

**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/armored vehicles (AFV) are *armor*. Armor is immune to rifle/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	6 Rifle 4	Movement
Armament	r2/2	Survivability
Firepower		
Range (bands)	4 Flak88 0	Movement
Armament	a4/1	Survivability
Firepower		

**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. Targets aircraft at its "aa" rating.

**h (HE):** Attacks all pieces in target hex. Armored targets get: +1SV.

**H (HE):** Attacks all pieces in target hex and six adjacent hexes. Armor: +1SV.  
**h+/H+ (modifier):** +1 to each of attacker's two highest dice for each "+" modifier.

**m (MG):** Two attacks on soft targets.  
**M (LQMG):** Three attacks on soft targets.

**n (Napalm):** +2 to each of attacker's two highest dice. Targets one unit.  
**N (Napalm):** +2 to each of attacker's two highest dice. Targets all units in two consecutive spaces.

**r (Rifle):** One attack on soft targets.  
**t (Transport):** Carries X passengers.

**GAME SEQUENCE**

Players alternate turns. The moving player is the **active** player. He moves/fires his pieces, one at a time, in no set order.

**Piece's Turn**

A piece 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.

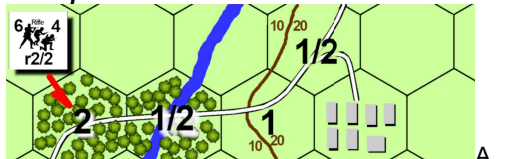
**MOVEMENT**

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**



The 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
Trees	MV: 2 Cover: +1
Gully/Trench	MV: Infantry: +1 to leave Tracks: +2 to leave Wheels: +4 to leave Cover: +1, SV +1
Buildings	MV: 1 Cover: +1
Road	MV: 1/2 along road Cover: 0

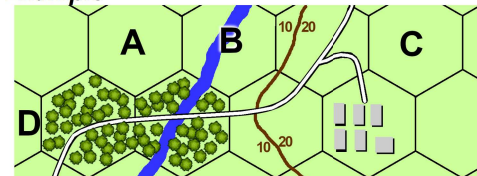
**LINE OF SIGHT**

**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.

**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° to show it has fired. A target can receive fire from multiple attackers.

**Resolving Fire**

The firing unit rolls a number of dice equal to its firepower rating (FP). The target rolls a number of dice equal to its survivability rating (SV).

**Kill**

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

**Disrupt/Pin**

If the firing unit has only one high that beats the target's high die, the target is disrupted. Flip the piece over to its back. A disrupted unit does nothing until rallied (Morale). A disrupted unit suffering an additional disruption is destroyed.

**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 disrupted. 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.

## ROLLING 6'S

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

### 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.

### Modifiers

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

## EXCESS DICE

### Excess Dice

The player rolling more dice may roll less. For each die he removes, his foe must also remove one die. He cannot force his foe to throw less than two dice.

### Example

A fires on B at 8-6. A reduces dice, firing on B at 4-2.

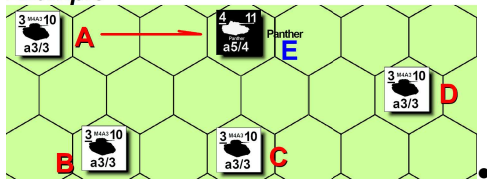
## ANTI-TANK WEAPONS

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

### Side Armor

When two or more units fire on one tank, the second shooter hits side armor if he fires 90° or wider from the first. Shooter gets +1FP and +1 to high die.

### Example



A fires at E first, hitting frontal armor.

- B hits frontal armor: the angle is < 90°.
- C fires at side armor: the angle is >=90°.
- D fires at side armor: the angle is >=90°.

## 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 disrupted.
- Flip A over to its back side.

### Example

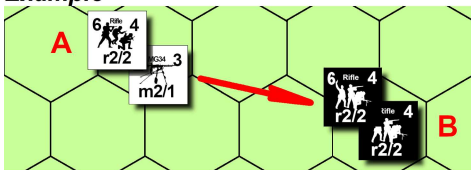
The firing player rolls three 6's. The target rolls: 6, 5, 4. The +1 cover turns one 5 into a six. The attacker has one more 6 than the target. The target is disrupted.

## 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



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.

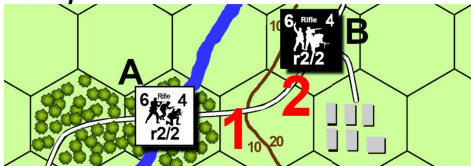
## OPPORTUNITY FIRE

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).

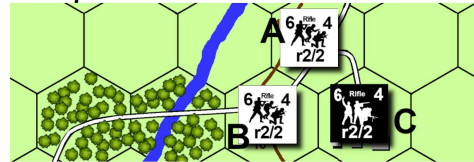
### Side Armor

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

Oposing 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 **single high die** kills.

### Example

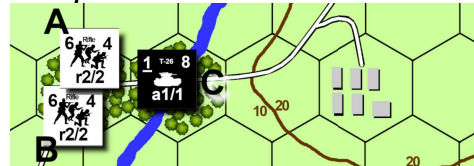


A r2/2 enters C's r2/2 hex. C fires at 3-2 (point blank). C rolls 6, 5, 4. A rolls 5, 4. C's 6 beats A's 5, killing A.

## INFANTRY ASSAULTING ARMOR

The active player's infantry squads can attack armored fighting vehicles (AFV) in the same hex. The attacker throws an extra die for point blank range. Targets get no cover modifiers, and a single high die 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/single high die 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 (m2).

### Example

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

### Opportunity Fire

Anti-tank weapons can use opportunity fire to attack AFV's entering their space. Other targets of an overrun attack cannot conduct opportunity fire on any piece.

## MORALE

### Morale Check

After all his pieces have acted, the active player rallies disrupted units. The player rolls two dice. If the sum is less than or equal to his morale for that battle, he turns ALL his disrupted units over to their front intact sides. On failing the roll, all his disrupted units remain disrupted.

### Example

Player A has a morale of 7 for the battle. He rolls a 4, 3 for a total of 7. He turns all his disrupted units over to their front sides.

### Morale Failure

Disrupted units in open spaces that fail a morale check immediately flee at full MV, away from their enemy, towards cover. Disrupted units stop upon reaching cover. Those units remain disrupted.

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