

Up Front Rules Summary

- * You start with 2-4 groups of 2-10 men each. [3.2]
- * Men are ordered in a group. The leftmost man (judging from the owning player) is in position 1. The next soldier is in position 2, etc.
- * On your turn, each group can take a single action.
- * Your Group A should be opposite your opponents Group A (etc). Each player to setup must use Groups A-B if using two groups, A-C for three groups, and A-D for four groups.
- * Each group starts at range 0.

* Each nation has different hand size and discard rules:

Nation	hand size	discard	restrictions
Germans	5	1	none
Americans	6	2	no actions
British	5	2	no actions
Russians	4	4	no actions
Japanese	4	2	may move
French	6	1	no actions
Italians	4	2	no actions/cower

- * Discarded cards are not shown to the opponent, unless discarded for some effect (Sniper, Wire).
- * You win if you fulfill the scenario conditions. If, at any time, you have lost more than half of your men, you lose. Otherwise, you count Victory Points after a specified number of times through the deck

Turn Sequence

- * Each of the active player's groups can take one action
 - Move
 - Enter Terrain
 - Fire
 - Rally
 - etc (Lay Smoke, Fix a weapon , Change Crewman, Entrench, Sniper Check...)
- * Groups of the non-active player do not take actions, but may play concealment or hero cards if fired upon.
- * The groups may take the actions in any order,
- * Each action is resolved before the next is declared
- * Your hand is refilled at the end of your turn.

Interpreting the cards

- * The number in the upper right range from -6 to +6 in a Bell curve. Red numbers are negative. This is called an RNC (Random Number Card)
- * The numbers along the bottom give you a random number from 1 to n. These are used (among other things) to generate a random position, or RPC (Random Position Card).
- * Some cards have different uses for different nationalities. These cards have a slash. Use the appropriate side.

Interpreting the personality cards

- * Each card has a front and back. Front (color) is unpinned, back is pinned.
- * At each relative range, each unpinned man produces some firepower (which may be zero).
- * Each man also has a morale (ML) rating (lower left), pinned men have panic ratings in the lower left.
- * Each man also has a Killed In Action (KIA) value

Cower Cards

- * Some cards show men hitting the dirt. These cards are unplayable, and must be held or discarded.
- * A scenario may also define specific cower cards for one or both side. For example in Scenario A, the Pillbox and Minefield are also unplayable.

Range [Section 5]

- * When your men advance, their 'range chit' increases.
- * Two groups determine Relative Range (RR) by adding up their ranges. [5.6] Relative Range goes from 0-5, with 0 being long range, and 5 being point blank.
 1. If the relative range is ≤ 5 , you are done.
 2. If the relative range is $6+$, this represents groups moving "past" each other, and they are actually moving farther away. To determine the RR, subtract the above number from 10.
- * If two groups are separated by more than one letter (ie, A and C), then subtract 1 from the final range (to a minimum of zero). This represents lateral distance.

Fire [Section 6]

- * Add up the firepower of unpinned men against another group, using the appropriate Relative Range.
- * Play one or more "Fire" cards such that the firepower of the cards (the number in the circle) is less than (or equal to) the firepower of the group.
 - * Add up the Fire Strengths of all of the fire cards played.
 - * Modify the fire strengths by Terrain, Movement, and Concealment to get the final fire strength.
 - * For each person in the target group, draw a RNC and add (subtract if red) to the final fire strength:
 1. If the total is \geq KIA number, then the target is removed from the game.
 2. If the result is $<$ KIA, but \geq Morale number, the target is pinned.
 3. For an already pinned man, if the result is $<$ KIA, but \geq panic number, the target runs away. Look at the number under the Or column at the bottom of the card. If it is \leq panic number (color doesn't matter) then the person is Killed. (Exception: Russians at RR 5 go Berserk) Otherwise he is routed. [This matters for Victory Points].

Concealment [Section 9, & 6.44]

- * A concealment cards main use is to decrease fire strength against your group by 1 to 3.
- * Concealments do not count as an action for your group, but you may only play against each incoming fire (even if that fire had multiple fire cards played).
- * After concealing, the attacker may choose to not resolve the attack. [You would do this if he felt the risk of a malfunction outweighed any possibly benefit.]
- * Concealments are also used in close combat.

Rallying [Section 10]

- * A rally card returns 1-6 pinned men to ready status.
- * A "Rally All" card rallies all men in a group.
- * A "Rally All" card can also rally two adjacent groups at the same range, provided either group has an unpinned SL/ASL or Commissar (Russians), or two non-adjacent groups if each group has an unpinned leader. This counts as an action for both groups.
- * You may voluntarily panic pinned men. This does not count as an action. [You would do this in order to move.]

Hero Cards

- * Hero card may unpin a man and allow him to double his firepower on that turn.
- * Exception: A LMG adds the bracketed firepower, does not double.
- * A Hero card does not count as an action.
- * The non-active player may play a hero card on a fired-upon group to unpin a man (so that he would not panic). This decision must be made prior to the resolution.

Command and Control [Section 15]

- * If your Squad Leader (SL) is pinned, your hand size drops by one until he rallies.
- * If your SL is killed, your hand size drops by one for a turn, then your Assistant Squad Leader (ASL) is promoted to SL.
- * If both your SL & ASL are dead, your hand size is permanently reduced by one.
- * If you only have one group, your opponent's hand size is permanently increased by one.

Movement [Sections 5, 7]

- * You may not move a group with pinned men.
- * You may play a movement card in front of a group to advance (increase the range hit by one), retreat (decrease by one) or move sideways (no change). Place the card in the appropriate facing.
- * You move sideways because of a terrain restriction (Marsh/Stream), to Flank, or for tactical reasons.
- * You may not advance if the group opposite you is already at Relative Range 5.
- * You may place a movement card while moving.
- * If you have one movement card, you still apply the effects of any underlying terrain. If you have two or more movement cards, only the last two movement cards count. Any cards played earlier do not. [7.2]
- * Each movement card played adds one to incoming fire strength.
- * There are penalties for shooting while moving. See Fire while moving.

Fire while moving [Section 12]

- * The fire power of any soldier with a Bolt-action rifle is halved, rounded down.
- * The fire strength of any fire card is halved, rounded down.
- * A crewed weapon provides the bracketed firepower (instead of the full firepower) while moving. An uncrewed crew served weapon may not fire while moving

Terrain [Section 7]

- * You may only play terrain on a group that has one (or more) movement cards in front of it. When you play a terrain, you remove (discard) all the movement cards and prior terrain.
- * You may move into terrain with pinned men.
- * Any card (including cower cards) may be played as "Open Ground" (using the card back).

Terrain Effects [Section 8]

Open Ground (Card back of any card)

- * No effect on fire in or out
- * May not discard onto opponent.

Gully

- * You may not shoot or be shot at unless your opponent is at Relative Range 5 or on a hill (if so, you get a -2 to incoming fire strength).
- * A sniper may still shoot at you.
- * Remember, while moving (single movement card) you are still in a gully, and can't be shot at.

Brush

- * Provides a -1 bonus against incoming fire.

Woods

- * Provides a -2 bonus against incoming fire.
- * this is reduced to -1 vs mortar fire (due to air bursts)

Walls

- * Provides a -2 bonus against incoming fire from directly opposite group, -1 vs all other groups.

Building

- * Provides a -2 or -3 bonus against incoming fire.
- * no outgoing mortar fire

Hill

- * +1 Strength to outgoing fire
- * -1 Strength to incoming fire

Marsh

- * Provides a -1 to outgoing and incoming fire (Note: Card is printed incorrectly!).
- * You must play two movement cards to exit, and the first card must be played sideways (no change in range).

Stream

- * Provides a -1 penalty to outgoing fire.
- * You would only ever play on your opponent.
- * Play a sideways movement card to exit. If the movement card says 'Ford', it is automatic. If not, draw an RNC. If the color is red, the movement card is discarded without effect (group failed to ford stream).
- * Streams may not be rejected.

Initial Terrain (start of game)

- * Starting with the attacker, each player may play cards as terrain one a time.
- * You may play terrain on any group that doesn't have terrain.
- * You may not use Open Terrain (card backs) during the initial terrain placement.
- * Both players refill hand before starting game.

Playing Terrain on an opponent [Section 7]

- * You may play terrain onto an opposing group as a discard. The opposing group must be eligible to play a terrain card (which means, they must be moving and have played a second movement card if they are in a Marsh).
- * Your opponent may reject the terrain. It is discarded. The group's movement card is turned sideways and range adjusted accordingly. (If they were advancing, they reduce range by one; if they were retreating, increase it by one). If the group was already moving sideways, then the movement card is discarded.
- * Streams may not be rejected.
- * You realistically only want to put your opponent in Marsh or Stream or occasionally a Gully.
- * Strategy tip: you may want to put your opponent in brush (which provides a -1 to incoming fire) instead of risking your opponent getting into a building (-3).

Wire [Section 13]

- * You play Wire on an opponent's group as a discard.
- * A group in wire suffers a -1 penalty to outgoing fire strength, and incoming fire strength is +1.
- * A group gets rid of a wire card by playing a movement card. Both the wire and movement are discarded. The group must be able to move (not have any pinned men).

Smoke [Section 13]

- * A group with an unpinned SL/ASL may play a smoke card
- * The smoke card provides -1 to incoming and outgoing fire.
- * All smoke cards from a group are removed when:
 1. The group plays a terrain card, or
 2. The opponent plays a terrain card on that group
 3. A RNC or RPC draws a "Breeze" card from the deck.
- * No smoke cards can be played if a "Breeze" occurred that turn.

Entrenching [Section 36 (!)]

- * Entrenching counts as an action, no card required
- * A group with pinned men, in wire, or with friendly infiltrators cannot entrench.
- * An entrenchment can only be place by a non-moving group in open ground, hills, woods or brush.
- * Draw an RNC, if it is a zero (either color), the group has entrenched, and gets a -1 to the fire strength of incoming fire. No group may have more than one entrenchment.
- * Entrenchments are removed whenever the entrenched group plays a movement card (except to eliminate wire). [Movement cards played by individuals, to transfer or infiltrate, does not count either. However, the individual loses the entrenchment bonus].
- * A Russian player may still discard, if entrenching is his only action(s). However, for each entrenchment attempt, the maximum number of cards that can be discarded (4) is reduced by one.

Crew Weapons [Section 11]

- * A soldier with bracketed firepower (eg German LMG) may designate an adjacent soldier as a crewman.
- * The crewman does not add his firepower.
- * If the crewman is pinned/killed, the weapon uses the bracketed number, and the malfunction number drops from (red) 6 to (red) 5.
- * You can change crewman as an automatic action (the action counts as the group's action for the turn, but automatically succeeds).

Snipers [Section 14]

- * You play a sniper card as a discard, and select an enemy group.
- * Draw a RPC to figure out who the sniper shoots at (assuming the group contains 2+ men).
- * Draw an RNC and ignore color. The sniper card will tell you if the target is killed, pinned, or unaffected.
- * The target group may, as an action on the next turn, try to kill the sniper. Draw an RNC. If the number is black, and if the number is bigger (absolute value) than the sniper's shot, then the sniper is killed. Each player only has one sniper, so if your sniper is killed, sniper cards become cower cards for you.

Weapon Malfunctions [Section 19]

- * If a fire check reveals a red 6 [or 5 if using a bracketed firepower on a crew weapon], then a weapon malfunctions.
- * Draw an RPC to determine whose weapon malfunction. This malfunctions unless the person is a crewman, or was ordered not to fire. (Yes, their weapon malfunctions even if they had zero firepower or were pinned. Many soldiers fired uselessly in war).
- * A man can only be ordered not to fire if he was infiltrating, had ordnance or a flamethrower.
- * Grab the appropriate malfunctioning weapon chit and place it on the soldier.
- * For every 1-2 points of firepower lost, the fire strength is reduced by one (for the remaining targets).
- * In the case of a weapon with 0 firepower, the fire strength is still reduced.
- * However, if the soldier was pinned, no fire strength is lost.
- * The soldier suffers a morale and panic penalty while the weapon is broken.
- * The group can take it's action to attempt to fix the weapon, draw a RNC and compare it to what is required on the weapon chit. (This could fix the weapon, destroy it, or result in no change).

Victory Points [Section 16]

- * Each player multiplies the current range for each group by the number of unpinned men in the group. This only applies if the group is not moving. (These are points for aggression).
- * Each player gets two points for each enemy KIA, and one point for each enemy that routed (panicked, but not KIA).

Flanking [Section 17]

- * A group can flank an opposing group one letter away by playing a "Flank" movement card sideways, as long as the target group is not already flanking the originating group.
- * The intended 'flanked' group must have a group opposite it.
- * A group that moves forward from Relative Range 5 to RR 4. See section 17.3
- * A group entitled to flanking fire doubles its firepower against the flanked group.
- * Flanking is lost when:
 1. The flanking group plays a movement card,
 2. The flanking group has a wire card played on it,
 3. The flanked group plays a terrain card (even)
 4. Either group is eliminated, or the group directly opposite the flanked group is eliminated

Infiltration [Section 20]

- * You may attempt to infiltrate an enemy group at RR 5 one or more unpinned soldiers as an action.
- * For each soldier, you must either make a morale check or play a movement card. (A card played is for the individual, and not for the group. Others in the group may be pinned).
- * Men may not attempt to infiltrate if they are in wires or a minefield.
- * Men in an unforded stream may only infiltrate by playing a movement card. (If the movement card is not a "Ford" movement card, the man will have to make a Ford check).
- * Men in marsh terrain may not attempt to infiltrate until the group has played two movement cards.
- * For a morale check, draw a RNC.
- * If it is less than the current morale (ignoring color), the check is passed.
- * If it is greater than or equal to morale (ignoring color), the check fails. The soldier does not infiltrate, and is pinned.
- * Basic resolution draws a RPC and looks at the color for the column equal to the number of unpinned men in the enemy group. If it is red, the attempt succeeds. If Black, it fails without any other affects.
- * Modifiers (to the right is harder):
 - * Each infiltrator may play a concealment card to shift left the appropriate number of columns.
 - * to or from each smoke is a two column shift left
 - * from brush is a two column shift to the left
 - * from woods is a one column shift to the left
 - * from a hill is a one column shift to the right
 - * into a pillbox is a one column shift to the right
 - * from open ground is a one column shift to the right
- * If either group is moving, there is a two column shift to the right (four if both are moving)
- * If the attacker is infiltrating a group that is already infiltrated, there is a two column shift to the right
- * All of these modifiers are cumulative. Shifts below 1 or above 10 are capped to 1 and 10.
- * After infiltration, an infiltrator has two options:
 - Double his firepower (thereby losing infiltration status) against the infiltrated group (may opt not to fire to keep infiltration status).
 - Enter Close Combat.
- * An infiltrator also loses his status if he is pinned, his group moves or if the infiltrated group plays a terrain at RR 4 or moves to RR 3.

Close Combat [Section 20.52 - 20.8x]

- * Each soldier has a Close Combat Value (CCV) specified on his card.
- * Changing weapons modifies a soldier's CCV. [20.6]
- * To enter CC, each (previously infiltrated) soldier must make a Morale Check or play a movement card.
- * All attempted entries are declared, then resolved.
- * If the entry is successful, draw a RPC to determine who the soldier fights.
- * After all pairs are resolved, the defender may play one concealment card to lower an attacker's CCV. The attacker may do the same (to lower the defender's CCV).
- * The attacker and defender each draw a RNC and add to their soldier's CCV. The low value is KIA.
- * Both soldiers are killed in a tie.
- * If the attacker wins, he keeps infiltration status if he won by 3 or more. Otherwise, he loses it.
- * The victor has the option of keeping the weapon of the killed man.
- * Crew members defend together [see 20.71]
- * Multiple attackers can attack the same defender.
- * Whenever the last man of an infiltrated group is killed, the terrain card his group occupied (including entrenchments) can be seized. In that case, the capturing group simply takes the terrain card, removing any movement cards in play for that group. [20.8]
- * Russians that should be KIA at RR 5 go Berserk, and automatically enter CC at the beginning of the next turn (no test needed). He attacks with his pinned CCV. If victorious, he rallies and is no longer berserk. This does not count as the group's action. [See 20.9]

Example of Fire:

The US group A is at Range 1. The Germans group A is at range 2. The relative range is therefore 3. At RR 3, the Americans have a firepower of 14. The US player plays two fire cards, one with firepower of 7 (strength 3) and one with firepower of 4 (strength 2). The Germans are in brush (-1), but are moving (+1). The Germans play a "Conceal -2" card, so the final strength is $3 + 2 + 1 - 1 - 2 = 3$. There are 5 Germans (all unpinned except German #3) in group A. For simplicity, German #1 is in position 1, etc. The US player flips over the top five cards one at a time.

- * German #1: Black 2. Comparing 5 ($3 + 2$) to the Germans morale of 5 pins the German. Five is also less than the KIA number (8).
- * German #2: Black 5. Comparing 9 ($3 + 5$) to the KIA number (8) means that German #2 is killed.
- * German #3: Red 1. Comparing 2 ($3 - 1$) to the Germans panic number (remember, German #3 is already pinned) of 4 means that German #3 does not panic.
- * German #4: Red 6. Comparing -4 ($2 - 6$) to the morale of 3 results in no effect. (Negative numbers never have an effect). The US player must check for malfunctions. If we assume that a soldier with a Bolt Action Rifle (firepower 2 at RR 3) had the malfunction, then the fire strength is reduced by one for the remainder. The US player takes a malfunction chit for the appropriate soldier.
- * German #5: Red 1. Comparing 2 ($3 - 1$ for the malfunction - 1) to the morale number (2) results in no effect.