Firepower Attacks

Add Firepower @ RR:
- x2 Flanking, Encircled, Infiltrator (if firing), Hero (on uncrewed LMG req’s RNC)
- x2 Bracketed Hero on LMG/MMG Bracketed
- Not fully-crewed LMG/MMG Moving Fully crewed LMG
- Fully Crewed LMG in Stream or Marsh x½ (Round down)
- Moving BR, Wounded 0 FP
- Crewman, Unarmed man, Transferring, Malf. Ordnance Non firing infiltrator/Flamethrower

Add:
- +1 for British
- -1 for Italian

Play FIRE cards
- Total # ≤ FP

Total FIRE # on card(s) for Base Fire Strength

Is Firing Group Moving?
- Y
- N

Final Fire Strength (FFS)
- Add to FS: Attacker TEM
- Defender TEM* (including WIRE/SMOKE/MOVEMENT)

Defender plays a CONCEALMENT?
- Y
- N

Subtract from FS: Value of CONCEALMENT

Call off Attack?
- Y
- N

Target is AFV?
- Y
- N

Multiply Fire Strength x½ (Round down, each Fire card)

Continue to Fire/Ordnance Resolution on each man
→ P3

Continue to AFV Unboxed Resolution
→ P4

AFV/IG Firepower Modifiers:
- -1 per Comm. KIA each.

[Flowchart diagram]
Ordnance Attacks

Play any FIRE card

Determine To Hit # at Current RR

Is Target Moving or Hull Down?

Is Firer Moving?

Y

Is Firer Moving?

N

Y

RNC = Miss

N

Y

-1 To Hit & RNC = Miss

N

Y

-1 To Hit ea.

N

Y

-1 To Hit ea.

N

Y

-1 To Hit ea.

N

Y

-1 To Hit

N

Y

- # To Hit

Notes:
- Hull Down: non moving AFV/IG in Wall or Hill.
- |RNC| = Color of RNC N/A. Check only value.

AFV/IG To Hit Modifiers:
- 1 per Comm. KIA each.

Turretless Assault Guns:
- 2 if Immobilized or Bogged
-1 vs. moving target & RNC=Miss
Cannot fire while moving.

Call off Attack?

N

Draw To Hit RNC

Does RNC = Malf?

N

Does |RNC| = Hit?

Y

Effect # for Fire Strength

AFV/IG/ATR Using Boxed Ord?

Y

Black 0 Is a Hit?

N

Add to FS:
Attacker TEM Defender TEM*
Defender Wire For Final Fire Strength (FFS)
* N/A vs. AFV MORALE/CE values

Add to FS:
Attacker TEM Defender TEM* For FFS
* N/A vs. AFV Hull Down

Does |RNC| = Hit?

N

- # To Hit

Continue to Fire/Ordnance Resolution on each man

Continue to Unboxed Ordnance Resolution on AFV

Continue to Fire/Ordnance Resolution on AFV

PAGE 2
Start with Transferring men.

1. Draw RNC and Add/Subtract to FFS for Fire Resolution Number (FRN).

2. Does RNC = Malf for any Fire Weapon?*
   - Y: Go to Fire Weapon Malfunction.
   - N: Repeat for each man in Group.

3. Is FRN > KIA?
   - Y: Go to Fire Weapon Malfunction.
   - N: Is man pinned & FRN > PANIC?
     - Y: No Effect on this man.
     - N: Is man not pinned & FRN > MORALE?
       - Y: Same card is RPC(7) = MORALE?
         - Y: MAN WOUNDED 1VP, Remains pinned/unpinned. 2nd WOUND = KIA
         - N: MAN ROUTS 1VP, remove uncrewed weapon. May take as Prisoner @ RR5, 5VP
       - N: Same card is RPC(0) > Rout #?
         - Y: MAN KIA 2VP, Leave Weapon.
         - N: No Effect on this man.

4. Is man pinned & FRN > PANIC?
   - Y: MAN PINNED. Flip to pinned side. (Banzaiing Japanese KIA)
   - N: Is man not pinned & FRN > MORALE?
     - Y: Russian @ RR5?
       - Y: MAN GOES BERSERK Enters CC on next turn.
       - N: RNC has BREEZE?
         - Y: Remove SMOKE, Adjust FFS.
         - N: Continue to next man.

* Malfunction only on Firepower or Overrun attack. Do not check on Ordnance, Artillery or DC attack.
Firepower Weapon Malfunction

ALL WEAPONS ARE FIRING EXCEPT:
FTs/infiltrator designated as not firing
Secondary weapons (DC, Radio, etc.)
Ordnance weapon
Weapons of assistant crewman

Only one weapon affected with RNC?
Y

* All Malfed Weapon break on X6.

N

Only one armed man?
Y

Examples: R / LMG (no crewman) / MP / R, unarmed man / MP, unarmed man

N

Firing Flamethrower?
Y

* Attack continues with reduced FS and no Defensive TEM.

N

Captured Weapon?
Y

* All Captured Weapons break on X5-6. Remove Captured Malfed Weapon

N

Multiple possible Malfunctioning weapons:
Draw RPC:
DO include unarmed men
DO NOT include transferring men

Pinned Man OR Man w/ Malfed Weapon?
Y

Malf or Remove Weapon, N/E on FFS,

N

Unarmed Man, Ordnance / Crew OR Non-firing FT/INF?
Y

No Effect

N

No Malfed Weapon, -½ FP to FFS (Round up)

N

Assistant Crewman of LMG/MMG?
Y

Firing weapon OR 0FP at Range

N

Continue Attack on next man → P3
**Overrun Attacks**

- AFV must be at RR5 to opposing non-AFV group & not Pinned, Bogged, Immob. or Stunned
- Opposing group not in Marsh, Minefield or Pillbox
- Must have functioning MG or FT
  - Modify OVR on Malf:
    - OVR x ½, if MG or Gun
    - OVR x ¼, if FT (Round Down)
- Play Movement card Sideways on AFV. (May be used for Flanking Fire.)
- Play Movement card sideways. (May be used got Flanking Fire.)
- If Defender in Gully, Woods, Stream or Wire, check for Bog?
- Fire Strength = OVR + |RNC|

- **Add to FS: Defender TEM**
  - (including WIRE/SMoke/MovEMENT)
  - Defender plays Concealment?
  - **Subtract from FS: Value of CONCEALMENT**

- **Final Fire Strength (FFS)**

  - **Continue to Fire/Ordnance Resolution on each man. (Hero: FFS -1)**

  - Is AFV attacking UNPINNED Man in Brush, Buildings, Wall, Woods or Smoke?
    - Res. RNC Red 6?
      - Y
        - **AFV Bogged. End attack.**
      - N
    - Res. RNC Red 5 & OT AFV?
      - Y
        - **AFV KIA 10 + # VP**
      - N
        - **AFV Immobilized End Attack.**

  - Unpinned Defender has ATMM & Res. RNC is Red?
    - Y
      - Draw RNC, if Black?
        - Y
          - Same Card, RPC 2b, 4c, 5o
          - N
            - Same Card, Check RPC 0r?
              - Y
                - Remove ATMM
                - RPC 0r=1-5
              - N
                - RPC 0r=6-0
    - N
      - **AFV KIA 10 + # VP Remove ATMM**

* May move through opposing group after completed Overrun attack.

* Attacker TEM: N/E in Overrun Attacks

Note: |RNC| = Color of RNC N/A. Check only value.
Infiltration Attempt

Choose all men to infiltrate

Morale Check

Each man

Determine RPC:
Start with number of unpinned men in opposing group*.

Night: ← 3
From Brush: ← 2
From Woods: ← 1
Vs. Pillbox: ← 1
From Hill: 1 →
From Open Ground: 2 →
Japanese: ← 1
Jungle scenario: ← 1
Vs. Comm KIA (AFV): ← 1 ea.
(Min. 1, Max. 10)

Draw |RNC|

If not armed with original Weapon:
Calculate CCV = Morale +:
Carbine/Assault Rifle: 4
All other rifles: 5
Machine Pistol: 3 (4 Japanese)
BAR: 2
LMG: 1 (2 Japanese)
MMG / ATR: 0
Secondary Weapon: -1, unless only weapon
(Additional -4 for all pinned men.)

If RNC is Red:
Draw RNC, Infiltrate, if RPC is Red

Cont...
UP FRONT Flow Charts v 1.0
By Richard Irving

Up Front is a GREAT game! Possibly my all-time favorite. Unfortunately it can be difficult to learn and grasp some of the processes.

These flow charts are to aid in performing various procedures in Up Front.

Printing: I recommend printing these pages back to back as follows: P1/P2, P3/P4, P5/P6, P7/P8 in color (Some of the symbols are color coded indicating when going a different page.)

Page 1: Firepower Attacks by infantry & AFV's. Rifle, MP, MG, flamethrower, ATR vs. infantry, etc.
Page 2: Ordnance Attacks by infantry & AFV's: Mortars, LATW, Main gun of AFV, ATR vs. AFV, etc.

Page 3: Fire/Ordnance Resolution on each man of infantry group.
Page 4: Unboxed Attack Resolution / Boxed Attack Resolution on AFV

Page 5: Artillery Attacks / Demo Charge Attacks
Page 6: Fire Weapon Malfunctions

Page 7: AFV Overrun Attacks
Page 8: Infiltration, CC vs. AFV, CC vs. Infantry, Morale Checks

Symbols:

Perform Action or Calculation

Decision Point?

Y

Jump to Matching Letter on page

Start Procedure

N

Result for the man

This ends current Attack. END ATTACK

Repeat with next man

→ P#

Jump to Page #

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If you find any errors, typos, omissions, please contact me at rri12@sbcglobal.net

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