

FRONTLINE GENERAL™



Command Card

FRONTLINE GENERAL™



Command Card

Cease Fire

FRONTLINE
GENERAL™
BETA



A temporary lull in the fighting on Monte Grande in Italy.

Affects

All combatant Units

Purpose

Attempt to negotiate a cease fire, usually for mutual gain

Description

Terms of a cease fire are proposed with a duration, usually for mutual gain. Terms may be accepted, denied, or further negotiated. If accepted, Units on both sides may not attack for the duration. Morale rises by 1 point for both sides (Tactical Scale).

Copyright © 2008 Collins Epic Wargames. All Rights Reserved.

Encircle

FRONTLINE
GENERAL™
BETA



A Sherman tank battalion prepares to attack along Highway 65 near Monghidoro village.

Affects

3 groups of ground Units bordering a single enemy or group

Purpose

Attempt to nearly surround an enemy, encouraging Withdrawal

Description

During Operational Scale Movement, if three groups of Units border an enemy, Encircle may be attempted. Roll unmodified Initiative. If won, at least two attacking Units advance around the enemy in a "double pincer" leaving only one hex open for enemy Withdrawal. Bonus 5 Initiative if Combat occurs. If lost, Movement occurs, but enemy may Withdraw to the open hex without penalty.

Copyright © 2008 Collins Epic Wargames. All Rights Reserved.

FRONTLINE GENERAL™



Command Card

FRONTLINE GENERAL™



Command Card

Conditional Surrender

FRONTLINE
GENERAL™
BETA



German prisoners near the Albano road in Italy in early 1944.

Affects

One or more Units engaged in combat

Purpose

Surrender Units under certain terms, usually for mutual gain

Description

Surrender of one or more Units, with conditions, is offered to the opposing player. If accepted, usually for mutual gain, the surrendering Units become captured under the accepted terms.

Copyright © 2008 Collins Epic Wargames. All Rights Reserved.

Inspire

FRONTLINE
GENERAL™
BETA



US frontline infantry are briefed in a rest camp in Naples.

Affects

One Group of Units engaged in combat

Purpose

Increase Morale, gain an additional attack

Description

One group of currently engaged Units is inspired. This invokes an unmodified Initiative check. If won, the inspired group of Units receives one bonus Combat Round in which the defender may not retaliate. Regardless of success, Morale rises by 1 point (Tactical Scale).

Copyright © 2008 Collins Epic Wargames. All Rights Reserved.