be shuffled by one player and cut by the other. All Decks should total either 40 or 52 Cards.

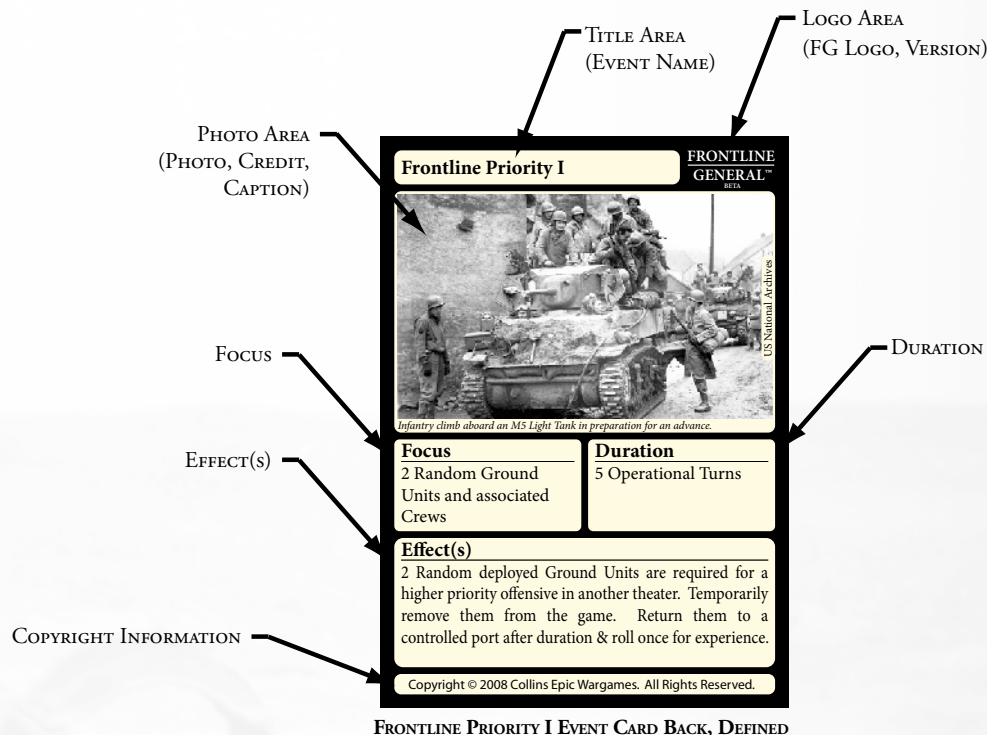
The areas of an Event Card include its Title, Focus, Effects, Duration, and a captioned Photo as illustrated on the following page.

III.6. EVENT CARDS



EVENT CARD FRONT

Event Cards are used throughout the game to generate random influential Events that may affect one or more players. The ability to recover from adverse Events or take advantage of beneficial Events is another challenge for players. Throughout the game, certain Events beyond the control of each player may positively or negatively affect Units, Command and Control, Supply, Production, and other factors. Events may include anything from inclement weather that grounds aircraft to fuel or ammunition shortages that limit movement or combat action. All Events are single-side Card-driven and are drawn from a single 40 or 52-Card deck that is shared among all players during each player's Operational Turn Income/Event Phase. A single roll by the Player on one ten-sided die during this Phase determines whether or not an Event Card is drawn according to the Turn Sequence Event/Income Phase.



FRONTLINE PRIORITY I EVENT CARD BACK, DEFINED

Title: Title of the Event (Frontline Priority I).

Focus: What Unit, rule, or function the Event affects (2 Random Ground Units & Crews).

Effects: How the Event positively or negatively affects its focus (Frontline Priority I provides a mixed effect for the drawing player, requiring the temporary deployment of two of the player's ground Units for a higher priority offensive, but when they return, after the duration, they may return with Experience).

Duration (may be variable or instant): How long the Event lasts, if not instantly effective (Frontline Priority I lasts 5 Operational Turns).

Photo Area: A representative photo of the Event (Frontline Priority I depicts US Infantry boarding an M5 Tank, preparing to move out).

Logo Area: The Logo area contains the Frontline General Title, as well as the version of the Event Card.

Copyright Information: This area provides notice of Copyright and the year in which the Copyright was registered.

III.6.3. APPLYING EFFECTS

Follow the instructions of the Event Card to determine how Events should be applied to the Focus. Unless otherwise noted, Events affect the player who drew the Card,

referred to as the drawing player. Effects are always considered to be "applied" in the Income/Event Phase unless otherwise noted. Simply follow the instructions, apply the effects to the Event's Focus, and discard the Event Card face up next to the Event Card Deck after its Duration is complete.

III.6.4. MANAGING DURATION

Some Event Card effects are applied immediately; other Events last for a set Duration; still other Events last for a variable Duration and require a six-sided die roll to determine that Duration (see Variable Duration, below). Some Events have effects that may last for multiple Operational Turns. In such cases, it is helpful to keep the Event Card *face up and in play* where it may be seen by all players. A Six-Sided Die or numbered Unit ID Counters may be helpful to "count down" the Duration. If an Event would last for one or more Operational Turns, this Duration always applies to the drawing player's Operational Turns.

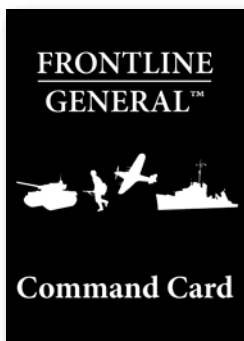
III.6.5. VARIABLE DURATION

Some Events, especially Events of nature such as weather, may last for a variable number of turns. If an Event Card lists a range such as "1-6 Operational Turns" (or something similar), the drawing player determines the actual Duration by rolling a six-sided die.



III.7. COMMAND CARDS

Title: Title of the Command Card (Suspend Attack).



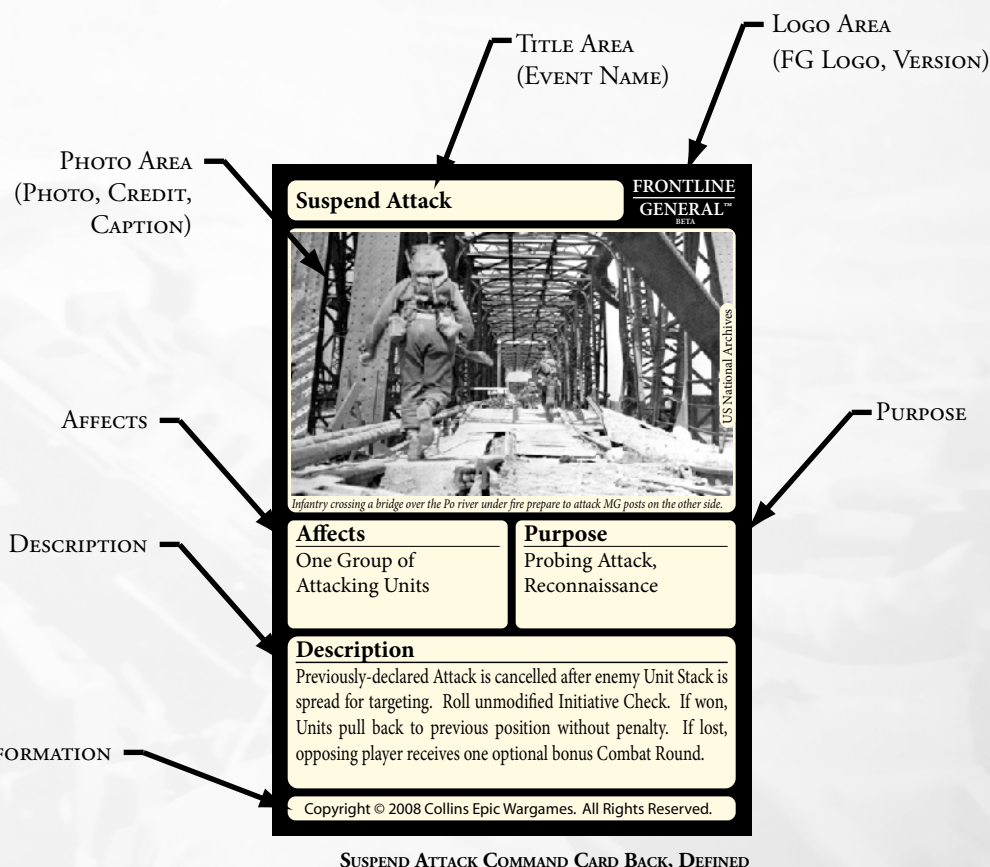
COMMAND CARD FRONT

Command Cards govern more complex, non-routine orders called Command Decisions. Playing a Command Card represents the act of issuing one of these non-routine orders. All available Command Cards (typically five of each different Card) are shuffled together and placed face down in a single deck at the beginning of each game. At the beginning of each Operational Turn, each Frontline General draws one Command Card. Each General is allowed a maximum "hand" of 5 Cards and this hand is not revealed to opponents.

Affects: What Unit, rule, or function the Command Decision affects (One group of stacking Units).

Purpose: The general goal of playing the Command Card.

Description: Specific information on the Command Decision. (In this case, Suspend Attack may be used to call off a previously-declared attack. This has advantages but not without risk of enemy attack).



SUSPEND ATTACK COMMAND CARD BACK, DEFINED

If a General would possess more than 5 Command Cards as a result of drawing a new Card, the additional Card must be discarded face up in a discard pile next to the Command Card deck immediately. These Cards handle non-routine orders and may be played as appropriate for Units within any friendly Command Radius. Any number of Command Cards may be played at any time as appropriate for the situation, unless specifically limited by the Command Decision. As Command Cards are played, place them face up in a common discard pile next to the Command Card Deck. The graphic above provides an example Command Card with areas defined. For More information on Command Decisions and Command Radius, see [Section IV, Command & Control](#).

Photo Area: A representative photo of the Command Decision (Suspend Attack depicts US Infantry crossing a bridge in haste to attack the enemy on the other side).

Logo Area: The Logo area contains the Frontline General Title, as well as the version of the Command Card.

Copyright Information: This area provides notice of Copyright and the year in which the Copyright was registered.



III.8. GAME CURRENCY



FRONTLINE GENERAL GAME CURRENCY, "ONE"

A standard unit of monetary value called "Currency" is abstractly used to represent Cost for all aspects of the game. Game Currency is available in denominations of 1, 5, 10, and 20. Each Operational Turn, players receive "income" in the form of Game Currency and they must use their available income to pay for the procurement of additional Units as well as the Supply of deployed Units. Currency may also be used for other purposes in the game including the purchase of Experience Star rolls as Units are procured (to attempt to influence the Experience level of reinforcements). Currency is drawn from a central location for all players each Operational Turn. As items are paid, the Currency notes are returned to the central location. The graphic above provides a look at an example Frontline General Currency Note.

III.9. ID COUNTERS

1 Numbered ID Counters are used to differentiate between similar Units in the game. To use a Numbered ID Counter for this purpose, simply select a Number that corresponds with the hexagonal Unit Marker for a given Unit during purchase and place the ID Counter on the Unit Card. ID Counters may also be used as appropriate for tracking aircraft flight paths, Momentum, Morale, Turns of Flight, and other items that require counting.

Design Note: The production version of the *Frontline General Italian Campaign Introduction* includes a multitude of Numbered ID Counters printed on Transparency film to avoid obscuring important information on Unit Cards.

III.10. RECON COUNTERS

RECON Recon Counters are used in certain situations that require marking a "Hidden" Unit that has been discovered by another Unit with the special function of Reconnaissance. To mark the Unit as discovered, simply place a Recon Counter on the Unit Card of the Unit or Structure that was discovered. It is important to keep track of when a Hidden Unit has been found, since Reconnaissance determines if that Unit may be attacked.

III.11. DUG IN COUNTERS


DUG IN Dug In Counters are used to mark Infantry that have successfully taken advantage of the "Dig In" Special Function. As Infantry complete the Dig In process to increase their defensive capability, players should place a Dug In Counter on top of the associated Unit Card. If Units move (and Dig Out), simply remove the Dug In Counter.

III.12. MUNITIONS DEPLETED COUNTERS

MUNITIONS DEPLETED

This Counter is used for aircraft that carry one-time-use weapons such as bombs or torpedoes. As the weapon is used, place a Munitions Depleted Counter over the weapon on the Unit Card to indicate the release of the weapon. This allows the aircraft to continue to fly any remaining Turns of Flight and attack with Guns or other weapons while ensuring that depleted weapons are accounted for and not mistakenly used again in a future Combat Phase before landing / re-supply. Once the aircraft has landed at a friendly Airfield, remove any Munitions Depleted Counters.

III.13. EXPERIENCE STARS

 Experience is an Optional Rule that rewards Units that excel in Combat Engagements. This is accomplished by rolling for Experience after certain actions. Based on the Experience Table, Experience may be attained by (and is applied to) the Unit's Crew. Experience Stars are placed on Crew Unit Cards (with the exception of Naval Units) to mark and identify the type of Experience received. For more information on how this works in the game, see [Section VIII.2. Optional Rules, Experience](#).

III.14. DICE

Dice are used throughout the game mainly for Combat Engagement resolution but also for tracking and counting certain functions or ratings. Three different types of dice are required for Frontline General including at least one 20-sided die, one 10-sided die, and one 6-sided die. Additional 6-sided die may be used for tracking various ratings such as Momentum, Morale, Turns of Flight, etc.

Design Note: The production version of the *Frontline General Italian Campaign Introduction* includes twelve total dice (six per country) as follows for each country: 1 20-sided die, 1 10-sided die, and 4 6-sided dice.



SECTION IV

COMMAND AND CONTROL

Frontline General employs a variety of ways to control each player's deployed forces. A Forward Headquarters is established at the beginning of each game. This is considered the player's base of operations. Additional Command Posts are established as the game progresses. Command Units such as Naval Flagships and Command Tanks provide some mobile Command functions. These methods provide a network for the flow of orders from players to the Units they command throughout the game which is largely invisible unless there is a problem. Event Cards or other factors may modify order distribution within each player's Command Network.

Basic command functions such as movement, supply, attack, and retaliation are carried out at the appropriate times during the Operational Scale Turn as long as the Units associated with those actions remain within a friendly Command Radius. Some Units are considered Command Units, providing extended mobile Command Radii, which may be helpful beyond the range of established Command Posts. Non-routine orders such as Conditional Surrender and Withdraw are called Command Decisions. Command Decisions may be issued to any Unit or group of Units within a Command Radius by playing the appropriate Command Card. Command Cards are drawn each turn, collected, and used by players at appropriate times.



US COMMAND POST & MARKER

Command Post In Team Play Command mode, Frontline General includes the ability to split functions among several players who act as Commanders and ultimately answer to the team's Frontline General. This section provides additional details on all aspects of Command and Control within Frontline General.

IV.1. COMMAND POSTS, MOBILE COMMAND UNITS, AND THE FORWARD HEADQUARTERS

Command Posts, Mobile Command Units, and the Forward Headquarters (Forward HQ) are all considered Unit Cards that provide some of the most important functions in the game for the basic operational control of deployed Units. Command Posts, Mobile Command Units, and

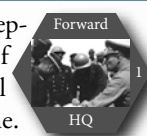
the Forward HQ represent the centers of command for all Units in the game. These semi-hidden locations provide friendly forces with an established Command Network for the issuance of all routine and non-routine orders. The basic premise is that each point of the Command Network provides a limited *radius of command* for the cohesive operation of all types of forces in the game. This is especially important during Team Play Command.

The Forward HQ is considered the Frontline General's Headquarters of Operations. This portion of the Command Network provides a semi-vulnerable location for the flow of "income", purchase requests, management of Supply, and issuance of routine and non-routine orders. Additional Command Posts increase the overall size of the Command Network and increase the income received by players. Additional Command Posts provide a more established Command network, and hence a greater willingness and ability from parent commands to commit reinforcements to the particular Campaign. Mobile Command Units do not provide additional Income.

Command Decisions originate from the Forward HQ and are passed down the appropriate chain of command through any applicable Command Posts and mobile Command Units to implement the order. Any Unit(s) outside of the Command Radii defined by the Forward HQ, Command Posts, or Mobile Command Units cannot receive or execute Command Decisions.

IV.1.1. COMMAND RADIUS

Command Posts, the Forward HQ, and mobile Command Units provide fixed Command Radii for deployed Units, which vary depending on the type of Command Unit. All orders flow from the Forward HQ to the appropriate Command Posts and Mobile Command Units, which ensures that all Units receive their orders throughout the game. For a Unit to receive routine and non-routine orders, that Unit must operate within the Command Network by simply remaining within range of any friendly Command Radius.



GERMAN FORWARD HQ & MARKER



Design Note: The Command Radius abstractly represents the limit of the ability of a Command Post or Command Unit to support subordinate field Units relative to the practical extent of communications equipment and messengers, which operate invisibly in the game.

IV.I.2. OPERATION OUTSIDE OF THE COMMAND NETWORK

Units may operate beyond Command Radii, but this invokes penalties to certain functions, which represent a delay in the communication of orders. The Forward HQ, Mobile Command Units, and Command Posts are identified by the special characteristic “Command Radius (X)” where X represents a Command range in all directions of Operational Hexes. See Figure IV.1. for examples of various Command Radii. See Inset IV.1. for penalties that occur if Units operate beyond the Command Network.

INSET IV.1. PENALTIES FOR OPERATION BEYOND THE COMMAND NETWORK

1. -1 Initiative during Defensive Engagements.
2. Attack Initiative Bonus of 2 is negated during Offensive Engagements.
3. Command Decisions normally executed via Command Cards may not be played.

Note: Aircraft are exempt from these penalties since *Sorties* are given from the Airfield prior to takeoff, and then executed. Sorties may be cancelled or changed mid-flight as long as the aircraft's flight is within any friendly Command Radius. Once outside of the Command Network, *Sorties* will be executed and may only be altered under certain conditions of threat to the aircraft. See Aircraft Sorties for more details.

Note: Regarding naval Units, certain ships have Command Radius (X). These Units act as *flagships* for other naval Units. Naval Units that are not flagships outside of the range of a flagship are subject to the above Penalties.



A GERMAN COMMAND POST WITH FULL ENDURANCE PROVIDES A COMMAND RADIUS OF 15 HEXES AS SHOWN. IF LOCATED AND DAMAGED, THE COMMAND RADIUS EXTENT WOULD BE REDUCED TO 8. GERMAN UNITS OPERATING OUTSIDE OF THIS AREA SUFFER CERTAIN PENALTIES. ON SMALLER SCENARIO MAPS, COMMAND POSTS GENERALLY COVER THE MAP FOR EACH SIDE WHILE LARGER CAMPAIGN MAPS REQUIRE MORE EXTENSIVE COMMAND NETWORKS.

IV.I.3. ESTABLISHING COMMAND POSTS

The Command Post limit for each country is *four*, along with one Forward HQ. Limits are listed on each Card. Command Posts are typically established in captured Key Cities since existing buildings provide good cover, a defensive value for the Post, and reduce the cost of the Post. Command Posts may be established in any passable, non-water, non-marsh Campaign Map space including mountainous terrain. They may also be located *within* Emplacements such as Bunkers, which can greatly increase protection. If a Command Post is established within a captured Key City or a Bunker, the cost of establishment is reduced by half due to the use of existing structures. Command Posts are “purchased” and staged as regular Units and are considered Structures. They are not subject to Supply Costs. Engineers are not required to establish Command Posts.

Once deployed, a Command Post is partially hidden from opponents. This means that all players may see each Command Post's Unit Marker on the Map; however, the Command Post is considered well hidden within that space. To attack a Command Post, the player must first search for it using Units with the Reconnaissance Special Characteristic. Command Posts may be relocated and/or abandoned during the game. Finding and relocating Command Posts and the Forward HQ is described later in this section.

Design Note: Actual World War II Command Posts were difficult to find and attack, which is reflected in the game by their “Hidden” Special Characteristic.



IV.1.4. ESTABLISHING A FORWARD HQ

In Frontline General, each country begins the game with one Forward HQ. There may be only one Forward HQ per country per game. The location of the Forward HQ may be changed as the game progresses, if desired. At the beginning of the game, players either choose their operational Forward HQ from a choice of potential locations as defined by the

TIP: The Forward HQ should be protected since a damaging attack against it is highly disruptive and may be difficult from which to recover- especially if a player lacks other established Command Posts.

Standard Game setup zones, or the location is specified by the initial Scenario setup guidelines. The Forward HQ Unit Marker identifies the location of the Forward HQ. The Forward HQ has all of the functions of a regular Command Post but also includes additional functions as defined in Inset IV.2. Inset IV.2. also lists penalties that occur if the Forward HQ is discovered and destroyed.

INSET IV.2. FUNCTIONS OF THE FORWARD HEADQUARTERS

1. Larger Command Radius (20 Hexes, as compared to a regular Command Post, 15 Hexes).
2. Headquarters of Operations – Generates the most “income” per Operational Turn (30 Currency).
3. Players may draw and issue Command Cards.

IF A FORWARD HQ IS DISCOVERED AND SUCCESSFULLY DESTROYED, THE FOLLOWING PENALTIES OCCUR:

1. Loss of Forward HQ Income.
2. Loss of Forward HQ Command Radius.
3. Players may not draw or play Command Cards.

IV.1.5. ESTABLISHING ADDITIONAL COMMAND POSTS / REPLACEMENT FORWARD HQ

Players may establish additional Command Posts or a replacement Forward HQ throughout the game by treating the Command Post or Forward HQ as a Structure. The rules in Inset IV.3. apply to establishing additional Command Posts.

IV.1.6. REVEALING ENEMY COMMAND POSTS / FORWARD HQ

Players may discover the locations of enemy Command Posts and/or the enemy's Forward HQ through successful land-based reconnaissance. This may be done by land reconnaissance Units only, since Command Posts are generally unrecognizable as such by air. To search for an enemy Command Post or Forward HQ, a player declares they are attempting a search with a particular land-based recon Unit (or multiple recon Units) during the recon Unit's

INSET IV.3. RULES FOR ESTABLISHING ADDITIONAL COMMAND POSTS / REPLACEMENT FORWARD HEADQUARTERS

1. Command Posts must be established at least 10 Hexes away from any other Command Post or the single Forward HQ, regardless of the terrain between each.
2. Unlike other Structures, Command Posts do not require Engineers for placement. However, establishment of a Command Post requires occupation of the hex where the Post will be deployed by one or more land-based Units.
3. Command Posts are considered operational the next turn *AFTER* deployment.

Movement Phase. Standard Reconnaissance Rules apply as outlined in the Special Rules section. If a Command Post is discovered, it is considered “revealed”. To mark the Post/HQ as revealed, place a “Recon” counter on top of the Post's Unit Card as illustrated below. The Recon Counter will remain on top of the Post / HQ Unit Card until either the Post / HQ is destroyed or the Post / HQ is relocated. Only Posts or HQ with a Recon Counter are considered “legal” targets.

Note: Recon takes effect immediately during the Recon army's Movement Phase. This means that upon successful reconnaissance, the discovered Post / HQ may be attacked during the same Operational Turn if desired.

IV.1.7. ATTACKING AN ENEMY COMMAND POST / FORWARD HQ

A Command Post / Forward HQ

is not considered a “Legal Target” for attack until the opposing side performs successful reconnaissance on the hexagonal space that contains the Command Post/Forward HQ as described in Section IV.1.6. Once discovered, the Command Post / Forward HQ is considered vulnerable and is now a “Legal Target” for attacks of all types.



THIS US COMMAND POST HAS BEEN DISCOVERED BY ENEMY RECONNAISSANCE. A RECON COUNTER IS PLACED ON THE UNIT CARD AND IT IS NO LONGER CONSIDERED HIDDEN. THE POST IS NOW VULNERABLE AND IS CONSIDERED A “LEGAL TARGET” FOR ENEMY ATTACK DURING THE SAME OPERATIONAL TURN IN WHICH IT WAS DISCOVERED.



IV.1.8. DAMAGING AN ENEMY COMMAND POST / FORWARD HQ

Command Posts / Forward HQ may be damaged, similar to regular Units, and they include OnDamage Effects that disrupt the normal functions of Command if damaged. Command Posts will retain their income functions as long as they are not completely destroyed. OnDamage effects include a reduction of income and reduction of effective Command Radius as listed on the damaged sides of the applicable Unit Cards. If the Forward HQ is destroyed, income from the Forward HQ is eliminated but Income from other Command Posts, if any, remains active.

IV.1.9. RELOCATING / REPLACING A DISCOVERED FORWARD HQ

If a Forward HQ is discovered, whether or not it is attacked or damaged, a player may choose to abandon the Forward HQ during an Operational Turn and designate another existing Command Post as the new Forward HQ. However, the relocated Forward HQ is not considered functional for 3 Operational Turns. As an alternative to conversion, a new Forward HQ may be established, but this requires purchasing and Staging the new Forward HQ, which results in greater downtime. During this downtime, Command Cards may not be issued. Inset IV.4. provides guidance on relocating / replacing a discovered Forward HQ.

INSET IV.4. RELOCATING / REPLACING A DISCOVERED FORWARD HQ

1. Another Existing Command Post may be designated the Forward HQ “in conversion”; Conversion requires 3 Operational Turns at half the cost of a new Forward HQ. The existing Command Post Unit Card and Unit Marker are replaced with the Forward HQ Unit Card and Marker once conversion is complete. In the interim, the Forward HQ “in conversion” continues to operate as a regular Command Post and the penalties for loss of Forward HQ still apply.
2. Conversion may be initiated during the active player’s Operational Turn and does not require a Production Phase.
3. A New Forward HQ may be purchased, staged, and constructed following the same conventions as purchasing any Unit during the active player’s Production Phase. Use the rules for establishing a new Command Post as a guide for establishing a replacement Forward HQ.

IV.2. TEAM PLAY COMMAND

Additional players may act as “Commanders” during the game, ultimately answering to the team’s General. This structure provides an additional hierarchy for Command and Control during the game and the ability to have up to five players on each country’s “Team”. One player is designated as the Frontline General. Each additional player on the team is considered a Commander. There may be a maximum of four Commanders on each team. Commanders are provided with an established Command Post and an associated area of responsibility (Command Radius) on the Map while the Frontline General retains control



ROMMEL WITH SUBORDINATES IN THE FIELD
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of the Forward HQ and its associated functions for the team. Players acting as Commanders gain control of their Units as they are allocated to them and they retain control of their Units regardless of where or how they are moved. Command of Units may be transferred among Commanders on a team by simply exchanging Unit Cards. This represents the attachment of Units to other commands. Which Commander controls each Unit becomes especially important in certain combat situations that involve Units commanded by multiple players.

TIP: As an alternative to assigning one Command Post to each Commander, the General may designate control of a particular type of force to his Commanders. For instance, one Commander may control all aircraft while another controls all land-based Units.

Each turn, Commanders may be given orders by the team’s General, or they may be provided with the freedom to make their own tactical decisions, depending on the General’s style and how he exercises his ultimate command authority. Commanders must also work together with the Frontline General to properly allocate resources where they are needed. Commanders *should* obey all orders from the General, but as seen historically as well as in the game, Commanders *may* disobey the General’s Orders (for instance, attacking when directed not to do so). All players are actively involved in the game’s turn sequence at the same time, moving the Units they command and engaging in combat simultaneously, which may increase the speed of Operational Turns.



Design Note: Team Play Command provides exciting opportunities and additional realistic challenges in the game such as Force coordination, communication, agreement among players, managing differing strategies, as well as the occasional lively debate regarding particular courses of action and associated risks. With up to five players per country (one General and up to four Commanders) vying for the same resources, discussions on exactly how those resources should be used become an important part of the game. Commanders must work with the team's Frontline General regarding their area(s) of responsibility and any Objectives they are charged with taking.

Team Play Command does not provide any additional income, operational turns, or steps within those turns; rather, it effectively "splits" the normal Operational Turn among several players. The player acting as Frontline General covers all reinforcement requests and supply responsibilities, provides overall direction for his Commanders, and allocates reinforcements among them. The General also issues Command Decisions by playing Command Cards at his option to his subordinate Commanders. Commanders

may request that certain Cards be played. Commanders direct and resolve all Unit movements, Combat Engagements, and other aspects of the Operational Turn Sequence. They must also execute Command Cards. Multiple Commanders may work together to attack single targets or resolve a particular joint movement. Table IV.1 provides a breakdown of the responsibilities of the team's General as well as each Commander in Team Play Command games. If there is ever a question of responsibility, the General may delegate the action in question or take responsibility for it himself.

TIP: It is possible to resolve multiple Combat engagements at once between opposing Commanders or Generals, which can dramatically reduce the amount of time required to play the game.

TABLE IV.1. TEAM PLAY COMMAND GENERAL / COMMANDER RESPONSIBILITIES

Role	Responsibility
Frontline General	Select and Stage Forces every fifth Operational Turn
	Coordinate Deployment of Staged Forces and allocate Units to Commanders
	Collect, manage, and expend Income for Reinforcements and Supply
	Coordinate Overall Movement and Combat Strategies with Commanders
	Coordinate communications among Commanders
	Establish/relocate Command Posts
	Draw and Issue Command Cards
	Draw and react to Event Cards
Commander	Execute overall operational strategies using allocated Units
	Receive and execute orders from the Frontline General including Command Decisions
	Coordinate actions with other Commanders as required
	Attach/Detach Units among Commanders as required
	Request Command Post relocation as required
	All Movement Phase actions for controlled Units
	Defend Area(s) of Responsibility
	Work with the Frontline General to place Fortifications, Structures, and Obstacles
	Invoke / manage special Unit functions
	Request additional specific Units from the Frontline General
	Place Staged Units once allocated
	Repair / Maintain controlled Units as required
	Report Reconnaissance information and After Action Reports to the General
	Conduct all Combat Phase actions for controlled Units



IV.3. COMMAND DECISIONS

Command Decisions are non-routine orders played throughout the game by the General to accomplish various functions. To order a Command Decision, the General reveals the appropriate Command Card for the order to take effect. This section describes Command Decisions that may be enacted by the Command Cards in the *Frontline General Italian Campaign Introduction*. Command Decisions may only be played for Units within the Command Network. For more information on Command Cards and how they are managed and played, see [Section III.7.](#)

IV.3.1. CEASE FIRE

This Command Decision requires the acceptance of the opposing General for the effects to apply. Either player may initiate a cease fire negotiation by playing this Command Card at any time during the game for a variety of reasons. The General initiating the Cease Fire negotiation first plays the card and names his terms including a proposed duration. Terms to Cease Fire relative to a specific engagement may include mutual Withdrawal (with no experience awarded for “forcing a withdrawal”), pausing combat to be continued during the next Operational Turn, pausing fire

TIP: When attempting to Negotiate Cease Fires, ensure that both sides gain something from pausing or mutually withdrawing from a particular Combat Engagement. If you really need to save your forces but don't want to Withdraw, make an offer that is enticing and hard to refuse. For instance, a successful Negotiation may be stated as, “If we both withdraw from this Combat Engagement and do not enter combat with these forces for another two turns, I'll stop advancing my forces from the Port of Bari for at least two turns as well.”

but allowing movements during Tactical Scale Combat, or any other number of terms in exchange for ceasing fire. Once terms are stated, the opposing General accepts, denies, or negotiates the terms further. If a resolution of terms

cannot be negotiated between Generals, the Command Card is still considered ‘played’ and is therefore discarded. Generally, the effects of successful negotiations are positive or include tradeoffs for both sides. During Tactical Scale Combat, the minimum effect of a *successful* negotiation is a rise in Morale for all Units involved with the Battle on each side by 1 point.

IV.3.2. CONDITIONAL SURRENDER

Conditional Surrender is a Command Decision that allows defeated Units to survive captured, usually under terms of mutual gain for opposing sides. Generals may negotiate a Conditional Surrender at any time during a Combat Engagement by playing a Conditional Surrender Command Card, offering terms, and then enacting the terms if accepted.



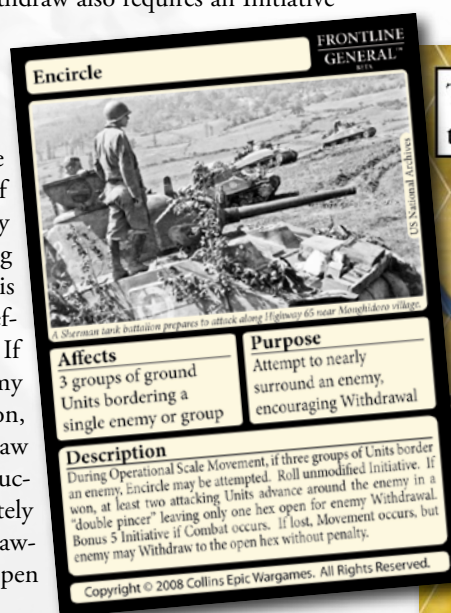
CAPTURED GERMANS WALK PAST DUG-IN US INFANTRY ALONG A ROAD IN ITALY
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Surrender results in Unit Capture by the enemy for each Unit that Surrenders. Surrendering Soldiers, Crews, and Infantry are immediately removed from the game. Captured Units that remain (such as empty tanks, guns, etc.) may either be destroyed or crewed by the capturing force. The surrendering force provides all applicable non-soldier/crew/infantry Unit Cards to the capturing force. If the capturing force chooses to use the captured Units, they assume the applicable supply costs, and must provide an appropriate crew. Infantry may not be captured and used by the enemy. The capturing force does not receive an experience roll if Conditional Surrender is accepted. In a scored game, each captured Unit is worth double their normal cost in Score instead of the regular cost value of the Unit. In a scored game, the General that successfully negotiates Conditional Surrender when near defeat receives 50 points for helping spare the lives of Units when defeat is imminent. See Special Situations, Unit Capture for more information. At the Tactical Scale, when a Unit or group of Units Surrenders- either conditionally or unconditionally, Morale also drops. See the Tactical Scale Combat Rules for more information.



IV.3.3. ENCIRCLE

During Operational Scale Movement, if three groups of Units border an enemy, as shown in Example IV.1., the Command Decision Encircle may be attempted, which requires special coordination and swift movement. If successful, Encircle places the enemy in an unfavorable position (nearly surrounded). This action triggers an “unmodified” Initiative check (Roll a 10-sided die, highest result wins). If won, at least two attacking Units on the front advance around the enemy in a “double pincer” leaving only one hex open for possible enemy Withdrawal. If won, and Combat occurs this Operational Turn, encircling Units receive a Bonus 5 Initiative on Attack. If lost, Movement occurs, but the enemy has the option to play a Withdraw Command Card to escape to the open hex without penalty. This is a special case where Withdraw may be used outside of a Combat Engagement. Withdraw also requires an Initiative check, which still occurs, but rather than provide a Bonus Combat Round to the opposing side if initiative is lost by the withdrawing force, losing this check enacts the effects of Encircle. If the encircled enemy exercises this option, check for Withdraw Initiative and if successful, immediately move the withdrawing force to the open hex. If the check is unsuccessful, the effects of Encircle are enacted.



IV.3.4. INSPIRE

This Command Decision affects friendly engaged forces in any single Combat Engagement. Inspire invokes an *unmodified* Initiative check (Roll a 10-sided die, highest result wins). If the check is successful for the “inspired” force, all friendly Units involved with that engagement each receive a single *bonus* Combat Round in which the Defender may not retaliate. Combat then continues as normal after the *bonus* round is complete. In addition, at the Tactical Scale, Morale rises by 1 point for all friendly inspired Units. If the check is unsuccessful, the effect on Morale still occurs,



EXAMPLE IV.1. ENCIRCLE - STEP 1. UNITS IN POSITION TO ENCIRCLE THE US ARTILLERY UNIT. ENCIRCLE COMMAND CARD IS PLAYED.



EXAMPLE IV.1. ENCIRCLE - STEP 2. UNITS ENCIRCLE THE US ARTILLERY UNIT. SINCE THE ARTILLERY UNIT IS EMPLACED, IT CANNOT WITHDRAW.

but the *bonus* Combat Round does not. Limit one use of the Inspire Command Card per Combat Phase.

IV.3.5. PUSH

Push may be used to temporarily affect the Movement Rate of one or more Units at either the Operational or Tactical Scale. At the Operational Scale, during the Operational Movement Phase or at the Tactical Scale during any Combat Movement Round, Push orders one or more



Units to move at a faster than normal rate, which varies based on Unit Type. Push adds 1 hex / 1 inch to any infantry, vehicle, or ship movement rate and 3 hexes / 3 inches to any aircraft movement rate for the Movement Phase or Combat Movement Round in which it is played. If infantry are pushed, they may not move during the following Movement Phase (Operational Scale) or Combat Movement Round (Tactical Scale). Push may not be used on damaged mechanized Units (damaged vehicles, tanks, aircraft, etc.). Due to strain, an individual Unit may only be Pushed once every fifth Movement Phase or once in an entire Tactical Scale Engagement.

IV.3.6. RUSH DEPLOYMENT

A Command Decision that allows the General to affect additional control over the normal deployment schedule of Staged Units. Rush Deployment allows one or more currently Staged Units

TIP: Rush Deployment may be especially effective when the Commander / General quickly requires additional reserves that may already be staged, awaiting routine deployment.

to deploy during the current Operational Turn instead of waiting on the next scheduled Deployment Phase

(normally every fifth turn). Rush Deployment does not modify this schedule permanently. Routine deployment schedules will still occur every fifth turn (turns 5, 10, 15, etc.) and the count does not “reset” once a Rush Deployment card is played. Rush Deployment may not be played in a manner that would allow immediate deployment of Units purchased within the same Operational Turn.

IV.3.7. SUSPEND ATTACK

This Command Decision may be used to stop a previously ordered Combat Engagement before any shots are fired. Somewhat of a probing attack, the Units ordered to suspend their attack will see the enemy for targeting purposes, but then pull back without actually engaging them. This action triggers an “unmodified” Initiative check (Roll a 10-sided die, highest result wins). If the Attacker loses the check, the Defender may engage any Units within range and are granted a single *bonus* Combat Round before the probing Units are pulled back out of range.

TIP: Suspend Attack may be useful where Reconnaissance is not available and enemy strength within a stack of Units is currently unknown. When Units are moved ‘blindly’ against an enemy stack, the enemy stack is normally spread for targeting purposes as part of the initial Combat Engagement sequence. Once the stack is spread, Suspend Attack may be used to optionally pull back if enemy strength is greater than anticipated. Another use of Suspend Attack may be while executing attacks on multiple fronts. If one of the attacks fails, the General may choose to suspend, or cancel, the other attacks.



US INFANTRY ACTION AT VICENZA, IN THE FOOTHILLS OF THE ALPS.
US NATIONAL ARCHIVES

IV.3.8. WITHDRAW

Withdraw allows the General to pull back mobile Units that are currently engaged in combat and not surrounded. This Command Card may be played during any Combat Engagement (Operational or Tactical) and may apply to some or all involved Units. Once this Command Decision is ordered, all friendly Units given the order must attempt to retreat to the nearest hexagonal space away from the frontlines toward “controlled” territory (normally in the direction of a friendly Command Post or Forward HQ away from the enemy). Before this occurs and the withdrawal is considered successful, an *unmodified* Initiative check is rolled by a representative Commander / General from each opposing side (Roll a 10-sided die, highest result wins). If the Initiative check is successful for the withdrawing force, the withdrawing force exits combat immediately. If the Initiative check is successful for the opposing force, each opposing Unit may have a single *bonus* Combat Round versus any withdrawing Units. Withdrawing forces may not retaliate in this situation. Any remaining withdrawing forces exit combat after the *bonus* Combat Round.

Apply any terrain checks as necessary to enter the withdrawal space. If a terrain check fails, the Unit failing the check may not withdraw in accordance with the issued order (they may however continue to fight or Surrender). All enemy Units that ‘forced a withdrawal’ each receive one experience roll at the conclusion of Combat if using the Optional Experience Rules. See Optional Rules, Experience for more information. At the Tactical Scale, when a Unit or group of Units Withdraws, Morale is affected for any remaining Units. See the Tactical Scale Combat Rules for more information.



SECTION V

OPERATIONAL TURN SEQUENCE

Frontline General Italian Campaign Introduction is turn-based. Each player or team alternates Operational Turns at the Operational Scale. The player or team currently accomplishing an Operational Turn is considered to be the Active Player or Team while the opponent(s) are considered to be Passive. One Operational Turn is a complete set of the Active Player's Operational Phases accomplished in order. The Turn Sequence defines this order and requires the interaction of both the Active and Passive Players during certain Phases such as Combat.

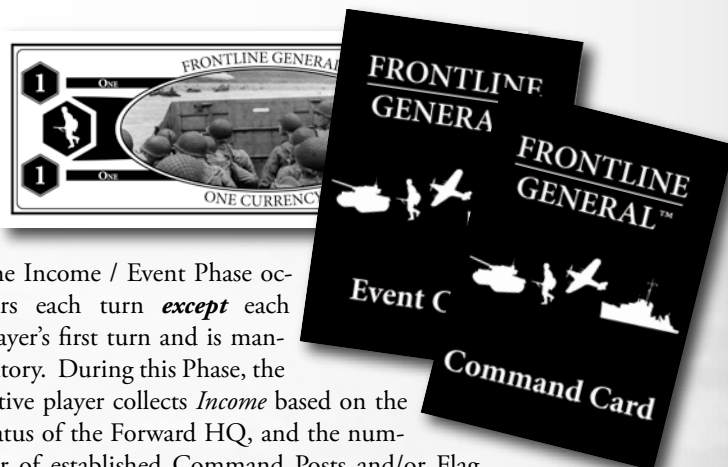
Operational Phases are the individual components of the Operational Turn which break down the specific functions that players perform into several major divisions as follows: **Income/Events, Production, Supply, Movement, Combat, and Deployment.** Certain Phases such as the Combat Phase are further divided as required for additional structure. A lower-level, more detailed Tactical Scale may optionally be used to resolve decisive engagements using miniatures or the included Unit Markers. This optional component of the game occurs entirely within the Combat Phase.

Certain Phases such as Production and Deployment are only accomplished every fifth turn. The Production Phase occurs on Operational Turns 1, 6, 11, etc., and the Deployment Phase occurs on Operational Turns 5, 10, 15, etc. Each division of the Operational Turn is described in this section. More specific rules governing special situations are covered under the Special

Rules section. Inset V.1. summarizes the Operational Scale Turn Sequence for the Active player or team.

TIP: Responsibilities within an Operational Turn may be split among several players who form a team composed of a single "General" and up to four subordinate "Commanders". See [Section IV.2. Command and Control, Team Play Command](#) for additional information on how to play using teams.

V.1. INCOME/EVENT PHASE (MANDATORY, EVERY TURN)



The Income / Event Phase occurs each turn *except* each player's first turn and is mandatory. During this Phase, the active player collects *Income* based on the status of the Forward HQ, and the number of established Command Posts and/or Flag Ships controlled by the Active Player. Income received is as listed on the associated Forward HQ, Command Post, and Flag Ship Unit Cards.

Also during this Phase, the active player may be required to draw and follow the instructions of one Event Card (if a 3 or less is rolled on a 10-sided die). Some Event Cards are instantaneous; Event Cards with duration other than "Instant" should remain face up for that duration. If an Event Card's effects will last longer than one Operational Turn, it may be helpful to count down the duration using a spare

6-sided die placed on the Event Card as a counter. See [Section III.6. Game Components, Event Cards](#) for more information on Event Cards and Event Card Decks.

The active player draws and retains one Command Card. If a player would possess more than 5 Command Cards, any excess Command Cards must be discarded just after the draw. For more information on Command Cards and Command Decisions, see [Section III.7. Game Components, Command Cards](#) and [Section IV.3., Command Decisions](#).

INSET V.1. OPERATIONAL SCALE TURN SEQUENCE

1. Income / Event Phase - Mandatory, Each Turn *except* Turn 1
2. Production Phase - Optional, Turns 1, 6, 11, 16, 21, 26, 31, 36, etc.
3. Supply Phase - Mandatory, Each Turn
4. Movement Phase - Optional, Each Turn
5. Combat Phase - Optional, Each Turn
6. Deployment Phase - Optional, Turns 5, 10, 15, 20, 25, 30, 35, etc.

INSET V.2. ACTIVE PLAYER INCOME / EVENT PHASE ACTIONS

1. Collect Income based on total Income Special Characteristic of controlled Forward HQ/Command Posts/Flagships
2. Roll a 10-sided die. If 3 or less, Draw / execute one Event Card
3. Draw / retain one Command Card
4. Discard any Command Card(s) above the 5 Card limit



V.2. PRODUCTION PHASE (OPTIONAL, EVERY FIFTH TURN BEGINNING WITH TURN 1, AND THEN 6, 11, ETC.)

The Production Phase occurs *every fifth turn* beginning with Turn 1. Units and Structures are procured, constructed, or requested for deployment in this Phase. They remain *Staged* until they may be deployed during the next Deployment Phase, the first of which occurs at the end of Turn 5. Following this convention, Units produced/staged in Turn 6 Production may not deploy until Turn 10's Deployment Phase. They may however deploy at any time after Turn 10. This sequence repeats throughout the game.

Units and Structures are procured, deployed, or constructed by spending accumulated income according to each Unit's Cost as shown in the title bar of each Unit Card. Procurement of large Naval Units is actually considered a "request for deployment" to the Active Player's Campaign. As described by the Deployment Phase details, actual deployment of large Naval Units may be denied or delayed when it is time to receive the Units. To stage Units after purchase, the active player simply places the associated Unit Card(s) and Marker(s) on the included Staging Area Cards for his Army until Deployment. Active player actions that may occur during each Production Phase are summarized in Inset V.3.

Establishment of Command Posts and the Forward HQ are covered in [Sections IV.1.3.](#) and [IV.1.4.](#) Construction of Emplacements, Obstacles, Engineered Bridges, and Airfields require deployed Combat Engineers in the hex where construction will occur. For information on construction, refer to [Section VI.5. Engineering Functions.](#)

Design Note: The time in turns between Production and Deployment represents a delay in the *request for* and *receipt of* reinforcements. For most Units, this time delay models production and shipping time of additional reinforcements. For structures, emplacements, and obstacles, this delay represents construction time. Naval Ships are not actually considered "built" within this relatively small timeframe. Instead, Naval Ships are considered *requested for deployment* to the player's Campaign. This request may be delayed due to a higher priority operation in another area. The cost of large Naval Vessels does not represent construction cost as is the case with most other Units and smaller Naval Vessels (LCVPs, for example). Instead, the Cost associated with large Naval Vessels represents the expense to deploy that Ship to the Active Player's Campaign, which is relatively high. Certain Event and Command Cards are designed to modify the timing of the Deployment of Staged Units.

V.3. SUPPLY PHASE (MANDATORY, EVERY TURN)



INFANTRY CROSS PATHS WITH A SUPPLY CONVOY IN ITALY.
US NATIONAL ARCHIVES

INSET V.3. ACTIVE PLAYER PRODUCTION PHASE ACTIONS

1. Procure/Request Deployment of additional Units by spending Income
2. Initiate construction of Emplacements, Obstacles, and/or Structures using Combat Engineers as required and by spending Income
3. Stage all procured/requested Units, Emplacements, Obstacles, and/or Structures in designated Staging Area.

TIP: Part of the challenge of Frontline General is predicting which and how many Units you'll need as well as which Units your opponent may field in advance. Beyond increasing force strength, each player must also account for probable losses of existing forces by providing replacements in advance of those losses.

Supply functions are *invisible* in Frontline General to eliminate the tracking associated with individual items of Supply such as ammunition, fuel, and food with a few exceptions. Supply is represented as a percentage cost each turn which is directly tied to the total of each player's force cost throughout the game, or Total Force Cost. Paying this percentage of Total Force Cost each turn is mandatory and represents keeping Units fully-supplied with ammunition, fuel, food, and other essentials for operation. If supply costs cannot be paid in any particular turn, this is considered a Supply Deficit and a *Supply Penalty* occurs each turn the deficit remains. Inset V.4. provides a summary of General Supply Rules.

**INSET V.4. GENERAL SUPPLY RULES**

1. Supply costs 10% (rounded to the nearest 1 currency) of the total cost of all Units currently controlled / deployed on the battlefield, and is paid during the Supply Phase, which occurs once every turn.
2. Supply Costs *DO NOT* apply to the following: Staged Units, Units with "0" Cost, Captured Enemy Units (unless subsequently used), Fixed Obstacles (Mines, Barbed wire, etc.), Bunkers w/o weapons, Pillboxes w/o weapons, or Buildings and Structures including Command Posts, the Forward HQ, Airfields, or Engineered Bridges.
3. Supply Costs *DO* apply to bunkers and pillboxes *with* weapons.

V.3.1. SUPPLY DEFICITS

Situations may occur where a player has over-extended his resources and cannot afford the cost of supply for all deployed Units. One example is if a player is "maxed-out" on Supply by fielding as many Units as permitted by supply limitations, while depending on Shipping Facilities to ease Supply Costs and/or Command Posts for additional income. If any source of income or supply is damaged, destroyed, or lost to the enemy, the player may suddenly be unable to afford to supply all of the Units he controls on the battlefield the following Turn. If a situation like this occurs, it is considered a Supply Deficit and a *Supply Penalty* takes effect to represent the supply disruption.

V.3.2. SUPPLY PENALTIES

If a player cannot afford to pay Supply Costs during their Supply Phase for all deployed Units for which Supply Costs apply, the Supply Deficit Penalty takes effect immediately, and lasts until that player's next Supply Phase. The difference between what is owed and what is paid is known as a *Supply Deficit*. The deficit directly affects the ability of Units to perform normal functions as well as combat. Enact the penalty as follows: **For the amount of Supply Cost that cannot be paid this Turn (the deficit), rounded up, multiply that value by 10.** The resulting number represents the minimum Cost Value of controlled Units that require supply that must be selected to remain Idle this Turn (i.e. these Units of the player's choice may not perform any Special Functions, Movement, or Combat since they are not supplied).

If the deficit exists beyond one Operational Turn, the penalty remains in effect, however, the same Units *MAY NOT* be selected for the Supply Deficit two Operational Turns in a row. Additional limitations exist for selecting Units to apply the Supply Deficit to as listed in Inset V.5. An example is provided in Example V.1.

INSET V.5. SUPPLY DEFICIT UNIT CHOICE LIMITATIONS

Supply Deficits may not be applied to Units in the following situations:

1. Units that were not supplied the previous Turn due to a previous Deficit
2. Units that are currently engaged in a function that requires them to spend one or more "Idle" Operational Turns.
3. Aircraft and crews of Aircraft that are currently "In Flight".
4. If applied to Crews of Units, the Unit the Crew Operates is considered inactive as well.



RE-SUPPLYING A P-47 THUNDERBOLT WITH .50 CAL AMMUNITION
US NATIONAL ARCHIVES

EXAMPLE V.1. SUPPLY DEFICIT

For this example, the German General loses a Port, Shipping Facility while he was a Passive Player. He had originally maxed out his supply dependency. It is now the next turn after losing the Port. Once the Port is lost, a Supply Deficit of 5 exists for the Germans. The German General must select $5 \times 10 = 50$ Currency worth of currently-deployed Units and make them "Idle" this Operational Turn. He chooses to not supply two Rifle Squads, two Panther G Tanks, and associated Tank Crews. These Units total 54 Currency, which more than satisfies the Supply Deficit Penalty this turn. These Units may not Move, Engage in Combat, Defend themselves if attacked, or perform any special functions until they are re-supplied, which must occur the following Operational Turn. The same Units may not be chosen the next Operational Turn if the deficit still exists.

**V.4. MOVEMENT PHASE (OPTIONAL, EVERY TURN)**

Movement of Units that may move, be transported, or towed by another Unit in the game occurs during the active player's Operational Turn Movement Phase. Movement is optional for all controlled Units. Any number of supplied, controlled Units may be moved or transported across Campaign Map / Scenario Map hexagonal spaces up to each Unit's maximum Movement Value. If a Unit becomes damaged, the maximum Movement Value will generally decrease by half as indicated on the Unit Card's damaged side. Movement for particular Units may be affected by Terrain, Event Cards, Supply Penalties, and other factors in the game. Hex to Hex movement counts Zero as the current Hex.



6-TON TRUCK TOWING A 155MM HOWITZER
US NATIONAL ARCHIVES

Movement of all Units must be declared and must occur *before* combat is resolved. Certain situations such as the Command Decisions Suspend Attack and Withdraw allow players to move after Combat has been initiated. See [Section III.3.1. Game Components and Use, Campaign / Scenario Map, Terrain](#) for specific information on hexagonal terrain limitations that hinder movement. See [Section VI.2. Special Rules, Movement](#) for specific notes on Movement, Aircraft Sorties, and Transportation.

V.5. COMBAT PHASE (OPTIONAL, EVERY TURN)

The Combat Phase is the portion of the active player's *Operational Turn* in which *Combat Engagements* are resolved. If combat is initiated by the active player, the Combat Phase is composed of one or more independently resolved Engagements. Each Engagement uses *Combat Rounds* to methodically structure all fighting in a turn-based manner. See [Section VI.6. Special Rules, Combat](#) for specific Combat situations.

Any individual Engagement may be optionally *Resolved by Miniatures* for decisive and detailed battles at the *Tactical Scale*. *Combat Rounds* at the *Tactical Scale* add additional rules and checks for factors such as *Morale*, *Target Visibility*, and Tactical Movement to increase realism and tactical options for each player. These factors also increase the time required to resolve an Engagement, and therefore, most Engagements will use the simpler Operational Scale Engagement Sequence for resolution. See [Section I.2.2. Overview, Scales, Tactical Scale](#) and [Section IX. Tactical Scale Combat Rules](#) for more information on Resolution by Miniatures.

V.5.1. COMBAT ROUNDS

The subdivision of a Combat Phase, a *Combat Round* includes one *set of Attack(s)* and *Retaliation(s)* by each player involved in any given Engagement. Using the optional Tactical Scale Combat Rules, a Combat Round also includes one optional set of Movement(s) by each player at the Tactical Scale, otherwise known as *Tactical Scale Movement* during the Battle. Combat Rounds alternate and progress until the Engagement is resolved in one of several ways.

V.5.2. INITIATING COMBAT

To engage in combat, the active player declares that one or more controlled Units will be attacking opposing Units or other Targets during the player's Combat Phase. All targets must be Legal Targets which means that each target must be within firing range of a weapon that is permitted to attack that type of Unit as indicated by the Targets Allowed Icons on each Unit Card.

V.5.3. COORDINATING ATTACKS

Multiple Units may attack a single target by simply declaring multiple individual Unit attacks against that target, as long as the Target is a Legal Target for each attacker. Each Unit may switch targets within range during the Engagement but may only participate in one Engagement per Combat Phase.



When multiple Units attack a single target, if a hit is scored, the damage is worked out immediately, before any remaining attacks occur. Since damage is applied immediately to Units that are hit, the Unit may be weaker for any remaining attacks. In the case of German Armor, one hit is usually not enough to destroy or sometimes even damage the Unit. Multiple attackers can aid in damaging superior armor.

V.5.4. RESOLVING COMBAT

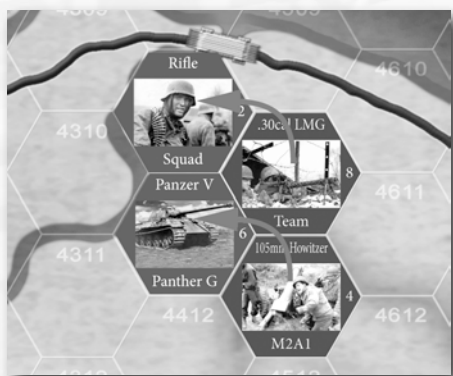
An Engagement is always resolved during the turn in which it begins. Resolution is not always caused by the defeat of opposing Units. Combat is fought from start to finish unless a Command Card that ends combat is played by either player before the end of the Engagement such as Cease Fire or Conditional Surrender. Players typically alternate Combat Rounds until resolution occurs.

V.5.5. OPERATIONAL ENGAGEMENT SEQUENCE

Inset V.6. details the Operational Engagement Sequence. The Active Player or Team is always considered the Attacker and the Passive Player or Team is always considered the Defender with respect to Combat Engagements. Note: Initiative is not rolled each Combat Round. Rounds alternate using the same order until the Engagement is resolved.

Refer to the Glossary, Appendix C, for definitions of all Combat-related terms.

For a sample Engagement, refer to the example in Section VI.7.3. regarding Armor Piercing, which also steps through the Engagement Sequence.



GERMAN AND US UNITS ENGAGE
FOR VARIOUS DETAILED COMBAT EXAMPLES, REFER TO
SECTION VI.6.7. SPECIAL RULES, COMBAT, COMBAT
EXAMPLES

INSET V.6. OPERATIONAL ENGAGEMENT SEQUENCE

1. Attacker declares attacking Units and their initial Legal Target(s).
2. Defender declares retaliating Units and their initial Legal Target(s).
3. Attacker and Defender each roll Initiative once on a 10-sided die to determine who fires first in the Engagement- either all Attacking Units or all Defending Units. The highest number wins Initiative. Tying rolls are re-rolled until one player wins. Normally, the Attacker receives a Bonus 2 Initiative on attack, but this bonus may be negated under certain conditions. If the Defender wins Initiative, it is considered a "free retaliation" Combat Round and the Defender fires first.
4. Winner of Initiative fires first using all previously declared attacking/defending Units *one at a time*, declaring which weapons will be used as each Unit fires.

With the exception of munitions that are expended all at once such as bombs, the Primary weapon and one Secondary weapon listed may be used once in a single Combat Round by each Unit as long as each weapon targets a "Legal Target".

5. To Attack/Retaliate, roll a 20-sided die to attempt to hit any pre-declared Legal Target. A hit is scored when the number rolled is equal to or greater than the "Attack Rating" for the particular weapon in use, as indicated on the Unit Card.

Special effects of rolls of 1, 19, or 20:

On a roll of 20, a critical hit occurs and the target is immediately destroyed.

On a roll of 19, the Intensity is doubled, and then added to the weapon's Damage Index.

On a roll of 1, the weapon malfunctions and may not be used during this or the next Combat Round.

6. Roll Intensity on a 10-sided die only if a hit is scored. The higher the Intensity of the hit, the better the *quality* and more critical the hit.
7. Add the weapon's Damage Index to the Intensity roll.
8. Subtract the target's Defense value to achieve Net Damage. Net Damage is what damage (if any) gets through to the target's current Endurance. This damage is cumulative in a single Combat Round only. Therefore, multiple Units that hit a single target in one Combat Round add their Net Damage results together.
9. Subtract Net Damage from the target's current Endurance value.

If total Net Damage reduces Endurance to equal to or less than half the target's full Endurance value, the target is damaged and the Unit Card is immediately flipped over to invoke the Unit's Damaged State, which varies between Units and results in degraded performance.

If total Net Damage reduces Endurance to 0 or less, the Unit is destroyed and removed from the Engagement.

Effects of damage always take effect immediately. Attack and Retaliation damage effects are *not* simultaneous. (i.e. if a Unit is destroyed, it can no longer carry out a planned attack).

10. Alternate Combat Rounds in the order determined by the first Initiative roll until either the Attacking Unit(s) or Defending Unit(s) are destroyed or until players play one or more Command Cards such as Withdraw, Cease Fire, or Conditional Surrender to end the Combat Engagement.
11. (Optional) Determine Experience gained by surviving Units, Score achieved, and update Momentum value for the group if using any or all of these Optional Rules.



V.6. DEPLOYMENT PHASE (OPTIONAL, EVERY FIFTH TURN BEGINNING WITH TURN 5, AND THEN 10, 15, ETC.

The Deployment Phase occurs at the end of every fifth Operational Turn beginning with Turn 5. Units and Structures procured and “staged” from any previous Production Phases may be optionally deployed during any subsequent Deployment Phase. Once a Unit is deployed from the Staging Area, the deploying player must begin paying to Supply that Unit, if applicable, during the next Supply Phase. Deployed Units and Structures are available for use immediately after deployment. With this in mind, freshly deployed Units are able to retaliate against any incoming attacks that may occur during the passive player’s next Operational Turn.

V.6.1. DEPLOYMENT LOCATIONS AND RESTRICTIONS

Units may deploy from the Staging Area in different locations depending on Unit Type. Certain deployment conditions must be followed as summarized in Inset V.7. To deploy a Unit, simply place the staged Unit Marker on the Map in the appropriate location and gain control of the associated Unit Card.

If playing as a Team, the General may choose to delegate control of newly deployed Units to subordinate Commanders during this Phase.

Certain Event Cards and Command Cards may modify the deployment timing of staged Units and Structures.

TABLE V.1. DEPLOYMENT LOCATIONS

Type of Unit	Deployment Location
Land Units (non-airborne Infantry, Guns, Vehicles, etc.)	Any controlled Shipping Facility
Land Units (non-airborne Infantry, Guns, Vehicles, etc.) Option to deploy with Naval Units that may transport them	On Naval Units with sufficient Transport Capacity also deploying this Turn
Aircraft	Any controlled Airfield
Naval Units (Large Ships)	Edge of the map in any empty sea hex
Naval Units (Small Ships, Landing Craft)	Within one hex of any controlled Shipping Facility / Port
Structures, Land & Shore Obstacles, Emplacements	Location where Engineers initiated construction
Command Post / Forward HQ	Location where Land Unit initiated construction

V.6.2. MODIFYING THE TIMING/PLACEMENT OF DEPLOYING UNITS

Event Cards may modify the timing positively or negatively of the arrival of staged Units. Certain Scenario guidelines may also provide reinforcements during particular Operational Turns, or may eliminate the ability to procure additional Units entirely.

Scenarios may dictate the deployment of Aircraft *in flight* if an Airfield is not available and these aircraft are accomplishing Sorties from bases outside of the playable area.

Design Note: Deployment of Airborne Units are not covered in these rules since the *Frontline General Italian Campaign Introduction* does not include Airborne Units. Future additions to the game will include Paratroopers, Gliders, and supporting Aircraft such as Transports.

V.6.3. LARGE NAVAL SHIP DEPLOYMENT REQUESTS

Large Naval Ships are staged as normal Units. However, since these ships are in high demand for other wartime needs, actually receiving the ships may be delayed by up to 3 Operational Turns after the routine deployment phase. To determine if a large naval ship remains staged, roll a ten-sided die and compare the result to Table V.II.

TABLE V.2. NAVAL SHIP DEPLOYMENT DELAYS

Roll	Result
1-7	Large Naval Ship deploys on time
8	Deployment delayed 1 Operational Turn
9	Deployment delayed 2 Operational Turns
10	Deployment delayed 3 Operational Turns



AN LST DEPLOYS 2-1/2 AND 1-1/2 TON TRUCKS DIRECTLY ON A BEACH DURING D-DAY
US NATIONAL ARCHIVES



SECTION VI

SPECIAL RULES & FUNCTIONS

VI.1. COMMAND

VI.1.1. SURRENDER

Surrender is Unit-specific, conditional or unconditional, and may occur in several situations, some beyond the control of the General / Commander in charge of the surrendering Units. As Units Surrender at the Tactical Scale, Morale drops for any remaining Units. As Morale drops, the chances of an unconditional surrender for remaining Units increases. The points in a scored game and any bonuses applied for the capturing force vary based on how Units surrender (whether conditional or unconditional). Units that Surrender, regardless of the method, survive, captured by the enemy. Based on the type of Unit, that Unit may be removed from the game or turned over to the enemy for potential use. Inset VI.1. describes the ways in which Conditional and Unconditional Surrender may occur.

INSET VI.1. EVENTS THAT TRIGGER SURRENDER

Conditional Surrender occurs by:

1. The controlling General playing the Command Card "Conditional Surrender" and offering terms to the opposing General, usually for mutual gain. See [Section IV.3.2., Command & Control, Command Decisions, Conditional Surrender](#) for more information.

Unconditional Surrender occurs by:

1. Becoming surrounded on all sides (all six hex spaces) at the Operational Scale and being unable to "break through" the surrounding Units after 1 full Operational Turn.
2. As declared by controlling General
3. Loss of Morale at the Tactical Scale

If Conditional Surrender is negotiated between Generals for one or more Units, refer to the effects of the Command Decision "Conditional Surrender". Conditional Surrender is typically associated with the entire side of a particular Combat Engagement rather than selected Units.

At the Tactical Scale, when a Unit or group of Units Surrenders, Morale drops by 1 for the surrendering side and rises by 1 for the capturing side. See [Section IX. Tactical Scale Combat Rules](#) for more information on loss of Morale.

Enemy Units involved in Combat against Units that *Unconditionally Surrender* each receive one Experience Roll. In addition, if the game is scored, the Units that Uncondi-



US POWs ARE MARCHED UNDER GUARD DOWN A EUROPEAN STREET IN EARLY BATTLE OF THE BULGE FIGHTING
US NATIONAL ARCHIVES

tionally Surrender are worth twice their normal Cost Value in Points.

Enemy Units involved in Combat against Units that *Conditionally Surrender* as a result of a negotiation of Conditional Surrender do not receive an Experience Roll. If the game is scored, these Units are worth their normal Cost Value in Points.

VI.1.2. CAPTURE

If a Unit Surrenders in any way, including as a result of being surrounded on all sides (all six bordering hexes) that Unit becomes captured. Depending on the type of Unit captured, certain effects occur.

Captured infantry are immediately removed from the Map or Battle Table.

Equipment, Emplacements, Structures, and Units such as Tanks, Guns, Vehicles, and all other crewed Units, once captured, may be used by the capturing force at the General's option, as long as the capturing force assumes the associated Supply Cost of each captured Unit and also supplies a crew as required. As an alternative, captured crewed Units may be destroyed or abandoned by their captors. This does not result in additional score in a scored game or additional experience due to Unit destruction.

If a Pilot survives the destruction of his aircraft while in flight, the Pilot parachutes down to the space immediately below the aircraft. If that space is enemy-occupied, the Pilot is immediately captured.

If a naval Unit is captured, the crew is removed and the Unit is destroyed (scuttled). This does not result in additional score in a scored game or additional experience due to Unit destruction.



VI.2. MOVEMENT

VI.2.1. MOVEMENT WITHIN RANGE OF AN ENEMY – DEFENSIVE COMBAT

Movement of one or more Units to within range of an enemy Unit may result in initiation of Combat by the Active Player. If not initiated by the Active Player, the Passive Player or Players have the option to initiate Combat. To initiate a Combat Engagement as an attacker, generally, the active player will move his or her Units within range of a Legal Target, and then declare that combat will occur during the Combat Phase with those Units. If combat is not initiated by the active player as a result of moving Units within range of an opposing Unit or Units, the passive player may initiate Defensive Combat during the active player's Combat Phase. In the case of Defensive Combat initiation by the passive player, *the attacker's normal Initiative Bonus of 2 is negated.*

VI.2.2. AIRCRAFT MOVEMENT RATE AND TURNS OF FLIGHT

All aircraft have a Special Characteristic called Turns of Flight (X) where X is a numerical value. This rating represents the number of Operational Movement Phases that the associated aircraft may remain "in flight" without landing while moving up to its maximum Movement rate in each of those Phases. Aircraft movement rates and Turns of Flight are based on actual historical speeds and fuel capacities of each aircraft in the game. The entire flight path and any Combat Missions of all of the active player's aircraft must be declared prior to moving the aircraft. See [Section VI.2.2. Special Rules & Functions, Movement, Aircraft Sorties](#) for more information.

Turns of Flight remaining for each aircraft in flight is reduced by one for each Operational Movement Phase of the active player. Using a six-sided die on the corresponding Unit Card, players may track Turns of Flight by "counting down" each

TIP: Regarding aircraft movement, players should be aware that sending an aircraft on a sortie that makes full use of the range of that aircraft is risky. The risk is that the aircraft may reach its destination, engage in combat, become damaged, and only make it halfway back due to its "reduced movement" as a result of damage received.

Movement Phase which represents fuel depletion. If this count reaches one, and the aircraft cannot make its destination

during that Movement Phase, the aircraft crashes. Some aircraft, typically Fighters, have a Turns of Flight (1) characteristic. These short range aircraft must take off and land in the same Operational Turn.

VI.2.3. AIRCRAFT SORTIES

The handling of aircraft missions is unique compared to other Units in the game. Aircraft are provided with orders for a particular "sortie" or mission from the airfield where they take flight (or the point where they enter the Map). They may not deviate from that mission except under certain conditions that threaten the aircraft. In this way, they are exempt from the normal Command Radius rules (they do not suffer penalties for operations outside of the Command Radius). The intent of an aircraft's mission must be declared if the aircraft exits a friendly Command Radius. If the aircraft remains within a friendly Command Radius for the duration of its flight, its mission does not have to be declared. Once the aircraft exits the Command Radius, the orders will be executed without deviation unless that aircraft faces a threat in-flight beyond the Command Radius.



US PILOTS RECEIVE A BRIEFING ON THE NEXT SORTIE OVER EUROPE
US NATIONAL ARCHIVES

To change an aircraft's mission in-flight, that aircraft must be within any friendly Command Radius. Full aircraft flight paths must always be declared during the Movement Phase. Complex flight paths should be marked using Numbered ID Counters. Aircraft may remain in flight for up to the number of Operational Turns equal to that aircraft's "Turns of Flight" rating. This rating, in combina-



tion with the Movement Rate of the aircraft, defines its effective range from base. Aircraft may exit Combat after any number of even Combat Rounds without penalty and this is not considered a withdrawal unless exiting from an engagement that involves an enemy aircraft. Certain Command Decisions including Surrender and Withdraw do not apply to aircraft in flight. As with all Units, aircraft may only receive Command Decisions if within a friendly Command Radius once the Command Card is played.

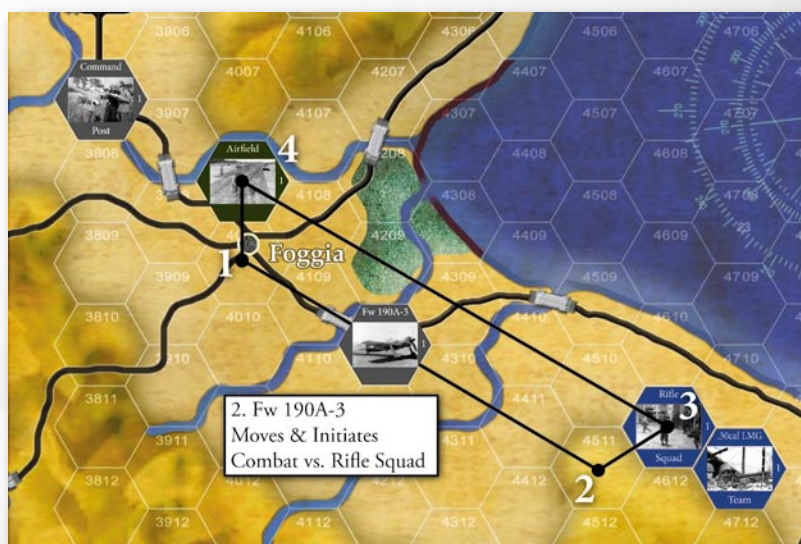
If an aircraft outside of a friendly Command Radius faces an air-to-air threat or ground-to-air threat such as Anti-Aircraft fire or incoming enemy fighters, the aircraft sortie may be modified. This is considered a choice made by the Pilot or Air Crew, enacted by the player. For example, a US Liberator Bomber leaves its friendly Command Radius. The aircraft's mission is declared as bombing a particular bridge. On the way to the bridge, opposing German FW-190 fighters intercept the Bomber, attack it, and damage it before being destroyed by the bomber's P-51 Mustang escorts. The controlling player declares that the Liberator will return to base rather than continue on to bomb the bridge. This declaration modifies the sortie and is allowed based on the threat and resulting damage received by the aircraft.

An aircraft Sortie is provided in Example VI.1. In this example, the German player is the Active Player and he is accomplishing his Operational Turn Movement and Combat Phases. He sends an Fw 190A-3 fighter plane on a Sortie by first declaring the flight path (indicated by the four waypoints). He declares that the aircraft will attack the US Rifle Squad at waypoint 3, and then return to base following Combat. In step 1, the Sortie is declared. Step 2 encompasses movement

and then resolution of the Combat Engagement. Since the Aircraft has Turns of Flight (1), the fighter must land during the same Turn at a friendly airfield. The German player accomplishes the remaining portion of the Sortie, returning to base, after Combat Resolution is complete.



EXAMPLE VI.1. AIRCRAFT SORTIE - STEP 1. FW 190A-3 SORTIE DECLARED.



EXAMPLE VI.1. AIRCRAFT SORTIE - STEP 2. FW 190A-3 MOVES & INITIATES COMBAT VS. RIFLE SQUAD.



EXAMPLE VI.1. AIRCRAFT SORTIE - STEP 3. FW 190A-3 RESOLVES COMBAT & RETURNS TO BASE.



GERMAN FW 190A-3 UNIT CARD



VI.2.4. NOTES ON MOVEMENT

Terrain affects Unit movement by providing natural challenges and barriers to the progress of land and sea Units across Operational Map hexes. Terrain may also affect where certain Units/Structures may be placed, such as Airfields, which generally require flat terrain. Regarding Movement, land-based Units, especially vehicles, are most affected by the challenges of difficult terrain. See [Section III.3.1. Game Components, Campaign / Scenario Map, Terrain](#) for more information on the effects of Terrain and how to overcome these challenges.

Some Units include Special Characteristics which may require an “idle” Movement Phase in order to take effect. For example, deployment/packing of a towed Gun requires one Idle Movement Phase. Deployment of some heavy caliber guns may take multiple “idle” phases.

Idle Movement Phase: *A Movement Phase in which a Unit performs no other action in order to invoke the Special Characteristic that requires that Unit to remain idle.*

Similarly, some Unit functions may require an Idle Turn for an action to be completed. This is considered a full Operational Turn from the time the function is declared to the same Phase one Operational Turn later. In order to be considered idle, this Unit must not perform any action (movement, combat, etc.) during the entire Idle Turn.

An Idle Phase differs from an Idle Turn in that an Idle Phase allows the Unit to operate as normal during other Operational Turn Phases (the Combat Phase, for example).

Several other functions such as “digging in” of Infantry may occur during the active player’s Movement Phase as indicated by the Special Characteristics of Infantry/Crew Units. If “Dug In”, place a “Dug In” Counter on the appropriate Unit Card. Units that dig in are afforded greater protection and a Defense Value of 2 instead of 0.



DUG IN GERMAN MG-42 TEAM.

VI.3. TRANSPORTATION

A Squad generally consists of about 8-12 individual Soldiers. A Team consists of 2-4 individual Soldiers. Certain individuals, such as “Pilots” are considered single Soldiers. Transportation Units and other expedient transportation methods are used to carry various types of Infantry to destinations. Units may not move and also be carried by a transportation Unit in the same Movement Phase. All Transportation occurs during the Operational Scale Movement Phase or the Tactical Scale Movement Round.

VI.3.1. TRANSPORTATION OF SQUADS

To transport Squads, there are several Units specifically built for this purpose such as Halftracks and Landing Craft. These Units have the “Transport, Squad (X)” special function, where X represents the number of Squads that may be carried (or X times 10 individual Soldiers). There are also a few other ways to transport Squads, using Units that are not specifically built for that purpose such as Tanks.

For example, the US M3A1 Halftrack has Transport, Squad (1). Therefore, one squad of any type (engineering, mortar, rifle, etc.) may board and be carried by the Unit.



THE US M3A1 HALFTRACK MAY TRANSPORT (1) SQUAD

VI.3.2. TRANSPORTATION OF SOLDIERS AND TEAMS

Smaller Units such as the German BMW R75 Motorcycle or the US Jeep may be used to transport individual Soldiers or Teams such as Forward Observation Teams, MG Teams, or Pilots and other individuals. Typically, these Units will have the special function “Transport, Soldier (X)” where X is the number of individual Soldiers that may be transported.



VI.3.3. TRANSPORTATION METHODOLOGY

To transport a Soldier, Team, or Squad during the Operational Movement Phase simply move a transporting Unit such as a Halftrack into the same hex as the Soldier, Team, or Squad to be transported. Declare what that Unit is transporting in general terms (i.e. “#1 US M3A1 Halftrack is picking up #4 Rifle Squad”, etc.), “stack” the Unit Markers together, and complete any remaining movement of the transporting Unit. It may also be helpful to cascade the associated Unit Cards together. There is no Idle Phase or Turn required to board or disembark transporting Units. If the maximum movement value of the transporting Unit has not yet been reached, the transporting Unit may continue its Movement with passengers. See Example VI.2. for an illustration of Rifle Squad transportation by a Halftrack.

Disembarking:

To dismount a transporting Unit, simply declare that the Unit has disembarked during the Movement Phase. It may be helpful to separate the previously cascaded Unit Cards.

Soldiers, Teams, or Squads riding tanks (expedient) or carried in transporting vehicles may disembark the Unit at any time during the Movement Phase without penalty or at any time during the Combat Phase, as long as the transporting Unit spends one “Idle” Combat Round while the disembarkation takes place.

Move or be transported:

Units may either be transported or they may move- they may NOT accomplish both actions during the same Movement Phase. For example, a Rifle Squad is picked

up by a Halftrack, transported to another hex, and then disembarks. The Rifle Squad may not move since it has spent this Movement Phase as passengers on a transporting Unit.

“Dig In” not applicable during transport:

Infantry “in transit” may not “Dig In”. Also, transit time does not count as the “Idle” time required for digging in.



EXAMPLE VI.2. SQUAD TRANSPORTATION.

Open Top / Back:

Some transportation Units have “Open Top/Back” as a Special Characteristic. This means that similar to Crews operating most Self-Propelled Guns, Soldiers, Teams, and Squads “in transit” are exposed, and therefore subject to direct attack. If targeted directly, a Soldier or Squad “in transit” is afforded some protection, equal to the Defense value of the Unit transporting that Soldier, Team, or Squad (if non-zero). For example, a Rifle Squad is transported by an M3A1 Halftrack, and is attacked directly. If the Squad is hit, the Defense Value of the Halftrack (1) is used for the calculation of Net Damage instead of the Squad’s Defense Value (0).

VI.3.4. EXPEDIENT TRANSPORTATION

As an alternative means of transportation, Soldiers, Teams, and Squads may “ride” on top of “medium or larger Tanks”, defined as a Cost of 10 Currency or greater, as an expedient method of transportation.

The tanks used for this purpose must be at least medium in size, and are limited to carrying 10 individual Soldiers or 1 Squad.



Units transported in this manner DO NOT use the Defensive values of the Tanks transporting them if they are attacked directly, since the Units are generally more exposed. In addition, a Tank transporting Soldiers MAY NOT fire its primary weapon during any Combat, unless the soldiers disembark the Tank by spending an "Idle" Combat Round during the Engagement.

VI.3.5. TOWING UNITS

Some Units include the ability to tow or transport other Units. Tow and Transportation functions are handled within the active player's Movement Phase. In general, towing a Unit requires an Idle Movement Phase where the towing and towed Units are attached and another Idle Movement Phase to detach the towing and towed Units once a destination is reached.

Tow Capacity:

Units with the Special Characteristic "Tow Capacity (X)" are the primary towing Units in the game. Tow Capacity, X, is either S for Small, M for Medium, or L for Large. A Unit with Tow Capacity (X) may tow Units that require the specified Tow Capacity or less.

Zero Movement:

If a Unit has a Movement Value of "0", this either indicates Unit / Structure immobility, or that the Unit requires the assistance of a towing / transporting Unit for relocation. This is typical for many crewed weapons such as artillery. Towed Units are identified by a Special characteristic called "Towed Gun (X, Y)", where X denotes the size of the towing Unit required for mobilization, and Y, if provided, denotes if multiple vehicles are required to tow the Unit in multiple sections (as may be the case with larger caliber guns that require two Units for Towing).

Manhandling Small Towed Guns:

Some smaller caliber Guns and other Units may either be towed or "manhandled" by their Crews. Units that may be moved in this way normally include both a Movement Value and a Towed Gun (S) special characteristic.



A US ARTILLERY CREW MANHANDLES A HOWITZER
US NATIONAL ARCHIVES

VI.3.6. SURVIVAL IF THE TRANSPORTING/TOWING UNIT IS DESTROYED

If the transporting or towing Unit is attacked and destroyed, the controlling player rolls for the survival of each Unit "in transit" as shown in Table V.1., using a 10-sided die.

TABLE VI.1. SURVIVAL OF UNITS IN TRANSIT

Roll	Result
1-5	Unit(s) "in transit" is destroyed
6-8	Unit(s) "in transit" survive, damaged
9-10	Unit(s) "in transit" survive, intact

VI.4. MAINTENANCE, REPAIR, & RESTORATION

Routine maintenance is considered covered and accomplished on all Units that require maintenance, as long as those Units are supplied. Crews routinely accomplished this in the field. However, if a Unit becomes "Damaged" the capability and methods to repair that Unit depends on the Unit type. Each Command Post includes a small maintenance facility for the restoration of damaged ground Units and each Airfield also includes the ability to repair and restore Aircraft. Only ONE Unit may be repaired during a single Operational Turn at each Command Post or Forward HQ.

VI.4.1. REPAIR/RESTORATION OF DAMAGED UNITS

Infantry:

Infantry may not be *individually* restored to full Endurance in the timeframe of a single game. However, two IDENTICAL "Damaged" Infantry Units may be combined into ONE Unit at the Option of the General. To enact this, simply declare it, spend one "Idle" Operational Turn with each separate Unit in the same hex, and then remove one of the Unit Cards and its associated Unit Marker from the game. Once this is complete, flip the remaining single "Damaged" Unit Card back over to the card's front.

If either or both Units are experienced, their experience Stars are combined, but they may not exceed five total Stars (choose and discard any extra Stars). There is no cost associated with this combination of Units to restore Infantry.



Vehicles/Tanks:

Vehicles and Tanks may be repaired at any friendly Command Post or the Forward HQ by spending one "Idle" Operational Turn and paying half of that Unit's Cost Value, rounded up. Once the repair is paid and the Idle turn has passed, flip the "Damaged" Unit Card back over to the front side and remove any OnDamage effects.

Artillery Units:

Artillery may not be repaired unless packed and towed to a Command Post or Forward HQ. If towed to any friendly Command Post or Forward HQ, Artillery may be repaired at any friendly Command Post or the Forward HQ by spending one "Idle" Operational Turn and paying half of that Unit's Cost Value, rounded up. Once the repair is paid and the Idle turn has passed, flip the "Damaged" Unit Card back over to the front side and remove any OnDamage effects.

Aircraft:

Aircraft may be repaired at any controlled Airfield by spending one "Idle" Operational Turn and paying half of that Unit's Cost Value, rounded up. Once the repair is paid and the Idle turn has passed, flip the "Damaged" Unit Card back over to the front side and remove any OnDamage effects.

Structures & Emplacements:

Structures and Emplacements may only be repaired by Combat Engineers. Obstacles may not be repaired. To Repair Structures, refer to [Section VI.5. Engineering Functions](#).

Design Note: The *Frontline General Italian Campaign Introduction* does not include support Units such as specialized Unit Recovery Vehicles. Future additions to *Frontline General* will include Units that specialize in recovery and repair of damaged Units in the field, as well as repair of Units at Repair Depots. Naval Units may not be repaired in this version of the game, but future additions will include Naval Repair Facilities as well, such as floating dry-docks.



REPAIR OF TANK TRACKS IN THE FIELD
US NATIONAL ARCHIVES



REPAIR OF A B-17 FLYING FORTRESS ENGINE
US NATIONAL ARCHIVES



VI.5. ENGINEERING FUNCTIONS

The main responsibilities of Combat Engineers are to alleviate the movement of friendly forces and limit the movement of the enemy. Combat Engineers in World War II were used to prepare both anti-infantry and anti-tank obstacles, to detect and detonate or remove mines, to improve unsuitable ground for tanks, vehicles, and aircraft, and to construct temporary bridges for emergency crossings among other tasks. Engineers were also sometimes used as frontline Infantry. Engineers had the necessary tools and equipment to accomplish all of these missions, and could be called upon on short notice. Their actions were usually closely coordinated with the infantry and armor divisions that depended on them.

VI.5.1. COMBAT ENGINEERS

Combat Engineers may be used for attack or defense as Infantry, or they may perform specialized functions such as construction of Engineered Bridges, Airfields, and other Structures, construction of Emplacements and Obstacles, laying of Mine Fields, and destruction or clearing of these elements. Specialized Combat Engineering functions are described in this section, including the method of performing

these functions in the *Frontline General Italian Campaign Introduction*. To perform any engineering function, players simply declare the desired function during the appropriate Phase of their Operational Turn, or during the Combat Movement portion of the Tactical Scale turn. Construction / placement of new Structures, Emplacements, or Obstacles may only occur during the Production Phase. As with all Units, they are considered Staged until the next Deployment Phase. During this time, Engineers must remain in the hex where construction occurs.

Combat Engineer Squad

5

FRONTLINE GENERAL™

A German Panzergruppe crosses a river in an assault boat.

1938

1

0

0

1

0

0

Armament

● (4) Mauser Rifles	12	1	0/3	
● (1) MG34 Team	14	0	0/3	
● (1) Luger	13	0	0/0	

Special

Combat Engineering: Dig In; Double Fire (MG34)

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GERMAN COMBAT ENGINEER SQUAD, UNIT CARD

In Frontline General, Emplacement Units such as Panther Turrets, Bunkers, Pillboxes, Dragon's Teeth, and other major defenses are usually set up according to the Scenario guidelines before the game begins due to the time required to construct them. In addition to the initial setup, as the game progresses, certain Units such as Combat Engineers may place defenses such as minefields, barbed wire, and small pillboxes. Some of these Units are only available on the German side such as the Panther Turret Emplacement. In this case, the Unit Cards are specific to the country of origin.



ALLIED SOLDIER EXITS A DESTROYED PANTHER TURRET EMPLACEMENT
US NATIONAL ARCHIVES

Obstacles such as Minefields and Barbed Wire are considered "Neutral" Units and may be placed by either side. Obstacles do not receive experience, nor are they subject to Supply costs. The Obstacle stays active in a hex space until Engineers clear the area or until it is attacked and destroyed as a normal Unit. As Obstacles are damaged, safe passage of a limited number of Infantry or Vehicles may occur as an OnDamage Effect.

Engineers may create or destroy obstacles, bridges, and other structures, but they generally depend on other Units for support and cover. Equipped with demolition skills, Engineers may be used to destroy bunkers and other fixed Emplacements. Reconnaissance plays a role in the ability to scout out and destroy these Emplacements quickly and effectively.

VI.5.2. NEGOTIATING NATURAL TERRAIN

Combat Engineers must not only overcome man-made obstacles and fortifications, but they must also negotiate natural terrain that would otherwise prevent the movement of friendly forces, specifically, Rivers. Engineers may assist friendly forces with the negotiation of natural terrain in a variety of ways.



Engineered Bridges:

Bridges that span Rivers may either be “Intact” or “Destroyed”. Combat Engineers may destroy bridges or they may build expedient Engineered Bridges as a means to replace a destroyed bridge as a more permanent crossing. Engineered Bridges are Neutral Units that are purchased and staged as normal Units; however, construction is overseen by Combat Engineers. See Construction of Structures, Bridges, and Obstacles, below.



US COMBAT ENGINEERS CONSTRUCT A PONTOON BRIDGE
US NATIONAL ARCHIVES

Even without an Engineered or Existing bridge, Combat Engineers may aid with temporary crossings of Rivers. Without Engineers, fording is also possible, but there is a high probability of fording Units becoming swamped and rendered useless.

Expedient Crossing Assistance for Infantry:

To assist Infantry with expedient crossings of rivers without Bridges by fording, Combat Engineers may occupy the same hex where the Crossing is attempted. Engineers provide gear such as small boats to decrease the chance of damage to Infantry from crossing the river. For all Infantry checks to cross the river, apply a Bonus of 2 to the check. This modifies the normal check of 4+ on a ten-sided die for a successful crossing to a check of 2+ for success. Refer to Section III.3.1. Game Components & Use, Campaign / Scenario Map, Terrain for more information on river crossing checks *without* Engineers.

TIP: Obstacles, Emplacements, river crossings, and coastal defenses will present advantages defensively and challenges offensively to players of the game seeking to advance their Units forward. Not all of these challenges are encountered at once, but as they are encountered and overcome, the versatility and importance of Engineering Squads will become apparent to each player. It is important to keep them mobilized along with armor that can offer protection for their missions.

VI.5.3. CONSTRUCTION OF STRUCTURES, BRIDGES, AND OBSTACLES

Most Structures, Engineered Bridges, Emplacements, and Obstacles require Combat Engineers to initiate construction and assist until completion. Airfields, Engineered Bridges, Emplacements, and Obstacles are all constructed during any Production Phase by first ensuring that one Combat Engineer Squad is available in the hex where construction will occur to place *each* constructed Item. The Engineers must remain in that space as “Idle” during construction time. Once Engineers are in place for construction, purchase the Unit to be constructed, stage that Unit as a normal Unit, and declare that the Engineers are Idle and engaged in construction. Construction is complete upon the next Deployment Phase. Inset VI.2. lists special construction considerations.

INSET VI.2. CONSTRUCTION CONSIDERATIONS

1. Combat Engineers must remain “Idle” during construction.
2. Construction begins during the Production Phase and ends during the next Deployment Phase.
3. If Combat Engineers are attacked during construction, they may retaliate, essentially placing the project on hold and fighting as Infantry. However, each Combat Phase that Combat Engineers choose to participate in delays construction of that Item by 1 Operational Turn.
4. Combat Engineers may not “Dig In” during the Construction of any Unit.
5. Command Posts and Forward HQ, even though considered “structures”, do not require Combat Engineers for construction. See Section IV. Command & Control for more information on establishing and/or relocating these Units.



VI.5.4. DESTRUCTION OF STRUCTURES, BRIDGES, AND OBSTACLES BY DETONATION

Combat Engineers may detonate Structures, Bridges, Obstacles, Ports, and other Units by detonation or other means of clearing. This is accomplished by Combat Engineers first entering the hex where the structure, bridge, or obstacle is located, and then declaring the intent of the Engineers. Successful Reconnaissance previously performed on the item will result in a more efficient clearing operation. A single Combat Engineer Squad may attempt clearing of a single Obstacle in a single Operational Movement Phase.

For example, the US player moves a Combat Engineer Squad into a hex containing a Minefield. The US player declares "This Combat Engineer Squad will attempt to clear the Minefield this Movement Phase." No attack against that Structure, Bridge, or Obstacle is required, and no Idle Phase is required. Instead, refer to Table VI.2. for various check rolls required depending on the item to be detonated / cleared. Roll the check on a single ten-sided die. The result must be equal to or greater than the required check number. If the check is unsuccessful, the Combat Engineers may remain in the hex and attempt the clearing action again during the next Operational Movement Phase. Each additional check becomes easier to achieve, since some work has already been performed on the detonation or clearing action. Inset VI.3. provides additional considerations on detonation.



US COMBAT ENGINEERS DETONATE A TARGET IN OKINAWA
US NATIONAL ARCHIVES

TABLE VI.2. DETONATION / CLEARING CHECK ROLLS FOR COMBAT ENGINEERS

Item To Be Cleared	1st Check	2nd Check	3rd Check	4th Check
Existing Bridge	5	3	2	No Roll
Engineered Bridge	4	2	No Roll	N/A
Obstacle - Infantry	3	2	No Roll	N/A
Obstacle - Vehicle	5	4	3	No Roll
Emplacement	6	5	4	No Roll
Airfield	4	2	No Roll	N/A
Shipping Facility	4	2	No Roll	N/A

Note: If an Obstacle is an Obstacle for both Infantry and Vehicles, use the highest check roll.

Note: If Reconnaissance (by any Reconnaissance Unit) is performed on the item prior to detonation or clearing, the Check Roll required is decreased by 2.



A US COMBAT ENGINEER SETS C4 CHARGES ALONG A BRIDGE
US NATIONAL ARCHIVES

INSET VI.3. DETONATION CONSIDERATIONS

1. One Engineer Squad is required for each Item in a hex that is to be cleared.
2. Engineers may detonate a Bridge from either hex the bridge connects.
3. If clearance is successful according to the check roll, the Obstacle or other Structure is immediately removed from the Map.
4. In the case of detonation of an Existing Bridge, the Bridge is marked with a "Collapsed Bridge" Unit Marker.



VI.6. RECONNAISSANCE

The act of gathering intelligence on the strength, location, and/or disposition of the enemy is considered a Reconnaissance action. Certain Units specialize in land-based Reconnaissance such as the US Jeep and the German BMW R-75 Motorcycle. Other Units may perform Reconnaissance by air. Reconnaissance may provide valuable information regarding enemy strength or location and is *required* to locate and attack certain Units such as Command Posts and Forward Observer Teams, which are generally hidden.

TIP: To avoid having to use dangerous probing attacks to determine true enemy strength, consider accomplishing Reconnaissance on enemy Units prior to attacking.

Design Note: The *Frontline General Italian Campaign Introduction* does not include aerial reconnaissance Units. Future additions to *Frontline General* will include Units that specialize in aerial reconnaissance.

Optional Fog of War rules allow “stacks” of Units to remain relatively secret until Units are within range to Attack.

Reconnaissance is performed during the Movement Phase of the controlling player's Operational Turn. Reconnaissance

Units may move within range of an enemy “Stack” of Units and then attempt a Reconnaissance action. Recon Units may not participate in any Combat Engagement during the same Operational Turn in which they performed Reconnaissance.

VI.6.1. RECONNAISSANCE METHODOLOGY

To perform Reconnaissance, once per Movement Phase, a Unit with this function declares the focus of the Recon, which may be up to one hexagonal space away. This is typically an enemy “stack” of Units. Once declared, the controlling player rolls a ten-sided die once. For land-based Reconnaissance Units, a roll of 5 or better indicates success versus most Units. See [Section VI.6.2.](#) for information on Reconnaissance against Hidden Units.

If successful, reveal the “Stack” of enemy Units and add Bonus 1 Initiative for any Attacks against the revealed Units for the current Operational Turn only. This bonus is cumulative with the normal Attack Initiative Bonus of 2.

Reconnaissance may also be used to aid Combat Engineers in the preparation for destruction or clearing of Items such as minefields, emplacements, and other Structures and Obstacles. Successful Reconnaissance on Items to be cleared by Combat Engineers requires the normal check roll of 5 or better for success. If successful, the Recon Action increases the efficiency of clearing that item for the Engineers. See [Section VI.5. Engineering Functions](#) for more information.



REMOVING FILM FROM A P-38 LIGHTNING ADAPTED FOR RECONNAISSANCE MISSIONS
US NATIONAL ARCHIVES

VI.6.2. RECONNAISSANCE AGAINST HIDDEN UNITS

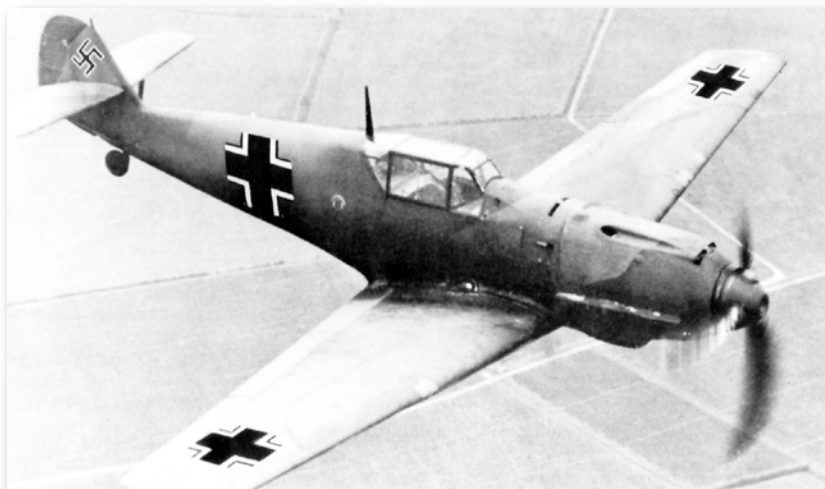
Most Units that perform Reconnaissance also remain Hidden as long as they do not attack an enemy. Enemy Recon Units may attempt to find Hidden Recon Units and other Hidden Units by attempting Reconnaissance against them. Hidden Units increase the difficulty of successful Reconnaissance by 3. Therefore, an 8 or better is required for Recon success against any Hidden Unit.



SMALL VEHICLES SUCH AS THE BMW R75 WERE COMMONLY USED FOR RECONNAISSANCE MISSIONS.



VI.7. COMBAT



GERMAN MESSERSCHMITT 109
US NATIONAL ARCHIVES

VI.7.2. BULLET-FIRING WEAPONS VS. ARMOR

Bullet weapons, unless designated as armor-piercing, cannot affect Units with Defense values equal to or greater than 2.

VI.7.3. ARMOR PIERCING

Units with the AP (Weapon, X) Special Characteristic may fire armor-piercing or high-velocity rounds at the option of the controlling player. The ability to pierce armor is both weapon and armor dependent in cases where the armor is rated as stronger than the ability of the weapon to pierce that armor.

Any required checks are made after a "hit is scored". To use AP rounds against armored targets, simply declare that AP rounds are to be used during the Combat Engagement. In general, HE (High Explosive) rounds are used by default and are more effective against targets that are unarmored. To determine if armor is pierced, refer to Inset VI.5. Refer to Example VI.3. for an illustration of Armor Piercing rounds in action.

VI.7.1. SCRAMBLING AIRCRAFT

One exception to the rule that all Movement occurs during the active player's Movement Phase is regarding scrambling aircraft. The passive player may scramble (quickly launch) grounded aircraft to intercept incoming enemy aircraft regardless of whether or not the incoming enemy aircraft will be used for attack. The controller of the scrambled aircraft is still considered the Defender. This is considered Defensive Combat which negates the Attacker's normal Initiative Bonus of 2. Aircraft Sorties apply to scrambling aircraft. Refer to the Conditions to Scramble Aircraft in Inset VI.4.

INSET VI.4. CONDITIONS TO SCRAMBLE AIRCRAFT

1. The scrambling aircraft must be within defensive attack range within one Turn Of Flight of a point on the attacker's Flight Path as defined by the scrambling aircraft's Turns of Flight characteristic, Movement value, and the enemy's declared Sortie.
2. The incoming enemy aircraft must be engaged during the active player's Combat Phase. After the defensive engagement is resolved, the scrambled aircraft may remain in flight within the hex where combat occurred, or may return to a base within range of their remaining Movement, as long as this Flight Path was declared prior to resolving combat.

TIP: For the purposes of defensive Aircraft engagements and movement of Aircraft in general, it may be helpful to mark each aircraft's flight path using ID Counters, scrap paper, or dice as "waypoints". This is generally helpful for mobilizing large numbers of aircraft.

INSET VI.5. DETERMINATION OF ARMOR PIERCING

1. Compare the Armor Piercing Rating of the weapon to the target's Defense Value.

If the Weapon's AP rating exceeds the target's Defense, only a Weapon Check is required to determine if the target's Armor has been pierced.

If the Weapon's Armor Piercing Rating is equal to or less than the target's Defense, two checks are required after a hit is scored- an AP Weapon Check and an AP Armor Check. The AP Weapon Check, rolled by the Attacker, must pass and the Armor check, rolled by the Defender, must fail in order to pierce the target's Armor.

2. Accomplish an **AP Weapon Check**. Roll a 10-sided Die. Result must be equal to or less than the value of AP (Weapon, X) to proceed with an AP Armor Check as required. If an AP Armor Check is not required, and the AP Weapon Check Passes, the Armor is pierced. If the AP Weapon Check fails, the target's Armor was not pierced and no further checks are required.
3. As required, accomplish an **AP Armor Check**. If the target's Defense Value is equal to or greater than the AP rating of the weapon, and an AP Weapon Check has been accomplished and passes, Defender rolls a 10-sided Die. Result must be equal to or less than the value of the target's Defense for the armor check to pass. Upon failure, the Armor is pierced.

If armor is pierced as a result of either situation above, ignore the target's Defense when calculating Net Damage **AND ALSO apply Damage to the Crew**. Otherwise, treat the hit as normal, account for Defense when calculating Net Damage, and **do not** apply the hit to the Crew.



Example VI.3. Illustration of Armor Piercing & the Combat Engagement Sequence

Two US 57mm AT Guns face off against a German Panzer IV tank. In this example, optional experience Rules are also illustrated. The progression of the Combat Engagement is as follows:

Synopsis

Two US 57mm AT Guns are deployed into position and crewed with orders to hold the line against any counterattacking German forces. The German player sends a Panzer IV to probe the US defenses.

Combat Resolution

It is the German player's Operational Turn. Initiative is rolled on a ten-sided die and the German tank receives the Bonus 2 Attack Initiative bonus. The German player rolls a 5 (+2) = 7. The US player rolls an 8. This means that both 57mm Guns will have the opportunity for first action against the tank. In addition, US Artillery Crew #1 has an Experience Bonus called "Exploit Weakness". This Bonus is factored in during the attack. The US Player checks range to the enemy. The target Panzer IV is within range since the tank was moved into the same hex as the guns. He declares, "Each gun will attack the Panzer IV using AP rounds". The crews load the AP projectiles and fire at the tank.



A US SOLDIER INSPECTS THE RESULT OF AN ARMOR PIERCING ROUND THAT KNOCKED OUT THIS TIGER TANK
US NATIONAL ARCHIVES

About the US Artillery Crew's Experience

Exploit Weakness states "Bonus 1 Intensity during all Combat". Since Intensity represents how well a shot is placed on a target, the Exploit Weakness experience bonus represents some knowledge of the basic vulnerabilities of the experienced Unit's typical targets, in this case, tanks.



COMBATANTS IN EXAMPLE VI.3.
TWO 57MM AT GUN M1s AND CREWS,
ONE PANZER IV AUSF. G AND CREW



Opening Fire

The US player makes an attack roll for Crew #1's 57mm Anti-tank Gun. He needs to roll at least a 13 on a twenty-sided die in order to score a hit. He rolls 14, which is indeed a hit against the oncoming Panzer IV.

Since a hit was scored using armor-piercing (AP) rounds, the US player must determine if the target tank's armor was actually pierced. Comparing the AP rating of the Gun to the Defense Value of the tank, it is apparent that both an AP Weapon Check must pass and an AP Armor Check must fail since the Armor (Defense=4) is superior to the weapon (AP=3).

Before rolling Intensity, the US player now rolls to see how well his gun performed using its armor-piercing 57mm rounds by rolling an AP Weapon Check. On a ten-sided die, he needs a 3 or less, according to the 57mm AT Gun Unit Card (Under "Special", AP). He rolls a 5. The shell did not pierce the tank's armor outright, but the tank may still take damage.

Intensity and Damage

Since the AP round did not perform, the Panzer IV's defense value is still a factor when figuring Net Damage. The US player rolls a ten-sided die for Intensity and scores a 6.

Factoring in Experience for Crew #1

US Artillery Crew #1 is experienced from previous battles. Add 1 to the Intensity roll because of Crew #1's Exploit Weakness experience bonus, which is indicated by the silver star on the Unit Card.

Damage Index (DI)

The "power rating" of the weapon relative to other weapons in the game is called the damage index. This is derived from actual historical weapon performance data. The 57mm has a DI of 2, which will be added to Intensity and the Experience bonus to calculate Raw Damage. This total is $6+1+2=9$.

Subtracting Defense

Since the AP round did not pierce the armor of the Panzer IV outright, the Panzer IV's defense value of 4 is still a factor in the Net Damage calculation. Therefore, $9-4=5$ points of Net Damage inflicted.

Applying Damage

The Panzer IV's Endurance value is a 10. Check the back of the card to find out the half breakpoint, which is a 5. Since 5 points of damage were inflicted by Crew #1's attack, subtract 5 from 10. This is enough damage to reach that half breakpoint, so the Panzer IV card is immediately flipped over to its damaged side.

Artillery Crew #2

Crew #2 fires its AP round into the damaged Panzer IV. A twenty-sided die is rolled for Crew #2's Attack. The result is a 15, which is also a direct hit with the second of two 57mm Guns.

Was the Armor Pierced?

Again, for the second gun, players check to see if the armor-piercing rounds did what they were designed to do. However, the Panzer IV's defense has been degraded due to the previous hit (Defense Value is now a 3). Since the Defense Value of the tank is equal to the AP rating of the AT Gun, two checks may still be required to determine if the armor was pierced.

The US player rolls an AP Weapon Check using a ten-sided die looking for a 3 or less. He rolls a 2 so the AP Weapon Check passes.

The German player rolls an AP Armor Check since the weapon and armor are similarly rated. He must roll a 3 or less on a 10-sided die based on the damaged tank's defense value. He rolls a 5, failing the AP Armor Check.

As a result, the shell penetrated the Panzer IV's armor. Defense is ignored for this hit for the purpose of determining Net Damage.

Intensity and Damage

Since the AP round successfully penetrated the Panzer IV, the Panzer IV's defense value is considered "0" regardless of the current Panzer's Defense, which is normally a 3 for the damaged Panzer IV. The AP round's success also indicates that the Tank Crew receives damage from the shell **in addition** to the tank. The Intensity and DI combination is applied to **both** the Panzer IV Crew and the Panzer IV itself. The US player rolls a ten-sided die for Intensity and the result is a 4.

Applying Damage

Panzer IV. The total of the 57mm Gun DI (2) and the Intensity roll (4) is 6 Raw Damage. Normally, the Panzer IV would survive this attack due to its armor, even if damaged since $6-3=3$, which would be less than the required 5 Endurance points to knock it out. However, since the AP round was successful, the Panzer IV's defense is "ignored" when applying the raw damage. Therefore, 6 damage points get through to the already-damaged tank, which destroys the tank. What happens to the crew?



DAMAGED PANZER IV AUSF. G
DEFENSE IS DEGRADED



Panzer IV Tank Crew. When any Unit is destroyed, the survival of its Crew is checked as applicable (Refer to Section VI.7.5. Special Rules & Functions, Combat, Crew Survival for details on Crew Survival).

Since an AP round penetrated the tank's armor, the Crew may receive damage or destruction even before the normal Crew Survival check would occur, which may compound damage to the crew. To check for Crew Survival, simply apply the same 6 damage points from the AP round to the tank crew. The German Tank Crew Unit Card specifies a full Endurance of 8. Applying damage, $8-6=2$, which is beyond the half breakpoint for Endurance. This means that the German Tank Crew becomes damaged as a result of the AP Round.

Since the tank was destroyed from the AP round, a Crew Survival Check is rolled by the German player on a 10-sided die. A 7 is the result, which normally indicates that the Crew survives, damaged. However, since they are already damaged, the Crew is instead destroyed.

Experience Rolls

Experience is optional in the game and is covered under Section VIII.2. Optional Rules, Experience.

US Artillery Crews #1 and #2 each receive **one** experience roll for their successful battle. A ten-sided die roll for Crew #1 results in a 4, or "No Bonus" per Table VIII.1. Experience. A ten-sided die roll for Crew #2 results in a 7, "Vigilant" which means "Bonus 1 Initiative as a Defender".

The Combat Engagement ends with the defenders victorious before the Panzer IV has a chance to fire or withdraw.
After Action Report

Two US 57mm Gun crews won defensive Initiative on an approaching Panzer IV, which was possibly sent to probe US defenses in preparation for an attack. The US Gun Crews were ready. Two 57mm Guns were in range and fired armor-piercing shells at the Panzer IV, hitting on both accounts. The initial round impacted the tank and caused significant damage, while the second round from the second 57mm Gun finished off the Panzer. The Crew was also taken out as a result of the tank's destruction.

In Team Play Command, this example summary of the action is reported by the US player (the Commander) to the General. The General may react by ordering the Commander to move additional reinforcements to the area in the event of another encounter.



A US 57mm AT Gun Crew in Italy fires from a defensive position
US NATIONAL ARCHIVES

VI.7.4. EXPENDING LIMITED MUNITIONS

Aircraft-Launched Bombs, Torpedoes, & Depth Charges

Listed as a single primary or secondary weapon on aircraft, Bombs, Torpedoes, & Depth Charges are expended all at once against a single target. Once expended, mark the weapon as "depleted" by placing a "Munitions Depleted" counter over the weapon directly on the Unit Card as shown. Once an aircraft lands at a controlled airfield, remove any Munitions Depleted counters.



A B-24J LIBERATOR UNIT CARD MARKED WITH A MUNITIONS DEPLETED COUNTER



VI.7.5. CREW SURVIVAL

Similar to how Units “in transit” may survive if the transporting Unit is destroyed, Crews may also survive if the Unit they Crew is destroyed. To determine Crew Survival, Roll a ten-sided die and compare the result to Table VI.3.

TABLE VI.3. CREW SURVIVAL

Roll	Result
1-5	Crew is destroyed
6-8	Crew survives, damaged
9-10	Crew survives, intact

Crews of Aircraft *in flight* that are shot down during Combat and survive intact or damaged are considered to parachute down to the space immediately below the location of the aerial Combat Engagement. This may result in Unit Capture if that space is enemy-occupied.

If a Crew is already damaged and receives additional damage as a result of a Crew Survival Check, that Crew is destroyed instead.

Crews that survive a Combat Engagement may be assigned a new Unit to crew as soon as a new Unit is provided to them.

VI.7.6. ARTILLERY FIRE MISSIONS

Units with the **Fire Missions** Special Characteristic may order one or more Units with the **Indirect Fire** Special Characteristic to accomplish a Fire Mission, or a call for rear objective-based fire support from one or more active, deployed gun(s). In order to provide support, the Gun(s) must have already accomplished setup by the time Combat begins (if setup time is required). Several different Fire Missions are available, as described in this section, which attempt to accomplish different objectives. To declare a Fire Mission, the Forward Observer Team (FO) must be within Spotting Range of the target or area, the Fire Mission declared, and any special bonuses applied. Refer to Example VI.4. for an illustration of how to accomplish a Fire Mission. For additional examples, refer to the *October 2007 edition of Frontline General News*, available online.

VI.7.6.1. FORWARD OBSERVERS

Forward Observers are used in the game as spotters for Artillery Fire Missions. A Forward Observer Team includes the Special Characteristic **Spotting Range (X/Y)**,



A HIDDEN US ARTILLERY OBSERVATION POST
US NATIONAL ARCHIVES

where X is the spotting range in Operational Hexes, and Y is the spotting range in Inches at the tactical scale. This represents the distance to the intended target within which the Observer must be in order to call for indirect fire. One FO Team may be used to provide Fire Missions for all Artillery within range of the observed target. Once an FO Team is in place and within range to observe the enemy, the team coordinates observed fire, which may be objective-based.

VI.7.6.2. DESTROY:

The default Fire Mission if no other type is declared, the intent of a Destroy Fire Mission is to call fire against the enemy for the purpose of destruction of one or more targets. **An Attack Bonus of 3 applies since the fire is observed.** With each subsequent Combat Round, this Attack Bonus increases by 1 against the same target regardless of whether a “hit is scored”. Maximum Bonus of 10 applies.

Fire for Effect:

May be used after at least one hit is scored against a legal target by any indirect firing Gun and FO Team combination during the current or previous Combat Round. Fire for Effect expends **all munitions** in rapid succession against one or more targets. **Chance of hitting is increased by 6 due to a successful hit from at least one gun during the current or previous Combat Round.** Only one attack is rolled for all so-ordered Guns. If a “hit is scored” then all so ordered Guns hit the target and individually resolve damage with the following bonus: The Intensity Roll result is doubled prior to adding each weapon’s DI. Special Considerations of using Fire for Effect are provided in Inset VI.6.

**INSET VI.6. FIRE FOR EFFECT CONSIDERATIONS**

1. One or all guns may be ordered to Fire for Effect on any previously hit target. However, once ordered, any Unit engaged in a Fire for Effect mission may not continue to attack for the remainder of the Engagement due to munitions expenditure and recovery time.
2. Units Firing for Effect have completed all Combat Phase actions. This is not considered a withdrawal; the Units are considered still present on the battlefield and are therefore still “legal targets” for return fire if the opposing force is able and within range.
3. Munitions become available and the Unit may attack as normal as soon as the next Supply Phase is completed (as long as Supply Costs are paid).

Pin:

Force the enemy to take cover for a limited period of time and, in so doing, prevent him from fighting. A successful Pin results in an enemy Unit that is unable to attack, move, or withdraw during their next Combat Round. ***Attack Bonus of 3 applies since the fire is observed.*** If a “hit is scored”, replace all Damage effects with the effect of Pin instead.

If the Attack result is an 18 or higher for any gun that hits, in addition to the effect of Pin, apply damage from that gun to the targeted enemy.

Blind:

Take away the enemy’s vision for a limited time- to include firing smoke rounds- block his observation, prevent him from delivering observed fire or interfere with his movements. Using Smoke Rounds, this type of fire will attempt to screen the enemy and hamper visibility. The effects of ***Smoke*** apply if the Blind attack is successful. Area Attack Bonus of 5 applies. If a “hit is scored”, replace all Damage effects with the effect of Blind instead.

Interdict:

Halt an attacking or retreating enemy in his movements for a limited time or prevent him from passing through a specified sector of terrain. If an enemy is attempting to attack or withdraw from Combat, and a player is prepared to use Artillery to Interdict, after winning initiative, the Fire Mission may be attempted. If successful, all enemies in the target zone are delayed from withdrawing or attacking by one additional Combat Round, which in the case of a Withdrawal, results in another required Withdraw Initiative check the following Combat Round.

In the case of an attacking enemy, an Interdict Fire Mission may be attempted *before* Initiative is checked. A successful Interdict Fire Mission results in an automatic Initiative win by the defender for any remaining Units. An Interdict Area Fire Attack Bonus of 5 applies. If a “hit is scored”, Interdict is successful. Replace all Damage effects with the effect of Interdict.



A US CREW RELOADS THEIR 155MM GUN
US NATIONAL ARCHIVES

If the Attack result is an 18 or higher for any gun that hits, in addition to the effect of Interdict, apply damage from that gun to a random enemy attempting to attack or withdraw.

Cover:

Observe a specified area and be ready to combat an enemy with observed fire as soon as he enters that area. Cover is declared in the Operational Turn as an alternative to Combat. The covered area should be specified (typically one operational hex). If the enemy enters that area, do not roll Initiative. If an Attacker enters the Covered area during their Movement Phase, Cover triggers, resulting in automatic win of Initiative for the Defender. Covering Gun(s) may then fire at the advancing enemy with an Attack Bonus of 3. Cover may be combined with any other Fire Mission, and since this essentially represents “registered” fire on a designated area, all Attack Bonuses are cumulative.

Design Note: Beyond researching and incorporating gun statistics such as range, muzzle velocity, and projectile weight, the methods to deploy and fire these powerful weapons have also been incorporated. To be fully effective, players may pair a concealed Forward Observer with one or more Guns to request accurate Fire Missions against enemy targets. Without an FO on the front, the guns may still fire, but at a considerable sacrifice of accuracy, and without the benefit of effects-based Fire Missions that depend on observation.

In line with the historical use of World War II Artillery to neutralize an enemy, players may declare specific objectives for the Artillery Crews they command. In requesting each Fire Mission, the default objective is to ‘destroy’ the enemy; however, ‘Pin’, ‘Blind’, ‘Interdict’, ‘Cover’, and ‘Fire for Effect’ are also available. Each type of Fire Mission has a different purpose during the game, and if Artillery is to be effectively used, players will have to learn when and how to take advantage of the effects of each.



Example VI.4. Illustration of an Artillery Fire Mission, Interdiction of the Enemy.

“Interdict” may halt an enemy in his tracks, disrupting him and forcing him into cover. Interdict has the objective to delay an enemy’s attack or withdrawal.

Synopsis

In this example, German troops are caught in the open after attempting to counterattack a US position along a defensive line. Several US 105-mm Howitzer M2A1’s are in place behind the line, ready to support US troops who are charged with holding the line against the on-coming counterattack.

The German player attempts an attack using Rifle Squads, a Tank Hunter Team, and a Tiger I, chasing after several Units involved in a failed US attack during a previous turn. Damaged US tanks return to the rear and meet up with dug-in US infantry including three Rifle Squads, a Forward Observer Team, and a company of 105-mm Howitzers (3 Guns) just further south. The US Player attempts to disrupt the Germans in their path using an “Interdict” Fire Mission called in to the company of Howitzers by the FO Team.



US 105MM HOWITZER FIRES
US NATIONAL ARCHIVES

Opening Moves

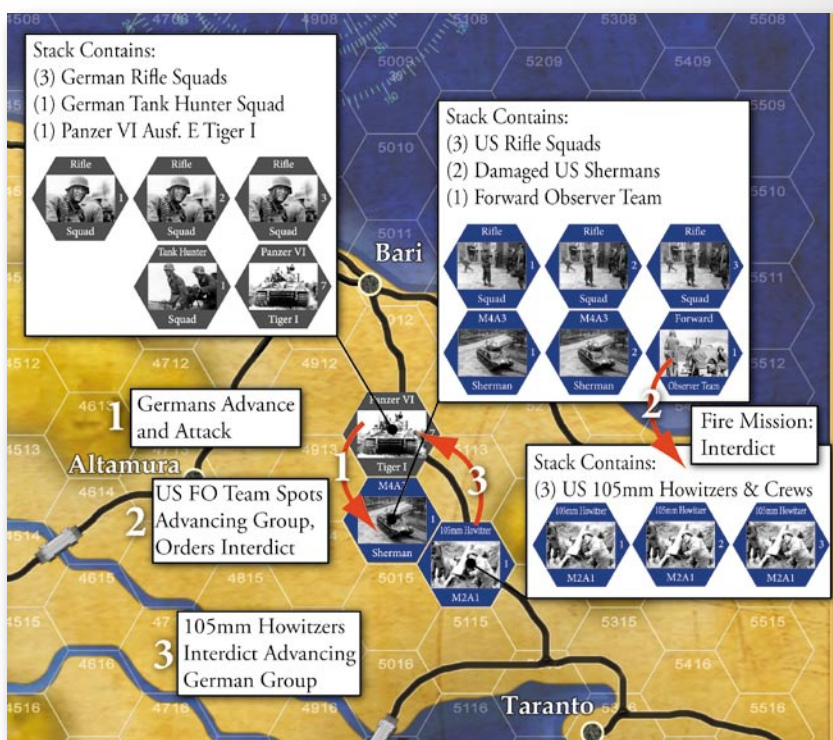
The German player moves his Tiger I and accompanying Infantry into the hex where the dug-in FO Team, dug-in Riflemen, and 2 Damaged Sherman Tanks are holding the line. In an attempt to delay the ensuing German attack and control the initiative, the US Defending player declares the following at the very beginning of the German Player’s Operational Combat Phase: “I am going to attempt an Interdict Fire Mission against your attacking force using all of my 105mm Howitzers”.

Since there are three Guns attempting to Interdict, the US Player will have three chances to be successful.

As a side note, the US player could have chosen to attempt an interdiction with only one or two guns, saving the third for a different type of Fire Mission during the same Combat Round. Of course, this lessens the chance of achieving Interdiction.

Combat Initiation By the Germans

Before Initiative, as the Germans enter the hex, the FO Team calls in the Fire Mission with Interdict as the desired effect. The company of US 105mm Howitzers opens fire. Each Gun normally needs a 15 or higher to ‘score a hit’. However, the area fire bonus of 5 applies to the Interdict Fire Mission. Therefore, a 10 or greater must be rolled instead. One gun must hit for success. However, all attacks



EXAMPLE VI.4. INTERDICTION OF THE ENEMY

should be rolled since an 18 or greater means that damage will be inflicted on a random enemy. Each gun’s results are as follows: 105mm Howitzer #1: 12 (Successful Interdict); 105mm Howitzer #2: 9 (Unsuccessful); 105mm Howitzer #3: 18 (Successful + Damaging). The Fire Mission is successful. The US Player automatically wins initiative over the approaching Germans. In addition, Gun #3 actually hit one of the approaching enemies.

Hitting an Enemy in the Process of Interdiction

To determine which enemy was hit by the third 105, the German Units are counted and an appropriate die rolled to determine the recipient. The randomization results in one of the exposed German Tank Hunter Squads bearing the brunt of a 105mm HE Shell. Since they are not ‘dug in’, defense is a “0” for the German Squad. Intensity is rolled. The result is a 4. Adding the shell’s Damage Index of 5, the total Net Damage is a 9. This is enough to damage the Squad. The Squad’s Card is flipped over.

The Initiative Advantage Goes To the US Player

The US player has automatically won the initiative as a defender, which affords a great advantage, due to the successful Interdiction of the attacking Germans by the indirect fire of the 105’s. He has also caused damage to one of the approaching enemies in the process. The rest of the Combat Phase is now played out with the US Player using his dug-in Infantry, damaged Tanks, and 105’s (perhaps using “Destroy” or “Pin” Fire Missions in subsequent rounds) to defend the line against the Germans. The German player would have a hard time justifying pressing his counterattack if further damage is sustained.



SECTION VII

STRUCTURES, CITIES & PORTS

VII.1. KEY CITIES

Key cities are strategic strong points in Frontline General. Depending on the Game Type and Win Conditions determined at the beginning of the game, Key Cities may also be Primary or Secondary Objectives. To capture and control a Key City at the Operational Scale, *at least two land-based Units, one of which must be infantry*, must occupy the hex containing the City. Most Cities are defined by a single hexagonal space, while others are defined by two or more spaces. If a City is larger than one hex, control of that City is determined by controlling each of the City's hexes according to the rule above. Controlling a Key City has benefits and drawbacks. Benefits and drawbacks that apply to occupying a Key City are summarized in Inset VII.1.

INSET VII.1. BENEFITS AND DRAWBACKS OF KEY CITIES

Benefits:

1. Bonus 1 Defense for all Infantry due to cover from existing buildings. This is cumulative with Dig In bonus if applicable.
2. Bonus 1 Defensive Initiative for all Units.
3. A Command Post may be established in an existing building at half cost.
4. If tracking Momentum, upon capture of a Key City, Momentum for the group increases by one.
5. If tracking Momentum, upon enemy loss of a Key City Momentum for the controlling group decreases by one.
6. Vehicles are more vulnerable. If a vehicle enters a Key City with intent to attack, attack Initiative bonus of 2 is negated.

Drawbacks:

1. No Fog of War. Due to civilians sympathetic to the enemy, Fog Of War rules do not apply in Key Cities. Opponent(s) may request that the "stack" of Units present in the City be revealed at any time during their Operational Turn. Hidden units remain hidden.

VII.2. RUINED CITIES

Cities not designated as Key Cities are considered Ruined Cities. Occupying ruined Cities offers some benefits and drawbacks due to the additional cover provided by ruined buildings. Ruined Cities are typically not designated as Objectives but this is not always the case. Unlike Key Cities, Fog of War applies in Ruined Cities due to assumed lack of civilian activity in the area. The benefits that apply to occupying a Ruined City are summarized in Inset VII.2.

INSET VII.2. BENEFITS OF RUINED CITIES

Benefits:

1. Bonus 1 Defense for all Infantry due to cover from ruined buildings. This is cumulative with Dig In bonus if applicable.
2. Bonus 1 Defensive Initiative for all Units.
3. Vehicles are more vulnerable. If a vehicle enters a Ruined City with intent to attack, attack Initiative Bonus of 2 is negated.



SALERNO BAY, ITALY
US NATIONAL ARCHIVES

VII.3. SHIPPING FACILITIES (PORTS)

Shipping Facilities are typically Coastal Cities that offer the ability to receive supplies and reinforcements by sea using transport ships or other means, which function behind the scenes in the current version of the game. Inset VII.3. describes the benefits to occupying a Shipping Facility.

INSET VII.3. BENEFITS OF SHIPPING FACILITIES

Benefits:

1. Reduces the cost of Supply each Operational Turn by 5 Currency for the controlling country.
2. Acts as the primary receiving point for new land-based Units upon deployment (exceptions apply, see Section V.6. Operational Turn Sequence, Deployment Phase for more information).

VII.3.1. DESIGNATION OF SHIPPING FACILITIES

Shipping Facilities are Key or Ruined coastal Cities that are designated to also function as Ports. These Ports are designated prior to beginning an Operational Game as determined by players or the Campaign / Scenario setup guidelines. If attacked and either damaged or destroyed, Shipping Facilities may not be re-built within the time-frame of a single game.



VII.3.2. CONTROL OF SHIPPING FACILITIES

Shipping Facilities are controlled as a Neutral Unit Card with Zero cost. A single Land-based Infantry Unit of any type must remain in the Shipping Facility hex for that side to retain control of the Facility. Once captured, advantages of controlling the Shipping Facility take effect the next Operational Turn. If a Shipping Facility is also a Key City, control of that Shipping Facility inherits the more stringent requirements of controlling a Key City.

VII.3.3. DEPLOYMENT OF UNITS AT SHIPPING FACILITIES

Certain Units may be deployed at Shipping Facilities during the Unit Placement Phase. See Turn Sequence, Unit Placement for more information.

VII.3.4. DESTRUCTION OF SHIPPING FACILITIES

For the purpose of targeting, Shipping Facilities are considered “vehicles”. Combat Engineers may detonate these facilities using explosives or they may be attacked as a normal Unit. Small arms and smaller shelled weapons have no damaging effects on Shipping Facilities. To damage and destroy a Shipping Facility if attacking it as a Unit, attackers must use artillery shells equal to or larger than 155mm or bombs equal to or larger than 500 lb. Destruction of Shipping Facilities by Combat Engineer Detonation is covered in [Section VI.5. Engineering Functions](#).

VII.4. BRIDGES

Frontline General Operational/Scenario Maps include a variety of Terrain including rivers. Typically, where a road crosses a river, an intact Existing Bridge will be present. This is not always the case- some Scenarios include Bridges that have been previously demolished, which pose a challenge for armies attempting to cross the river where a Bridge once stood. This challenge may be overcome in several ways. Preventing an army from crossing a river is also challenging. In regards to each challenge, Combat Engineers play a pivotal role and are generally the most efficient at effecting or preventing crossings. Bridges may be used by either side and are considered Neutral Units. There are two types of Bridges in the game. Existing and Engineered. Existing bridges are either intact and fully capable of transporting Units or are destroyed. Engineered bridges are considered Units and may be intact, damaged, or destroyed.

VII.4.1. MARKING OF BRIDGES

Intact Existing Bridge

On Operational/Scenario Maps, an intact Existing Bridge is the default map graphic for river crossings. No special Unit Marker is required as long as the Bridge remains intact.

Intact Engineered Bridge

If a Bridge is an intact Engineered Bridge, typically required for replacement of collapsed existing bridges, mark it with the Neutral Engineered Bridge Unit Marker.



Damaged Engineered Bridge

If an Engineered Bridge becomes damaged, simply flip the Engineered Bridge Unit Card and follow the OnDamage instructions, which limit the use of the Bridge.

Destroyed Bridge (Existing or Engineered)

If an Existing Bridge has been destroyed, mark it with a “Collapsed Bridge” Unit Marker. If an Engineered Bridge has been destroyed, remove the Unit Marker from the Map similar to the destruction of a regular Unit.



VII.4.2. CONTROL OF BRIDGES

Bridges are considered “controlled” if one or more land-based Units occupy each hex (or side) that the Bridge connects. A Bridge does not require that Units be present on each side at all times for use. However, if one side of the Bridge contains enemy land-based Unit(s), the Bridge may not be crossed, except to engage those Unit(s) in Combat.

VII.4.3. CONSTRUCTION OF BRIDGES

New Engineered Bridges are constructed by Combat Engineers as part of a declared Engineering Function. See [Section VI.5. Engineering Functions](#) for details on Bridge Construction.

VII.4.4. DESTRUCTION OF BRIDGES

The type of Bridge (Existing or Engineered) determines the minimum requirements for its destruction. For the purpose of targeting, all Bridges are considered “vehicles”. Small Arms and Machine Guns (MGs) have no damaging effect on Existing or Engineered Bridges. Destruction of Bridges by Combat Engineer Detonation is covered in [Section VI.5. Engineering Functions](#).



ENGINEERED BRIDGE UNIT CARD



Existing Bridges

To destroy an intact Existing Bridge, Combat Engineers may be used to set and detonate explosives at key structural locations. Existing Bridges may also be destroyed by artillery equal to or larger than 155mm and bombs larger than 500 lb. To destroy an Existing Bridge by means other than Combat Engineers, target the Bridge as a vehicle with appropriate weaponry. If a “hit is scored” the Bridge is destroyed.

Engineered Bridges

Engineered Bridges may be attacked and destroyed as a normal Unit or detonated by Combat Engineers. Weapons larger than 15mm Canons must be used to damage and destroy an Engineered Bridge. To destroy an Engineered Bridge by means other than Combat Engineers, target the Bridge as a vehicle with appropriate weaponry. If a “hit is scored” and enough damage is inflicted on the Bridge according to the Engineered Bridge Unit Card, the Engineered Bridge is destroyed.

VII.5. AIRFIELDS

Airfields are treated the same whether they are Existing or constructed during the game by Combat Engineers. Airfields are Neutral Structures that may be built, used, captured, or destroyed by either side. Airfields allow aircraft of all types to take off and land during Operational Movement Phases without limit unless damaged. Each Airfield has its own Unit Card and is either considered “intact and undamaged”, “intact and damaged”, or destroyed. If damaged, OnDamage effects restrict operations.

VII.5.1. CONTROL OF AIRFIELDS

Airfields are considered “controlled” if one or more land-based Units occupy the same hex that contains the Airfield. Airfields do not have to remain controlled in order to be used by either side. However, if control of the Airfield is lost while an aircraft is in flight, landing at that Airfield or any enemy controlled Airfield will result in capture of the aircraft and Pilot/Crew.

VII.5.2. CONSTRUCTION OF AIRFIELDS

New Airfields are constructed by Combat Engineers as part of a declared Engineering Function during the Operational Production Phase. See [Section VI.5. Engineering Functions](#) for details on Airfield Construction.



AIRFIELD UNIT CARD

VII.5.3. DESTRUCTION OF AIRFIELDS

For the purpose of targeting, Airfields are considered “vehicles”. Combat Engineers may detonate Airfields or they may be attacked as a normal Unit. Small arms and smaller shelled weapons have no damaging effects on Airfields. To damage and destroy an Airfield if attacking it as a Unit, attackers must use artillery shells equal to or larger than 155mm or bombs equal to or larger than 500 lb. Destruction of Airfields by Combat Engineers is covered in [Section VI.5. Engineering Functions](#).

VII.5.4. ATTACKING GROUNDED AIRCRAFT

Aircraft may be grounded on Airfields for various reasons including inclement weather Event Cards or simply not having a pilot available to fly the aircraft. Grounded aircraft may be targeted as “vehicles” and attacked by any enemy Unit. If the Airfield is destroyed, all grounded aircraft on that Airfield are also destroyed. When on the ground, pilots and crews are considered to be separate from their aircraft and are treated as Infantry.



A FLOODED RIVER GROUNDS THESE LAISON AIRCRAFT
US NATIONAL ARCHIVES



SECTION VIII

OPTIONAL RULES

This section introduces several Optional Rules that players may wish to incorporate including Fog of War, Experience, and Momentum. Tactical Scale Combat Rules are also optional, but due to the scope of those rules, they are organized into their own section.

VIII.1. FOG OF WAR

Fog of War is a rule that limits opponent's knowledge of the Units that compose various Unit Marker Stacks on Operational Maps. Regardless of whether Fog of War rules are used, when an Engagement is initiated, the opposing 'stacks' must be revealed because the Units are considered close enough to visually identify each other for targeting purposes.

Without Fog of War, stacks of Unit Markers must be revealed upon request at any time by any player.

With Fog of War, physical Stacks of Unit Markers remain hidden until certain events occur which require them to be revealed. Players know the general locations of their opponent's forces by looking at the Campaign / Scenario Map. Fog of War makes this intelligence less than perfect. The specific Units below the top Unit in each 'Stack'

of Unit Markers remain unknown to opponents. In this way, Units on the battlefield may operate somewhat 'concealed' until one of the revealing events occurs, which are listed in Inset VIII.1.

INSET VIII.1. EVENTS THAT REQUIRE OPPONENTS TO REVEAL A STACK OF UNITS

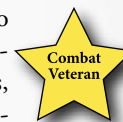
1. Attacking
2. Defending against an attack
3. Performing Reconnaissance
4. Certain Event Cards

With Fog of War, it is more dangerous to blindly enter Units into a Combat Engagement without performing reconnaissance, since Units hidden beneath the top Unit are unknown.

Several Units in the game may perform land-based Reconnaissance to scout enemy Stacks of Units. Reconnaissance Units provide intelligence that may aid the player in identifying the enemy's strengths, weaknesses, and location. For more information on Reconnaissance functions in the game, see [Section VI.6. Special Rules & Functions, Reconnaissance](#). For more information on Unit Stacking, see [Section III.2. Game Components & Use, Unit Markers](#).

VIII.2. EXPERIENCE

Optional Experience Rules effect bonuses to crews and infantry who demonstrate excellent combat performance. Large naval ships, which include crews, may also earn experience. Experience does not apply to the actual artillery piece, vehicle, tank, or aircraft, but rather to the Crew or Infantry commandeering that Unit. Naval ships are an exception to the application of experience since the Crew is included in any request for deployment. In this way, Experience stays with crew if the Unit in use is abandoned or destroyed and the crew survives. Units may earn Experience during the game as detailed by Inset VIII.2.



INSET VIII.2. EVENTS THAT EARN EXPERIENCE ROLLS FOR CREWS / INFANTRY

1. Combat Action. A unit's crew / operator that successfully destroys or captures an enemy Unit earns the chance to roll for experience at the end of that Engagement.
2. Forcing A Withdrawal. If during an Engagement an enemy Unit withdraws (as a result of the Command Decision Withdraw, or at the tactical scale, as a result of loss of Morale), any *opposing* crews, squads, soldiers, or naval ships involved with the Engagement earn one experience roll at the end of the Engagement.
3. Purchase. Players may choose to purchase up to three "Experience Rolls" at a cost of **5 Currency per roll** at the time a crew, squad, or soldier is purchased, or Large Naval Unit is requested for deployment. The total number of Experience Rolls purchased must be declared at once, as the Unit is purchased. They are subsequently rolled as the Unit is staged.
4. Certain Event Cards. Certain Event Cards provide experienced Units upon deployment.

VIII.2.1. EXPERIENCE LIMITATIONS

Units may earn multiple Experience Stars, including multiples of the same star, which provide cumulative bonuses, however, **each unit is limited to five total Experience Stars**.

VIII.2.2. APPLYING EXPERIENCE BONUSES

Bonuses provided by experience stars apply to the Crew or Infantry engaged in Combat as well as the Unit they operate. For example, an experienced US Pilot receives a Marksman, Primary experience star, which provides an attack bonus for use of a primary weapon. In this case, the primary weapon may be the machine guns of the aircraft the Pilot flies.



VIII.2.3. TRACKING EXPERIENCE

To keep track of earned experience, players place printed and cut colored Experience Stars directly on the corresponding Crew, Infantry, or Naval Unit Card in play as shown.

TABLE VIII.1. EARNED EXPERIENCE

Roll	Result
1-4	No Bonus
5	Marksman, Primary
6	Marksman, Secondary
7	Vigilant
8	Stealthy
9	Exploit Weakness
10	Combat Veteran

VIII.2.4. EXPERIENCE ROLLS & BONUSES

To roll for Experience as required, roll a 10-sided die and compare the result on Table VIII.1. Inset VIII.3. provides Experience identification and Bonus descriptions.

INSET VIII.3. EXPERIENCE BONUSES



Marksman, Primary: Bonus 1 Attack with primary weapon only.



Marksman, Secondary: Bonus 1 Attack with secondary weapon(s) only. If no secondary weapon exists, apply this bonus to primary weapon.



Vigilant: Bonus 1 Initiative as a Defender.



Stealthy: Bonus 1 Initiative as an Attacker.



Exploit Weakness: Bonus 1 Intensity during all combat.



Combat Veteran: Bonus 1 Initiative as an Attacker or Defender. Combat Veterans will not become routed at the Tactical Scale. The minimum Morale of Combat Veterans, regardless of events that cause loss of Morale is 2.



AN EXPERIENCED US PILOT

VIII.3. MOMENTUM

Since combat damage is not resolved simultaneously, Initiative is a very important part of the game. Initiative is an abstract representation of a very real factor in combat- the timing and ability to open fire on an enemy, and preferably to the enemy's surprise. Initiative is typically a battle-specific statistic. This means that it is revisited/rechecked as each new battle occurs.

However, there is another option for players who want to see their battles linked together in some way. By incorporating the optional Rules for Momentum, the successes (or failures) of one battle can be linked to another throughout the game, for various groups of Units engaging in those battles. This factor, aptly called *Momentum*, takes Initiative to the next level, and can really affect the course of the Scenario or Campaign.

As an option, Momentum modifies the *future Initiatives* of groups of Units, positively or negatively, and is a dynamic factor that is tracked at the group level. Positive Momentum can offer great advantages among multiple battles, turning routine Engagements into waves of accelerating attacks.

VIII.3.1. TRACKING MOMENTUM

Tracking is simple, but it is additional work during the game, which is why the Rules for Momentum are optional. Momentum is tracked per group of *three or more* Units by using just one of two different colored six-sided die. One color, for example gray, is used to represent negative momentum while another die, for example blue, represents positive momentum. Usually, the Unit Cards are arranged according to how the actual Unit Markers are grouped on the map, which is good general practice. To indicate momentum, simply place the appropriate colored die on top of the group of Unit Cards and "count" as required, increasing or decreasing the momentum value as battles are won or lost among a group of three or more Units.



VIII.3.2. APPLYING MOMENTUM

Winning battles results in *positive* Momentum. Count the positive Momentum die (blue) up by one for each battle won. For the next engagement, simply add the *positive* Momentum bonus (the blue die value) to that group's Attack Initiative roll. Losing battles results in *negative* Momentum. Count the Momentum die down by one for each battle lost. If "zero" would be reached from any momentum change, simply remove the die. This is considered *neutral* and results in neither a bonus nor a penalty to the group's future Initiative. If less than 1 is reached, the die is changed to the negative Momentum (gray) die. For the next Engagement, if the die is gray, subtract the *negative* Momentum penalty from that group's Initiative roll.

VIII.3.3. BREAKING MOMENTUM

Momentum may be "broken" in several ways, resetting it to zero or neutral for the group, depending on the situation. Positive Momentum is "broken" by losing the next battle, by having to withdraw Units for example. Momentum for the group resets to neutral, no matter how large the positive value was previously. Negative Momentum is "broken" by winning the next battle. Momentum for the group resets to neutral, no matter how negative the value was previously.

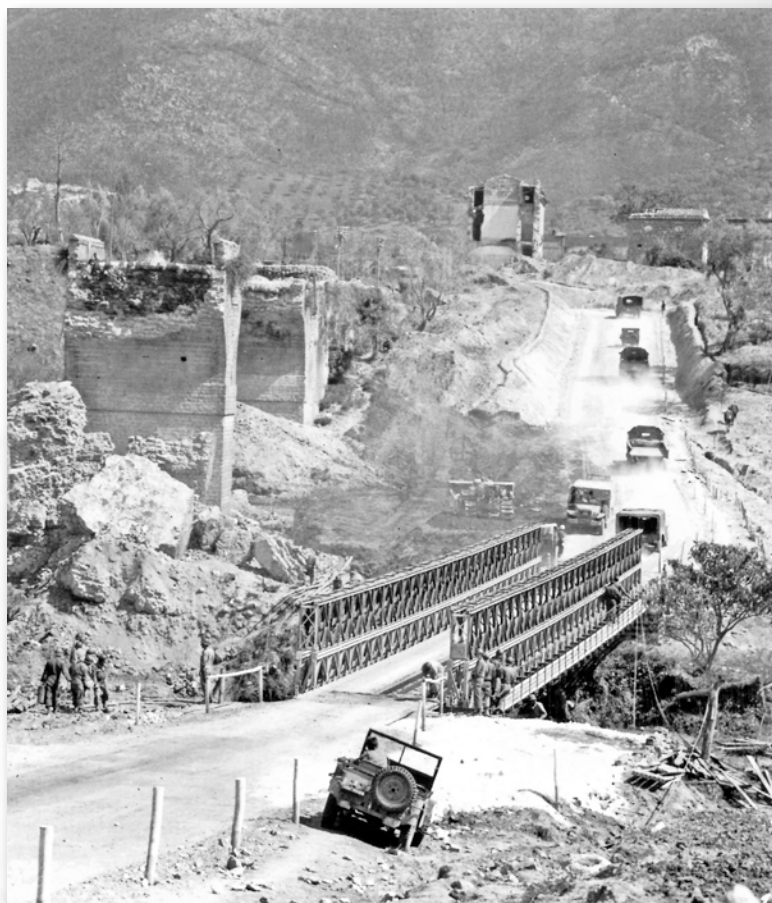
Splitting the group up so that less than three Units compose the group may also break positive or negative momentum. This requires that the group split into different hex spaces in an Operational Movement Phase. However, this is sometimes a dangerous move, since individual Units can be much easier for the enemy to target and destroy.

VIII.3.4. ADDITIONAL NOTES

A few general rules that go along with the optional Rules for Momentum are summarized in Inset VIII.4.

INSET VIII.4. GENERAL MOMENTUM RULES

1. To qualify as a group of Units, the three or more Units in that group must be of the same general type (i.e. Land Units, Air Units, Naval Units). For example, an aircraft may not be considered a member of a group with two tanks. However, a Rifle Squad may be grouped with two tanks.
2. The Momentum bonus/penalty is cumulative with the default Bonus 2 Initiative on attack.
3. The Momentum bonus/penalty is cumulative with any experience bonuses or other rules that also affect the group's Initiative.
4. The Momentum bonus/penalty value is limited to 6 for any group.



TRUCKS MOVE OVER A BAILEY BRIDGE ON HIGHWAY 7 NEAR SESSA AURUNCA, ITALY
US NATIONAL ARCHIVES



SECTION IX TACTICAL SCALE COMBAT RULES

In Frontline General, a lower-level, more detailed Tactical Scale may optionally be used to resolve Combat Engagements using miniatures (or using the included Unit Markers). This type of Combat is invoked by either player suggesting “Resolve By Miniatures” prior to resolving the battle at the Operational Scale. The additional detail allows for movement between Combat Rounds, terrain effects, line of sight checks, morale, aircraft maneuvers, and other rules. This element of the game adds a considerable amount of detail to combat, and is typically reserved for decisive engagements. In addition, one Game Type is called a “Battle” which is played entirely at the Tactical Scale.

Once both players agree to resolve the Combat Engagement using Miniatures, all players involved with the Operational Scale Engagement set up a miniatures “Battle” at the Tactical Scale on a game table, or “Battle Table”, using the Units that entered into combat at the Operational Scale. In this manner, the Operational Scale Campaign or Scenario may be used to drive detailed miniatures battles.

IX.1. INITIATING TACTICAL SCALE COMBAT

Tactical Scale Combat may be initiated at the beginning of the Combat Phase portion of either player’s Operational Turn by suggesting Resolve by Miniatures. All players must agree to resolve combat in this way.

IX.2. DIFFERENCES BETWEEN OPERATIONAL SCALE AND TACTICAL SCALE COMBAT

The same Unit Cards and Unit Characteristics are used at both scales; however, some values of certain ratings such as Movement and Weapon Range are interpreted differently. To use the same Unit Cards to represent Tactical Scale Miniatures, it is important to review this section to ensure that all Tactical Scale Unit Card Statistics are understood. Table IX.1. compares the differences between resolving engagements at each scale. If a criterion is not listed, such as Attack, it is handled in the same way at both scales.

TABLE IX.1. FRONTLINE GENERAL OPERATIONAL / TACTICAL SCALE DIFFERENCES

Criterion	Operational Scale	Tactical Scale
Physical Scale	1 hex across flats = 8-1/2 miles	1 inch = 200 yards
Time Scale	Variable; 1 Op Turn = approx. 1 to 3 hours	1 Combat Round = approx. 1-5 minutes
Resolved on	Campaign Map	Battle Table
Terrain Affects	Movement	Movement, Line of Sight
Movement	Between Hexes during Movement Phase, 1 = 1 Hex	Within Hex between Combat Rounds, 1 = 1 Inch, measured center to center, plus Vertical Movement (altitude) for Aircraft
Unit Facing & Fire Arc	Does not apply	Facing defined during movement. Fire Arc defined by type of Unit.
Unit Line of Sight	Does not apply	Must have line of sight to target another Unit
Weapon Range, X/Y	Use X value, in hexes, measured hex to hex	Use Y value, in inches, measured center to center
Momentum	Optional	Not used
Morale	Not used	Optional
Aircraft Turns of Flight	Tracked per Op Phase	Not tracked during Combat (does not count down).
Aircraft Maneuvers	Does not apply	Maneuvers and counter-maneuvers may change the stance of aircraft among Offensive, Defensive, and Neutral.
Artillery Movement	Typically towed between hexes at op scale	If already set up, and Movement value is 0 (requires towing), Unit may not move, but may fire and execute fire missions. If not already set up, and Movement value is 0, Unit may be moved (typically by towing) but setup requires 5 Tactical Scale Turns to dig-in the artillery piece. If Movement value is 1 (small piece), crew may manhandle Artillery Piece between Combat Rounds to re-position.



AN ITALIAN SCENE IN MINIATURE REPRESENTING THE FOGGIA AIRFIELDS
AIRCRAFT ARE JU-87 STUKA FIGHTER-BOMBERS, 1/144 SCALE
TERRAIN MAT BY THETERRAINGUY.COM
SCENICS BY MINIATURE WORLD MAKER & SCENIC EXPRESS
CUSTOM MOUNTAINS BY BATTLEFIELD ARCHITECT
COLLINS EPIC WARGAMES

IX.3. UNIT REPRESENTATION & BASING

Miniatures are recommended for their aesthetic look and three-dimensional feel on the tabletop. However, if players do not have Miniatures available for Unit representation, the game's Unit Markers may be pulled from the Operational Scale Map Hex for those Units entering Tactical Scale Combat and used for representation instead. For differentiating between two or more of the same type of Unit in Miniature, use a transparency number counter (as is used on Unit Cards) or simply use the same pre-numbered Unit Markers placed next to the Miniatures.

Miniatures should be available at the Tactical Scale to represent each Unit at the Operational Scale one for one. This means that if one Panther Tank enters combat at the Operational Scale, one Panther Tank miniature should be used to represent this Unit at the Tactical Scale. All Vehicles, Ships, & Aircraft are handled in the same manner.

15mm Scale Miniatures work well for land-based Units. Smaller scales are typically used for Naval Ships and Aircraft for affordability and table space. The scales do not have to correspond exactly since all measurements for range and movement are accomplished center-to-center of each miniature on the Battle Table. Miniatures may be based or un-based as a matter of personal preference, but in general, it is recommended that Infantry be based as a minimum. General guidelines regarding basing are provided in this section.

IX.3.1. BASING INFANTRY SQUADS AND/OR SOLDIERS

Infantry are typically based together as small groups (usually Squads) in order to match the armament shown on the Infantry/Soldier Unit's Card. For example, in the case of a US Tank Hunter Team, the team includes (1) Bazooka, (1) BAR gunner for support, and (4) M1 Garand Riflemen for cover (with Rifle Grenades). Select appropriate miniatures to represent these soldiers and group them together on a single Base to make up the squad. To ensure there is no confusion with other Units, players may wish to place the Unit Marker for that Unit next to the Miniature for positive identification. Players may alternatively wish to write the Unit's name and ID Number on the bottom of the base.

IX.3.2. MINIATURE ARTILLERY, GUNS, VEHICLES/TANKS, & SHIPS

Bases are optional for standalone Light and Heavy Artillery, AA Guns, Vehicles/Tanks, and Ships. In any case, a single Miniature should be used to represent a single Unit one for one.



TWO M4 SHERMAN TANKS ALONG WITH ONE .30 CAL MG TEAM ALONG A RIVER BANK
MINIATURES BY PETER PIG, PAINTED BY MINIATURES OF CHESAPEAKE
TERRAIN MAT BY THETERRAINGUY.COM
SCENICS BY MINIATURE WORLD MAKER & SCENIC EXPRESS
CUSTOM MOUNTAINS BY BATTLEFIELD ARCHITECT
COLLINS EPIC WARGAMES



GERMAN HE-111 BOMBER BASED ON A FLIGHT STAND WITH ALTITUDE DIAL
FLIGHT STANDS BY TOP GUN MARKETING, LLC
COLLINS EPIC WARGAMES



GERMAN Fw 190A-3 FIGHTER AND UNIT CARD
COLLINS EPIC WARGAMES

IX.3.3. BASING AIRCRAFT

Aircraft should be based individually on stands that allow altitude adjustment if possible, to take advantage of the Aircraft Altitude rules at the Tactical Scale. Non-adjustable stands may be used instead, but will require a die, altitude dial, or other altitude-tracking tool for each aircraft if the rules regarding aircraft altitude are to be used.

TIP: Aircraft stands are available commercially or they may be home-made using basic skills and creativity. For tips on basing Aircraft on Stands and sources for Commercially-available stands, search the message boards and Workbench articles on The Miniatures Page. Also, a thread on the Frontline General Forums provides links to suggested Aircraft Basing resources.



US LIBERATOR BOMBER, FLIGHT STAND, AND UNIT CARD
FLIGHT STANDS BY TOP GUN MARKETING, LLC
COLLINS EPIC WARGAMES

IX.4. SETUP

If both players accept to resolve combat using Miniatures, proceed as detailed in Inset IX.1. to set up the Miniatures Battle before beginning the Tactical Scale Turn Sequence. Each step is further described below the inset.

INSET IX.1. SUMMARY OF TACTICAL BATTLE SETUP STEPS

1. Select Miniatures that represent each Unit involved in the Combat Engagement
2. Set up Terrain on a 72" Battle Table (or smaller table, if desired)
3. Determine Unit Placement Zones for each Side
4. Place Miniatures in the pre-determined Placement Zones
5. Set any applicable Special Conditions for the Battle

IX.4.1. SETUP STEP 1: SELECTING MINIATURES

Either use Unit Markers or Miniatures to represent each Unit one for one. Differentiate between similar Units by using numbered transparency counters to match the Unit Cards or by using the Unit Markers which are pre-numbered.



IX.4.2. SETUP STEP 2: TERRAIN SETUP

Tactical Scale Terrain is divided into two types: **Basic Terrain** and **Subjective Terrain**. Basic Terrain mimics the major features of the Operational Map hex while Subjective terrain includes features that may exist within that hex such as trees and buildings, but are not specifically illustrated on the Operational Map hex. Players must agree on Basic Terrain setup, and then alternate placing Subjective Terrain at their option.

Basic Terrain

Players should attempt to mimic the major terrain features of the Operational Hex where the battle originates. For example, if the hex is bordered by water, the battle map should be bordered by water on the same side. If the hex contains a road, the battle map should also contain a road in the same general path. Adjustable 3D terrain features such as removable roads and rivers are useful for using the same basic Battle Table to imitate all types of Operational Hexes on any Campaign Map.

Subjective Terrain

Once Basic Terrain setup is complete, players take turns placing additional terrain features such as trees, forests, buildings, fences, and other elements not defined by the Campaign Map hex. This continues until one or both players agree to end Subjective Terrain setup.

IX.4.3. SETUP STEP 3: DETERMINE UNIT PLACEMENT ZONES

Typically, the Attacker will enter the hex and initiate a Combat Engagement. In general, it is recommended that players attempt to place Attacking Units entering Combat in the same general locations as they entered Combat in the Operational Scale hex. For this reason, the Attacker is less flexible regarding Placement Zones. It is considered that the Defending Units already control the hex, and therefore have more flexibility for Unit Placement.

Defending Units

Defending Units may be placed anywhere within the hex. The entire Battle Map, or hex, is considered the Defender's Placement Zone. Obstacles within the hex are placed by the Defender and are considered to protect the Defender unless players set a special condition for the battle. Defenders may have "dug in" Units and may use terrain features to their advantage. Use the included "Dug In" counters as required to mark Units as such.

Attacking/Invading Units

Placement Zones for Attackers depend on the direction of the attack. For example, if US Units initiate a Combat Engagement from the South, the US Unit Placement Zone for those Units (attackers) should be defined along the South edge of the Battle Map.



AN ITALIAN SCENE IN MINIATURE
TERRAIN MAT BY THETERRAINGUY.COM
SCENICS BY MINIATURE WORLD MAKER & SCENIC EXPRESS
CUSTOM MOUNTAINS BY BATTLEFIELD ARCHITECT
COLLINS EPIC WARGAMES

If mimicking the size and scale of an Operational Scale hex, this zone would be approximately 43" wide by a variable depth into the battle hex which is determined as follows:

Attacker rolls a 10-sided die and adds 6 to the result. The total represents the depth in inches of the Attacker's Placement Zone. The Attacker's Units are restricted to placement within this zone.

Placement Zones when attacking from multiple directions

Most Attackers enter the hex from one side only. This is not always the case. If an Attacker enters the same hex from more than one side, additional Placement Zones are available for the Attacker. In this case, roll to determine the depth of the Zone as above *for each direction* in which Units enter the hex.

Placement Zones for a Coastal/Amphibious Invasion

Determine Attacking Unit's Placement Zone(s) based on the direction of the invasion. Unlike normal Attacker Placement Zones, the depth of an Amphibious Invasion Zone is not variable and is limited to a distance of 3" into the Coast or Beach. Attacking Naval Units may be placed anywhere within the sea area(s) of the Battle Table.



IX.4.4. SETUP STEP 4: PLACE MINIATURES

Place Miniatures in the Pre-Determined Placement Zones: Beginning with the Defender, players take turns placing all Units involved with the miniatures battle and turning them to the desired facing until ALL Units entering the Combat Engagement are placed on the Battle Table (unless Phased placement will be used as described below). Once placed, Unit position and facing may not be changed.

Phased Placement

Some Battles (typically when played as standalone games) “phase” Attacking and/or Defending Units into play at certain points during the Battle. This is considered Phased Placement and is used to simulate reinforcements and other events. This is allowed if the specific Battle specifies this type of Placement and the corresponding points

TIP: For additional variation, after all Placement Points are defined and marked, roll a 6-sided die for each different Placement Point. If the result is an odd number, accelerate the placement of those Units by the value shown in Tactical Scale Combat Turns. If the result is an even number, delay the placement of those Units by the value shown.

or if players declare the exact times that new Units will arrive prior to battle.

Phased Placement of Attacking Units

At the option of the Attacking player,

certain Combat Rounds may be declared as points of Phased Placement for any attacking Units. This may be beneficial or detrimental to the attacking player's strategy since declared timing may be delayed or early. To declare Phased Placement of Attacking Units, which indicates the entrance times of those Units into the battle, determine the Units and the points at which they will enter combat. A point is defined as the start of any new Tactical Scale Combat Turn in the battle sequence.

IX.4.5. SETUP STEP 5: SET ANY APPLICABLE SPECIAL CONDITIONS FOR THE BATTLE:

Special Conditions may modify any rule affecting the impending battle as players see fit. These conditions may also define what constitutes a win or loss of the Battle. Special Conditions may include time or turn limits, timing of reinforcements (if any), weather effects or other unique circumstances governed by an Event Card in play at the Operational Scale, special limitations or objectives determined by the designer of the Battle, or player preferences.

For example, if “Resolve By Miniatures” is called for over the battle for a Minor Objective, such as control of a strategic Key City or Port, players should agree on the location of that objective and what constitutes control of it. If the entire battle map IS the objective, then generally, full defeat, capture, or withdrawal of the enemy constitutes a win condition for either side. Use Special Conditions to add more depth and specific objectives within the Battle.

IX.5. TACTICAL SCALE TURN SEQUENCE

The Combat Sequence at the Tactical Scale proceeds in the same general manner as at the Operational Scale Engagement Sequence with the addition of Unit Movement and Morale Checks between Combat Rounds. Unlike the Operational Scale, Initiative is determined with each new Combat Round. This comprises the Tactical Scale Turn. The Tactical Scale Turn repeats until the Battle is resolved. Resolution conditions for Tactical Scale Engagements are the same as for Operational Scale Engagements, with the addition of possible resolution due to failed Morale (Morale=0) for one side, which results in Surrender (and capture of the de-moralized Units). The sequential Steps for Tactical Scale Turns are summarized in Inset IX.2. and further detailed below.

INSET IX.2. TACTICAL SCALE TURN SEQUENCE

1. Determine/Update Morale and apply effects (Optional)
2. Defender may move and/or change Facing of Units except Aircraft
3. Attacker may move and/or change Facing of Units except Aircraft
4. Defender & Attacker alternate Aircraft Movement & Maneuvers as applicable
5. Accomplish one Combat Round

Repeat Steps 1-5 until Combat is Resolved.

IX.5.1. STEP 1: DETERMINE/UPDATE MORALE AND APPLY EFFECTS (OPTIONAL RULE)

Morale (esprit de corps) is a dynamic rating of the confidence or enthusiasm of a group of Units at a particular time. Morale may optionally be used at the Tactical scale to simulate Infantry and Crew motivation levels. Morale applies to Ground Units only (not Aircraft or Naval Ships). Low Morale may greatly affect Unit performance or even cause Surrender or Withdrawal of Units beyond the control of the General or Commander. High Morale may provide temporary bonuses for Units within the Engagement, or even allow certain Command Decisions such as Motivate to be enacted.

Morale is a rating from 0 and up that is tracked as a whole for the attacking and defending sides for more simplicity. Use a number counter, scrap paper, or spare ten-sided die to track Morale for each side. **Morale begins at 5** (unless otherwise modified) for each side and is tracked beginning with the first Combat Round of any Tactical Scale battle. Morale may change with each Combat Round in several ways. The effects of the changes are updated during Step 1 of the Tactical Scale Turn after each Combat Round is complete. Morale may only change a maximum of “1” from its previous value with each Tactical Scale Turn. For example, if two events would decrease Morale during the same Combat Round by 1 each, Morale only drops by 1. Morale effects are cumulative for the Battle.



Events or actions that affect Morale are summarized in Inset IX.3.

INSET IX.3. EVENTS THAT AFFECT MORALE

1. Some Event Cards may modify beginning Morale values
2. If Infantry/Soldiers are attacked by Artillery or Naval Ships, or Bombed by Aircraft, and at least a "5" is rolled for that Attack, even if the target is not hit, Morale -1. Any combination of these attacks may only affect Morale once per Battle.
3. If a friendly Unit is destroyed or captured, Morale -1
4. If an enemy Unit is destroyed or captured, Morale +1
5. If a primary or secondary objective is lost, Morale -1
6. If a primary or secondary objective is captured, Morale +1
7. If Special Conditions specify reinforcements and those Units arrive, Morale +1
8. If some Units withdraw (Command Decision), Morale -1 for remaining friendly Units

Morale Effects

Positive and negative Morale effects are shown in Table IX.2. for ALL units of either the attacking or defending side, excluding Aircraft and Naval Ships, based on that side's current Morale. If Morale changes, apply the appropriate effect or take the appropriate action for all Units affected by the Morale change. If Morale drops to 0, Units are "routed" and will begin to withdraw or surrender regardless of commands directing otherwise. In the case of automatic withdrawals or surrenders, see the applicable "Withdrawal" and "Surrender" rules and follow the procedures as required.

TABLE IX.2. TACTICAL SCALE MORALE EFFECTS

Morale Value	Effect	Action
0 (Routed)	Units are defeated. 30% chance of Surrender, otherwise Withdrawal.	Roll a 10-sided die to determine if Units Surrender or Withdraw ON AN INDIVIDUAL BASIS. A 3 or less indicates that Unit Surrenders. If this is the case, the surrendering Unit is captured. Otherwise, this Unit will withdraw. Follow the Withdrawal Sequence. Surrender does NOT apply to Units with a Combat Veteran Experience Star.
1 (Demoralized)	10% chance of Surrender, 30% chance of Withdrawal. Otherwise, -2 Initiative, -2 Attack (all Weapons).	Roll a 10-sided die to determine if Units Withdraw or Surrender ON AN INDIVIDUAL BASIS. A 1 indicates that Unit Surrenders. If this is the case, the surrendering Unit is captured. A 2, 3, or 4 indicate that this Unit withdraws. If so, follow the Withdrawal Sequence. Otherwise, apply the effects of Demoralized. Surrender does NOT apply to Units with a Combat Veteran Experience Star.
2 (Traumatized)	-1 Initiative, -1 Attack (All Weapons), No Movement, +1 Defense Infantry/Squads only	Units take cover. This Unit may not move, but may still attack.
3 (Stressed)	-1 Initiative	No Action
4 (Discouraged)	No Effect	No Action
5 (Normal)	No Effect	No Action
6 (Disciplined)	No Effect	No Action
7 (Motivated)	+1 Initiative	No Action
8 (Inspired)	+1 Initiative, +1 Attack (All Weapons)	No Action
9 (Fearless)	+2 Initiative, +2 Attack (All Weapons), -1 Defense (All)	Unit exposed, thus Penalty to Defense.
10 (Heroic)	+2 Initiative, +2 Attack (All Weapons), +1 Movement Infantry/Squads only, -1 Defense (All)	Unit exposed, thus Penalty to Defense. Infantry/Squads may move at a faster rate to close in on the enemy.

**Morale Effects on Momentum (Optional Rule)**

Morale may have a positive or negative effect on the higher level Operational rating called Momentum, which is tracked at the Operational Scale for groups of similar Units (See Section VIII.3. Optional Rules, Momentum for more details). Upon conclusion of the Battle, Units that survive and are grouped will change overall Momentum for that group as summarized in Inset IX.4.

INSET IX.4. CHANGES TO OPERATIONAL SCALE MOMENTUM BASED ON MORALE

1. If Morale was 3 or less at the conclusion of the Battle, Momentum for that group -1
2. If Morale was 4-6 at the conclusion of the Battle, Momentum does not change
3. If Morale was 7 or greater at the conclusion of the Battle, Momentum for that group +1

Momentum is only updated after Combat is resolved. While Morale is a Battle-specific rating, Momentum is more long-standing and dynamic. In this way, a demoralizing Tactical Scale defeat will not only affect the results of the Tactical Battle, but may also affect the next Operational or Tactical Engagement for the same group of Units.

IX.5.2. STEPS 2 & 3: DEFENDER / ATTACKER MOVEMENT AND/OR CHANGE OF FACING (EXCEPT AIRCRAFT)

The Defender (Step 2) and then the Attacker (Step 3) may move one or more Units by measuring from the center of the Unit Marker or Miniature to the center of the destination. Movement is handled in terms of Inches with the maximum movement (in inches) based on the Unit Card's Movement Value. Units may move in the same direction, move and change facing, or simply change their facing without moving. Most units may face any direction upon completion of movement, but special rules exist for the movement of Aircraft (see below). Certain Command Cards allow Units to temporarily increase their movement rate for a push or a charge.

Unit Facing

Facing is the direction that each Unit's forward features are aligned at the Tactical Scale. For infantry and other based Units, Facing is determined by picturing a line parallel to the front edge of the Unit's base through the center point of that Unit (typically the center of the base). Facing is important for line of sight checks since some Units such as large Artillery and self-propelled Guns must face the enemy in order to fire. See Line of Sight Checks within the Tactical Scale Combat Rules (below). Players should carefully consider the resultant facing of each Unit that is moved if planning to attack with that Unit during the upcoming Combat Round. Facing determines the alignment of the CENTER of a Fire Arc. Some Units such as Artillery have limited Fire Arcs. They may only fire at targets within the designated Arc. Rather than rate each

Unit with an exact Arc, this is accomplished a little more abstractly for simplicity. For more on Fire Arcs and which Units are limited, see the Fire Arcs section below.

IX.5.3. STEP 4: DEFENDER & ATTACKER ALTERNATE AIRCRAFT MOVEMENT & MANEUVERS (IF APPLICABLE)

Defender and Attacker alternate Aircraft Unit Moves and/or Maneuvers (if any), beginning with the Defender. Maneuvers are typically used when attempting to accomplish a complex feat such as dogfighting, dive-bombing, or torpedo-bombing. Aircraft Movement is alternated within the same movement step between Defender and Attacker until all available movement for each Aircraft is depleted or until both players pass on movement (as long as the minimum Aircraft Movement is attained for each Aircraft). Aircraft Units in flight are the only units *required* to move during the applicable Movement step (Step 4). The rules in Inset IX.5. apply to Tactical Scale Aircraft Movement.

IX.5.4. STEP 5: TACTICAL SCALE COMBAT ROUNDS

The steps in Inset IX.6. detail combat resolution as it applies to one Tactical Scale Combat Round. One Combat Round is considered Step 5 in the Tactical Scale Turn Sequence. The major differences between the Operational Scale and Tactical Scale Combat Sequence are Initiative Rolls each Round instead of only the first round and Line of Sight and Range checks to determine Legal Targets.

Target visibility (Line Of Sight) is required at the Tactical Scale for most Units in addition to being within range of the target. Use the "Y" Values of "X/Y" Range on each Unit Card as the Tactical Scale Weapon Range. Range is calculated center-to-center of each Unit's approximate center point, and is measured in Inches.

Unlike the Operational Scale Combat Sequence, during Tactical Scale Combat, Initiative **IS** rolled each Combat Round.

Certain Command Cards (the method for invoking a Command Decision) may be used to end Combat, usually instead of attacking. However, an initiative check determines if Units in range "forcing a withdrawal" may fire one additional time before the Engagement ends. If using the optional Experience Rules, all Unit(s) "forcing a withdrawal" each receive one experience roll.

**INSET IX.5. TACTICAL SCALE AIRCRAFT MOVEMENT**

1. The minimum Aircraft Movement rate at the Tactical Scale is half of that Unit's Movement Value as listed on the associated Unit Card, rounded up. Movement is measured point to point from the center of the Unit to the center of the destination. The center of the Aircraft is typically defined as the attachment point of a flight stand or the Unit's center of gravity.
2. Altitude is tracked at the same vertical scale as all other units at the horizontal scale (1"=200 yards). Changes in altitude spend the total available movement of Aircraft in a vertical manner as follows: Reducing altitude by 1" on a flight stand is equivalent to losing 600 ft of altitude (approx 200 yards). Some Aircraft Maneuvers require a minimum altitude for them to be legal, expressed in feet. Aircraft have ceilings (maximum altitudes) which vary.
3. A Minimum Turn Radius applies for changing the Facing of aircraft. Aircraft may not change facing any sharper than the specified Minimum Turn Radius. The minimum turn radius is determined by the general size of the aircraft as follows:

Fighters and other Aircraft that have "Require Pilot" on the Special area of the Unit Card have a minimum turn radius of 2".

Bombers and other Aircraft that have "Require Crew, Aircraft" on the Special area of the Unit Card have a minimum turn radius of 4".

4. Aircraft moves are either "Simple Moves" or complex "Maneuvers". Simple moves such as turns or altitude changes are executed as a normal Unit Move and require no check to accomplish. Maneuvers are complex offensive or defensive moves that may be attempted in combination with or instead of simple moves in order to alter the facing and/or altitude of an Aircraft, while attempting to gain an initiative advantage or attack bonus. If a Maneuver Check fails, the Aircraft may have lost advantage (and spent Movement with no gain). The requirements for the Maneuver Check, the Description, Cost in Movement, and Effects of Passing or Failing the check are table based. Pilots attempt beneficial offensive or defensive techniques by declaring the technique (Maneuver), and then rolling a check for success using one ten-sided die. Modifiers to the techniques are based on the difficulty of the technique and the experience of the Pilot or Crew. Pilots/Crews with greater experience have a greater chance of success to accomplish complex maneuvers. Some techniques may not be attempted except by experienced pilots or air crews (as indicated on the Table). Bombers and larger planes may not execute certain Maneuvers and are also somewhat limited on Facing Changes. This is further detailed in the Aircraft Maneuvers section.

TIP: Flight stands with an altimeter dial (see photo) are highly recommended for tracking altitude. Turning the Flight Stand Altimeter or die used as a counter by 1 is equivalent to 10" of movement vertically, or 6,000 ft. Use the altimeter dial to track 10 times 1", or the 10's digit of movement. Use the extendable stand itself to track 1 times 1", or the 1's digit of movement. For example, reading a 5 on the dial with the telescoping stand at 1" above its lowest level (1" above fully retracted) would indicate an altitude of 30,600 ft. High level bombers may benefit from staying near the aircraft's ceiling in order to stay out of range of certain smaller ground to air weapons. Range of weaponry is always in effect and is measured as normal when attacking aircraft. To determine range to an aircraft from the ground, simply refer to the dial. With the example above, a reading of 5 on the dial and 1" above fully retracted would be equivalent to 51" of Tactical Scale range. A ground-based weapon would have to be able to fire 51", and be able to attack aircraft, in order to fire upon the aircraft.



GERMAN STUKA FIGHTER-BOMBER BASED ON A FLIGHT STAND WITH ALTITUDE DIAL
FLIGHT STANDS BY TOP GUN MARKETING, LLC
COLLINS EPIC WARGAMES

**INSET IX.6. TACTICAL ENGAGEMENT SEQUENCE**

1. Attacker declares attacking Units and their initial Legal Target(s) within range and line-of-sight.
2. Defender declares retaliating Units and their initial Legal Target(s) within range and line-of-sight.
3. Attacker and Defender each roll Initiative once on a 10-sided die to determine who fires first in the Round- either all Attacking Units or all Defending Units. The highest number wins Initiative. Tying rolls are re-rolled until one player wins. At the Tactical Scale, Initiative is re-checked with each new Combat Round since movement occurs between Rounds. The Attacker only receives a Bonus 2 initiative during the FIRST Combat Round. All future Rounds result in no Bonus to Attacker Initiative.
4. Winner of Initiative fires first using all previously declared attacking/defending Units *one at a time*, declaring which weapons will be used as each Unit fires.

With the exception of munitions that are expended all at once such as bombs, the Primary weapon and one Secondary weapon listed may be used once in a single Combat Round by each Unit as long as each weapon targets a "Legal Target".

5. To Attack/Retaliate, roll a 20-sided die to attempt to hit any pre-declared Legal Target. A hit is scored when the number rolled is equal to or greater than the "Attack Rating" for the particular weapon in use, as indicated on the Unit Card.

Special effects of rolls of 1, 19, or 20:

On a roll of 20, a critical hit occurs and the target is immediately destroyed.

On a roll of 19, the Intensity is doubled, and then added to the weapon's Damage Index.

On a roll of 1, the weapon malfunctions and may not be used during this or the next Combat Round.

6. Roll Intensity on a 10-sided die only if a hit is scored. The higher the Intensity of the hit, the better the *quality* and more critical the hit.
7. Add the weapon's Damage Index to the Intensity roll.
8. Subtract the target's Defense value to achieve Net Damage. Net Damage is what damage (if any) gets through to the target's current Endurance. This damage is cumulative in a single Combat Round only. Therefore, multiple Units that hit a single target in one Combat Round add their Net Damage results together.
9. Subtract Net Damage from the target's current Endurance value.

If total Net Damage reduces Endurance to equal to or less than half the target's full Endurance value, the target is damaged and the Unit Card is immediately flipped over to invoke the Unit's Damaged State, which varies between Units and results in degraded performance.

If total Net Damage reduces Endurance to 0 or less, the Unit is destroyed and removed from the Engagement.

Effects of damage always take effect immediately. Attack and Retaliation damage effects are *not* simultaneous. (i.e. if a Unit is destroyed, it can no longer carry out a planned attack).

10. Alternate Combat Rounds for remaining Attacks and Retaliations until either the Attacking Unit(s) or Defending Unit(s) are destroyed or routed, the Win Condition is achieved, or until players play one or more Command Cards such as Withdraw, Cease Fire, or Conditional Surrender to end the Combat Engagement.
11. (Optional) Determine Experience gained by surviving Units, Score achieved, and update Momentum value for the group if using any or all of these Optional Rules. Experience does not take effect until the end of the Battle.

IX.6. ADDITIONAL CONSIDERATIONS AT THE TACTICAL SCALE**IX.6.1. FIRE ARC**

A Fire Arc is the horizontal arc through which a Unit may fire its weapon(s). Fire Arcs are only used at the Tactical Scale. This represents the horizontal adjustment extents of a weapon in the direction that a Unit is facing. Targets must be within the defined Fire Arc in order to be attacked. Fire Arcs are always defined by the type of Unit. The direction the arc projects on the battle table is defined by that Unit's current Facing.

To check for proper Fire Arc, the attacking Unit must pass a line originating from the Center of the Attacking Miniature or Unit Marker through that Unit's Fire Arc to the center of the Target's miniature or Unit Marker. Otherwise, the weapon does not have sufficient direction to reach the target and Facing must be changed to attack that target. Artillery (stationary and self-propelled) and other directional guns are particularly limited due to Fire Arcs. Other weapons such as guns mounted on tank turrets are not limited and are considered to have a 360 degree Fire Arc. Fire Arc is expressed in degrees and defined on the Battle Table as illustrated by the following example: If a particular Fire Arc is 90 degrees, split that arc in half into two 45 degree arcs. The line defining the split is always perpendicular to the Unit's forward face and defines the center of the Fire Arc. Fire Arcs are defined generally for simplicity, in Inset IX.7.

INSET IX.7. FIRE ARCS DEFINED

1. All Weapons on Tank Turrets (Usu. Primary tank weapons): 360°
2. All Infantry Weapons: 360°
3. All Turreted Machine Guns and AA Machine Guns: 360°
4. All Fixed Machine Guns (on bipods, in tanks, etc.): Forward Arc of fire, 90°
5. All Turreted Naval Guns: Forward Arc of fire, 180°
6. All Weapons in Emplacements and Bunkers: Forward Arc of fire, 45°
7. All Artillery (Self-Propelled or Stationary): Forward Arc of fire, 45°

Use the most restrictive arc for conflicts.

For Aircraft dropping munitions such as bombs or torpedoes, the Aircraft's flight path must be within a 30 degree Arc of the intended target when the munitions are dropped.



IX.7. AIRCRAFT MANEUVERS

Aircraft maneuvers at the *Frontline General* Tactical Scale are broken down into two categories – Offensive and Defensive. Choosing a maneuver to attempt to execute depends on the aerial combat situation. Maneuvers are optional but they provide a means to quickly change the combat situation among the stances (i.e. from Offensive to Defensive or Defensive to Offensive) and offer the possibility to provide distinct advantages. Maneuver ‘checks’ are required when attempting advanced air to ground targeting such as dive-bombing and torpedo runs.

For Tactical Scale aerial combat, each maneuver typically lists a *countermaneuver*, which may be attempted in response to the original maneuver in order to prevent a change of stance or loss of attack position, also known as Advantage. The two stances of aerial combat are provided in the definition boxes. Stances may affect the initiative or Attack

Defensive Stance – The pilot or air crew is in a weak position and is primarily concerned with denying attack position to the opponent. Pilots should attempt to change the stance to escape an attack.

Offensive Stance – The Pilot or Air Crew has Advantage over the opposing aircraft and are in an Attack Position, ready to fire.

Values of combatant aircraft, providing positive or negative modifiers.

Players engaged in Tactical Scale Aerial Combat will typically select Maneuvers

that are appropriate for the situation. As players alternate Aircraft movement, they will attempt to achieve their goals in the engagement through the use of regular movement, which requires no checks and is simple in nature, or through maneuvers, which require a successful Maneuver Check for accomplishment, and are more complex in nature.

Maneuver Checks cost the Aircraft Movement Values indicated for the particular maneuver. Regular movement may still change the stance of aircraft. Unsuccessful maneuver checks result in regular movement for the cost of the Maneuver Check. In this way, maneuvers attempted will still cost movement, but they will not achieve the purpose of the maneuver.

Players in a dogfight will typically maneuver and counter-maneuver within a single Combat Round until the movement value listed on their Aircraft’s Unit Card is depleted. Once movement is depleted, Aircraft may no longer move during the current Combat Round. Faster aircraft (Aircraft with higher Movement Values) have greater potential to maneuver into an Offensive Stance and they may continue to move even if their opponents’ Movement Values are depleted.

Movement is complete when any of the situations described in Inset IX.8. occur.

It is at this time that aircraft in a position to fire may do so. The normal Tactical Scale Combat Engagement Sequence is followed once aircraft movement has ended. After the sequence for the current Combat Round, the movement available to aircraft once again ‘resets’ and the process is repeated for the next Tactical Scale Combat Turn.

INSET IX.8. EVENTS THAT END TACTICAL SCALE AIRCRAFT MOVEMENT

1. All Aircraft have no Movement Value remaining (All Movement depleted)
2. Players agree that they are complete with Aircraft Movement for this Combat Round and they have moved the minimum Movement Value as required.

As pilots gain Experience in the game, Maneuver Checks become easier to achieve. With enough experience, some checks will no longer require a roll- the maneuver is automatically considered successful as declared.

Offensive and Defensive Maneuvers are summarized in Tables IX.3A (Offensive) and IX.3.B (Defensive).

IX.7.1. ALTITUDE

Aircraft may operate up to the various historical ceilings of altitude on a per aircraft basis, however, for the purposes of the Italian Campaign Introduction, all aircraft may operate up to an altitude of 20,000 ft. Altitude may change as a result of aircraft maneuvers, normal aircraft movement, and other factors. As altitude changes, track the changes using a dial type flight stand or series of spare dice next to the aircraft.

For attack and weapon range purposes, altitude is factored into the distance to targets. This becomes especially important when calculating range of a ground-based AA Gun to a high level bomber.



TABLE IX.3A. TACTICAL SCALE AIRCRAFT MANEUVERS - OFFENSIVE

	Maneuver	Aircraft Type	Movement Cost	Altitude Change	Facing Change	D10 Chk	Description of Use	Counter Moves
Offensive Maneuvers	D i v i n g Attack	Fighter, Fighter-Bomber, Dive-Bomber	5	-1200 ft (-2)	Maintain Heading	4	Diving Attack is a high-speed Attack that may be executed once Attack Position (Advantage) is achieved. Success results in a +3 Initiative and +2 Attack Bonus. Failure results in a normal attack. Once complete, Attack Position (Advantage) is lost and the attacking aircraft speeds past the defending aircraft.	Evasive Dive, Split-S, Chandelle (Defensive)
	Fast Climb	Fighter, Fighter-Bomber, Dive-Bomber	2	+1200 ft (+2)	Maintain Heading	2	Fast altitude change to gain Attack Position (Advantage) on aircraft that are at a higher altitude before the check and in a neutral or defensive position.	Evasive Dive, Split-S, Chandelle (Defensive)
	Chandelle (Offensive)	All	2 (Fighters, Fighter-Bombers, Dive-Bombers), 4 (All others)	+2400 ft (+4)	Reverse Heading Typical	3	Combines a Turn with a Climb to reverse heading and increase altitude. Primarily to engage in Combat with an incoming enemy aircraft and seek Attack Position (Advantage). If successful, Attack Position (Advantage) achieved as long as within weapon range of target.	Evasive Dive, Split-S, Chandelle (Defensive)
	Dive Bomb	Fighter, Fighter-Bomber, Dive-Bomber	4	-2400 ft (-4)	Maintain Heading, Near Vertical Dive	4	Enter Near Vertical Dive to attack high-value ground targets and increase accuracy. If successful, Bonus 2 Attack. If unsuccessful, use normal Attack value. Enemy Bonus 1 Retaliate in either case.	N/A
	T o r p e d o Run	Fighter-Bomber, Torpedo Bomber	7	Drop to 50-100 ft	Maintain Heading, Level Flight	5	Gain Attack Position (Advantage) to drop a torpedo on an enemy Naval Unit. Required for successful torpedo drop. If successful, -2 Initiative, +2 Attack. Enemy Bonus to Attack +2.	N/A
	Barrel Roll Attack	Fighter, Fighter-Bomber, Dive-Bomber	4	-600 ft (-1)	To match Defender	4	Used to maintain Attack Position if a defender suddenly breaks attempting to disengage. Attacker rolls opposite of defender's break, climbs to reduce speed, and completes the roll to move in behind the defender. If unsuccessful, defender evades.	Evasive Dive, Split-S, Chandelle (Defensive)
	Immelmann Turn	Fighter, Fighter-Bomber	5	+600 ft (+1)	Reverse Heading	3	Typically used after a successful Diving Attack on an air target (such as a bomber) the Immelmann Turn may be used once the aircraft speeds past the target in order to re-gain Attack Position (Advantage) on the same aircraft. Attacker fast climbs past the enemy and short of stalling, puts aircraft into a full yaw turn at slow speed to once again gain Attack Position (Advantage) to execute another Diving Attack. Success regains Attack Position after it is lost following a Diving Attack.	Evasive Dive, Split-S, Chandelle (Defensive)



TABLE IX.3B. TACTICAL SCALE AIRCRAFT MANEUVERS - DEFENSIVE

	Maneuver	Aircraft Type	Movement Cost	Altitude Change	Facing Change	D10 Chk	Description of Use	Counter Moves
Defensive Maneuvers	Break	All	2 (Fighters, Fighter-Bombers, Dive-Bombers), 4 (All others)	No Change	90 degree heading change	2	If in a defensive stance, defender may suddenly turn in any direction. If successful, Break results in a neutral stance for both aircraft unless countered.	Barrel Roll Attack, Immelmann Turn
	Evasive Dive	All	4	-1200 ft (-2)	Maintain Heading	4	A fast dive that upon success, results in loss of Attack Position (Advantage) for the trailing attacker. Success Results in a Neutral Stance unless countered.	Diving Attack, Barrel Roll Attack
	T h a t c h Weave	Fighter	6	No Change	Each executing Fighter Turns toward the other	4	Combines a Turn with a Climb to reverse heading and increase altitude. Primarily to engage in Combat with an incoming enemy aircraft and seek Attack Position (Advantage). If successful, Attack Position (Advantage) achieved as long as within weapon range of target.	Evasive Dive, Split-S, Chandelle (Defensive)
	Chandelle (Defensive)	All	2 (Fighters, Fighter-Bombers, Dive-Bombers), 4 (All others)	+2400 ft (+4)	Reverse Heading Typical	3	Attack Position (Advantage) for one fighter including +2 Initiative, +2 Attack. "Bait fighter" remains tailed by enemy and may still be attacked. Refer to Description and Diagram for positioning.	Chandelle (Offensive), Immelmann Turn
	Split-S	Fighter, Fighter-Bomber, Dive-Bomber, Torpedo Bomber	4	-600 ft (-1)	Reverse Heading Typical	3	Success disengages aircraft from combat from any stance, unless countered. Pilot executes a half-roll inverted, dropping altitude and reversing heading to the exact opposite of the original direction. Success results in a Neutral Stance unless countered.	Split-S
	Flat Scissors	Fighter, Fighter-Bomber, Dive-Bomber, Torpedo Bomber	6	No Change	Maintain Heading	3	Used if Attack Position (Advantage) has been lost due to target evasion or passing of the target (overshooting). Flat Scissors, if successful, returns Attack Position (Advantage) to the successful Aircraft. Enemy Aircraft may keep the engagement Neutral (neither Aircraft has Advantage) by also executing a successful Flat Scissors Maneuver. Flat Scissors ends by either a successful counter move by the enemy, or by either Aircraft failing a Flat Scissors maneuver check. Advantage is then gained according to the counter maneuver, or the Aircraft failing the check becomes tailed by the successful pilot.	Flat Scissors (to continue Neutral stance), Evasive Dive



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APPENDIX B

ITALIAN CAMPAIGN INTRODUCTION UNIT LIST

GERMAN UNITS	QTY	US UNITS	QTY
<i>Infantry</i>		<i>Infantry</i>	
Rifle Squad	16	Rifle Squad	16
8cm Mortar Squad	4	81mm Mortar Squad	4
Luftwaffe Pilot	8	Tank Hunter Squad	4
Luftwaffe Air Crew	4	Army Air Corps Pilot	16
Tank Hunter Squad	4	Army Air Corps Crew	8
MG-42 Team	8	Artillery Crew	16
Tank Crew	16	Tank Crew	16
Artillery Crew	16	Combat Engineer Squad	8
Combat Engineer Squad	8	Forward Observer Team	4
Forward Observer Team	4	.30cal LMG Team	8
<i>Guns</i>		<i>Guns</i>	
7.5cm PaK 40 AT Gun	8	57mm AT Gun M1	8
15cm sFH 18	4	3-Inch AT Gun M5	8
8.8cm FlaK 36	8	105mm Howitzer M2A1	4
15cm Nebelwerfer 41	4	8-inch Howitzer M1	4
<i>Vehicles</i>		<i>Vehicles</i>	
BMW R75 w/Sidecar	8	Willys MB Jeep	8
Panzer IV Ausf. G	8	M4A3 Sherman	16
Pz. V Ausf. G Panther	8	M18 Hellcat	8
SdKfz 251/1 Halftrack	8	M3A1 Halftrack	8
Pz. VI Ausf. E Tiger I	8		
<i>Aircraft</i>		<i>Aircraft</i>	
Fw 190A-3	4	B-24J Liberator	8
Ju 87B-1 Stuka	4	P-51D Mustang [Escort]	8
He 111H-6	4	P-51D Mustang [Fighter-Bomber]	8
<i>Structures</i>		<i>Ships/Amphibs</i>	
Command Post	2	Landing Ship, Tank Mk 2	2
Forward HQ	1	LCVP	8
Panther Turret Emplacement	4		
NEUTRAL UNITS	QTY	<i>Structures</i>	
<i>Structures</i>		Command Post	2
Airfield	4	Forward HQ	1
Port, Shipping Facility	3		
Engineered Bridge	8		
<i>Obstacles</i>			
Barbed Wire	8		
Land Minefield	8		



APPENDIX C

GLOSSARY

A

Active Player: The player or team in the game currently accomplishing an Operational Turn.

Aircraft Maneuvers: Aircraft maneuvers at the Frontline General Tactical Scale are broken down into two categories – Offensive and Defensive. Choosing a maneuver to attempt to execute depends on the aerial combat situation. Maneuvers are optional but they provide a means to quickly change the combat situation among combat stances (i.e. from Offensive to Defensive or Defensive to Offensive) and offer the possibility to provide distinct advantages during dog fighting.

Aircraft Sortie: The planned mission of any Aircraft at the Operational Scale. Sorties must be declared including flight paths prior to taking off. Sorties may be modified in flight as long as the Command Network is not left. Once outside of the Command Network, Sorties may only be changed if something threatens the aircraft.

Airfield: A neutral structure, which functions as a base for the operations of all types of aircraft. Airfields allow aircraft to land and take off from the hex of location. If damaged, operations may be restricted by OnDamage effects.

AP (Weapon, X): This Unit may fire Armor Piercing (AP) high-velocity rounds at the option of the controlling player. The ability to pierce armor is both weapon and armor dependent. A Weapon Check and/or Armor check may be required to determine if target's armor is pierced. If armor is pierced, ignore the target's Defense Value when calculating Net Damage. Otherwise, treat any hit as normal and account for Defense when calculating Net Damage.

Attack: The act of firing on a target during any Combat Engagement. To Attack, the target must be a Legal Target for the weapon in use. Most Units have Primary Weapons and Secondary Weapons. With the exception of munitions that are expended such as bombs or torpedoes, the Primary weapon and one Secondary weapon listed may be used once in a single Combat Round.

Attacker: During any Combat Engagement, the Active Player is considered the Attacker.

B

Bomber: A large aircraft primarily involved with bombing missions from high altitude.

C

Campaign Map: A large-scale Operational level Map that may include multiple linked Scenarios.

Cease-Fire (Command Decision): This Command Decision requires the acceptance of the opposing General for the effects to apply. Either player may initiate a cease-fire negotiation by playing this Command Card at any time during the game for a variety of reasons. The General initiating the Cease Fire negotiation first plays the card and names his terms including a proposed duration. Terms to Cease Fire relative to a specific engagement may include mutual Withdrawal with no experience awarded for "forcing a withdrawal", pausing combat to be continued during the next Operational Turn, pausing fire but allowing movements during Tactical Scale Combat, or any other number of terms in exchange for ceasing fire. During Tactical Scale Combat, the minimum effect of a successful negotiation is a rise in Morale for all Units involved with the Battle on each side by 1 point.

Combat Engineering: Units with this ability may place or clear Obstacles, Emplacements, and Bridges, and may construct certain Structures (such as Airfields). Combat Engineering Functions are the collection of special functions used by Engineers to effect friendly force advancement and impede enemy advances.

Combat Phase: The portion of a player's Operational Turn in which Engagements are resolved. The Combat Phase is composed of zero, one, or more Engagements resolved independently that use Combat Rounds to methodically structure all fighting in a turn-based manner. Combat may optionally be Resolved by Miniatures for decisive, detailed battles at the Tactical Scale. Combat Rounds at the Tactical Scale add rules and checks for additional factors such as Morale and Target Visibility for additional realism at a greater level of detail.



Combat Round: The subdivision of a Combat Phase, a Combat Round includes one set of Attack(s) and Retaliation(s) by each player involved in any given Engagement. Using the optional Tactical Scale Combat Rules, a Combat Round also includes one optional set of Combat Movement by each side during the Battle. Combat rounds alternate and progress until the Combat Engagement is resolved in one of several ways.

Combat Sequence: The order of Combat Phase steps that provides structure for the resolution of Engagements. The game includes both an Operational and Tactical Scale Combat Sequence.

Command Card: Each Command Card contains a Command Decision along with a brief description of the associated effects. Players draw one Command Card per Operational Turn from a single, joint Command Card Deck as the game progresses, and they may use their Cards to perform certain complex functions. Command Cards are required to invoke Command Decisions such as Withdraw. The Command Card “hand” is limited to 5 Command Cards. Players keep these cards hidden, and they may use them as appropriate throughout the game to pass non-routine orders to deployed Units within the Command Network.

Command Decision: A Command Decision is an optional order that players may exercise at certain points during a game by playing a Command Card. Some Command Decisions include Withdraw, Surrender, Negotiate Cease Fire, Coordinate Attack, and Inspire.

Command Network: The total area covered by the Command Radii of Command Posts, Forward HQ, and mobile Command Units such as Command Tanks and Flagships. Operations outside of the Command Network may result in penalties. As a minimum, Units outside of the Command Network may not receive Command Decision orders.

Command Post: A Command Post represents a hidden base of operations for all types of Units in the game. Command Posts receive Income for the purchase of Units and provide a Command Radius for operational Units. Similar to the Forward Headquarters, Command Posts provide a smaller Command Radius, and less income than the HQ. Command Posts also include a small maintenance facility able to repair damaged Units in the field.

Command Radius (X): The effective limit of communication and Supply chains for deployed Units. This limit is measured in terms of Operational Scale hexagonal spaces, X, in all directions from the location of a Unit or Structure with a Command Radius. Communications are required to funnel orders to all deployed Units within this range.

Units may operate outside of a Command Radius, but they are not fully effective and suffer penalties to certain actions. Aircraft are exempt from these penalties, since Sorties are provided from the Airfield, prior to takeoff.

Conditional Surrender (Command Decision): A Command Decision that allows defeated Units to survive captured, usually under terms of mutual gain that are negotiated among Generals. A General may play a Surrender Command Card at any time during a Combat Engagement.

Crew: An individual or group of equipment/weapon operators. With the exception of a driver for vehicles, Crews are required to operate mechanized non-naval Units such as tanks, aircraft, artillery, anti-tank guns, etc. Individuals such as pilots are also considered Crews. The requirement for a Crew as well as the specific type required is noted within the Special Characteristic area for applicable Units (Example, “Requires Crew, Aircraft”). If the optional Experience Rules are used, Crews may earn Experience for certain actions and improve throughout the game.

Crew, Aircraft: A Unit with this characteristic has accomplished special flight training and may fly any type of bomber or transport aircraft. “Requires Crew, Aircraft” will appear in the Special Characteristic area of any Aircraft that requires this particular type of Crew as a prerequisite for operation.

Crew, Artillery: A Unit with this characteristic has accomplished special gunnery training and may operate a variety of small and large anti-tank guns, anti-aircraft guns, artillery, field guns, and self-propelled artillery (including self-propelled guns). “Requires Crew, Artillery” will appear in the Special Characteristic area of any Unit that requires this particular type of Crew as a prerequisite for operation.

Crew, Tank: A Unit with this ability has accomplished special tanker training and may operate a variety of light, medium and heavy tanks and tank destroyers. “Requires Crew, Tank” will appear in the Special Characteristic area of any Unit that requires this particular type of Crew as a prerequisite for operation.

D

Damage Index (DI): A value given to each weapon based on the relative strength of that weapon. Higher values indicate greater potential damage from a hit with that weapon. A number under the DI symbol on the Unit Card indicates each weapon’s DI. During Combat the DI is added to an Intensity Roll to determine “Raw Damage” from a hit.



Damaged State: The condition of a Unit once enough Net Damage has occurred to reach the half Endurance breakpoint (as listed within the Endurance symbol on the Unit Card's Damaged Side). If the Damaged State (half Endurance) breakpoint is reached, the Unit Card is flipped to the "Damaged State" side, which modifies several vital statistics and may invoke further penalties dependant on the card such as OnDamage effects.

Defender: In any Operational Turn, the Passive Player is considered the Defender if an Engagement occurs. With the exception of Defensive Combat, only the Active Player may initiate Combat Engagements.

Defense: A value given to each Unit based on the relative defensive capabilities of that Unit. A higher Defense value indicates greater armor and/or defensive capability. Each Unit's Defense value is shown on the Unit Card by a number within a blue shield symbol. During Combat the Defense value is subtracted from "Raw Damage" once a hit is scored to determine Net Damage. Using certain weapons, such as high-velocity armor piercing rounds coupled with a high Intensity roll, may result in ignoring a Unit's Defense.

Defensive Combat: The Passive Player may initiate defensive Combat during the active player's Combat Phase if the Active Player moves Units within attack range of Units controlled by the Passive Player and chooses to not initiate combat. In the case of Defensive Combat initiation by the passive player, the attacker's normal Initiative Bonus of 2 is negated.

Deployment Phase: The portion of a player's Operational Turn in which previously Staged Units are placed on the Campaign or Scenario Map and Structures, Obstacles, and Emplacements are considered complete and ready for use. Deployment typically occurs at controlled Shipping Facilities, Airfields, etc., depending on Unit Type.

Dig In: This Unit may spend one idle Movement Phase "digging in" to the current hex. This represents finding cover, or creating cover from foxholes, etc. Roll a six-sided die to check for success. Digging in is successful on a roll of 3-6, and provides a bonus of 2 to the unit's Defense in all types of Terrain. If unsuccessful, a player may try digging in again by spending additional idle turns in any hex. Use a Dug In Counter to mark the appropriate Unit Card of any Unit that successfully digs in.

Dive Bomb: This Unit receives Bonus 2 to Attack using Bombs by declaring "Dive Bomb" when attacking a target at the Operational Scale, at the time targets are declared. Enemy ground Units retaliating against this Aircraft receive a Bonus of 1 to retaliate against the diving Aircraft.

Dive Bomber: A type of Aircraft that specializes in dive-bombing ground targets.

Double Fire (Weapon): A Special Characteristic for weapons with a high rate of fire. Each weapon with Double Fire may be used twice per Attack Round on the same target only. To accomplish a Double Fire attack, roll attack twice against the same target. Any or all hits are resolved independently.

E

Emplacement: This Unit acts as a 'shield' for any Units contained within. Units that may be contained within an Emplacement are protected until the Emplacement is destroyed. Emplacements may house a Crew (if the Emplacement Unit specifically requires one) and one additional Squad. Units may be declared to be 'within' an Emplacement in the Movement Phase either after moving or as an alternative to moving. As an alternative to destroying an Emplacement, infantry may enter and "clear" the Emplacement by directly attacking any enemy infantry within. Infantry may not "dig in" while occupying an Emplacement.

Encircle (Command Decision): A Command Decision that, if successful, places the enemy in an unfavorable position (nearly surrounded) and results in a bonus of 5 to Initiative during the same Turn in which Encircle is attempted.

Endurance: A value given to each Unit based on the relative amount of Damage that Unit may sustain before becoming severely damaged or destroyed. Each Unit Card provides an Endurance rating. A Unit has only three states of Endurance: Full, Half (damaged), or Zero (destroyed). Damage or destruction of a Unit only occurs if an attacker's Net Damage is enough to lower Endurance past the Half or Zero breakpoints.

Engagement: A single declared Operational conflict on any Campaign Map. An Engagement may be played out at the Operational Scale or at the Tactical Scale as a Battle. Engagements are resolved individually.

Engineered Bridge: A manmade bridge, constructed by Combat Engineers that once deployed, allows unrestricted crossings of land-based Units between bridged hexes.

Event: An action or condition triggered by an Event Card, which may affect one or more players. Events may include anything from reinforcements to inclement weather to modified deployment schedules. They may be positive or negative, and may affect Units or players on either side.



Event Card: A card that may be drawn and revealed to all players at the beginning of each player's Operational Turn during the Income/Event Phase. If a 3 or less is rolled, draw an Event Card and follow the instructions of that Event. A single Event Card Deck is common among all players. Some Event Cards apply instantly in the Active Player's turn while others affect all players across multiple Operational Turns. Events are cumulative. Once the Event Card duration is complete, the card is placed face up in a discard pile next to the Event Card Deck.

Event Card Deck: A collection of Event Cards that remains face down during the game and is drawn from as required during the Active Player's Income / Event Phase. Event Card Decks may be customized prior to beginning the game either by players or by the Scenario Designer prior to beginning the game. Event Card Decks are either 52 or 40 Cards.

Experience (Optional Rule): Experience bonus rolls are granted to crews, squads, or soldiers who demonstrate excellent combat performance. Units may earn Experience in several ways throughout the game and as a result, will improve as the game progresses. Each Unit that may earn experience is limited to five experience stars, which are placed on the Unit Card for tracking.

F

Fighter: A type of Aircraft primarily involved with defense or offense against other aircraft in flight or escorting larger aircraft such as bombers.

Fighter-Bomber: A versatile Aircraft that may be used for defense or offense against other aircraft in flight or for smaller bombing missions.

Fire Arc: is the horizontal arc through which a Unit may fire its weapon(s). Fire Arcs are only used at the Tactical Scale. This represents the horizontal adjustment extents of a weapon in the direction that a Unit is facing. Targets must be within the defined Fire Arc in order to be attacked.

Fire Missions: A Unit with this Special Characteristic may order one or more Units with the Indirect Fire Special Characteristic to accomplish a Fire Mission, or a call for rear objective-based fire support from one or more active, deployed Artillery Units or Naval Ships. In order to provide support, the Gun(s) must have already accomplished setup by the time Combat begins (if setup time is required).

Fog of War (Optional Rule): Fog of War limits the intelligence available to opponents throughout the game by keeping Unit Stacks relatively secret. Fog of War requires that reconnaissance units accomplish reconnaissance in order to reveal an enemy Stack of Units unless a Combat Engagement is initiated, in which the Stack of Unit Markers is revealed for targeting regardless of recon.

Forward HQ: Each player's Hidden base of operations that coordinates the issuance of routine and non-routine orders throughout the Command Network by providing a large Command Radius. The Forward HQ also handles procurement requests and manages costs associated with supplying and maintaining deployed forces.

H

Hidden: Hidden Units operate in a concealed manner and typically do not attack. These Units include certain hidden structures such as the Forward HQ, hidden Forward Observation Teams, and Reconnaissance Units. Units may remain "hidden" by not attacking. Hidden Units may not hold objectives or cities. Hidden Units are not Legal Targets for attack unless the enemy successfully performs Reconnaissance on the Hidden Unit to determine the Unit's exact position. If discovered, the Ground Units that are Hidden may attempt to regain "Hidden" status by moving to another hex during the next Operational Movement Phase. Hidden Structures, once discovered, are considered Legal Targets until they are re-located.

Hit & Run: This unit may choose to perform a Hit & Run attack instead of initiating a normal Combat Engagement as an Attacker. During the Movement Phase, declare Hit & Run for the Unit with this ability. The Unit moves up to one less than its maximum Movement to within attacking range of an enemy. During the Combat Phase, the Unit with Hit & Run receives a Bonus 1 Initiative on Attack, which is cumulative with any other Initiative Bonuses. If the Hit & Run Attacker wins the Initiative roll, a Hit & Run attack occurs, which means the Unit fires on the enemy ONCE with no chance of Retaliation from enemies within range. The Hit & Run Unit then retreats to an adjacent space, ending the Combat Engagement, whether or not the Attack hits. This does not count as a Withdrawal. If the Hit & Run Attacker loses Initiative, a normal Combat Engagement occurs, instead of a Hit & Run attack.

Hybrid Scale Wargame: Simulation of a conflict at multiple scales that work together to portray different aspects of that conflict, each at unique levels of detail, joined together by a common set of rules.



I

Immobile: This Unit may not be moved once placed.

Income (X/Turn): Units with this Special Characteristic earn income for the controlling country as specified by X, in currency. Income is collected each turn during the Income/Events Operational Phase. Income represents the ability of an axis or allied country to afford to send troops and equipment to an area of war. Income is presented in the form of Currency, which acts as the spending Unit for all costs in the game. Income is generally used to purchase additional Units, pay for Supply costs, and repair Structures or Units.

Indirect Fire (Weapon): Indirect Fire allows the use of Fire Missions for the specified weapon, which is typically the main weapon of the Unit. If paired with a Forward Observer, calling in observed Fire Missions can greatly improve accuracy, as well as allow several special functions and bonuses for objective-based fire. At the Tactical Scale, where line of sight is important for attack, Indirect Fire does not require line of sight to the target. Only the Forward Observer must have line of sight to the target.

Initiative: A value that represents which side attacks first in a Combat Engagement. Initiative represents the readiness and alertness of deployed forces to enemy activity. This check is rolled on a ten-sided die for various purposes during the game. The highest value wins Initiative. Initiative checks are also rolled for some Command Decisions such as Withdraw and Suspend Attack to represent the ability to execute those decisions effectively and quickly.

Inspire (Command Decision): A Command Decision that if successful for the “inspired” force, all friendly Units involved with that Engagement each receive a single bonus Combat Round in which the Defender may not retaliate.

Intensity: The quality or criticality of a hit against a target. A hit may be scored in an Attack, but whether or not that hit was effective or how close to a critical area the hit landed is determined by an Intensity roll. The higher the Intensity value, the more critical the hit. This roll is made using a 10-sided die only after a hit is scored against a target. A roll of 1 is least critical and 10 most critical. Intensity is then added to a weapon-specific characteristic called Damage Index (DI) to determine Raw Damage.

K

Key City: An existing town, village, or city that holds strategic value for players. Key Cities offer benefits and drawbacks regarding occupation such as a reduced cost for Command Post construction due to the use of existing buildings, defensive cover for certain Units, and more. Drawbacks may include loss of Fog of War due to local civilians who process information to the enemy regarding occupation force strength.

L

Landing Ship: Refers to any type of ship that may offload its cargo onto a beach during an amphibious operation. Full offload requires one full Movement Turn once the coastal hex is reached by the ship.

Legal Target: A Legal Target is one that is within range and may be attacked using the given weapon. Targets Allowed information is provided on the Unit Card for each weapon that a Unit is equipped with.

Limit (X): Build limit for a Unit.

M

Miniatures: Sculpted or cast figurines, armor, vehicles, aircraft, and naval ships used to represent Units on the Tactical Scale Battlefield. Miniatures may optionally be incorporated to play out decisive Engagements, typically driven by the normal Operational Turn Sequence. Players may enter into a Miniatures Battle by declaring Resolve by Miniatures and agreeing to resolve combat in this way. The Tactical Scale Combat Rules may also be used with standard hexagonal Unit Markers if players do not have representative Miniatures.

Momentum (Optional Rule): Momentum modifies the future Initiatives of groups of Units, positively or negatively, and is a dynamic factor that is tracked at the group level. Positive Momentum can offer great advantages among multiple battles, turning routine Operational Engagements into waves of accelerating attacks.

Morale: A dynamic rating of the emotional aspects of war. Morale is used at the Tactical Scale for each side's Units as a group. Morale simulates resolve and Infantry and Crew motivation levels. Low morale may greatly affect Unit performance or even cause Surrender or Withdrawal of some Units beyond the control of the Commander or General. High morale may provide temporary bonuses to Units



within the Engagement, or even allow additional Command Decisions such as Motivate. Morale at the Tactical Scale may affect Momentum at the Operational Scale once the Battle is resolved.

Movement (Unit Statistic): At the Operational Scale, this value represents how many hexagonal spaces a Unit may move in any direction in one Movement Phase. At the Tactical Scale, this same value represents how many inches a Unit may move on the Battle Table in the Movement portion of the Tactical Scale Turn.

Movement Phase: The portion of a player's Operational Turn in which Units may move or be transported across Campaign Map hexagonal spaces.

Munitions Depleted: This Counter is used on Units that carry one-time-use weapons such as bombs or torpedoes. As the weapon is used, players mark the weapon as depleted by placing a Munitions Depleted Counter over the weapon on the Unit Card. This allows aircraft to continue to fly additional Turns of Flight and attack with guns or other weapons while ensuring that depleted weapons are not used again in another Combat Phase before landing and re-supply.

N

Net Damage: The resulting amount of Damage (if any) that "gets through" to a Unit that has been hit. Net Damage is determined by adding the attacking Unit's weapon DI to the attacking player's Intensity roll, applying any modifiers (such as Experience), and then subtracting the Defense value of the defending Unit. The resulting Net Damage value is subtracted from the defending Unit's Endurance (if undamaged) or Half Endurance (if damaged).

No Experience: This Unit may not earn Experience.

Not Subject to Supply Costs: Do not supply this Unit when calculating Supply Costs each Operational Supply Phase.

O

Obstacle (Infantry): A neutral, physical barrier or other man-made deterrent that prevents Infantry from moving through the Obstacle's location (regardless of country or approach direction unless coupled with a Structure or Emplacement). If placed in the same hex as a Structure or Emplacement, the Infantry Obstacle is assumed to protect around the perimeter of that Structure or Emplacement for the controller of the Emplacement. If an Infantry Unit

attempts to cross the Obstacle, the Obstacle is treated as an Attacking Unit. There is no initiative since this is not a Combat Engagement. Players who control the Obstacle roll against the crossing Infantry as if it were an attack. Factor in DI and Intensity upon a successful hit.

Obstacle (Vehicle): A neutral, physical barrier or other man-made deterrent that attempts to prevent Vehicles and Tanks from moving through the Obstacle's location (regardless of approach direction). Vehicles/Tanks may attempt to cross the Obstacle. In this situation, the player who controls the Obstacle rolls against the crossing Vehicle/Tank as if it were an attack. There is no Initiative since this is not an Engagement. All other Obstacles factor in the DI and add an Intensity roll to determine damage from a hit.

OnDamage: A special condition or event beyond normal damage that takes effect when a Unit reaches the Damaged State. Players must follow any special instructions listed on the Card and apply the effect(s) immediately. OnDamage effects usually last until the Unit is repaired or restored.

Open Top/Back: This Unit is not fully enclosed, thus any Crews or Soldiers operating the Unit or being transported by the Unit are vulnerable to direct attack. Opponents may target the crew / transported Units directly by declaring so prior to combat. In addition, Units with Open Tops/Backs are considered "fighting platforms". Any Units within this Unit may attack enemies while embarked without penalty.

Operational Turn: A complete set of one player's Operational Phases accomplished in order including the Income/Events Phase, Production Phase, Supply Phase, Movement Phase, Combat Phase, and Deployment Phase. Note that Production and Deployment occur only every fifth turn. Each player alternates Operational Turns at the Operational Scale.

Operational Scale: Operational Scale is used for most game play. Players use the Comprehensive Rules, a Campaign or Scenario Map, Scenario Setup guidelines, Unit Cards, hexagonal Unit Markers, Currency, and more, to play at the Operational level. Some operational aspects of the game include managing income and purchasing Units, logistics and Supply, building Structures such as Airfields, and employing strategies to take and defend objectives on a large scale. At the Operational level, each Campaign Map hex measures 5/8" wide across the flats, and represents approximately 8-1/2 miles of varying terrain.



P

Passive Player: The player or team currently not accomplishing an Operational Turn.

Phase: An individual component of a player's Operational Turn dedicated to a specific function such as Production. Throughout the rules this term is used extensively to refer to these divisions (i.e. Production Phase, Supply Phase, Movement Phase, Combat Phase, etc.). Certain Phases are further divided as required for additional structure.

Pilot: Special training for an individual that is required for the operation of certain Aircraft. This training provides the Pilot with the ability to fly any fighter, fighter-bomber, dive-bomber, and similar aircraft that require a Pilot as defined within the Aircraft Unit's Special Characteristics.

Port (Type, Bonus X): Several types of coastal ports provide different functions. Typically, ports will provide a supply bonus X, which reduces supply costs by X each Operational Turn. Captured Existing Port do not have an associated cost.

Primary Objective: Set by Scenario guidelines, a Primary Objective represents the single main strategic objective for that Scenario. In most cases, capture or successful defense of a Primary Objective results in victory for the successful player and the end of the Game or Scenario, depending on the Game Type and Win Conditions.

Primary Weapon: This weapon is considered the Unit's main weapon during combat action.

Production Phase: The portion of a player's Operational Turn in which income may be used to purchase or request the deployment of Units or construct Structures. These Units / Structures are placed in an Axis or Allied Staging Area and are not deployed until the next Deployment Phase.

Push (Command Decision): Push may be used to temporarily increase the Movement Rate of one or more Units at either the Operational or Tactical Scale.

R

Range: A two number (X/Y) Unit Armament statistic which represents the maximum effective range of each weapon at the Operational Scale, X, in Hexes, and at the Tactical Scale, Y, in inches. To be a Legal Target at either scale, an enemy Unit must be at a distance equal to or less than the value indicated for the appropriate scale currently in use. Range is also used in reference to Spotting Range of Forward Observers.

Reconnaissance: Units with Reconnaissance may gather information on the strength and/or location of enemy Units. A Reconnaissance Check may be attempted once during the controlling player's Movement Phase. Roll a 10-sided die. Reconnaissance is considered successful on a roll of 5 or greater for land-based Reconnaissance Units. If successful, reveal the normally hidden "stack" of enemy Units on a single hex within 1 hex of the Reconnaissance Unit. Also, apply Bonus 1 Initiative against this stack for any Combat Engagements that occur during the current Operational Turn only.

Requires (X): This Unit requires another Unit with the specified special characteristic in order to operate, such as an Aircraft requires a Pilot.

Retaliation: The act of returning fire to an attacking Unit during the Combat Phase. Retaliation usually occurs in response to an Attack by an opposing player, however, if the Defender wins Initiative, the Defender fires or "retaliates" before the Attacker.

Ruined City: An existing ruined town, village, or city that may hold strategic value for players. Ruined Cities offer benefits regarding occupation, but are not as desirable as Key Cities. Benefits include additional cover for Units that occupy a Ruined City.

Rush Deployment: A Command Decision that allows a player to force early Deployment of purchased, Staged Units as long as at least 1 full Operational Turn has passed. Rush Deployment is useful when particular Units are immediately required for action.



S

Scenario: A historical or fictional conflict simulation at the operational level. Scenarios are used to provide game setup structure and define Objectives and Win Conditions, turn limits, or other guidelines and restrictions for all players involved in the game. Rules within a Scenario may modify Basic Rules such as Income, Starting Forces, and their locations. Scenarios are playable as standalone individual games. Multiple individual Scenarios on a particular Campaign Map are typically linked together to form a complete Campaign.

Secondary Objective: Set by Scenario guidelines, one or more Secondary Objectives represent minor points of strategic interest that may provide unique bonuses for the capturing player or act as Win Conditions.

Secondary Weapon: One or more weapons typically used in a secondary role during a Combat Engagement.

Smoke: During a player's Combat Round within a Combat Engagement, instead of attacking with this Unit's Primary Weapon or Secondary Weapon(s), this Unit may lay Smoke in its current hex as a screen for friendly Units up to the range of its Primary Weapon. Smoke provides Attack Penalty 2 for all attacks against friendly Units who are targeted within the smoke-filled hex. Smoke lasts 3 Combat Rounds and then dissipates. Smoke may also cover the escape of a withdrawing force. In addition to the Attack Penalty, while Smoke is active, any friendly Units within the hex may Withdraw or Suspend Attack with a bonus of 4 to the required Initiative Check.

Special Characteristic: A unique trait, skill, or requirement of a Unit that accounts for differences in combat abilities, roles, and/or penalties among Units. The title of the Characteristic is listed on each Unit Card as applicable in the Special area on the Card. A full description of each Special Characteristic is provided in this Glossary.

Spotting Range (X/Y): For Forward Observers, spotting range (X, Operational, Hexes/Y, Tactical, Inches) represents the range to the intended target within which the Observer must be in order to call for indirect fire / fire mission support.

Stack: At the Operational Scale, a stack is literally any number of Unit Markers placed on top of each other within a single hexagonal space. There is no Stack at the Tactical Scale. Stacking provides Fog of War for the game in that Units below the top Unit are not visible on the Map until an Engagement is initiated or Reconnaissance performed. If using the optional Fog of War Rules, Reconnaissance Units may be used to force an opponent to reveal a Stack upon a successful recon check.

Staged Forces: Any Unit or group of Units that are purchased or requested for deployment but not yet deployed. All new Units with the exception of initial Scenario forces must temporarily pass through Axis or Allied Staging Areas. Certain game events may affect the deployment timing of Staged Forces such as the Command Decision Rush Deployment and certain Event Cards.

Staging Areas: Staging Areas are temporary holding places for Units that have been purchased or requested for deployment. Units remain in these holding areas until the next Deployment Phase, which will generally occur every third Operational Turn.

Structures: Static Units built or occupied for specific purposes such as Airfields, Engineered Bridges, Command Posts, or the Forward HQ. Structures vary with their intended purpose. They are generally built by Combat Engineers who remain in the hex where the structure is to be deployed for the duration of staging. In general, structures may be attacked and damaged or destroyed, and are treated as Vehicles for targeting purposes.

Supply: Supply is represented by a percentage cost each turn based on the Units that each player controls that are subject to supply costs in the game. Paying this cost each turn is mandatory and represents keeping Units fully supplied with ammunition, fuel, food, and other essentials for operation. If a player cannot afford Supply Cost in any particular turn, a Supply Deficit occurs which requires that certain Units be selected for inactivity that turn.

Supply Deficit: The difference in Supply Cost that is owed versus what can be paid during the current Supply Phase. A Supply Deficit results in a Supply Penalty.

Supply Penalty: In cases where a player cannot afford to pay Supply Costs, a Supply Penalty takes effect, which represents Supply disruptions caused by the Supply Deficit. The Supply Penalty is 10 times the current Supply Deficit. A player must select that Cost Value of Units to not supply in the current Supply Phase. Those units may not perform movement or combat actions



Suspend Attack (Command Decision): A Command Decision that may be used to stop a previously ordered Combat Engagement before any shots are fired. Somewhat of a probing attack, the Units ordered to suspend their attack will see the enemy for targeting purposes, but then pull back without actually engaging them, which triggers an unmodified initiative check.

T

Tactical Scale: Tactical elements in Frontline General include making decisions within combat, timing and coordination of units, the selection of which weapons to use, how to take objectives, being aware of Morale and more. Tactical Scale Combat Rules provides further detail for a player's Combat Phase, and its use for combat engagements is optional. The default Frontline General Tactical Scale (horizontal scale) is 1"=200 yards. To represent one 8-1/2 mile Campaign Map hex (which is approximately 15,000 yards), each Tactical Scale Battle Table, or playable area, would be approximately 72".

Targets Allowed: One or more icons are listed next to each weapon on each Unit Card. These icons represent which targets are allowable for any given weapon- Infantry, Vehicles, Aircraft, and/or Ships. For the purposes of allowable targets, Structures are considered Vehicles.

Target Visibility: A check that is made only if using the Tactical Scale Combat Rules. This check is done to ensure that a target is Legal prior to attacking. A Target is visible and 'legal for attack' only if an unobstructed straight line may be drawn between the centers of the attacker and target (use the centers of each Miniature or Unit Marker for measurement purposes). Several other rules may modify Target Visibility.

Team Play Command: The rules that encompass a multi-player option that allows teams of up to five (5) players per country to play against each other. Each team splits the normal functions that a single player would perform by him or herself into functions of the General (the team leader) and functions of subordinate Commanders (the other members of the team).

Terrain, Operational: Terrain affects Unit Movement by providing natural challenges to the progress of land and sea Units across Operational Map hexes. Some challenging Terrain may be overcome, but at the risk of damage or loss by moving through that terrain. At the Operational Scale, Terrain is less detailed. At the Tactical Scale, additional terrain options are available for players resolving combat using miniatures, since 'Line Of Sight' becomes a factor.

Towed Gun (X,Y): This Gun may be towed for relocation by any Unit with appropriate Tow Capacity (X). If a value is provided for Y, this indicates the number of towing vehicles required (2 would indicate that the Gun must have two vehicles dedicated to towing). X may be S for Small, M for Medium, or L for Large. Tow Capacity (X) must meet or exceed the Towed Gun (X) requirements.

If a Unit's Movement value is "0" then towing is the only means of transportation. If a Unit's Movement is greater than "0" this indicates that the crewed gun may be "manhandled" into position at that Unit's movement rate, or towed as an alternative. Towed Guns require 1 Idle Movement Phase to embark / disembark from their towing Unit.

Tow Capacity (X): May transport/tow one Unit up to size X where X may be S for Small, M for Medium, or L for Large. Units towing other Units suffer a movement penalty of 1.

Transport (X): May transport the Unit(s) specified by X.

Transport, Soldier (X): May transport up to X Individual Soldiers.

Transport, Squad (X): May transport up to X Soldier Squads or X times 10 individual soldiers.

Triple Fire (Weapon): A Special Characteristic for weapons with a very high rate of fire. Each weapon with Triple Fire may be used three times per Attack Round against the same target only. To accomplish a Triple Fire attack, roll attack three times against the same target. Any or all hits are resolved independently.

Turns of Flight (X): For aircraft only, Turns Of Flight represents the total number of Movement Phases (X) that a plane may remain "in flight" without landing while moving up to the maximum Movement rate in each of those Phases. Using a six-sided die on the corresponding Unit Card, players may track Turns of Flight by counting down each Movement Phase as fuel is depleted. If this count reaches one, and the aircraft cannot make it to a friendly airfield in that Movement Phase, the aircraft crashes.

U

Unconditional Surrender: A situation that may occur if Units are Surrounded on all sides (six hexes) for at least one additional Operational Turn beyond the turn in which Units moved to capture. Unconditional Surrender may also occur as a complete loss of Morale at the Tactical Scale. Unconditional Surrender allows defeated Units to survive captured, usually without terms.



Unit: An individual or squad-level aircraft, tank, vehicle, gun, infantry, Crew, naval ship, or other non-combatant or combatant in the game. Units are the fundamental fighting forces of each nation in the game. Each Unit has an associated Unit Card and Unit Marker. Some Units require Crews in order to function.

Unit Capture: A Unit may become captured in several situations, but typically, capture occurs as a result of a conditional or unconditional surrender. Depending on the type of Unit captured, several effects occur.

Unit Card: A standard size two-sided card, which details essential Unit statistics for use during game play at both the Operational and Tactical Scales.

Unit Facing: Unit Facing is the direction that each Unit's forward features are aligned at the Tactical Scale.

Unit Marker: A Unit Marker is a numbered hexagonal game piece, which represents a Unit on an Operational Scale Campaign Map or Tactical Scale battlefield. Unit Markers are used to track the locations of all Units currently in play in any given game. Each numbered Unit Marker corresponds with a unique Unit Card. To match Markers with Cards, players place a corresponding ID Counter on top of or tucked into the Card Sleeve of each Unit Card.

W

Withdraw (Command Decision): A Command Decision that may be declared at the beginning of any Combat Round by either player by presenting a "Withdraw" Command Card. A player wishing to Withdraw Units may do so for some or all Units within an Engagement. A Withdraw Initiative Check determines the speed at which the command is received and executed and also determines whether the opposing player receives a "free" Attack versus any Unit in range attempting to Withdraw.