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OFF THE LINE

Man-to-Man Combat During World War 2

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OFF THE LINE

MAN-TO-MAN COMBAT DURING WORLD WAR 2

At the beginning of an operation, the commanding officer determines the point from which the operation will begin. This is referred to as the line of departure. In this game, players discover what happens once the soldiers under their command move ... Off the Line.

Off the Line is a wargame of low- to moderate-complexity that depicts man-to-man combat during World War II. Each combat unit represents a single soldier. Games are won through the completion of mission objectives such as the control of locations on the map board, exiting soldiers from the map through specific points, or the simple elimination of enemy soldiers. Although players are open to maneuver their forces as they wish, they'll soon find that traditional tactics for units at the game's scale are the best bet to achieve goals and to keep their forces alive.

1.0 Game Components

This section of the rules lists the various components that are included with the game.

1.1 Geomorphic Maps

The game includes an initial count of ten 5.5 by 8.5 inch, geomorphic maps. The geomorphic quality allows the maps to be placed side-by-side or end-to-end, along long or short edges to create a large variety of different battlefields.

- 1.1.1 **Map IDs** – At the lower left corner of each map section is an identification number. A chosen scenario indicates which maps are used by their ID numbers.
- 1.1.2 **Map Layouts** – The scenario chosen indicates how the map sections should be set up. Use the Map ID to determine if a map should be set up inverted relative to other maps used.
- 1.1.3 **Hex Grid** – Overlaid upon each map is a grid of hexagons that is used to regulate movement. The hexes are not physically numbered, but there are few of them on each map section that it is not hard to determine which hex is which. The left-most column of half-hexes is column "A" while the right-most column of half-hexes is column "M." The uppermost full hex in each column is numbered "1" while the bottom-most hex in each column is numbered "7." The hex in the center of each map section is "G7."
- 1.1.4 **Half-Hexes** – The half-hexes found along the periphery of each map section are always in play. When half-hexes are



made whole where two map sections are joined, the hexes are considered the “A” column of the map to the right (rather than the “M” column) and the “7” hexes of the map positioned at the top of the map layout. The half-hexes at the top of a map layout are considered the “1” hexes of their respective columns (B1, D1, F1, etc.).

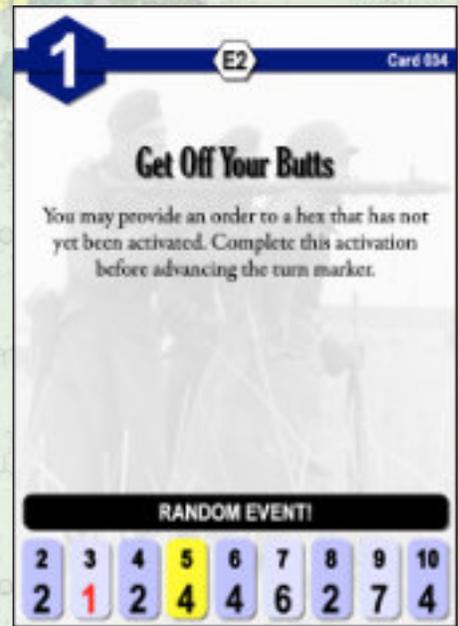
- 1.1.5 **Map Scale** – Each hex on a map section is roughly 15 meters from side-to-side.
- 1.1.6 **Sighting Dot** – At the center of each hex is a sighting dot. This dot represents the middle of each hex and is used in determining if a soldier has “line of sight” to another hex for targeting purposes. Each dot may also be of a specific color to assist in determining the predominant type of terrain found in a hex.
- 1.1.7 **Hex Terrain** – Each hex is made up of a specific type of terrain. The type of terrain is indicated by the color of the hex’s sighting dot. Types of in-hex terrain include: Bridge, Building, Clear, Crops, Marsh, Scrub, Water, and Woods. Any ancillary terrain that might occupy a hex in contradiction to the sighting dot’s color is decorative.
- 1.1.8 **Hex-side Terrain** – A hex may also include terrain along its hex-sides. These may be Crests or Walls (and possibly both).
- 1.1.9 **Combination Terrain** – When a hex includes both in-hex terrain as well as hex-side terrain, specific rules indicate which terrain takes precedence under different circumstances.
- 1.1.10 **Terrain Effects Chart** – The Terrain Effects Chart (TEC) provides an easy reference to understand how terrain effects movement, combat mechanics, and unit morale.
- 1.1.11 **Stacking** – There is no limit to the number of units (enemy or friendly) that may occupy a single hex. The same applies to building levels, unless the scenario stipulates otherwise. Units may occupy different levels within the same hex, if a building is noted as having multiple levels.

1.2 Action Cards

Unlike most other wargames, *Off the Line* does not use dice to determine random outcomes of player actions. Instead, a deck of cards (the Action Deck) is used. Each card includes a variety of values that are used in lieu of dice under specific situations. The layout of the cards is described in this rules section. How the cards are actually used is described in other game mechanics sections.

The components of each action card are as follows (clockwise from upper left):

- 1.2.1 **Orders** – The large number in the upper left corner indicates how many hexes are activated at the beginning of a turn when that card is played to activate soldiers.
- 1.2.2 **Random Hex** – This number indicates a randomly determined hex location. If the background of the value is yellow, draw a different result if the hex indicated straddles



two map sections. If the value is a star on a red background, a special effect of some kind may have occurred.

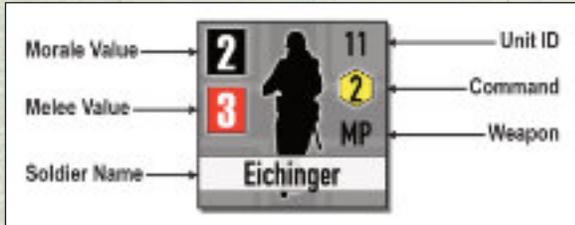
- 1.2.3 **Card ID** – This value uniquely identifies a card. There is a total of 120 cards in the action deck.
- 1.2.4 **Event Text** – When a random event occurs, resolve the event per the text printed on the card. This text may contradict standard rules. In these instances, the card text takes precedence.
- 1.2.5 **Special Notification** – Many of the cards include a colored bar above the random number columns. These bars are used to determine the occurrence of random events or a required reshuffling of the deck.
- 1.2.6 **Random Number Columns** – At the bottom of each card are nine columns numbered 2 through 10. Each of these columns reference a number that is equal to or less than the column heading. There are an equal number of each value within each column throughout the deck (i.e., there are the same number of 1s, 2s, 3s, and 4s in the 4 column). These columns drive much of the action within the game as various mechanics require that a card be drawn and a value be checked under a specified column. The lower the column number, the more likely the result is successful (i.e., there are more 1s in the 6-column than in the 9-column). If a draw is made against the 7- or 9-column, there’s a small chance that an ‘R’ (redraw) result is drawn. If this happens, draw a new card. Also note that some of the result numbers are red. These values typically mean a “kill check” is in order.
- 1.2.7 **Hand Size** – The number of cards a player may hold is equal to the sum of their unpinned leaders’ command values, plus one. If a hand size decreases due to a pinned or killed leader, a card may not be drawn at the end of the turn if doing so would exceed the current hand size.

1.2.8 **Card Play** – Throughout the game, many cards will be drawn from the deck to resolve a variety of game mechanics. However, if the result of an outcome is predestined (such as drawing a card to determine initiative if the result of that check is already clear), there is no need to draw a card from the deck.

1.3 Game Pieces

Several different types of paper game markers (also referred to as “counters”) are used in play. This section of the rules describes each type of counter.

1.3.1 **Combat Units** – Combat units represent the soldiers involved in combat. Each combat unit represents an individually named soldier. Each combat unit is printed with the following values:



1.3.1.1 **Morale** – The ability of a soldier to keep his head while under fire. A calm soldier is an accurate soldier, and therefore morale has a direct impact upon the soldier’s combat ability. A red morale value indicates a penalty when the soldier is fired upon.

1.3.1.2 **Melee** – The soldier’s ability to perform close-quarters combat.

1.3.1.3 **Soldier Name** – The name of the individual soldier. This provides some narrative value to the gaming experience.

1.3.1.4 **Unit ID** – This numeric value uniquely identifies each combat unit. These values are used to select the appropriate units for use in a scenario.

1.3.1.5 **Command** – This value is only printed on combat units that represent squad and assistant squad leaders. Squad leaders have a yellow value, while assistants have a white value. The number represents how many orders the leader may provide to hexes within his command range.

1.3.1.6 **Weapon** – This is an abbreviation of the weapon with which the soldier is armed. This value is used to look up combat results on the nationality’s Weapon Attributes Table (WAT).

1.3.1.7 **Reverse** – The reverse of a soldier marker shows a generic soldier icon. Soldiers are set upon on their reverse side and remain so until they occupy clear terrain, move, or fire within the line of sight of an enemy unit.

1.3.2 **Fake Units** – These units are used to create fog-of-war during play, as the reverse of these units is marked with the same symbol as the reverse of the combat units. Each scenario stipulates



how many fake units are included in the order of battle.

1.3.3 **Group Units** – These units are also used to create fog-of-war in that they represent multiple soldiers in a single hex with only one counter. Place the combat units on the Group Control table within the appropriate box. This also helps cut down on counter clutter on the map.



1.3.4 **Pinned Markers** – When a combat unit fails a morale check, it becomes pinned and is marked with one of these counters as a reminder. Pinned markers are placed initially with their ‘Pinned 1’ sides upward. These are flipped to their ‘Pinned 2’ sides at the end of the turn if they are not removed via rally attempts during the turn.



1.3.5 **Completed Markers** – Once a unit has completed a successful order, place a completed marker with the unit to indicate that it may not be activated again during the turn.



1.3.6 **Reaction Markers** – A soldier that completes reaction fire (successfully or not) is marked with a reaction marker to distinguish it from a completed marker.



1.3.7 **Hold Markers** – A leader or hex may receive a hold order to do nothing during an activation. These units are marked with a hold marker.



1.3.8 **Spotting Marker** – Each side has one of these markers to assist in resolving randomly occurring mortar strikes or sniper fire.



1.3.9 **Hero Markers** – A soldier may randomly be turned into a hero with the ability to command other units as if he were a squad or assistant squad leader.



1.3.10 **Crew and Weapons** – A crewman that acquired a LMG or HMG from a dead soldier of that type is marked with the appropriate weapon marker.



1.3.11 **Smoke** – Smoke may be played by soldiers to help mask their movement. Smoke markers have two sides, indicating that they last for two turns.



1.3.12 **No Smoke** – If side loses its ability to play smoke, place one of these markers in a convenient spot as a reminder of this condition.



1.3.13 **Flares** – Flares are played in the same fashion as smoke, when night conditions are in effect per scenario instructions.



1.3.14 **Turn** – Use this marker to keep track of the turn by placing it on the status track and advancing it at the end of each turn (or if required by a random event).



1.3.15 **Initiative** – Use this marker to keep track of who currently holds the initiative. The marker advances along the status track when the initiative holder attempts to force the retention of the initiative.



1.2.16 **Orders** – Use this marker to keep track of the expenditure of order points during a player's activation.



1.2.17 **Control** – Use these markers to indicate a hex that remains under a nationality's control after any units of that side have vacated the hex.



1.3.18 **Terrain** – These markers represent temporary terrain that are not baked into the map boards themselves and whose location can change based upon scenario setup or random events. Terrain markers include bunkers, foxholes, and improved positions. See the rules sections below on how these markers affect play.



1.3.19 **Prone** – These markers indicate a soldier that is in a prone position.



2.0 Terrain Types

This section of the rules describes each different type of terrain found on the various map sections. These rules are summarized on the TEC. The terrain within a hex should be self-explanatory. However, if there is any question, the color of the sighting dot within a hex indicates its type.

2.1 Bridge

This terrain represents a small stone or metal bridge over a stream, creek, or small river. The terrain provides less protection when incoming fire runs the length of the bridge rather than hitting it from its sides. Bridge terrain is indicated by a gray sighting dot.

2.2 Building

This terrain represents a single- or multi-hex structure. Unless noted in special scenario rules, all buildings are assumed to only have a single, ground level. Building terrain is indicated by a dark brown sighting dot.

2.3 Bunkers

Bunkers are terrain represented by a marker. Bunker terrain is treated in the same fashion as building terrain with the following exceptions.



2.3.1 **Limited Fire** - A bunker marker is positioned so that its top edge faces a hex side. A red triangle is printed at the top of the bunker marker to indicate its facing. Units in a bunker may only draw line of sight (3.0) through the hex directly in front of the bunker hex as well as the two hexes to the right and left of the front hex.

2.3.2 **Protection** – The protection value of a bunker is noted on its marker (either a value of four or five). The scenario

stipulates which value is used. Units outside of the bunker use the protection value of the hex that contains the bunker.

2.3.3 **Placement** – A bunker marker may be placed in clear, crops, scrub, or woods terrain.

2.3.4 **Stacking** – A bunker constitutes a separate location within the hex in which it has been placed. This means that opposing units can exist within the hex without initiating melee is one of the opposing groups is in the bunker while the others are outside of the bunker. A bunker can hold a number of soldiers equal to its protection value. Place units in the bunker beneath the bunker marker. Units on top of the bunker marker are considered outside of the bunker.

2.3.5 **Entry and Exit** – It costs two movement points to enter and exit a bunker. Place units in a bunker beneath its marker. Units entering a hex that contains a bunker must first pay the cost to enter that hex. If units enter a hex that contain a bunker have sufficient movement points remaining to enter the bunker (and the bunker is vacant or occupied by friendly units) these units may enter the bunker immediately. Otherwise, they must remain outside of the bunker until their next activation.

2.3.6 **Morale Effects** – Units within a bunker increase their morale values by +2. Units outside of the bunker use the morale benefits of the hex containing the bunker.

2.3.7 **Melee** – Melee only occurs once enemy units enter a friendly-occupied bunker location. Opposing units may exist within and without the bunker indefinitely without triggering melee, until one group either exits the bunker or enters the bunker.

2.4 Clear

This is open terrain that provides no cover to soldiers that occupy it, but is easier to traverse. Clear terrain is indicated by a transparent sighting dot.

2.5 Crops

This terrain represents cultivated fields. Depending upon special scenario rules, crops may have been harvested during a specific time of year, and therefore have less of an effect on lines of sight. Crop terrain is indicated by an orange sighting dot.

2.6 Marsh

This terrain represents soggy or muddy ground that is difficult to traverse. Marsh terrain is indicated by a light blue sighting dot.

2.7 Scrub

This terrain represents low vegetation such as small shrubs, bushes, and trees that may assist in concealment, but offer little protection against incoming fire. Scrub terrain is indicated by a yellow sighting dot.

2.8 Water

This terrain represents water obstacles such as creeks, small rivers, ponds, and small lakes. Generally, water obstacles can only be crossed at bridge hexes. However, special scenario rules may indicate that water obstacles (particularly streams and creeks) are fordable. Water hexes are indicated by a dark blue sighting dot.

2.9 Woods

This terrain represents sufficiently dense copses of trees that impact both movement and lines of sight. Woods hexes are indicated by a green sighting dot.

2.10 Walls

This is hex-side terrain that exists between hexes rather than filling a hex. It represents stone walls that provide protection to soldiers crouching behind them (in the hex touched by the wall terrain) and blocks line of sight to hexes beyond those touched by the wall terrain. Morale benefits for wall terrain only apply if all enemy units within LOS (3.0) are on the opposite side of the wall.

2.11 Crests

This is hex-side terrain that represents increases in elevation. Generally, crossing into a hex that encompasses the crest art indicates moving to a higher elevation. This is clarified by clear terrain at higher elevations becoming darker shades. Other terrain hexes often exist at higher elevations (such as woods on a hill). Treat these terrain types normally, adding other effects caused by movement or line of sight crossing the crest hex-side.

2.12 Foxholes and Improved Positions

Foxholes and improved positions are temporary terrain represented by a marker placed in Clear, Crops, Scrub, or Woods terrain. The presence of these markers increase a soldier's morale value by one for foxholes or two for improved positions. Foxholes and improved positions may only be placed through scenario setup or random event.



2.13 Smoke

Smoke is played by moving soldiers. Smoke completely fills a hex as well as its hex-sides. Smoke creates a +2 attenuation modifier to lines-of-sight crossing through or into it as well as a one-column shift to the left for protection. Entering a smoke hex costs an additional movement point.

3.0 Line of Sight

In order to fire upon the enemy, a soldier needs to be able to see the target. The straight line from the soldier to the intended target is referred to as the soldier's line of sight (LOS). Determining its clarity is a key component to a successful attack. This rules section describes how to determine lines of sight and the effect of terrain upon them.

3.1 Determining LOS

Each hex on the map includes a sighting dot. To determine the LOS between a soldier and a target hex, draw a straight line from the sighting dot in the soldier's hex to the sighting dot in the target hex.

Note: this process is made easy through the use of a physical thread or rubber band, stretched from point to point.

Each hex that is crossed by the LOS may have an impact on how well the target can be seen (if at all). Note that LOS is reciprocal. If the attacking soldier can see the target hex, the soldiers in the target hex can see the attacking soldier as well.

Split Sighting Dot – If a target hex straddles two map boards and those maps don't abut together exactly in a fashion that splits the sighting dot in the target hex, and the players are of the argumentative type, use the half of the target hex's sighting dot that lays upon the map occupied by the attacking unit for the purpose of determining LOS.

3.2 Terrain Height

Note: one of the most difficult concepts in tactical gaming is the depiction of three-dimensional terrain in a two-dimensional space. Therefore, play close attention to the rules noted here when playing scenarios that involve hillocks or buildings with more than one level..

Different terrain types rise a number of levels from the base level depicted on the map. This base level is referred to as "Level 0" and all soldiers occupying hexes at this base level are considered to be at Level 0, regardless of the terrain in the hex (excepting hillocks).

Each terrain type rises from this base level a number of levels at noted on the TEC. For instance, scrub rises to Level 1, while woods rise to Level 3.

3.2.1 Hillock Levels – When terrain exists within a hillock hex (i.e. across a crest hex-side), the level of the hillock is added to the level of the terrain. For example, woods on a Level 2 hillock would rise to Level 5.

3.2.2 Building Levels – Generally, buildings only have one level, regardless of their height. Units on the ground level of a building are at level 0, plus the height of a hillock on which the building is located. A scenario may stipulate that one or more hexes within a building are at a higher level (such as a church steeple). Units may only occupy upper building levels noted in the scenario.

Example: A scenario stipulates that a church steeple hex is at level 3. Units may occupy level 0 of that hex and/or level 3. Level 2 may not be occupied.

3.3 Blocking Terrain

Some terrain types automatically block LOS to any targets that are beyond (not in) the terrain hex, regardless of the terrain occupied by the attacking soldier or target hex, provided that the terrain rises to a level equal or greater than that at which the attacker and defender reside. These include Buildings and Woods.

3.4 Walls

Wall hex-side terrain blocks LOS if neither the attacking soldier's hex nor the target hex include the intervening wall hex-side. Walls are considered to occupy their terminating vertex where adjacent hexes come together.

3.5 Hillocks

In most instances, continuous crest hex-sides form an elevated "hillock" upon which other terrain might exist. Clear terrain hexes that are part of a hillock become darker as their elevation increases. Each darker level indicates an increase of the terrain's level by plus one. Soldiers that occupy a hillock hex are assumed to be at the level of the hillock, regardless of the height of the terrain in the hillock hex.

3.5.1 Blocking LOS – If a hillock exists between an attacking soldier and the target hex and neither occupy a hillock hex, LOS is blocked.

3.5.2 Blind Spots – Both crest hex-sides and intervening terrain that rises to a level equal to or lower than that of the terrain occupied by a soldier on a hillock may cause a number of blind spots by intervening blocking terrain.

3.5.2.1 Crest Blind Spots – If either the attacking soldier or target hex occupy a hillock hex, the intervening crest hex-side creates a number of blind spot hexes at the lower level, equal to the distance in hexes between the crest hex-side the unit on the hillock, with the first such blind hex being the one adjacent to the crest hex-side. An attacking soldier in a blind spot hex cannot see the target hex (and vice versa).

Example: A soldier on a level one hillock is two hexes away from a crest line to a lower level. Therefore, two blind spot hexes extend from the lower side of the crest line. Any units that occupy these hexes cannot be seen.

3.5.2.2 Other Terrain – If either the attacking soldier or target hex occupy a hillock hex, intervening terrain at the same level as the higher terrain continue to affect attenuation normally. Other terrain at a level in between that of the attacking soldier and the target hex only affect attenuation if adjacent to the lower hex.

Example: A soldier on a level two hillock crest line. Between the soldier and his target are two crop (level two) hexes and three scrub hexes (level one) the last of which is adjacent to the target hex. In this instance, the two crop hexes and the target-adjacent scrub hex affect attenuation.

3.5.3 Other Terrain – Other terrain may occupy hexes on a hillock. Blocking effects of these terrain types are unaffected (e.g. Buildings and Woods always block LOS, regardless as to where they're located).

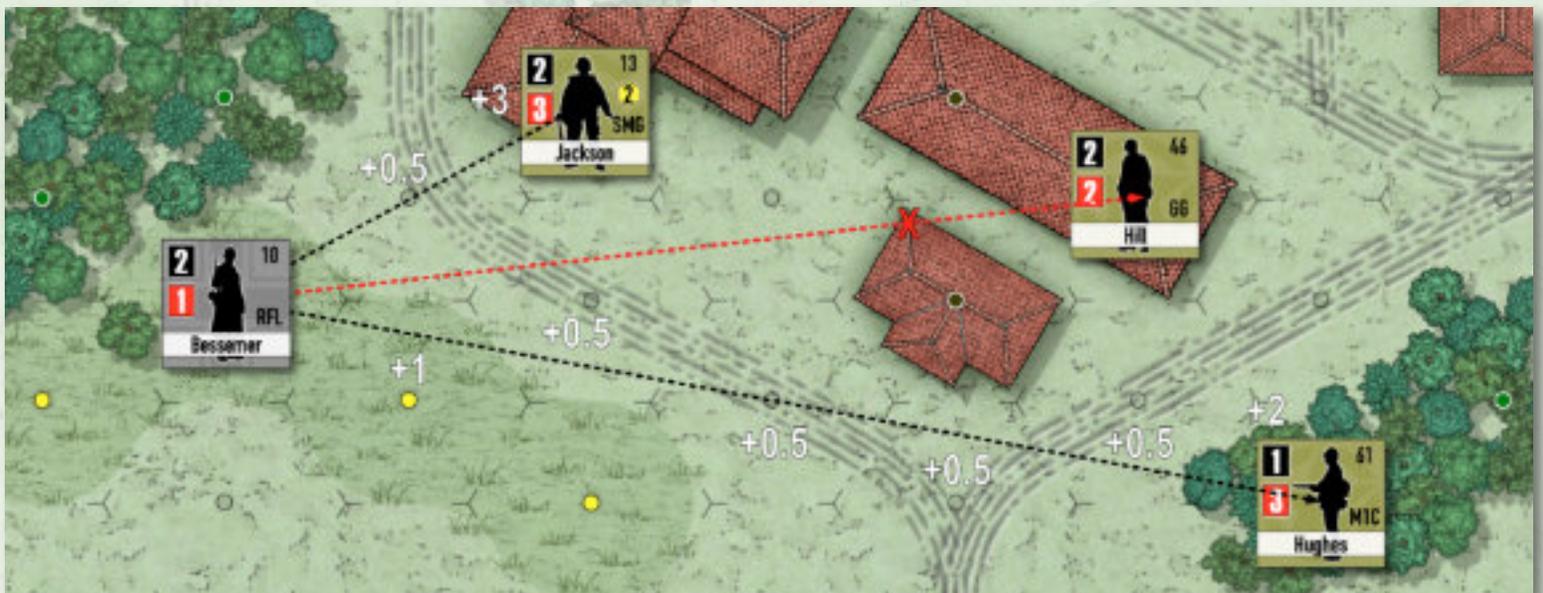
3.6 Hex Spine LOS

There are likely to be instances where LOS is drawn directly between two hexes, along their hex "spine." There are a few exceptions to take into consideration when this occurs.

3.6.1 In-Hex Terrain – Hex terrain is assumed to completely fill the hex that it occupies (including the hex-sides), even though the artwork may not appear to do so. Therefore, with a few exceptions noted below, impose the worst effects upon LOS of any in-hex terrain to a hex-spine.

Example: If a hex-spine has crop terrain on one side and woods, on the other; LOS would be blocked due to the woods terrain. If a hex-spine had crops on one side and marsh on the other; while wall terrain occupied the spine itself, LOS would be blocked due to the wall.

3.6.2 Hex-Side Terrain – Wall terrain blocks LOS when LOS is drawn down the length of the spine or through a hex vertex at the end of a wall. If LOS is drawn down a spine and the end of a wall occupies either tip of that spine, LOS is blocked.





3.6.3 **Non-Blocking Terrain** – Crests do not block LOS along a hex-spine. Building terrain does not block LOS along a hex-spine unless the building art occupies more than one hex, in which case the hex-spine between the two building hexes is obviously blocked.

3.6.4 **Combat Units** – Combat units, both friendly and enemy, block LOS passing through their hex unless all units in the hex are under a Pinned 2 marker.

4.0 Range Attenuation

In order to determine the effectiveness of a soldier’s weapon, the range to the target must be determined. In completely clear terrain, this would involve counting the hexes from (but not including) the attacking soldier’s hex to (and including) the target hex. However, terrain has a way of interfering with a weapon’s effectiveness. This range degradation due to intervening terrain is referred to as range attenuation. Each terrain type has an attenuation value. Calculating a soldier’s attenuation (or effective range) is dependent upon an unblocked LOS into the target hex.

4.1 Determine LOS

To determine the attenuated range from an attacking soldier to a target hex, first determine the LOS to the target. Each hex crossed (even along a hex-spine) that does not block LOS may attenuate the range in some fashion.

4.2 Terrain Effects

Count the fewest number of hexes touched by the LOS that are between the firing soldier’s hex and the target hex (ignoring the former, but including the latter). For each hex counted, check the Attenuation column on the Terrain Effects Chart (TEC). The Attenuation column notes the range points for each terrain type. Add the points together for each hex (use the higher attenuation value when LOS passes along a hex-spine).

Note: Remember that if LOS to a target is blocked, there is no point in determining attenuation. This being said, determining attenuation may result in hexes touched by the LOS being “skipped” as part of the firing process. Always count the fewest number of hexes.

4.3 Effective Range

Determine a soldier’s weapon’s effective range by cross-referencing the total range attenuation value (rounded up, if necessary) in a Hexes column with the weapon type on the Weapon Attribute Chart for the appropriate nationality (short, medium, or long).

Example: In the nearby diagram, the German rifleman Bessemmer has an effective range of four (a half-point for the clear hex plus three for the building, rounded up to four) to US soldier Jackson and an effective range of five (one point for the scrub, a half-point each for four clear hexes, and two points for the woods) to US soldier Hughes. This works out to medium range to Jackson and long range to Hughes. Bessemmer does not have line-of-sight to US soldier Hill because of the intervening building hex.

4.4 Combination Terrain

In cases where a defending soldier occupies terrain where line-of-sight enters a hex across its hex-side terrain (e.g. a wall that’s part of a building hex), use the terrain with the best protective value.

4.5 Elevation Effects

When attacking a unit at a different elevation, attenuation is only affected by terrain equal to or higher than the higher of the attacker or target hex, as well as any terrain adjacent to the lower of the two hexes. All other hexes are considered clear terrain.

Example: In the diagram below, the German LMG is firing on the American soldier from a level two hex to a hex at level zero. The attenuation is only affected by the two level two crop hexes and the scrub hex adjacent to the target.

4.6 Night Effects

When a scenario stipulates that night conditions are in effect, one-half of an attenuation point is added to each hex when determining attenuation (e.g. clear terrain costs one point, scrub costs one and a half points, etc.), unless a hex is within five hexes of a flare marker.

5.0 Sequence of Play

A scenario is made up of a series of turns. Once the last turn has been completed, the victor is determined if not evident by the end of the scenario. Each turn is comprised of a series of steps that must be completed in the order defined below.

5.1 Determine Initiative

The player holding the initiative either draws the top card from the draw pile or chooses one from his or her hand. The non-initiative second player may only draw from the draw pile. Each player checks the random number under in the column that corresponds to their squad’s élan value (10.1). The player holding the initiative increases this value by the current initiative number (where the initiative maker is on the status track). If the second player’s value is less than the initiative player’s value, the second player obtains the initiative. Otherwise the current initiative player retains the initiative. If the player holding the initiative played a card from his or her

hand to retain initiative, advance the initiative marker forward one space on the status track. If the second player gains the initiative, flip the initiative marker to the appropriate nationality side and return it (if necessary) to the first space on the status track.

5.2 Action Cycle

Both players complete an action cycle with the player holding the initiative having the option to complete an action first or second. At the beginning of the cycle, each player secretly selects one or more cards for their orders value, which indicate how many hexes can be activated during the action cycle. The initiative player makes this selection first. If a player selects a card worth zero points or has no card to play, the player must immediately discard any remaining cards without providing any orders. At the end of the turn a new hand may be drawn.

5.2.1 Cycle Completion – During the cycle, players alternate activating hexes by expending order points. A single point activates one hex. If a player has no more orders points to expend, he or she must pass, and allow the opposing player to complete any remaining orders unmolested (excepting potential Reaction Fire).

5.2.2 Orders Cards – When playing a card during a couplet, refer to the orders value in the upper left corner of the card. This value represents how many hexes may be activated (note that activating a hex that contains a leader – squad or assistant squad leader – additional units may be activated in excess of this number). When playing more than one card, the total of the orders values may not exceed six points. For instance, a player may play three two-value cards, but not a five- and a two-value card. Note, however, that playing multiple cards will temporarily reduce a player's hand size as only one card is redrawn at the end of the turn.

5.2.3 Regrouping – A player may opt to pass and not declare any orders. At the end of the turn they must discard their hand and draw a new one. When regrouping, each pinned soldier may attempt to rally once.

5.2.3 Order Options – There are three orders that can be given to units in a hex: move, shoot, or rally. A hex may only be given one type of order unless the hex is within the command radius of a leader.

5.2.3.1 Move Order – All good-order units receiving a move order must exit their current hex per the movement rules described below. All the good order units in the hex must move at the least to an adjacent hex. Place a completed marker on units that moved.

5.2.3.2 Shoot Order – Good-order units receiving a shoot order resolve combat individually and in the order determined by the active player as described in the combat resolution rules below. Place a completed marker on all units that fired.

5.2.3.3 Rally Order – Units receiving a rally order must be under a pinned marker. Pinned units complete the rally process per the rally process described below. Units that successfully rally are removed from under the pinned marker.

Place a completed marker on a hex in which units successfully rally. Any pinned units that fail a rally check may continue to receive a rally orders, regardless of the completed status of other units in their hex.

Example 1: A hex holds three pinned units. An order point is spent to rally the hex, but only one soldier succeeds in rallying. That one soldier is marked completed. An additional order may be spent on that hex to attempt to rally the other soldiers that failed their first attempt.

Example 2: A hex holds one good-order soldier and two pinned soldiers. An order point is spent to fire the good-order soldier, who is marked as completed. An additional order may be spent on that hex to rally the two pinned soldiers as well.

5.2.3.4 Hold Order – A hex or unit (from a leader order) may receive a hold order. A unit receiving a hold order (including the leader himself) may opt to do nothing when the hex or unit is activated (see 5.2.4.2, below). Mark the hex or unit with a hold marker rather than a completed marker. Placing a hold order on a hidden unit does not reveal it. A unit under a hold marker may only use reaction fire or receive an order to fire during a later turn. Once a unit marked with a hold marker has fired, replace the marker with a completed marker (or remove it at the end of the turn).

5.2.3.5 Order Limits – A unit may only receive one order per turn with the exception of rally orders. A unit may receive any number of rally orders during a turn until a rally attempt is successful.

5.2.4 Leader Effects – Using an order to activate a hex that includes a leader (squad or assistant squad leader) provides some added benefits.

5.2.4.1 Multiple Orders – Units in hexes within the command radius of a leader may receive different orders. For instance, some units might receive move orders while others receive shoot orders. Each different type of order assigned to a hex costs one order point. Squad leaders (yellow value) have a command radius of two hexes, while assistant squad leaders (white value) have a radius of one hex.

Example: A orders card with a value of '5' is played. The player may activate two hexes that are outside of a leader's command radius for two points. He may then use a third point to activate a hex containing a leader. He may then assign the last two order points to a single hex within the leader's radius to have some of the soldiers move and some shoot. Note that the order used to activate the leader's hex also constitutes an order so that the units within the leader's hex (including the leader) get an order. This means that those two additional orders could also be applied to the leader's own hex to allow some units to move, shoot, or rally.

5.2.4.2 Additional Orders – When activating a hex that contains a leader, the leader may assign a number of additional orders to individual units (not hexes) within his command radius, including himself. These orders must be completed before the order assigned to the leader's hex is completed.

If multiple soldiers receive orders to move, they move as a group. When ordering a crewed weapon to fire (7.4), the crewman must receive his own order to fire or the weapon is not considered crewed.

Example: A hex containing squad leader with an orders value of two is activated with an order. Doing so provides two additional orders that may be used to activate units within the leader's command radius. These units may act independently of the order given to their hex(es).

5.2.4.3 Order Chaining – If a squad leader is activated followed by an assistant squad leader (but not vice versa), the assistant squad leader may add his additional order point to the order pool to activate a unit within his own command range.

Example: A squad leader is activated that has an assistant squad leader within its command radius of two hexes. The squad leader uses one of its additional orders to activate the assistant squad leader. The assistant squad leader then uses one of its additional orders to activate a unit within its own command radius.

5.2.4.4 Pinned Leaders – A pinned leader may not provide his command points to units within his command radius, nor may he allow the use of multiple orders. A pinned leader must be rallied before he can provide any benefit.

5.2.5 No Orders - It is not mandatory to assign orders to units or hexes during play, but at least one orders card must be played to avoid passing (and discarding all held cards).

5.3 Redraw Cards

At the conclusion of the action cycle, players draw one action card or redraw their entire hand if they hold no cards. The player holding the initiative draws first. If there are insufficient cards to redraw, shuffle the action deck after any player discards any cards. When redrawing an entire hand, a player may draw a number of cards equal to their available unpinned leaders, plus one.

5.4 Random Event

The player holding the initiative draws the top card from the action deck. If a random event bar is displayed on the card, a random event occurs. The player holding the initiative draws another card from the top of the action deck and resolves the event text described. If the card indicates a reshuffle of the action deck is necessary, reshuffle the discarded cards with the remains of the action deck into a new deck.

5.5 Marker Adjustment

Flip any Pinned 1 markers to their Pinned 2 side. Remove any Smoke 2 markers. Flip any Smoke markers from their Smoke 1 side to their Smoke 2 side. Remove all completed markers. Players may optionally remove hold markers, noting that a unit under a hold marker during the subsequent turn may not receive an order.



5.6 Turn Marker

Advance the turn marker to the next space on the status track.

5.7 Automatic Victory

Each nationality in a scenario is noted with a break level that indicates at what point a side's force runs away. This level is the number of casualties (KIA or routed) that a side must take prior to running away. Victory occurs immediately upon the enemy suffering sufficient casualties to equal this break level.

6.0 Movement

To achieve their goals, soldiers must move around the map to capture objectives. To assist in movement, the map is overlaid with a grid of hexagons. Soldiers are moved from hex to adjacent hex, paying a cost in movement points per the terrain in each hex entered. The following rules describe the movement process.

6.1 Movement Points

Soldiers may move individually or in groups. When a soldier receives a move order, it receives four movement points. If a soldier receives a move order in a hex that includes a squad or assistant squad leader (or hero), and the active soldier(s) move in a group with the leader, the movement point pool is increased by the leadership value of the leader.

6.2 Leader Movement

Leaders also receive a base four movement points increased by their individual leadership values, unless activated by another leader in a group. In these cases, the squad leader's leadership value is used. For instance, an assistant squad leader with a leadership value of one gets five movement points, but if activated with a squad leader with a leadership value of two, the assistant squad leader would get six movement points.

Additionally, a leader may pick-up and/or drop off inactive units as he moves. For instance, a leader with six movement points may spend two points to enter a hex with friendly units and then move

those units another four movement points. Also, a leader may pick up another leader, but may only expend the number of movement points that he started with, even though the picked-up leader might have a higher command rating.

6.3 Movement Process

When an individual or group of soldiers receives a move order he (or they) receive a pool of movement points. The soldier or group then moves from their hex into or through a series of contiguous adjacent hexes, paying the movement cost for each hex entered. The cost in movement points to enter a hex according to its terrain type is noted on the Terrain Effects Chart. If a soldier or group has insufficient movement points to pay the cost for a hex, that hex may not be entered.

Example: In the diagram, German soldier Bessamer is moving alone and therefore has four movement points. He moves across the clear terrain at a cost of one movement point and into the building at a cost of three more movement points. The stack of US soldiers is leader-led and therefore receives three extra movement points due to the command rating of the leader, for a total of seven. The move through two clear terrain hexes for a movement point each, a building hex for three points and finally a wooded hex for two points.

6.4 Minimum Move

Regardless of the cost, an active soldier or squad may always enter an adjacent hex (or change level in a building) as long as the hex or crossed hex-side does not comprise prohibited terrain (e.g. unfordable water).

6.5 Changing Building Levels

If a scenario stipulates that a building has upper levels that can be occupied, it costs 1mp to traverse each higher level, even if a scenario does not stipulate that a level may be occupied. For instance, a steeple hex at level 3 may be occupied, but the two levels between it and level 0 may not, so it costs 3mp to move between level 0 and level 3 in that hex.

6.5 Move Requirement

A soldier or group receiving a move order must move at least one hex (even if this is into melee, see below), unless the soldier is pinned. Pinned soldiers are ordered separately from good order soldiers.

6.6 Melee Initiation

Moving a soldier or group into an enemy-occupied hex immediately initiates melee between the enemy units and the moving soldier or group in that hex. See the Melee rules section for the melee resolution process.

6.7 Groups

Group markers are used to enhance fog-of-war in the game. Remove units from a hex and replace them with a group marker. Place the units on the off-board holding box referencing the group unit's letter identifier. Like soldier markers, the group markers also re-

main inverted (hidden) until one or more units in the group performs an action that would otherwise make it visible (movement or fire combat).

6.8 Placing Smoke

When receiving a move order, a good-order soldier may spend a movement point without moving to place a smoke marker in his own hex or a up to two hexes distant. After placing the marker, draw a random number card and check the value in the column corresponding to the squad's élan value. If the value is red, that side may no longer play smoke grenades (they've run out).

6.9 Firing Flares

When night conditions are in effect during a scenario, a good-order soldier may spend a movement point without moving to place a flare marker in a hex up to two hexes away from the soldier's position. After placing the flare, draw a random number card and check the value column corresponding to the squad's élan value. If the value is red, that side may no longer fire flares (they have run out).

6.10 Assault Fire

Soldiers that have an underlined weapon type may fire their weapons while moving. A soldier that employs assault movement must declare so prior to moving. The movement value of a soldier using assault movement is halved.

6.11 Prone Position

Soldiers may assume a prone (laying down) position at any time in non-Building terrain during movement and may be set up in this fashion. Place a prone marker on units that are prone to indicate this status.

6.11.1 **Movement** – A prone marker may be removed from a soldier at a cost of two movement points. A prone soldier may move one hex only when given a movement order and may enter or exit any non-prohibited terrain type except into or out of a building or across a wall hex-side.

6.11.2 **Combat** – A prone soldier cannot spot any hex at a lower position, unless he occupies a hex that includes a crest hex side through which line of sight is drawn to the target hex. A prone soldier decreases the protection column of his hex by one. This shift is cumulative with foxholes or an improved position.

6.11.3 **Morale** – A prone soldier increases his morale by one when determining fire effectiveness.

6.11 (Optional) Hesitation

If a unit or group moves into a hex with a protection value of eight or more that is within the LOS of an enemy unit, draw a card and check the random result in the sixth column. If the result is a one, the hex may not be entered and all movement stops.

Note: This rule is included to assist in solitaire play. Using it with face-to-face play could slow things down a bit, but will add a little more chaos to the game. Your mileage may vary.

6.12 Hex Control

Some scenarios may stipulate that victory points are earned through the control of one or more locations on the map board. Control of a hex is granted to the side that was the last one to occupy the hex with at least one soldier. Use a control marker to note control when an important location is vacated.

6.13 Exiting the Map

A soldier may exit the map by paying one additional movement point to leave a half-hex or full hex that is adjacent to the map edge. A unit that leaves the map may not return.

7.0 Fire Combat

The following section describes how to resolve fire-combat between an attacking soldier and his targets upon receiving a shoot order. To summarize, the shooting soldier determines if his fire on a visible target is on-target and if so, the number of enemy units affected, and the disposition of each of those enemy soldiers. Each soldier in a hex that receives a shoot order resolves his attack fully and individually in the order desired by the active player.

7.1 Spotting

In addition to having a line of sight to a target hex, the enemy units within that hex must be spotted. All units begin a game on their reverse or hidden side. A hidden unit may not be attacked until it either moves within the LOS of an enemy unit and is within ten attenuation points, or fires upon an enemy unit. Upon any of these cases being true, flip the unit over to its front (visible) side.

7.2 Fire Effectiveness

A firing soldier must determine if his fire is effective. Effectiveness is dependent upon the weapon being fired, range attenuation, and the soldier's own coolness under fire.

7.2.1 Active Weapon – Check the soldier's counter to determine the type of weapon with which he is armed. Find this row on the relevant nationality's combat chart under the ID column.

7.2.2 Range Attenuation – Per the Range Attenuation rules (4.0), determine the number of range points to the target. Note that if the line of sight to the target hex is blocked, the enemy hex may not be fired upon.

7.2.3 Fire Effect – Determine if the fire is effective by cross-referencing the weapon type with the range points under the Hexes columns in the combat chart. To the right of the Hexes column that includes the range points is a Col (column) reference number. Draw the top card from the action deck and find the random number under the specified column. If the soldier's modified morale value is less than or equal to this number, the attack is effective. If the attack is not effective, the fire combat process ends. Otherwise, continue to determine the outcome of the effective attack.

7.2.4 Terrain Morale Benefit – A soldier that is better protected by surrounding terrain is calmer and therefore more

effective. Increase the soldier's morale value by the morale modifier indicated on the TEC.

7.2.5 Assault Movement - A soldier that is performing assault movement reduces his morale value by one (to a minimum of one).

7.2.6 Targets Hit – When an attack is effective, cross-reference the weapon type with the Hit column on the combat chart. The number indicated specifies how many soldiers within the target hex are hit. If this number is less than the number of soldiers within the hex, use the random number columns to randomly select a number of soldiers to match the number of targets hit. Note that it may be easier to determine how many soldiers are not hit, rather than those that are (use your best judgement).

7.2.7 Jamming – If the result column background is yellow when determining fire effect, a jam may have occurred. Ignore the noted result and follow the sequence outlined here.

7.2.7.1 Check for Misfire – Draw another card and compare the soldier's modified morale against the column equal to the weapon's jam column value. If the result is less than or equal to the soldier's modified morale, the result is a misfire rather than a jam.

7.2.7.2 Modified Fire Effectiveness – Draw another card to determine fire effectiveness. If another jam result occurs, a jam occurs immediately and the attack ends. Otherwise, if the result is effective, randomly determine which soldiers are impacted by the attack normally. Of these draw another card to determine which was the last soldier struck prior to the jam occurring.

7.2.7.3 Resolve Attack – Resolve the combat against the remaining affected soldiers normally.

7.2.7.4 Note Jammed Weapon – If the result of the misfire check was a jam, mark the firing soldier with a jam marker.

Example: A German soldier is firing a LMG at a hex containing three enemy soldiers and draws a "Jam Check" card. A card is drawn, comparing the soldier's modified morale against the six column (the LMG's jam value) to determine if the result is a misfire or a jammed weapon. The soldier draws another fire effect card and determines that the fire was accurate. A fourth card is drawn and the three-column checked to determine how many soldiers were effected prior to the jam occurring. One or more additional cards may be drawn to determine exactly which soldiers might be pinned. If necessary, the LMG soldier is marked with a jam marker.

7.2.8 Target Status – Each target that was hit must make a morale check against the type of terrain occupied. Determine the terrain's Protection value from the Terrain Effects Chart. This value represents which random number column to use. Beginning with any leaders, draw the top card from the action deck and compare the soldier's modified morale to the value in the protection column. If the value is less than or equal to the soldier's morale, the sol-

dier is unaffected by the attack. Otherwise, he is pinned. Place a Pinned 1 marker on the enemy soldier if he is not already marked as pinned.

- 7.2.9 **KIA Check** – If the morale check random number used to determine the target’s status is also red, the soldier may have been killed out-right. Immediately draw another card and check the 10 column. If the result is less than or equal to the terrain’s KIA value, the soldier is killed and removed from play. If a pinned soldier survives this KIA check but the result is less than his squad’s élan value, the soldier routs, instead.
- 7.2.10 **Red Morale Value** – If a soldier that is hit in combat has a red morale value, shift the random number column one column to the right. Additionally, a KIA result occurs on a one or a two.
- 7.2.11 **Pinned Effects** – Soldiers that are pinned have hit the dirt and remain that way (mostly) until they have been rallied. A pinned soldier cannot shoot or move, with one exception.
- 7.2.11.1 **Crawling** – A pinned soldier may be moved to an adjacent hex only if the terrain in that hex provides a higher protection value than the one currently occupied. Moving a pinned soldier in this fashion requires the expenditure of a single order separate from other orders given to other soldiers in the pinned soldier’s hex.
- 7.2.11.2 **Pinned Protection** – Pinned soldiers are doing their best to hide from incoming fire. This means that they are naturally harder to hit. Therefore, pinned units decrease the protection value of the hex they are in by one when marked with a Pinned 2 marker.
- 7.2.11.3 **Routing** – A pinned unit that suffers a KIA result is also eliminated upon drawing a two result. In these cases, the unit has routed (run away) rather than been killed outright. A routed soldier earns only half the value of a soldier that is killed (retaining fractions) for victory point purposes, but counts fully toward a squad’s break level.

Example – Using the diagram on Page 10, the German soldier Bessmer is armed with a Mauser Gewehr M1898 (RFL) and has a bead on a US soldier at an effective range of five points. Examining the German Weapon Effectiveness Chart, the rifle at a range of five indicates the use of the eighth column. The German player draws a card and compares the soldier’s modified morale value of three (two plus one for the scrub terrain occupied) to the value in the eighth column. Assuming the value is a three (or less) the attack is effective. The US player now determines that status of the soldiers in the target hex. The German rifle can hit up to two targets. Although the diagram only indicates one target, assume there are four US soldiers in the target hex. The US player draws a card and checks the fourth column and gets a result of three, indicating that the third soldier is struck. Another card is drawn, checking the third column and finding another three result. Since the last soldier struck is ignored (his status is already known), the “new third soldier” is struck. The US player now draws a card for each struck soldier and checks the seventh column (the protection value of Woods terrain). The first soldier draws a result that is over his morale and is therefore marked with a Pinned 1 marker. The sec-

ond soldier draws a result that is less than his morale (so he is not pinned), but the result is red so he must make a KIA check on the tenth column. The result is a one, which kills the soldier outright. Bad luck!

7.3 Reaction Fire

An inactive soldier may fire upon a hex within his line-of-sight during the opposing player’s turn following an enemy’s soldier’s movement into that hex or fire attack from that hex.

- 7.3.1 **Resolution** – To determine if reaction fire is possible, a card with an orders value greater than zero must be discarded. A random number card is then drawn with the value in the seventh column compared to the orders card discarded. If the value is less than or equal to the discarded card’s value, the selected soldier completes a fire attack using the process described above. Mark the attacking soldiers with a completed marker.
- 7.3.2 **Multiple Reactions** – The number of soldiers that may fire upon a hex is limited only by the availability of cards that can be played.
- 7.3.3 **Hold Effects** – A unit under a hold marker may attempt reaction fire, but the result is checked against the fifth column, rather than the seventh column.
- 7.3.4 **Discard Effects** – Reaction fire does not constitute playing an order, so it does not affect a player’s ability to discard and redraw their hand.

7.4 Crewed Weapons

Units with weapon types printed in yellow text are crewed weapons. To fire these weapons effectively, a second soldier must be stacked in the same hex with the firing weapon. This second soldier must take the same action as the crewed weapon’s soldier unless the crewed weapon’s soldier is pinned. Failure to follow these guidelines results in the crewed weapon being operated by a single soldier, which suffers penalties:

- 7.4.1 **LMG** – A non-crewed light machine gun deducts one to the terrain protection value or two if the crewman is operating the weapon. A soldier moving a non-crewed LMG receives only three movement points.
- 7.4.2 **HMG** – A non-crewed heavy machine gun deducts two to the terrain protection value or three if the crewman is operating the weapon. A soldier moving a non-crewed HMG receives only two movement points.
- 7.4.3 **Operator KIA** – If the soldier marked as owning a LMG or HMG is killed, the crewman may take ownership of the weapon by placing an LMG or HMG (as appropriate) with the crewman marker. This marker overrides the weapon marked on the crewman’s counter as if it were originally noted with that weapon. The new owner of the weapon forfeits his original weapon for the duration of the scenario. The only affect upon the new owner of the weapon is an immediate reduction of his melee value to zero.

74.4 **Independent Crewman** – A soldier marked with a crew marker may fire his own weapon if the crewed weapon is jammed or its owner pinned. When firing independently, add shift the fire resolution column two columns to the right.

74.5 **Adding/Removing Crew** – When a hex is given an move order, a crew marker may be added to or removed from a soldier before any movement points are expended. Adding or removing a crew marker does not trigger reaction fire.

7.4 (Optional) Traversing Fire

Weapons that have an # Hit value of ‘All’ may also employ “traversing fire” where multiple contiguous hexes within the LOS of the firing weapon are all attacked in sequence. The attacker must declare that traversing fire is being employed. The number of contiguous hexes that are attacked cannot exceed the firing soldier’s modified morale value. For each hex following the first being attacked, reduce the firing soldier’s morale value by one prior to resolving any of the attacks. Contiguous hexes need not be enemy-occupied. After each hex is attacked (including unoccupied hexes), draw a card and check the value in the column corresponding to the number of hexes attacked. If the value is red, the weapon has mis-fired and the attack is ended. If the value is red one, the weapon has jammed and the attack is ended.

Example: A soldier with a morale of two, armed with a light machine-gun, and located within a building hex may fire at up to four contiguous hexes as a modified morale value of one (his morale of two is increased to a four due to the building terrain, and reduced by one for each hex beyond the first targeted, or three, to a total of one.

Note: This rule adds a little more power to fully automatic weapons, but also adds some more complexity to the fire resolution process. Your mileage may vary.

8.0 Area Attacks

There is a random event that results in an off-board mortar or bomb dropping into the battle area and possibly affecting friendly or enemy units. Following the process outlined below to resolve these area attacks.

8.1 Spotting Marker

Each nationality has its own spotting marker. This marker is either placed in a randomly determined hex or within the line-of-sight of a leader or ignored if a star is drawn when resolving the random location.

8.2 Area Effect

An area attack affects the hex that contains the spotting marker as well as each adjacent hex. Any units in those hexes (enemy or friendly) are subject to the incoming attack.

8.3 Resolution

During the random events phase of the following turn, prior to drawing a new event, every unit within an affected hex or hexes

makes a status check based upon the terrain occupied (as if they had been hit successfully by incoming fire), noting that some terrain types use their parenthetical protection value (e.g. woods).

9.0 Melee Combat

Moving a soldier or group into an enemy occupied hex immediately initiates melee (hand-to-hand) combat. The following rules outline this process.

9.1 Melee Initiation

Melee occurs as soon as a soldier or group enters an enemy occupied hex and must be completed before another order can be given.

9.2 Melee Strength

Each soldier counter is noted with a Melee value. A soldier carrying an acquired LMG or HMG has a melee value of zero. The values of each player’s soldiers are summed and compared as a ratio, rounding in favor of the inactive force. For example, four points to two would result in a 2:1 ratio. Five points to two would also result in a 2:1 ratio, while six points to two would result in a 3:1 ratio. If the soldier’s weapon is jammed, halve the soldier’s melee value (rounding up). Assign the higher number in the ratio to the force with the higher combined melee values and the one value to the weaker force. These ratio values represent melee to-hit values for each force.

9.3 Melee Resolution

Both players draw a card from the action deck with the player holding the initiative doing so first. Each player examines the column equal to the higher melee strength, plus two (to at most the 10 column). The moving side shifts one column to the right on the first resolution draw if moving into terrain with a protection value of six or less. If their melee to-hit number is less than or equal to this random number, one of the enemy soldiers has been eliminated (KIA). Use another draw to determine which soldier has been killed.

Example: A German stack of three soldiers with a total melee value of five enters a building hex containing a single US soldier with a melee value of two. This translates to a two to one ratio, giving the Germans a melee strength of two and the US a melee strength of one. The attack is resolved on the four column (the higher melee strength of two, plus two). Since the Germans are moving into a building with a protection value of six, they must use the five column for the first round of combat. The Germans draw a three result on the five column and causes no damage. The US player draws a one result on the four column and kills one German soldier. Since both sides still have soldiers, another round is played. The Germans now draw a two result on the four column and kill the lone US soldier. The US soldier draws another one result and kills a second German soldier. The Germans have won the melee but at a high cost!

9.4 Melee Continuation

If soldiers remain on both sides following the first round of combat, recalculate and repeat the process until one side has been eliminated. Note that terrain has no effect on melee following the first round.

9.5 Mutual Destruction

It is possible for both sides to mutually destroy each other.

9.6 Pinned Soldiers

Soldiers that are marked as pinned may not participate in melee and are ignored during the resolution process. Any pinned soldiers belonging to a side that has been eliminated are automatically routed as well (even if the opposing force is eliminated).

9.7 Desperation

Pinned soldiers in a hex being attacked in melee have the option to attempt a desperation rally prior to melee resolution. A pinned soldier makes an unmodified morale check against their squad's élan value. If successful, the soldier may participate in the melee. If the check fails, the soldier immediately routs.

9.8 Demolition Charges

The scenario instructions may stipulate that a side is armed with one or more demolition charges. These need not be assigned to individual soldiers, but are simply used when desired. When a soldier armed with a demolition charge enters melee, there is a "pre-attack" against the defending force. Each enemy soldier must make three KIA checks against the protective value of the terrain occupied. Soldiers are immediately killed on a draw of a one or two. A soldier is pinned if the result is red, regardless of the number value. If more than one soldier entering melee is armed with a demo charge, the active player must declare the number of charges being used and resolve the effects of each prior to melee beginning.

10.0 Rally

Pinned soldiers may be restored to good order through the rally process. Each soldier in a hex that receives a rally order must attempt to rally.

10.1 Squad Élan

Each scenario defines a side's squad élan value or their general quality. This value indicates the random number column to use when resolving rally checks.

10.2 Rally Attempt

When receiving a rally order, a card is drawn from the top of the action deck for each pinned soldier in the hex. If the value of the random number in the squad élan column is less than or equal to the selected pinned soldier's morale, remove the pinned marker from the soldier.

10.3 Rally Modifiers

There are several modifiers that might cumulatively alter the rally result.

9.3.1 **Terrain** – Increase the soldier's morale by the morale modifier indicated on the TEC for the terrain occupied.

Use the highest morale modifier if the LOS to all spotted enemy units cross hex-side terrain.

9.3.2 **Leaders** – If the hex receiving the rally order is within the command range of a good-order leader, increase the soldier's morale by one. Multiple leaders provide a cumulative benefit.

9.3.3 **Heroes** – If the soldier is in a hex with a hero, increase the soldier's morale by one.

If the modifications increase a soldier's morale to equal or exceed the squad's élan value, the rally check only fails if the drawn result equals the squad's élan value and is red.

10.4 Clearing Jams

When receiving a rally order, a good order soldier with a jammed weapon may attempt to clear the jam. A jam is cleared by making a morale check on the jam repair column noted on the weapon attribute chart. Shift this column one column to the right if attempting to clear a crewed weapon that is not crewed. Remove the jam marker. Note that a soldier may not both rally and clear a jam during the same turn. A stack that had both a jammed weapon and pinned units would have to spend one or more leader orders to accomplish these two different tasks (if within the leader's command radius).

11.0 Random Events

Following the completion of the action cycle of the game turn, the player holding the initiative draws a card from the top of the action deck and checks the random hex location value. If a random event notation is printed on the card, draw another card from the action deck and resolve the event text, noting the following:

11.1 Rules Contradictions

It is quite possible that the text of the event runs contrary to the rules as printed here. In these cases, the event text takes precedence.

11.2 Random Hexes

Printed at the top of each card is a small hexagon that surrounds either a star or a hex coordinate. When an event requires the selection of a random hex, draw an action card and check this value. If the value is a star, the event text stipulates how the hex is selected. Otherwise, use the noted location. Draw an additional card to randomly select a map panel.

11.3 Border Hexes

When two map panels abut, the row of half-hexes at the bottom of the upper map or right edge of the left map are assumed to be part of the adjoining row or column. If a random location in one of these row or column locations is selected (they are distinguished by a yellow hex on the action card), ignore the draw and draw another location card.

11.4 Heroes

A soldier may be randomly turned into a hero through a random event. When this event is triggered, randomly determine a non-leader unit and place a hero marker on that soldier. Heroes have a command radius of zero, meaning that they can issue different orders to units within their hex. A hero also doubles his printed morale value (which may result in attacks being automatically effective). Heroes do not provide any additional orders, but units rallying within a hero's hex deduct one from the rally result. Finally, heroes are killed on a KIA check of 1, 2, or 3. If another random hero result occurs for the same player, simply remove the existing hero marker and place it on the new (or possibly the same) soldier.

12.0 Scenarios

Each play of the game constitutes the completion of a scenario that describes the details of the situation faced by the players. Set the scenario up per the specifications and then deal a hand of cards to each player prior to the beginning of play. Each scenario includes the following details.

12.1 Background

The scenario background provides a brief description of what's going on to provide some historical context, such as the scenario's date and location. This section also includes the number of turns and which side has the initiative at the outset of the scenario.

12.2 Map Diagram

A diagram indicates which map panels are being used in the scenario and how they should be aligned. Use the map identifier to properly set the map up. An arrow indicates the north side of the map, which is important for unit setup.

12.3 Troop Disposition

Each nationality involved in the scenario is noted in its own section. Each section describes the following characteristics:

- 12.3.1 **Squad Élan** – The squad's élan value.
- 12.3.2 **Units** – The ID numbers of the units used in the scenario.
- 12.3.3 **Break** – The number of units a side can lose (killed and/or routed) before it breaks automatically and forfeits the scenario.
- 12.3.4 **Setup** – The location where the units may be initially placed. The side that starts with the initiative sets up second.
- 12.3.5 **Victory** – How victory points are earned by that side.

12.4 Multi-Player Scenarios

If two scenarios use unique orders of battle, they may be played side-by-side. When doing so, place the map panels from one scenario adjacent to those of the other scenario and play the scenarios normally. Draw randomly to determine the sides on which the sce-

nario maps abut, if necessary. Units from one scenario may be moved on to the other map to interact with the other scenario's units (both friendly and enemy), but only the owning player may move their own units (per the order of battle). The game should be able to support up to three scenarios operating simultaneously. If the scenarios chosen share units, select a similar unit (in armament or morale) to replace duplications as necessary. At the end of each turn, both sides (regardless of initiative) should make a random event draw (but only one per side). Finally, the victor is the side that wins both or the majority of their individual scenarios through scenario-based victory conditions or through breaking the enemy.

12.5 Solitaire Considerations

Although there are no solitaire mechanics built into the Off the Line rules, there are means through which a solitaire experience can be made somewhat less schizophrenic.

- 12.5.1 **Hesitation** – Make sure to use the Hesitation (6.11) rule to make movement in the face of the enemy a little more challenging.
- 12.5.2 **Enemy Orders** – Rather than selecting orders cards for the enemy, keep the enemy orders cards concealed at all times. Turn one card over and deduct its value from the enemy's élan value. The result is the number of orders the enemy receives for the turn. Note that this value can exceed the limit of six orders.
- 12.5.3 **Assigning Orders** – When assigning orders to enemy units, do so using the following priorities:
 - 12.5.3.1 **Fire Orders** – Any enemy units that have spotted friendly units within their LOS conduct fire attacks on the hex that is nearest with regards to attenuation.
 - 12.5.3.2 **Rally Orders** – Any pinned enemy units use remaining orders to rally. To make things more challenging, these units automatically rally.
 - 12.5.3.3 **Move Orders** – Any remaining orders are used to move enemy units into the best protective terrain that puts a friendly unit within their LOS or into terrain that earns victory points for control.
 - 12.5.3.4 **Hidden Enemy** – Leave enemy units inverted until they are in a position to fire or move within the LOS of a friendly unit. All hidden enemy units have a movement rate of six, regardless of whether they are stacked with an enemy leader.
- 12.5.4 **Sides** – When selecting which side to play using these guidelines, it's clearly best to play the nationality that is more active (which needs to exit the map, for instance). It may also be preferable to play the side with the higher build value.

13.0 Design Your Own

It's quite easy to create your own scenarios for Off the Line given the large number of individual soldiers and the geomorphic maps included with the game. The dozen scenarios included should pro-

vide an ample example of what can be done. Here are a few additional guidelines to assist in scenario design.

14.1 Squad Organization

Each nationality had different ideas as to how a squad should be organized. The American squad was a twelve-man unit comprising of a three-man fire team that included a Browning Automatic Rifle (BAR), with the remaining riflemen acting as a maneuver or support element. The German squad was a ten-man unit, similarly built around a light machine-gun (LMG). The actual size of a squad may vary depending upon the situation at hand, but these squad sizes are a good place to start.

14.2 Quality

A numeric superiority can easily be countered by reducing a squad's élan value or by increasing its break number. Doing the former allows a side to more easily recover from pinned status, while the latter keeps the squad on the field longer.

14.3 Scenario Type

The nature of the scenario dictates how to build a balanced game. If both sides are simply running into each other in a "meeting engagement" the quality of the soldiers and weaponry can be roughly similar. However, if one side is clearly attacking an entrenched defender, the attacker needs more or superior soldiers to overcome the defender's ability to take advantage of protective terrain.

14.4 Terrain

As the maps can be configured in hundreds of different ways, being aware of what each squad must contend with regards to maneuver and lines-of-sight is very important. Getting to a particular hex for the purposes of control may be inherently more difficult

for one squad due to terrain that must be crossed in the process. Provide a little leeway to one side or the other as needed.

14.5 Time

Finally, note how many turns it takes to complete the scenario. Achieving a certain victory condition becomes a lot harder when there are fewer turns available to do so.

14.0 Acknowledgements

Many have acknowledged that their success has been due to standing upon the shoulders of giants. The design of *Off the Line* is no exception. There are several other game designs that have had a direct impact upon this game. First is Gary Graber's excellent *Combat Leader*. It was this game that provided the impetus to design *Off the Line* and several concepts have been stolen, particularly the range attenuation concept and the optional hesitation roll. Second is the late Chad Jensen's *Combat Commander* which was the first card driven infantry combat game. The manner in which random events are handled is derived from that game. Finally, and perhaps most importantly, is the "greatest game of all time," Courtney Allen's *Up Front*. The random number process that provides *Off the Line*'s game engine is derivative of *Up Front*'s action deck. It would not be too much of a stretch to say that *Off the Line* is the "*Squad Leader* Board Game Card Game Board Game."

15.0 Bibliography

Chant, Chris (et. al.); *Weapons of War, Small Arms, 1870-1950*; Amber Books; 2015

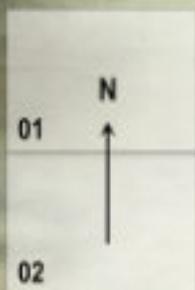
Miller, David; *Fighting Men of World War II Allied Forces Uniforms Equipment, & Weapons*; Pepperbox Press; 2010

Miller, David; *Fighting Men of World War II Axis Forces Uniforms Equipment, & Weapons*; Pepperbox Press; 2010



Scenario 1 - A Good Walk Spoiled

American vs. German



10 June 1944: A few days after D-Day, elements of the 82nd Airborne make their way into the French countryside where they encounter a German patrol.

Turns: 7 (Germans hold the initiative at start)

American Squad

Build: 76

Élan: 4

Units: 1-12, and two fake

Break: 8

Setup: Setup first, within three hexes of the north edge of map 01.

Victory: Score one victory point per enemy soldier eliminated and two victory points per building controlled at the end of the game.

German Squad

Build: 78

Élan: 5

Units: 1-10, and two fake

Break: 6

Setup: Setup second within two hexes of the south edge of map 02.

Victory: Score one victory point per enemy soldier eliminated and two victory points per building controlled at the end of the game.

Scenario 2 - Buying the Farm

American vs. German



10 August 1944: A few days after D-Day, elements of the 82nd Airborne are moving to link up with their regiment when they encounter a German squad occupying a French farm.

Turns: 8 (Americans hold the initiative at start)

American Squad

Build: 72

Élan: 4

Units: 13-24, and one fake

Break: 8

Setup: Setup second within two hexes of the north edge of map 03.

Victory: Score one victory point per enemy soldier eliminated and two victory points per friendly soldier exited off the southern edge of map 04.

German Squad

Build: 72

Élan: 5

Units: 11-20, and three fake

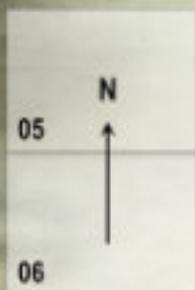
Break: 6

Setup: Setup first in woods or building terrain on map 04 with no more than two soldiers per hex.

Victory: Score two victory points per enemy soldier killed and two points for controlling the farmhouse on map 04 at game end.

Scenario 3 - The Hills Have Eyes

American vs. German



17 June 1944: An American squad from the 29th Infantry advances inland following the D-Day landings. To ensure clear passage from the beaches, they are tasked with taking a hill that overlooks the countryside.

Turns: 8 (Americans hold the initiative at start)

American Squad

Build: 91

Élan: 5

Units: 25-37, and one fake

Break: 7

Setup: Setup second within two hexes of the north edge of map 05.

Victory: The Americans must clear the upper-level hillock on map 06 of enemy soldiers while occupying it with at least one good order soldier at game end.

German Squad

Build: 73

Élan: 6

Units: 21-30, three fake, one foxholes

Break: 6

Setup: Setup first in as desired on map 06.

Victory: Avoid the American victory conditions.

Scenario 4 - Piggies to Market

American vs. German



20 September 1944: An American squad from the 82nd Airborne has been tasked with clearing a sector within the Dutch town of Nijmegen to assist in the capture of the Nijmegen bridge over the Waal river as part of Operation Market Garden.

Turns: 9 (Americans hold the initiative at start)

Notes: All building hexes are level 2 except for 08-E4 at level 3.

American Squad

Build: 102

Élan: 4

Units: 38-50, three fake, two DC

Break: 9

Setup: Setup first as desired on Map 08. One or two soldiers may setup permanently in hex E4.

Victory: The Americans must control ten or more building hexes (not buildings) at the end of the scenario.

German Squad

Build: 73

Élan: 6

Units: 31-40, one fake

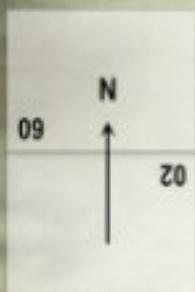
Break: 6

Setup: Setup second as desired on map 07.

Victory: Avoid the American victory conditions.

Scenario 5 - Meathead Patrol

American vs. German



14 September 1944: An American squad from the 47th Infantry Regiment has been tasked to capture a blockhouse on the northern fringes of the Hürtgen forest, near Schevenhütte. Half of a German squad assigned to the sector is on patrol when the assault begins.

Turns: 10 (Americans hold the initiative at start)

Notes: Place a Bunker 5 in hex 09-I3 facing south.

American Squad

Build: 118

Élan: 5

Units: 51-64, three fake

Break: 8

Setup: Setup second within two hexes of the south edge of map 02.

Victory: The Americans must control hexes 09-I3 and 09-K6 at the end of the game.

German Squad

Build: 76

Élan: 6

Units: 41-50, two fake

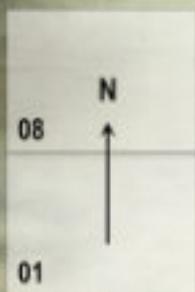
Break: 6

Setup: Setup first with units 41-44 and two fake north of the stream on map 09. Draw a card at the beginning of each turn starting with turn 3. If the value in the 10 column is less than the current turn, place the remaining units in a hex on the north edge of map 09. Placement is not movement.

Victory: Avoid the American victory conditions.

Scenario 6 - The Church

American vs. German



10 December 1944: An American squad from the 3rd Infantry Battalion has been tasked to capture a church outside of the town of Strass. The steeple of this church is a likely spot for a German sniper or machine-gun emplacement and must be neutralized.

Turns: 10 (Americans hold the initiative at start)

Notes: Building hex 08-E05 is at Level 3 and costs 4mp to reach.

American Squad

Build: 75

Élan: 5

Units: 65-76, two fake

Break: 8

Setup: Setup second within two hexes of the south edge of map 01.

Victory: The Americans score 2vp for each church hex and 1vp for each building hex on map 08. The Americans win if they control 7vp at game end.

German Squad

Build: 77

Élan: 6

Units: 51-60, three fake

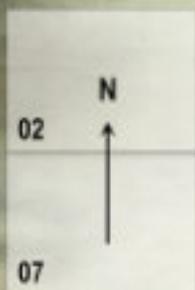
Break: 6

Setup: Setup first as desired on map 08. Two units may set up permanently in hex 08-E05.

Victory: Avoid the American victory conditions.

Scenario 7 - They're Back!

American vs. German



11 December 1944: The Americans have fought to clear and hold the town of Strass, outside the Hürtgen forest. As they try to get some rest, the Germans counter-attack to retake the town.

Turns: 10 (Germans hold the initiative at start)

American Squad

Build: 80

Élan: 6

Units: 02-06, 26, 32, 57-58, 61-63, 77, three fake

Break: 5

Setup: Setup first, with no more than two units per hex on map 07.

Victory: Avoid the German Victory conditions.

German Squad

Build: 93

Élan: 6

Units: 61-70, two fake

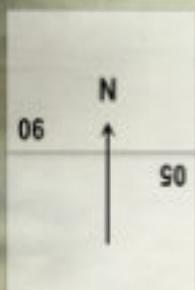
Break: 7

Setup: Setup second, within three hexes of the north edge of map 02.

Victory: The Germans must control 11 or more building hexes at the end of the scenario.

Scenario 8 - Up and Away

American vs. German



21 December 1944: A squad of German Volksgrenadiers has been charged to find a covered route through which German tanks can assault St. Vith. The Germans encounter members of the American 106th Infantry Division.

Turns: 10 (Germans hold the initiative at start)

American Squad

Build: 84

Élan: 6

Units: 07-12, 14-16, 22-26, two fake

Break: 6

Setup: Setup first, within five hexes of the eastern edge of the map.

Victory: Score one victory point for each German soldier killed. The higher score wins at game end.

German Squad

Build: 81

Élan: 6

Units: 21-22, 15-17, 71-72, 76-77, two fake

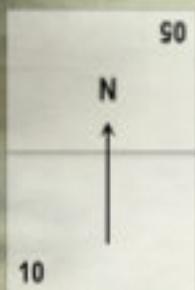
Break: 7

Setup: Setup second, on the half-hexes along the western edge of the map.

Victory: Score three victory points for each German soldier that exits through the eastern edge of the map. The higher score wins at game end.

Scenario 9 - Chin Deep

American vs. German



20 December 1944: The Germans are squeezing Bastogne. A fatigued squad of Americans from the 101st Airborne is defending a small bridge over a deep stream from an assaulting squad from the 2nd Panzer Division.

Turns: 10 (Germans hold the initiative at start)

Notes: The stream is not fordable and must be crossed at the bridge.

American Squad

Build: 71

Élan: 5

Units: 02-06, 13, 19, 22-24, 31, 78, three fake

Break: 6

Setup: Setup first, as desired on map 10.

Victory: Score two victory points for each German soldier killed. The higher score wins at game end.

German Squad

Build: 83

Élan: 6

Units: 10, 12-15, 36-37, 41, 53, 76, two fake

Break: 7

Setup: Setup second, within two hexes of the northern edge of the map.

Victory: Score one victory point for each American soldier killed and two for each German soldier that crosses the bridge. The higher score wins at game end.

Scenario 10 - Field of Fire

American vs. German



30 January 1944: A squad from the American 3rd Ranger Battalion is advancing toward the Italian town of Cisterna when it runs into a German squad from the 715th Infantry Division blocking its movement.

Turns: 8 (Germans hold the initiative at start)

American Squad

Build: 77

Élan: 5

Units: 65-76, and one fake

Break: 6

Setup: Setup first, within three hexes of the east edge of the map.

Victory: Score one victory point per enemy soldier eliminated, one point per friendly unit exited off opposite map edge, and two victory points per building and hex 12-G2 controlled at the end of the game.

German Squad

Build: 76

Élan: 5

Units: 41-50, and two fake

Break: 5

Setup: Setup second on the half-hexes along the west edge of the map.

Victory: Score one victory point per enemy soldier eliminated, one point per friendly unit exited off opposite map edge, and two victory points per building and hex 12-G2 controlled at the end of the game.

Scenario 11 - Pushing Through

American vs. German



7 August 1944: American soldiers from the 35th Infantry Division, advancing south of Avranches encounter counter-attacking German soldiers supporting the 2nd Panzer Division.

Turns: 8 (Germans hold the initiative at start)

American Squad

Build: 99

Élan: 5

Units: 53-64, 73, 78, three fake

Break: 8

Setup: Setup first within two hexes of the western edge of the map.

Victory: Score one point for each German soldier killed and two for each American soldier exiting the opposite map edge. Score one point per building controlled at the end of the game.

German Squad

Build: 97

Élan: 6

Units: 40-42, 53-60, 74, three fake

Break: 7

Setup: Setup first within two hexes of the eastern edge of the map.

Victory: Score one point for each American soldier killed and two for each German soldier exiting the opposite map edge. Score one point per building controlled at the end of the game.

Scenario 12 - Into the Woods

American vs. German



8 October 1944: American soldiers from the 1st Infantry Division are beginning their assault toward "Crucifix Hill," near Ravelsburg, as they advance into Germany. In their way are a squad of Volksturm defending in a copse of woods.

Turns: 10 (Americans hold the initiative at start)

Notes: During setup, the Americans may implement card #72 (Mortar Support) prior to the deck being shuffled and cards dealt.

American Squad

Build: 93

Élan: 5

Units: 28-41, three fake

Break: 7

Setup: Setup second on the southern edge of the map.

Victory: Score one point for each German soldier killed and two for each American soldier exiting the opposite map edge.

German Squad

Build: 70

Élan: 7

Units: 15-24, three fake

Break: 6

Setup: Setup first as desired on map 03.

Victory: Score three points for each American soldier killed.