

## RULES

*Combat Boots* is a squad-level tactical board game. In *Combat Boots*, each player controls infantry, artillery, armor and aircraft.

## COMPONENTS

### Board

The board depicts the field of battle. Hexagons (hex) govern movement and distance. Each hex is 50 meters across.

### Pieces

A piece/unit represents an infantry squad, a machine gun team (MG), mortar, gun, tank, vehicle, or aircraft.

### Armor & Soft Targets

Tanks and halftracks are **armor**. Armor is immune to rifle and MG fire. Infantry, guns, trucks, and aircraft are **soft targets**.

### Unit Ratings

Units have ratings for range (top-left), move (MV) (top-right), armament, firepower (FP), and survivability (SV) (last row).

Range is how many hexes a unit can fire. An underlined range is the number of range bands the unit can fire into.

MV is how many hexes a unit can move. Armament is the weapon type. FP is the number of dice thrown when firing. SV is the number of dice thrown when taking fire.

Range	<b>6</b> Rifle <b>4</b>	Movement
Armament	<b>r2/2</b>	Survivability
Range (bands)	<b>4</b> Flak88 <b>0</b>	Movement
Armament	<b>a4/1</b>	Survivability

### Armament

Weapons affect target types differently:  
**a (Anti-Tank)**: Kills armor on 1 high die. Normal vs soft targets.  
**aa (Anti-Aircraft)**: "m" on soft targets.  
**h (HE)**: Attacks all pieces in target hex. Armor: +1SV.  
**H (HE)**: Attacks all pieces in target hex and six adjacent hexes. Armor: +1SV.  
**m (MG)**: 2s attacks on soft targets only.  
**M (LCMG)**: 3 attacks on soft targets only.  
**r (Rifle)**: 1 attack on soft targets only.

## GAME SEQUENCE

Players alternate turns. The player taking his turn is the **active** player. He moves or fires his pieces, one at a time.

### Piece's Turn

A pieces moves or fires in a turn--not both. (Rotate piece 90° to show its turn is over.)

### Victory

Players alternate turns until one side wins. Victory is defined in each battle description.

## MOVEMENT

A unit can move a number of hexes up to its MV. For example, a unit with MV4 can move up to four hexes.

### Terrain

Difficult terrain costs more MV to enter. See the Terrain table for details.

### Example



A rifle squad r2/2 spends 2 points moving into a forest. It continues along the forest road, using only 1/2 points.

It continues uphill on the road. Uphill costs 2 (1 to enter, and +1 for the contour line), but the road halves the cost, making it 1.

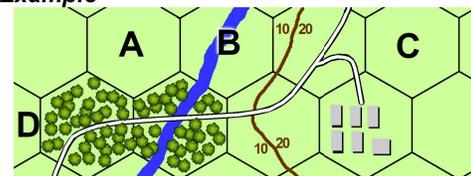
The rifle squad moves along the level road spending 1/2 points. The unit has spent 4MV and can move no further.

## TERRAIN

### TERRAIN ENTRY COST/COVER

Open	MV: 1 Cover: 0
Road	MV: 1/2 along road Cover: 0
Buildings	MV: 1 Cover: +1
Forest	MV: 2 Cover: +1
Trench	MV: 1 Cover: +1, SV +1

### Example



• A and B can see each other. As can A and C, and A and D. Hex edge (A-D) does not block LOS.

• B and D cannot see each other. The forest blocks LOS.

### Friendly Units

Only mortars can fire through friendly units at the same elevation.

## FIRE

### Firing Conditions

A unit can fire at only one target per turn. (MG's can fire at 2/3.) The target must be in range, and within LOS. Rotate a piece 90° as a reminder it has fired. A target can receive fire from multiple attackers.

### Resolving Fire

The firing unit rolls a number of dice equal to his FP. The target unit rolls a number of dice equal to his SV.

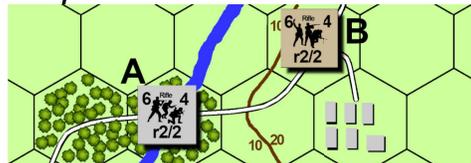
### Pin

If the firing unit's high die beats the target's high die, the target is pinned. Flip the pinned piece over to its back. A pinned unit does nothing until rallied (Morale). A pinned unit suffering an additional pin is destroyed.

### Kill

If the firing unit's two high dice each individually beat the target's highest die, the target is destroyed. Remove the piece.

### Example



A fires at B at 2-2. A rolls 6, 5. B rolls 5, 4. A's 6 beats B's 5, and B is pinned. Flip B to its back side. B is helpless until rallied.

### Example

A fires at B at 2-2. A rolls 6, 5. B rolls 4, 3. Both A's 6 and 5 beat B's 4. B is destroyed.

### Point Blank Range

A unit firing on an enemy in the same or adjacent hex throws an additional die.

## ANTI-TANK WEAPONS

"a" weapons kill tanks/vehicles by rolling one die higher than the target. Two dice are not required. Cover modifiers apply.

## ROLLING 6'S

When both sides roll 6's, the shooter pins the target by rolling one more 6 than the target. The shooter kills the target by rolling two or more 6's.

### Example

The firing player rolls three 6's. The target rolls: 6, 5, 4. The attacker has two more 6's than the target. The target is destroyed.

## LINE OF SIGHT

### Line of Sight (LOS)

Buildings, forests, and hills block LOS. A unit can see into the first hex of a series of building or forest hexes, but no further. A unit can always see adjacent units. Hex edges do not block LOS.

Units in LOS can see each other. If LOS is questionable, measure from the center of one hex to the center of the other.

**Modifiers**

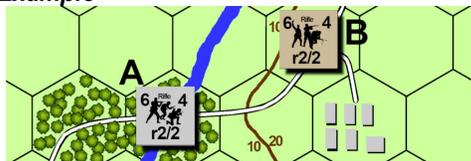
If both sides roll 6's, a +1 modifier gives that side an additional 6.

**COVER**

**Cover Modifiers**

Cover improves a target's SV. A target adds its cover modifier to its high die.

**Example**



- B r2/2 fires on A r2/2 at 2-2.
- B rolls 6, 5. A rolls 4, 3.
- Without cover, both B's 6 and 5 beat A's 4. A would be destroyed.
- The forest provides +1 cover, adding to A's high roll. This turns A's 4 into a 5.
- B's 6 beats A's 5. A is pinned.
- Flip A over to its back side.

**Example**

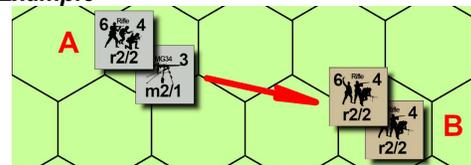
The firing player rolls three 6's. The target rolls: 6, 5, 4. The +1 cover turns one 5 into a six. The attacker has one more 6 than the target. The target is pinned.

**STACKED UNITS**

**Combining Fire**

Rifle squads and MG's that occupy the same hex may combine firepower against a target. Other units cannot combine fire.

**Example**



A has a MG m2/1 and a rifle squad r2/2 in the same space. They combine fire and roll four dice.

**Stacked Targets**

Infantry in the same hex may be targeted individually, or as a group. If grouped, use their combined SV to resolve fire. The result applies to all units in that group.

**Example**

A rifle squad r2/2 and MG m2/1 combine fire for FP4. They fire on one of two rifle squads r2/2 in a hex. The attack is 4-2.

**Example**

A rifle squad r2/2 and MG m2/1 combine fire for FP4. They fire on two rifle squads r2/2 in a hex. The attack is 4-4.

**Stacking Penalty**

For each unit in a target hex exceeding four units, the firing player adds an additional +1 to his high roll.

**OPPORTUNITY FIRE**

An inactive unit can either return fire at one attacker, or fire at one moving unit in the active player's turn. MG's fire at 2/3 targets. The target must be in LOS and range.

**Following Fire**

Inactive units can fire at active moving units. Inactive units continue firing until the moving unit stops. Rotate the inactive unit 90° to show it has fired.

**Example**



- Squad A moves to space 1. The inactive squad at B fires at A at 3-2 (point blank).
- A survives and moves into B's hex. B continues firing at A at 3-2 (point blank/same hex).

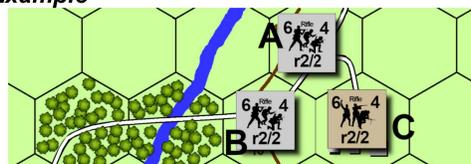
**Side Armor**

A shooter hits a tank's side armor if the tank moves without getting closer. Add +1FP and +1 to the shooter's high die.

**SAME-HEX COMBAT**

Opposing units in the same hex can only fire on each other. Outsiders cannot fire into the hex. The shooter throws an extra die for point blank range. Targets get no cover modifiers, and a **pin** kills.

**Example**



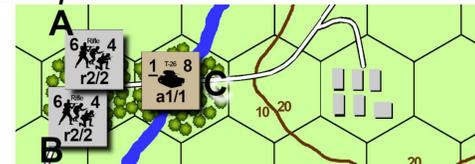
- A enters C's hex. C fires at 3-2 (point blank). C rolls 6, 5, 4. A rolls 5, 4. C's 6 beats A's 5, killing A (no cover--pin kills).

**INFANTRY ASSAULTING ARMOR**

The active player's Infantry can attack AFV's in the same hex. The AFV first conducts opportunity fire using its integrated MG (r2--

one target only). If the infantry survives, it attacks the AFV using its firepower rating. The attacker throws an extra die for point blank range. Targets get no cover modifiers, and a **pin** kills.

**Example**



- 2 squads r2/2 assault a tank a1/1.
- Squad A enters the tank's hex. The tank fires its Integrated MG r2 at A at 3-2. C rolls 6, 5, 4. A rolls 5, 4. 6 beats 5. C kills A.
- B r2/2 enters C's a1/1 space.
- B attacks C at 3-1 (point blank).
- B rolls 6, 5, 4. C rolls 5. 6 beats 5. B kills C. (same hex/pin kills).

**AFV OVERRUN**

An AFV stops in the hex it overruns, and attacks any **soft target** in that hex. It uses its main gun or its integrated MG (r2).

**Example**

Player A's tank a2/2 overruns B's infantry r2/2. A rolls 3 dice (point blank) and B rolls 2. A rolls 6, 5, 4; B rolls 5, 4. A's 6 beats B's 5, destroying B (same hex/pin kills).

**MORALE**

**Morale Check**

At the end of his turn, the active player rallies pinned units. The active player rolls one die for each pinned unit. If the die is his morale or less, the unit rallies. Flip that piece over to its front side.

**Morale Failure**

If a unit fails a morale check, it remains pinned. If in the open, it immediately flees at full MV, away from its enemy. If it reaches cover, it stops. It remains pinned.

**Example**

The active player (morale 4) has two pinned units in the open. He rolls 4 for one, 5 for the other. The unit rolling 4 rallies and flips over to its front side. The unit rolling 5 flees at full MV away from its enemy.

**LEADERS**

A leader adds his modifier to every roll for every unit in his hex. This affects outgoing and incoming fire, and morale checks. If all units in the hex are killed, the leader is too.