LEARN TO PLAY *INFANTRY ATTACKS* IN JUST FIVE MINUTES!

INFANTRY ATTACKS is a game of World War One tactical combat. It can be enjoyed by two or more players, or solitaire.

Getting Started

Players pick a scenario and set up the game boards and pieces per scenario instructions. They then draw leaders of the types and ranks noted in scenario instructions, flipping them and only using the leaders that land face-up. They then assign missions to all of their artillery units and off-board artillery factors, pre-plotting the fire of those with Planned Fire missions and designating the destination hexes of those with Move missions. Not all scenarios require plotting.

Playing a Turn

To start a turn, each player rolls one die and adds his or her side's initiative (specified in scenario instructions) to the die-roll. The player who rolls higher will fire first in the Bombardment Phase and will take the first action segment during the Action Phase (re-roll ties).

Then players conduct the Bombardment Phase, performing all their pre-plotted fire for this turn. The player who won initiative fires first. If the same unit or factor fires at the same hex this turn that it fired at last turn, place a Drumfire marker in that hex.

Then players start the Action Phase, with the player who won initiative taking the first action segment. In an action segment, a player can activate one unit or leader, or one stack of playing pieces. Any activated leader can immediately activate all units and lower-ranking leaders of his own type (cavalry or infantry) in his hex and all adjacent hexes. Those lower-ranking leaders can activate more units and lower-ranking leaders of their own type, so one well-placed leader can activate lots of pieces.

Activated playing pieces can either move or fire. Units with Direct Fire values that haven't activated yet this turn can also use Opportunity Fire to fire at enemy units that move within range (machinegun units can do this twice per turn). Units can't move closer to enemy units unless they're activated by a leader of their own type. Place MOVED/FIRED markers on pieces that move or fire to show they can't activate again this turn. Once the first player's activated pieces are done moving and firing, the other player takes the next action phase and can activate pieces as above. Then the first player takes another action phase, and so on until all pieces have activated or both players pass. Then remove all MOVED/FIRED and Drumfire markers and start a new turn.

Leaders
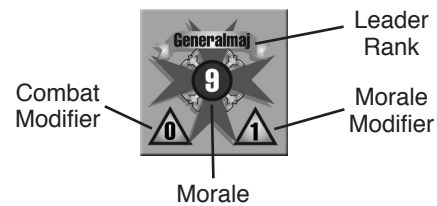
There are two types of leaders: Infantry and Cavalry. Each Infantry Leader's movement allowance is 4, meaning he can spend four movement points (MPs) to move each turn (see Terrain Effects Chart for MP costs to enter each hex). Each Cavalry Leader's movement allowance is 6. Infantry leaders can only act as leaders for non-cavalry units, and cavalry leaders can only act as leaders for cavalry units. Leaders cannot activate units that aren't of their own type, but both types of leaders can activate together if stacked together and can therefore activate units of both types at the same time.

Units
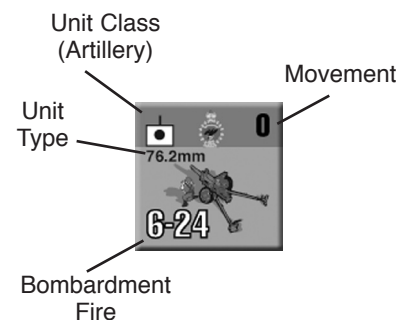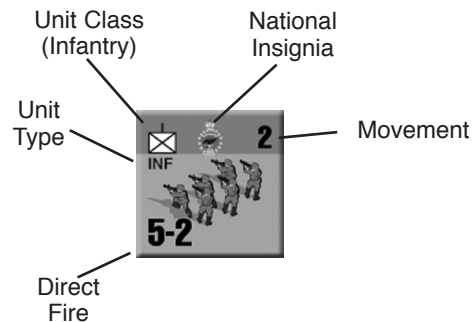
All units other than machinegun, artillery or mortar units are companies. Up to three units can stack in the same hex, but only

two of them can be companies. Each cavalry unit is represented by two pieces: one showing it mounted and one showing it dismounted. A cavalry unit can mount or dismount by activating and not moving or firing; the owning player just replaces it on the board with its mounted or dismounted piece.

A unit can fire once per turn, using the fire type printed on it: Direct Fire (black numbers) or Bombardment Fire (white numbers). For each fire type, the number before the dash is the unit's fire strength and the number after the dash is its fire range in hexes. A unit with a movement allowance of 0 needs to load onto a transport unit to move.

Direct Fire, Bombardment and Assault

Units with Direct Fire values can fire on any hex in range they can spot (terrain like woods or towns blocks line of sight). Those that are stacked together or that are adjacent to each other and activated by a leader with a combat modifier can combine fire, meaning they can add their firepower values together for a stronger attack. Units with Bombardment Fire values that have Open Sights missions can also fire on any hex in range they can spot, but they cannot combine fire. Units with Bombardment Fire values (as well as off-board artillery factors) that have Planned Fire missions must fire on the hex they are pre-plotted to fire at in the current turn, but they do not have to spot their target hex. Units with Planned Fire missions can combine fire if they occupy the same or adjacent hexes and are plotted to fire at the same hex on the same turn. Off-board artillery factors can combine fire with each other if they fire at the same hex on the same turn, but they may not combine fire with on-board artillery units. Units that start their activation adjacent to enemy units can enter an enemy-occupied hex and fire on the Assault table (Assaulted units can fire back).

To perform any kind of fire, the owning player finds the column on the appropriate table that equals or doesn't exceed his firing units' total fire strength. He shifts the column left or right if indicated by column modifiers, and rolls two dice for Direct or Bombardment fire, or one die for Assault. Cross-index the die-roll result with the column to get the combat result.

If a hex contains a Drumfire marker, any units of either side that enter that hex are immediately attacked by the unit or off-board artillery factor that placed the Drumfire marker there.

Morale Checks

A leader with a morale modifier can add it to the morale of all friendly units of his own type in his hex and adjacent hexes. The morale of all units is specified in scenario instructions (leaders' morale is printed on their counters). A combat result of M, M1 or M2 forces the targeted player to roll two dice for each leader and unit in the target hex (add 1 or 2 to the result if the result is M1 or M2). A result that's less than or equal to the playing piece's morale means the piece is unaffected. A result that's one or two more than its morale means it's Disrupted (it fires at half-strength and can only move one hex). A roll of at least three more than its mo-

rale means it's Demoralized (its morale is reduced by one, and it can do nothing on future action phases but try to recover morale). Pieces recover morale by activating and doing nothing but rolling two dice. If they roll less than their morale, Disrupted pieces become good-order (remove the Disrupted markers) and Demoralized pieces become Disrupted. If they fail, Disrupted pieces stay that way, and Demoralized pieces flee from enemy units.

Step Losses

If a player rolls an X result (or a 1 result on the Assault Table), one enemy unit in the target hex takes a step loss. A unit that takes a step loss flips to its reduced-strength side and must also make an M2 morale check (remove it if it's already reduced or it is one-sided). A result of 2X or 3X (2 or 3 on the Assault Table) causes two or three step losses in the target hex.

Artillery Missions

Players must give missions to their artillery units and off-board artillery factors before play begins. On-board artillery units may be given Planned Fire, Open Sights or Move missions, while off-board artillery factors may only be given Planned Fire missions.

Units and off-board artillery factors with Planned Fire missions must have all their fire pre-plotted for the entire game before the game starts. On his Artillery Plan sheet, the owning player writes the hex at which each such unit or factor will fire on each turn of the game. Each unit or factor may fire on a number of turns that doesn't exceed its side's Artillery Ammunition number for the scenario, so the owning player writes NO FIRE on turns when a unit or factor will not fire. Units and factors with Planned Fire missions fire during the Bombardment Phase. On-board units with Planned Fire missions can fire at any hex on the board that is within their fire range, while off-board artillery factors have unlimited range and can fire at any hexes on the board. They do not have to spot the hexes at which they fire.

Units with Open Sights missions do not have their fire pre-plotted. They activate during action segments and can fire at any hexes they can spot. They cannot combine fire with other units (even each other). Also, each time a unit with an Open Sights mission fires, the owning player rolls two dice and compares the result to his side's Ammunition Depletion number. If the result exceeds the Ammunition Depletion number, the unit fires at half-strength from then on. If a future ammunition depletion die-roll for the same unit also exceeds the Ammunition Depletion number, the unit is removed from play.

Each unit with a Move mission must seek to move to the destination hex that its owning player pre-designates for it before play begins. Once a unit with a Move mission reaches its destination hex, its mission immediately changes to Open Sights.

That's it — you can start playing right now! For more info, see the INFANTRY ATTACKS series webpage:
http://www.avalanchepress.com/line_InfantryAttacks.php