

FRONTLINE LOGISTICS RULES 1.1 by Mark Ainsworth 210665

OVERVIEW

Everything in the game runs on Supply, which are delivered by Trucks and airdrops. Supplies allow you to attack, defend, bombard, or build or destroy road blocks etc...

SETUP

you begin with 2 supply points, each base(except artillery) begin with a defend force of 1 ,one artillery gun is out of ammo and need a supply point to fire, but one has ammo. you get 10 trucks each, once destroyed there out of the game. all bases have a Flag. Supplies are Raw Resources Men and Arms, you convert Supplies into Strength points for different jobs and the can never revert back to Supplies

Player A takes his turn then Player B , and repeat until all bases are captured,
Every Second Turn deduct 1 Strength point from A attack or defence force from each player if you roll a 6 on a D6(this is to allow a ticking down of forces, due to supply).

TURN

Do the following in Order each turn.

Each Turn you May begin a convoy mission(if you dont already have one ongoing), you place a friendly truck chit on one of the road entry points. Your truck moves at a rate of 4 Hexes per turn. Your Truck of supplies objective is to reach the opposit road exit points(entry points and exit points are just the first road hexes on the edges of the board, you have a choice of 4, but you can only exit the 2 opposit your entry point) the truck chits are printed in 2 facing directions use the one facing your exit point. If your truck makes it you recieve 5 supply points. You May carry engineers with your truck to dismantle road blocks, but each engineer will cost one supply point. you may place the delivered supplies on any base or bases you wish.

Each Turn you May airdrop 1 supply point, but you must roll a D6 on a score of 5 or 6 it fails its mission and you get no supply drop.

Each Turn You May Bombard 2 times from the artillery hexes at a cost of one supply point per bombardments from your supplies in the base you fire from, you can bombard an attack chit, a defend chit, a road block, or a truck, You May NOT target opponants artillery they are just out of range. you resolve a bombard easily roll a D6 on a score of 5 or 6 you deduct a strength point from the opposing force.

Each Turn you May create an attack force, this force can be as strong as 3 but for each strength point you deduct 3 supply points from your supplies in the base you create the force. an attack force moves at 1 hex per turn. any enemy force (except trucks) it moves adjacent to it must combat. you resolve a combat easily roll a D6 on a score of 5 or 6 you deduct a strength point from the opposing force, but the opposing force does the same against you.

Each Turn you May create a defend force,this force can be as strong as 3 but for each strength point you deduct 2 supply points from your supplies in the base you create the force. this force is only able to defend the Base where it was created!

Each Turn You May Place one Road Block, can be as strong as 1 strength point, you must deduct 2 supply points from any of your supplies bases. engineers on a truck at a road block May roll a D6 on a score of 5 or 6 a road block is cleared, but if the engineers fail the truck stops there until next

turn

If you successfully attack a base , you place your flag on it, your supply points increase by the stock pile of supplies in the base your attacking. if capture an artlary piece you use it.

END TURN

Every Second Turn deduct 1 Strength point from A attack or defence force from each player if you roll a 6 on a D6(this is to allow a ticking down of forces, due to supply).

Stacking Limits are 3 strength points per Hex.