

BROKEN FRONT

GAME MANUAL

Edition	Alpha 0.9.8
Rules current through	Alpha 0.9.8
Game scale	Platoon-level World War II wargame

Position. Cover. Fire. Advance.

1. Introduction

Broken Front is a platoon-level World War II wargame focused on positioning, terrain, and careful planning. You command infantry, tanks, mortars, and anti-tank guns across compact hex-based battlefields.

Game Scale and Core Concepts

- Each unit represents a platoon-sized formation; each hex represents approximately 250 metres.
- Distances and weapon ranges are measured in hexes.
- A hex may contain up to 2 friendly units.
- Units spend Action Points (AP) to move and perform certain actions. AP is restored at the start of the unit's side turn.
- Units may become Disrupted, Reduced, or Destroyed as they take damage.
- Terrain, elevation, smoke, positioning, and Line of Sight (LOS) affect movement and combat.
- Combat includes direct fire, indirect fire, Opportunity Fire, and Assault.
- Victory is determined by objective control and Victory Points (VP).

Turn Structure

A game turn consists of an American side turn followed by a German side turn. After the German side finishes, the next game turn begins. Select End Turn after completing all desired actions.

- At the beginning of a side turn, its units restore AP and may fire again.
- Disrupted units automatically attempt to rally. Roll 2d6; a result of 2-7 removes Disruption.
- Assault and Opportunity Fire must be fully resolved before a side turn can end.
- The game normally ends after the German side completes the final turn, or when one side has no units remaining. Skirmish Attack/Defend uses the special victory rule in Section 10 on PDF page 7.

2. Units and Conditions

Reading a Unit Counter

The values along the bottom of a counter are ATK - DEF - Range - AP. ATK is added to the combat roll; DEF is subtracted from an enemy attack; Range is measured in hexes; AP is available movement capacity.

Side	Unit	AP	ATK	DEF	Range	Skirmish pts
US	Infantry	3	0	0	2	10
US	M5A1 Stuart	5	2	2	4	12
US	M4 Sherman	4	3	3	5	18
US	M26 Pershing	3	5	5	6	25
US	Mortar	2	0	0	12	7
US	Anti-Tank Gun	2	4	1	6	9
GER	Infantry	3	0	0	2	10
GER	Panzer II	5	2	2	4	12
GER	Panzer IV	4	3	3	5	18
GER	Tiger I	3	6	6	7	28
GER	Mortar	2	0	0	12	7
GER	Anti-Tank Gun	2	4	1	6	9

Damage Sequence

- First hit: a unit in good order becomes Disrupted.
- Second hit: an already Disrupted unit becomes Reduced and is no longer Disrupted.

- Third hit: a Reduced unit is Destroyed.

Multiple hits from one attack are applied in sequence. A Reduced unit suffers -1 ATK; DEF and Range are unchanged. Destroyed units are removed after their destruction animation and sound complete.

Condition Badges

Badge	Color	Meaning
D	Yellow/amber	Disrupted
D	Green	Dug in; eligible unit remained stationary for two of its side turns; +1 defense
R	Red	Reduced
F	Dark gray	Has fired during the current side turn

A Disrupted unit suffers -2 ATK, cannot initiate Assault, cannot perform Opportunity Fire, and automatically attempts to rally at the beginning of its side turn.

3. Movement and Action Points

Each move enters one adjacent hex and costs AP based on the destination terrain. A unit cannot move after firing, enter an enemy-occupied hex except through Assault, exceed the two-unit stacking limit, or enter terrain it cannot afford.

Terrain	AP cost per hex	Defensive effect	Blocks LOS
Open	1	0	No
Woods	2	+2	Yes
Town	2	+2	Yes
Field	2	+1	No
Road	0.5	0	No
River	Impassable	0	No
Bridge	0.5	0	No

Moving uphill from lower ground normally costs +1 AP. This extra cost does not stack with woods, town, or field terrain.

Movement and Fire

- Infantry and vehicles may fire after moving, but suffer a -1 Move & Fire modifier.
- Mortars and anti-tank guns cannot fire after moving.
- No unit may move after firing. Firing does not cost AP.

Dig In

Infantry, mortars, and anti-tank guns automatically become Dug in after completing two of their own side turns without moving. Dug-in units receive +1 defense against direct fire, indirect fire, and the attacker's roll in Assault. The bonus is cumulative with terrain and smoke.

- Firing does not interrupt the stationary-turn count.
- Moving immediately removes Dug in and resets the stationary-turn count.
- Vehicles cannot Dig In.

4. Terrain and Line of Sight

Terrain affects movement, protection, and LOS. Woods, towns, and smoke block LOS. Hills may block LOS between units at different elevations. Units on hills can see across intervening hills at the same elevation unless woods, towns, or smoke block the view.

- Direct fire requires clear LOS between the firing unit and the target.

- Enemy units are visible when at least one friendly unit has LOS to their hex. Friendly units are always visible; local multiplayer shows both sides.
- Use the LOS tool to inspect visibility from a selected hex. Unseen hexes are darkened.
- Smoke adds +1 defense and blocks LOS. Terrain, smoke, and Dug in are cumulative.

5. Combat

Eligible Targets and Attack Types

- AP ammunition is used against vehicles. HE ammunition is used against infantry, mortars, and anti-tank guns.
- A unit can fire only once during its side turn. Destroyed or unseen units cannot be targeted.
- Infantry can attack vehicles only from an adjacent hex.

Direct Fire

Each attack rolls 2d10:

Final Result = 2d10 + Attacker ATK - Defender DEF + Modifiers

Final result	Hits
8 or less	0
9-13	1
14-19	2
20 or more	3

Range

- Short range is half the listed Range, rounded down, minimum 1 hex: +1 modifier.
- Within listed Range: no range modifier.
- Beyond listed Range and up to twice listed Range: -1 modifier.
- Beyond twice listed Range: out of range.
- Mortars cannot fire beyond listed Range and do not use short- or extended-range modifiers.

Common Combat Modifiers

Situation	Modifier
Firing after moving	-1
Disrupted attacker	-2
Vehicle firing HE at infantry or mortar	-3
Vehicle firing HE at anti-tank gun	-1
Target in woods	-2
Target in town	-2
Target in field	-1
Target in smoke	-1
Target is Dug in	-1
Mortar indirect fire when mortar lacks direct LOS	-1

Defense modifiers are expressed as penalties to the attack. Terrain, smoke, and Dug in are cumulative.

Opportunity Fire

After an enemy unit moves, one eligible opposing unit may react. The shooter must not have fired, must not be Disrupted or a mortar, and must have LOS, range, and a valid attack. Eligible shooters are marked OP. Select one, or press Esc to skip. Opportunity Fire does not suffer Move & Fire.

6. Assault

Assault is close combat against an enemy in an adjacent hex. The attacker must be adjacent, not Disrupted, not already fired, and able to pay the target hex's movement cost. Mortars cannot initiate Assault. Infantry pays an additional +1 AP.

Both sides roll separately: $2d10 + \text{ATK} - \text{Enemy DEF} + \text{Modifiers}$.

Final result	Hits
7 or less	0
8-13	1
14-19	2
20 or more	3

- A Reduced unit suffers -1 on its Assault roll.
- A mortar defending alone suffers -2 DEF.
- Terrain, smoke, and Dug in protect the defender from the attacker's roll. They do not protect the attacker against the defender's return roll.
- If the attacker scores more hits and both survive, the defender retreats; otherwise the attacker returns to its starting hex.
- If all defenders are Destroyed, the attacker occupies the hex. A unit unable to retreat to a legal neighboring hex is Destroyed.

7. Mortars and Smoke

Mortar Fire

- Mortars have Range 12, use HE, cannot fire after moving, cannot move after firing, cannot perform Opportunity Fire, and cannot initiate Assault.
- A mortar may fire at a target seen by itself or by any friendly, non-Destroyed unit. That friendly unit is the spotter.
- If the mortar itself lacks direct LOS and relies on a spotter, the attack suffers a -1 Indirect Fire modifier.
- Mortars do not receive short- or extended-range modifiers. Terrain, smoke, and Dug in still protect the target.

Smoke

- An active infantry or mortar unit may place smoke once per side turn if it has not fired and has AP remaining.
- Infantry places smoke in an adjacent hex. Mortars may place smoke within their 12-hex Range if any friendly unit can see the target hex.
- Mortars cannot place smoke after moving. Placing smoke counts as firing and uses the unit's smoke action for that side turn; it does not spend AP.
- Smoke provides +1 defense and blocks LOS.
- Smoke lasts until two American side-turn starts have passed. Placing smoke again in the same hex refreshes its duration.

8. Objectives and Victory

Control changes when a unit occupies an objective hex. A hex occupied only by US units is controlled by the US; one occupied only by German units is controlled by Germany. If empty or contested, its previous controller retains control.

Standard and Meeting Engagement Results

- Major Victory: one side controls all objective VP.
- Minor Victory: one side controls more VP, but not all of it.
- Draw: both sides have equal VP.

Game End

The game ends after the German side completes the final turn or when one side has no units remaining. Reinforcements arrive at the beginning of their listed side and turn; the current game implementation still ends if a side has no units on the battlefield.

9. Skirmish Mode

Skirmish creates a custom battle without using the Scenario Editor. From the main menu select Skirmish, then choose a map, player side, battle type, point limit, turn limit, and forces.

Setup option	Available choices
Player	American, German, Local Multiplayer
Battle type	Meeting, Attack, Defend
Point limit	50, 75, 100, 200 per side
Turn limit	5, 10, 15, 20 turns

Force Selection

Each side purchases any mixture of its available units without exceeding the selected point limit. Point costs are listed in the unit table on PDF page 2. Both sides must have at least one unit before the battle can start.

Free Deployment

- Before turn 1, select a unit with left click and place it with right click inside its colored deployment zone.
- US deploys in the two rightmost map columns; Germany deploys in the two leftmost columns. In Attack/Defend, the defender receives a four-column-deep zone.
- Each hex may contain up to two friendly units. Units cannot be placed in the opposing zone.
- In single-player, the player redeploy only their side. In Local Multiplayer, both sides may redeploy their forces.
- Select Start Battle when deployment is complete. Deployment does not cost AP.

10. Skirmish Battle Types

Meeting Engagement

- Two neutral objectives are placed near the center of the map. Each is worth 25 VP.
- Both forces use two-column deployment zones on opposite sides of the map.
- At the turn limit, normal Major/Minor/Draw objective scoring is used.

Attack

The selected player side is the attacker. The opposing side defends two objectives, each worth 25 VP, positioned inside the defender's area.

Defend

The selected player side is the defender. The opposing side is the attacker. The defender receives the four-column deployment zone.

Attack/Defend Victory

At the end of the final turn, the attacker wins a Major Victory only by controlling both defender objectives. Otherwise the defender wins a Major Victory. In Local Multiplayer, the American side begins play; choosing Attack or Defend therefore makes the American side the attacker or defender respectively.

Local Multiplayer

Local Multiplayer is hot-seat play on one device. Both players deploy their forces and alternate American and German side turns. AI is disabled and both sides' units remain visible. The standard American-then-German turn order applies.

11. Scenario Editor

The Scenario Editor creates custom battles. Enter a name and description, set a turn limit, choose a saved map, place US and German units, place objectives and assign VP, then save the scenario.

Reinforcements

- Choose the Reinforcement tool, arrival turn, side, and unit type; then click the intended entry hex.
- Up to two reinforcements for the same side and turn may share an assigned entry hex.
- A reinforcement arrives at the beginning of its side turn on or after the listed turn.
- If the assigned hex is blocked, the unit uses the nearest legal hex that has fewer than two units and contains no enemy unit.
- If no legal arrival hex exists, arrival is delayed to the next turn.
- Reinforcements are shown with an R and their arrival turn in the editor and are listed in the scenario briefing.

Scenario Validation

- A valid scenario requires a selected map, at least one initial US unit, at least one initial German unit, at least one objective, and a positive turn limit.
- A hex can contain no more than two initial units; two objectives cannot occupy the same hex.
- Use Erase to remove units, reinforcements, or objectives. Existing scenarios may be loaded or deleted.

12. Options and Controls

Options

Option	Effect
Dice Animation	Enables or disables animated combat dice.
Music	Enables or disables menu music.
Sound Effects	Enables or disables game sound effects.
NATO Symbols	Uses NATO-style unit counters instead of illustrated counters; statistics are unchanged.
Move Button	Assigns movement to the left or right mouse button.

Main Menu

- New Game: open Scenario Selection. Skirmish: open Skirmish Setup. Editor: open the Scenario Editor. Options: change presentation and controls. Exit: close the game.

Game Controls

- Left click: select units and targets; move when left-click movement is enabled.
- Right click: move when right-click movement is enabled; place selected units during Skirmish deployment.
- Middle-button drag: pan the map. Mouse wheel: zoom.
- LOS: toggle LOS inspection. Eye: show or hide unit graphics.
- Smoke: activate smoke placement for an eligible infantry or mortar unit.
- End Turn: finish the current side turn. During deployment it becomes Start Battle.
- Esc: close menus or skip pending Opportunity Fire.

Scenario Editor Controls

- Left click places or removes map content with the selected tool. Middle-button drag pans; mouse wheel zooms.

13. Modding

External content may override default files with the same path. Supported folders are assets/, maps/, scenarios/, and units/.

- Custom units are defined in units/unit_stats.json. Supported unit types: infantry, vehicle, mortar, atgun. Supported target types: soft, hard.
- A unit entry may define side, name, image, AP, unit and target type, Skirmish point cost, normal combat values, and Reduced combat values.
- Map files are stored in maps/; previews in maps/map_images/; scenario files in scenarios/; the scenario list in scenarios/scenarios.json.
- JSON syntax must be valid. Restart the game after adding custom units.

14. Glossary

Term	Meaning
AP	Action Points used for movement and Assault costs.
AP Attack	Armour-piercing attack used against vehicles.
Assault	Close combat against an adjacent enemy.
ATK / DEF	Attack strength added to a roll / defensive strength subtracted from it.
Deployment Zone	Colored map area where a side may reposition units before a Skirmish.
Dig In / Dug in	Automatic +1 defense after an eligible unit remains stationary for two of its side turns.
Disrupted	Temporary condition: -2 ATK; no Assault or Opportunity Fire.
HE Attack	High-explosive attack used against soft targets.
Hit	One damage step.
Indirect Fire	Mortar fire using a friendly spotter; -1 when the mortar itself lacks LOS.
Local Multiplayer	Hot-seat Skirmish play for two players on one device.
LOS	Line of Sight between two hexes.
Opportunity Fire	Reaction fire after enemy movement.
Reduced	Damaged condition that lowers ATK by 1.
Reinforcement	Unit scheduled to arrive at a specified hex, side, and turn.
Smoke Ammunition	Smoke placed by a mortar within Range at a hex visible to its side.
Spotter	Friendly unit with LOS to a mortar target or smoke hex.
VP	Victory Points gained by controlling objectives.

Alpha 0.9.6-0.9.8 Rules Incorporated

This edition incorporates Skirmish and Local Multiplayer, Meeting/Attack/Defend battles, free deployment, current point and turn limits, NATO counters, Dig In, mortar smoke, Scenario Editor reinforcements, the -1 indirect-fire modifier, and the current Town (+2) and Field (+1) defense values.