

2024. VERSION 1.3

 LINES

AND

 WEBS

OFFICIAL RULE BOOK

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## Introduction

### *Scenario*

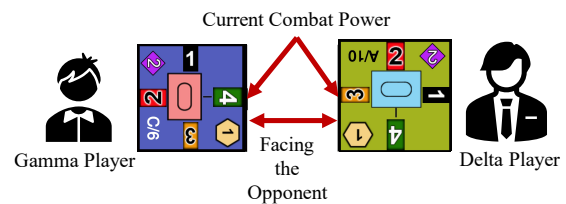
*Lines and Webs* is a near-future fictional wargame. Players take on the role of either the Gamma or Delta division commander as they lead their respective forces to conquer the map. Both players begin with a foothold on the map and the opportunity to bring in additional supplies, units, or higher assets. The map represents the theater of operations for both players. Success is defined by the player's ability to control operations in theater, represented by control of the ports.

### *Timescale and Victory Conditions*

Each turn of the wargame represents a day of fighting. Turns are tracked using a 10-sided die; the side facing up indicates the current turn. Play continues until victory is achieved or the end of the fifteenth turn.

**Victory:** One player controls all ports (airports and seaports) for an entire turn. Ex. Gamma player gains control of all four ports during phase 6 (see Turn Sequence section) on turn 7. If the Gamma player still controls all ports at the end of phase 7 on turn 8, then the Gamma player wins, and the game is over.

**Determining Victory on Turn Fifteen:** If neither player controls all four ports by the end of turn fifteen, then the player with the most ports in their control wins. If players each control two ports, then the player with the higher remaining combat power wins. To calculate the total remaining combat power, players add up the combat power number for each unit still on the map (the number in the box facing the enemy on the unit block).

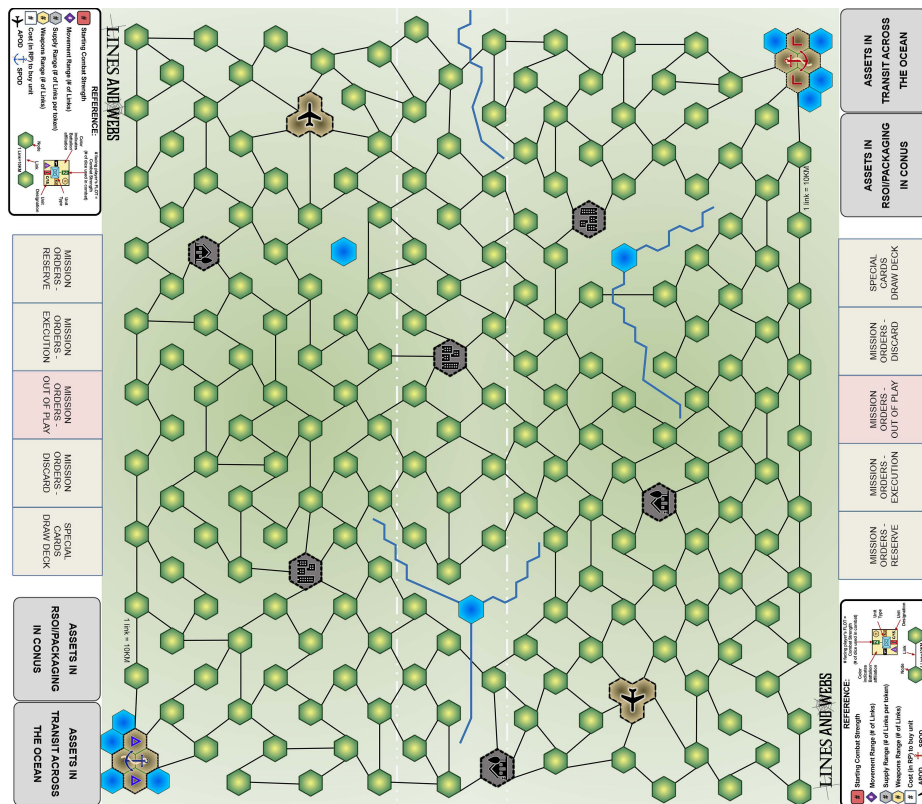


### *Number of Players and Game Variations*

*Lines and Webs* is designed as a two-player wargame. The game may be played by four players. When playing with four players, players are divided evenly between sides. Each side can divide up responsibilities between combat and logistics.

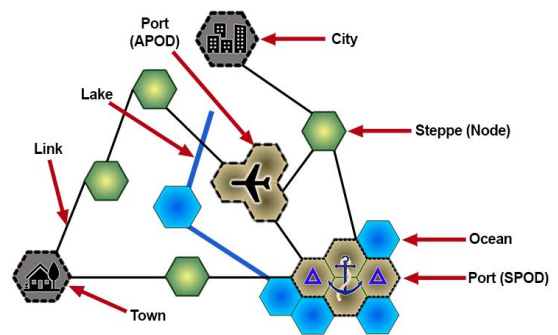
## The Playing Board

### The Game Map



Most of player interaction occurs on the game map. Players start on opposite sides of the map, with a seaport of debarkation (SPOD) in their bottom right corner. Both players also control an airport of debarkation (APOD) located to the player's left and halfway between the end of the map and the middle of the board. Two gray dotted lines indicate the initial limit of units for both players. No unit blocks may be placed between those two lines during the initial game set up. See the Setup Section for more information.

### Terrain



Types of terrain are reflected by the color of the hexagon tiles and their borders. The base terrain of the map is steppes (grassland plains mostly devoid of forest). Terrain is modified to become lakes or infrastructure.

## Base Terrain

- **Nodes** are indicated by hexagons. Most hexagons are colored green, indicating the base terrain of steppe. Nodes can include a terrain modifier as discussed below. Each node can hold only one unit at a time (unless the port terrain modifier applies).
- **Links** are indicated by the black lines stretching between nodes. *Each link represents 10km.* Links abstract the various highways, roads, and trails which connect one piece of terrain (a node) with another. Units may only move between nodes along links. Units may not move between nodes if no link connects them. Links also define the movement of supplies between nodes or units.

## Terrain Modifiers

Terrain modifiers apply additional effects to a hex. Terrain modifiers include ports, towns, cities, rivers, lakes, and oceans.

- **Ports** include both SPODs and APODs. SPODs are seaports of debarkation. APODs are airports of debarkation. Ports provide players with logistical capabilities to bring in supplies and units, as well as defensive capabilities to the occupying unit. Unlike other nodes, ports can hold more than one unit at a time. SPODs can hold up to four units. APODs can hold up to three units. Ports have an organic capacity to hold supplies and receive damage. Ports are key terrain players must control to achieve victory conditions.

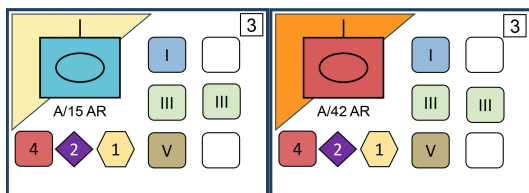
- **Towns** provide the occupying unit with a defensive capability. This advantage applies only when the unit occupies the town node, in defense, and not when attacking out of a town.
- **Cities** provide the occupying unit with a higher defensive capability than towns. This advantage applies only when the unit occupies the city node, in defense, and not when attacking out of a city.
- **Rivers** are indicated by the blue lines between links and nodes. If a link crosses a blue line, it is considered an approved crossing point such as a bridge or ford. If no link crosses a blue line, units cannot move across the river for either movement or combat. This does not affect distance attacks by field artillery units.
- **Lakes** are blue hexes not connected to an SPOD. Lakes may also be connected to rivers. Lakes are impassable. No units may cross a lake to an adjacent hex. Field artillery units firing from a distance (two or more nodes away) may fire over a lake but must include the lake in their distance estimation.
- **Oceans** are blue hexes connected to an SPOD. Oceans are impassable. Oceans cannot be fired over.

## Game Board



On the player's edge of the map, at both ends, is a reference key, spaces for various card decks used in the game, and the offshore delivery queue. The reference key provides reminders about how to read tracker cards and unit block stickers. The spaces for the card decks provide the player with organization to keep track of which cards are in play and which are out of play.

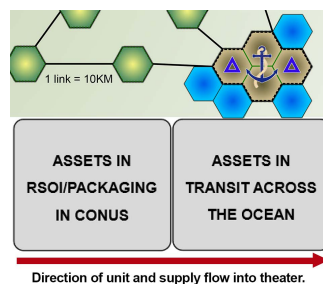
### Tracker Cards



Each unit and SPOD/APOD has an associated tracker card. These cards provide the player with a method of tracking each unit's on-hand quantities. Limiting both combat units and sustainment units to a specific amount of supply that can be carried requires the player to consider what supplies

a unit must move and attack with and where resupply can come from. Damage to the combat and sustainment units is tracked by turning the unit block (described in the next section). However, players can also target SPODs and APODs, causing infrastructure damage. This damage is tracked on the SPOD/APOD tracker card.

### Offshore Delivery Queue



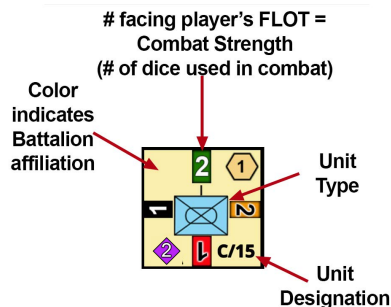
The Offshore Delivery Queue provides players with a method to plan and track incoming units and supplies for the next two turns.

### Terrain Reference Table

<i>Terrain</i>	<i>Movement</i>	<i>Supply</i>	<i>Combat</i>	<i>Artillery</i>
	Unrestricted Movement	Can hold THREE supply tokens not stored with a unit (as indicated by unit tracker card).	No advantage	No advantage
	Unrestricted Movement	Can hold up to TWELVE supply tokens as indicated by the port tracker card. SPOD can hold up to FOUR units. APOD can hold up to THREE units.	Provides occupant with a defensive advantage. Defender's damage hit increased by TWO. EX: damage is scored on a 9 instead of a 7.	Field Artillery units occupying a <b>PORT</b> and attacked from two or more links away receive a defensive advantage. Defender's damage hit increased by TWO. EX: damage is scored on a 9 instead of a 7. Ports can also be attacked in lieu of attacking an occupying unit. In this case, no defensive advantage applies.
	Unrestricted Movement	Can hold up to THREE supply tokens not stored with a unit (as indicated by unit tracker card).	Provides occupant with a defensive advantage. Defender's damage hit increased by ONE. EX: damage is scored on an 8 instead of a 7.	Field Artillery units occupying a <b>TOWN</b> and attacked from two or more links away receive a defensive advantage. Defender's damage hit increased by ONE. EX: damage is scored on an 8 instead of a 7.
	Unrestricted Movement	Can hold up to THREE supply tokens not stored with a unit (as indicated by unit tracker card).	Provides occupant with a defensive advantage. Defender's damage hit increased by ONE. EX: damage is scored on an 8 instead of a 7.	Field Artillery units occupying a <b>CITY</b> and attacked from two or more links away receive a defensive advantage. Defender's damage hit increased by ONE. EX: damage is scored on an 8 instead of a 7.
	Cannot be crossed unless a link already bisects the river	Cannot store supply.	No advantage	No advantage
	Impassable	Cannot store supply.	No advantage	No advantage. When firing over a lake, Field Artillery must include the lake in their distance calculation.
	Impassable	Cannot store supply.	No advantage	No advantage

## The Playing Pieces

### *Unit Design*



The figure above illustrates how to read information on unit blocks in *Lines and Webs*.

**Identifying the Unit:** The symbol at the center indicates the unit's type. Its color indicates the faction belongs to (Blue = Delta; Red = Gamma). The background color indicates the battalion affiliation of the unit.

**Steps:** The overall condition of the unit, which reflects various factors including its personnel strength and combat readiness, is represented by its step count. This corresponds to the colored square and number on the border of the unit's block. Each unit has four steps. The green square indicates the unit still has all four steps; the yellow square shows it has lost a single step; red that it has lost two steps; and black that it has lost three steps. If a unit takes another step loss when degraded to the black square, the unit is "destroyed" and removed from the board.

**Combat Strength:** The numbers in each step square indicate the current combat strength of that unit and translate to the number of dice that unit can use in combat. The icon positioned away from the player's

side of the board (toward the front line of troops or FLOT) indicates the unit's current combat strength.

**Weapons/Supply Range:** The number in the hex indicates the range the unit can reach with weapons or supplies. If the hex is yellow, it indicates weapons range. If the hex is grey, it indicates supply range.

**Movement Range:** The number in the purple diamond indicates how many links the unit may move in a single turn by expending a green fuel token.

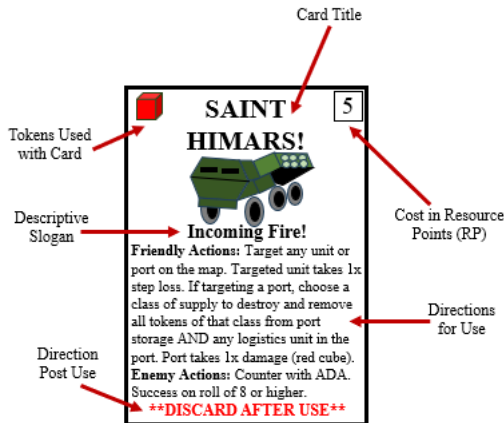
### *Unit Types*

<b>Mechanized Infantry</b> <ul style="list-style-type: none"><li>• Combat company for both sides.</li><li>• Low combat power</li></ul>	<b>Armor Company</b> <ul style="list-style-type: none"><li>• Combat company for both sides.</li><li>• High combat power</li></ul>	<b>Field Artillery Company</b> <ul style="list-style-type: none"><li>• High combat power from a distance.</li><li>• Low combat power up close.</li></ul>
<b>Engineer Company</b> <ul style="list-style-type: none"><li>• Low combat power</li><li>• Use reduces damage to infrastructure.</li></ul>	<b>Air Defense Artillery Company</b> <ul style="list-style-type: none"><li>• Low combat power</li><li>• Defends against indirect in a 4-node radius.</li></ul>	<b>Aerial Port Squadron</b> <ul style="list-style-type: none"><li>• Low combat power</li><li>• Use enables delivery of units and supplies to APOD</li></ul>
<b>Sustainment Units</b> <ul style="list-style-type: none"><li>• Low combat power.</li><li>• Allows transfer of supplies across the battlefield.</li><li>• Larger units can move more supplies further distances.</li></ul>		

There are seven types of units used in this wargame. The wargame demonstrates opposing sustainment systems, so although each players' combat units are matched, their sustainment units are designed differently. Players begin with a starting package on the map but have additional units available for delivery into the theater.

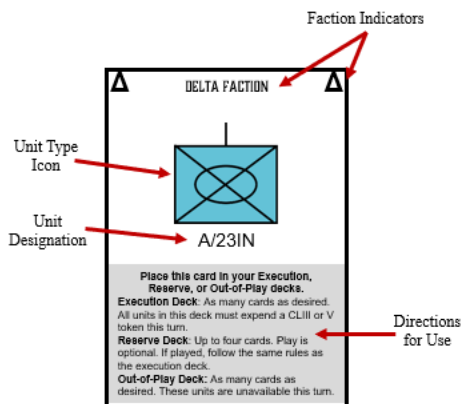


## Special Cards



Special cards are used in the game to provide effects players are expected to encounter in large-scale combat operations. Players use resource points (RP) to buy special cards which are immediately available for use. The following ten cards are available to players. See the Special Cards Section for more information.

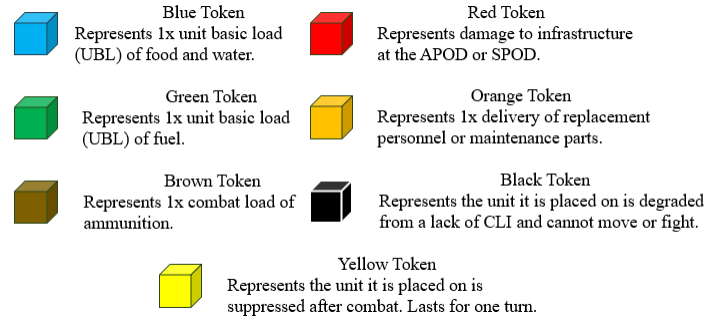
## Mission Order Cards



Mission order cards provide players with a method to plan the follow of combat. Only combat units have mission order cards.

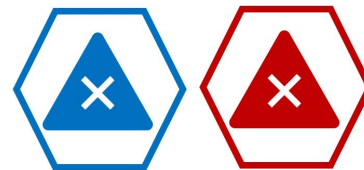
Players place these cards in the order in which want to move their combat units.

## Tokens



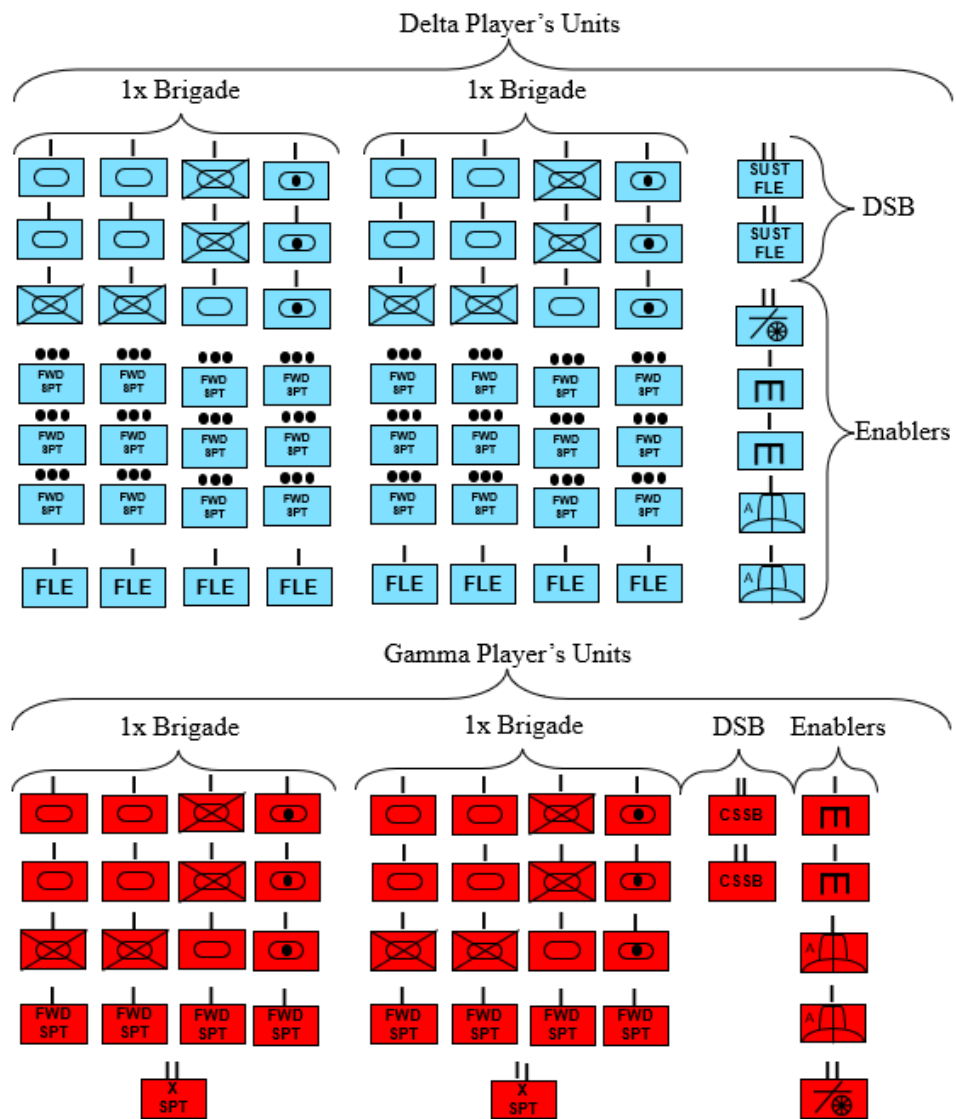
This wargame utilizes several different plastic cubes, referred to as tokens, to represent different types of physical elements in the game. These tokens represent supply (food/water, fuel, and ammunition), suppression, degradation, and damage to infrastructure. Tokens are the main method players use to track logistics requirements and simulate moving supplies across the battlefield.

## Node Blocked Marker



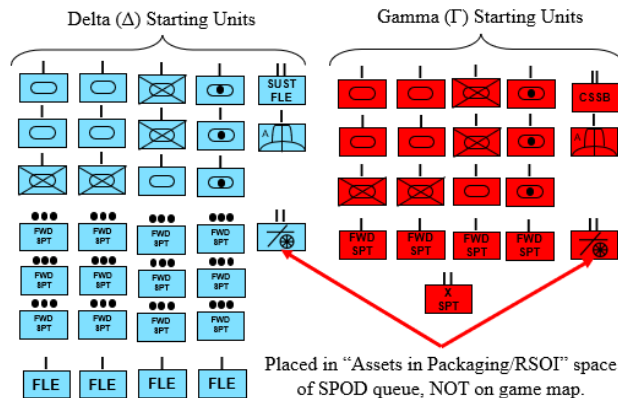
These markers are placed on a node when that node is blocked. Its presence prevents movement through the node by both units and supplies.

## Available Units





## Setup



**Game Map:** Place the game map between the two opposing players. Each player controls the SPOD marked with their faction's Greek Letter (Δ or Γ) and the APOD on that same side of the game map.

**Special Card Deck:** Each player has a special card deck containing three of each type of special card. Place the special card deck beside the game map to the player's left.

**Starting Units:** Each player begins with the units depicted in the figure above. Additional units are available for purchase after the start of the game. All units start at full strength (green box pointed toward enemy side of the game map).

Place starting unit blocks onto the game map anywhere between the player's side of the board and the closest grey dotted line. A recommended starting deployment of units can be found in each player's reference card, but players may deploy their units in any manner.

**Mission Order Cards:** Mission order cards for each unit on the map are collected into a deck and placed in the "Mission Orders – Out of Play" box on the game board.

**Unit Tracker Cards:** Unit tracker cards for each unit on the map are arranged below or to the side of the game board. The tracker cards allow the player to array their cards in the same manner as their units are arrayed on the game map for easy identification.

**Starting Supplies:** Each unit in play begins with a basic load of supplies, recorded on the unit tracker cards. For combat units a basic load equals the shaded boxes depicted on the associated unit tracker cards. Place a supply cube matching the color of the shaded box in each box. Blue cubes are class one (CL I, food, and water) and are placed in the blue shaded box. Green cubes are class three (CL III, fuel) and are placed in the green shaded box. Brown cubes are class five (CL V, ammunition) and are placed in the brown shaded box. For sustenance units a basic load equals all storage boxes on the tracker card filled. The shaded boxes indicate that unit's basic load and are the only boxes which must match the color of box to the color of the cube. All other boxes may be filled with supply cubes in any manner the player desires.

**Starting Delivery Queue:** Finally, players place their Aerial Port Squadron unit, four (4) green tokens, four (4) blue tokens, and four (4) brown tokens onto the "Assets in Packaging/RSOI" space of the SPOD queue on the game board.

## Turn Sequence

### *Summary of Turn Sequence*

#### **PHASE 1: DEPLOY**

- Concurrent Play
- Move units and supplies in the offshore delivery queue forward one space.

#### **PHASE 2: SPEND RESOURCES**

- Concurrent Play
- Spend up to 25 Resource Points (RP) to acquire supply tokens, special cards, or new units.
- Units and supplies are placed into “Assets in Packaging/RSOI” in offshore delivery queue.
- RP do not roll over.

#### **PHASE 3: TRANSPORT SUPPLIES**

- Concurrent Play
- Limited to five minutes.
- Stand up sustainment units at the start of the phase. Return unit blocks phase up once that unit’s sustainment points are exhausted.
- Supply movement is limited by Sustainment Points (SP).
- SP = the number of links a unit can move half its supply carrying capacity. Ex. An FSC can move five tokens, each token for five links.
- Three Resupply Methods: Move Supplies OR Move and Resupply OR Displace.

#### **PHASE 4: ISSUE ORDERS**

- Concurrent Play
- Collect mission cards for all units on the map.
- Organize cards into three decks: execution, reserve, and out-of-play.
- Execution deck: as many or as few cards as desired (each unit MUST move or fire)

- Reserve deck: up to four cards; play of these cards are optional.
- Out-of-Play: as many or as few cards as desired; these cards may not be played at all this turn.
- Include Command Post special card in either Execution or Reserve deck as desired.

#### **PHASE 5: ROLL FOR INITIATIVE**

- Concurrent Play.
- Each player rolls a die.
- The die with the higher roll gets initiative (plays first) in the next phase.

#### **PHASE 6: EXECUTE ORDERS**

- Played sequentially, starting with the player who has initiative.
- Players turn over a card from their execution or reserve decks and play the indicated unit.
- Expend CLIII (green) or CLV (brown) (or both) tokens to play the desired unit.
- Resolve Combat when units are in adjacent nodes not divided by a river.

#### **PHASE 7: CLI CONSUMPTION/RESET**

- Concurrent Play.
- Consume CLI (blue) token for each unit on the map during turns 3, 6, 9, 12, and 15.
- Mark units that cannot consume CLI with a red token.
- Return displaced units back to face up.
- Remove all suppression markers (yellow token).
- Turn 10d die to the next number to indicate the start of the next turn.

## *Description of Turn Sequence*

### Phase 1: Deploy

**Sequencing:** Concurrent.

**Summary:** In this phase, units and supplies move from the offshore delivery queue forward one space, moving from packaging/RSOI in CONUS (continental United States) to transit across the ocean onto the game map via an SPOD or APOD.

**Actions:** All units arriving at a port start with a full basic load of supplies. Units and supplies may always be delivered to the SPOD and maybe delivered to the APOD when it is controlled by the Aerial Port Squadron (control requires occupation). Once units are deployed to an SPOD or APOD, their tracker card is placed with the player's other in use tracker cards and the unit's mission card is place in the "Out of Play" deck on the game board. SPODs/APODs cannot receive supplies or units exceeding their storage capacity.

### Phase 2: Spend Resources

**Sequencing:** Concurrent.

**Summary:** During this phase, players may acquire supply tokens, special cards, or new units by spending Resource Points (RP).

**Resource Points (RP):** Points representing a player's strategic assets and the limitations of employing those assets in a theater of combat. Each player receives 25RP each turn. Resource points do not roll over. Supply tokens each cost one RP. Each new unit costs RP according to the number in the hexagon in the top right corner of the unit's tracker card. Each Special Card costs RP according to the number in the hexagon in the top right corner of the card.

**Actions:** Use RP to purchase units, supplies, and special cards. Purchased supply tokens

and units are placed in the player's delivery queue in the space marked "Assets in Packaging/RSOI". When an APOD is not controlled by an Aerial Port Squadron (APS), supplies, not units, may be delivered directly to the APOD at a cost of 2xRP per supply token. This represents the cost of strategic air lift. When an APOD is controlled by an APS, players can deliver units and supplies to the APOD at no additional cost, not to exceed the APOD's storage capacity. This allows the player to bypass the delivery queue wait time.

### Phase 3: Transport Supplies

**Sequencing:** Concurrent.

**Summary:** During this phase, players conduct resupply operations simultaneously.

**Actions:** This phase is limited to five minutes. For the first turn, players should conduct resupply from the player's front line of troops (FLOT), or forward most units, back toward the SPOD. At the beginning of the phase, all sustainment units are placed on their edge so that the sticker is facing the owning player. When the player completes all resupply actions a unit is allowed, the tipped back down with the sticker facing up. This provides the players with a method of tracking which units are still able to conduct resupply, and which are exhausted.

**Cross-Leveling:** Units located in the same node (only allowed in the SPOD and APOD) may cross-level supplies except when both units are combat units. Combat units may only cross-level CL I (food and water) and CL III (fuel). If both combat units are the same type, they may cross-level CL V (ammunition).

***Sustainment Points:*** Each sustainment unit has a Sustainment Point (SP) limit, defining the distance that unit can move each supply token.

***Resupply Methods:*** Each sustainment unit may utilize one of three resupply methods each turn.

**MOVE SUPPLIES:** In this method, any supplies in theater (on the game map) may be moved. Each sustainment unit may move half its total storage capacity (number of boxes on the tracker card; round up), moving each token the number of links of that unit's SP. Supplies may only be moved into an open storage space on the receiving unit's tracker card. If no space is open, up to three tokens can be delivered directly to the node. However, these tokens are not carried with the unit when it moves and are lost if not picked up by the end of the turn, Phase 7.

**MOVE AND RESUPPLY:** In this method, sustainment units may first move by expending a CLIII (fuel) token, then conduct resupply according to the rules in the MOVE SUPPLIES method. Movement of the sustainment unit is limited by that unit's movement points. This method requires the expenditure of a CLIII token to utilize.

**DISPLACE:** Sustainment units can displace by placing their unit block face down. A displaced unit cannot be targeted by fires, but also cannot deliver or receive supplies. This does not expend a CLIII token. Displacement only lasts until the end of the turn.

#### Phase 4: Issue Orders

***Sequencing:*** Concurrent.

***Summary:*** In this phase, players plan out their sequence of orders for execution in

Phase 6 using mission orders cards. This represents the need to sequence of events and movements to achieve objectives while operating in the expected communications degraded environment of multi-domain operations. Mission orders cards represent an order issued to a unit to either move or engage in combat. Only combat units have mission orders cards since sustainment units receive their orders during Phase 3.

***Actions:*** To issue orders, players collect mission orders cards for all combat units on the map. These cards can be organized into three decks: execution, reserve, and out-of-play. For both the execution and reserve deck, the cards are placed so that when the deck is face down, the top card is the first card the player wishes to play. Any cards not placed in the execution or reserve decks are placed in the out-of-play deck and cannot be used at all during this phase. During this phase, players may include special cards placed in their executions deck. The position of the card in the deck dictates when they can be played.

***Execution Deck:*** Players can place as many or as few cards into the execution deck as desired. However, each unit with a card in the execution deck must at least expend a CLIII (fuel) token whether the player moves that unit on the game map or not. The only exception to using a CLIII (fuel) token is for field artillery units, which may choose to expend either CLIII and move or CLV (ammunition) and fire on an enemy unit from afar.

***Reserve Deck:*** Players may place up to four units' mission cards into the reserve deck. These cards allow a player to optionally use those units based on the flow of play. The reserve deck simulates a commander's ability to react to battle. Units in the reserve deck may be played at any point during

Phase 4 as long as one player still has cards to play from their execution deck. Units given orders from the reserve deck, that unit follows the same rules of supply expenditure as the execution deck. If both players have exhausted their execution deck, then only one additional reserve card may be played by each.

***Out-of-Play Deck:*** Players may place as many or as few cards in the out-of-play deck as desired. Any cards in this deck may not be played at all this turn.

#### Phase 5: Roll for Initiative

***Sequencing:*** Concurrent.

***Summary:*** In this phase players roll for initiative for the next phase.

***Actions:*** Initiative goes to the player with the higher roll.

#### Phase 6: Execute Orders

***Sequencing:*** Sequential.

***Summary:*** In this phase, players can move units and engage in combat. This phase is conducted sequentially, starting with the player who has initiative. Players turn over a card from their execution or reserve decks to move or attack with the revealed unit. Players continue in turn until all cards from the execution deck are exhausted and each player has an opportunity to play one more card from their reserve deck.

***Actions:*** To conduct movement, players expend a CLIII (fuel) token and move units along the map as limited by that unit's movement points. Units may move into combat, in which case, the unit expends both a CLIII (fuel) and a CLV (ammunition) token.

***Armor Units:*** Armor units are the only units which must expend both a CLIII and CLV token for combat even when on the defense. Units must engage units in adjacent nodes in combat. This means it is possible for a unit to use the maximum limit of its movement points, then move down a link to a now adjacent node to conduct combat. This seems to break the movement rules, but in playtesting proved to make the game work, finding the balance between too easy and too hard to engage in combat.

***Field Artillery Units:*** Field artillery units have the option to expend CLIII and move, expend CLIII and CLV to move and attack, or expend CLV and attack from distance. During this phase, engineer units may expend CLIII to move to a port and expend additional CLIII to make repairs to that port. Repairs remove one token of damage from the port. Only one token per port may be removed per turn.

#### Phase 7: CLI Consumption/Reset

***Sequencing:*** Concurrent.

***Summary:*** During this phase, units consume food and water and reset for the next turn.

***Actions:*** During this phase, ***in all turns***, reset actions are taken before the next turn. Any displaced units are turned face up and any suppressed units (indicated with a yellow block) are unsuppressed. Remove all node blocked markers. The d10 die is turned to the next number to track the current turn. ***Every third turn***, one CLI (food and water) is consumed. Units that cannot consume CLI are degraded and marked with a red token on the unit block. Degraded units cannot move or attack and remain degraded until they can receive and consume a CLI token. If a unit is still degraded by the next time CLI consumption is required, it takes a step loss.

## Combat Rules

### *Combat Sequence*

**Initiation:** Combat is initiated when one unit moves onto a node adjacent to a node occupied by an enemy unit. Attacking players indicate combat by moving down the link to the adjacent node. When combat is initiated, it must be resolved. Units do not have the choice to move out of contact. The number on the edge of the block indicates the current combat strength of that unit, and how many dice that unit can use in combat. The field artillery (FA) unit is the only type which does not follow this system. See the FA specific rules in the sub-section below.

**Engagement:** When engaging in combat, both units must expend a CLV (ammunition) token. Armor units must expend both CLIII and CLV. This rule replicates the high cost of fuel associated with tanks in real life. If a unit cannot expend the requisite supply tokens it may not initiate combat. If a unit challenged to combat cannot expend the requisite supply tokens, it endures an attack without fighting back.

**Order of Combat:** The defending unit rolls their dice first. Defender's score on a roll of seven or better on a d12 die. The first scored hit sends the unit into suppression (marked with a yellow token). Each hit after results in a step loss on the receiving unit. The attacker then rolls dice based on the resultant combat power. The attacker also scores a hit on a seven or better unless the defender occupies a town, city, or port. These locations provide the defender with an advantage. A town increases the attackers required roll for a hit from seven to eight (+1) while a city or port increases it from a seven to a nine (+2).

**Winning Conditions:** The unit with the higher number of hits wins the engagement. The winner of the engagement retains control of the node on which combat occurs. Whoever loses the engagement retreats from the node according to the retreat rules discussed in the next section. If the number of hits scored is equal, the attacker returns to its original node and the defender retains control of its current node. At this point, the winner of the engagement can choose to engage in another attack by expending additional CLV and/or CLIII. If a unit receives enough hits to run out of step loss options (for a full-strength unit, suppression plus four hits) it is destroyed and the unit is removed from the board.

### **Field Artillery Specific Combat Rules:**

Field artillery (FA) units can enter either a direct fight (attacking a unit in an adjacent node) or an indirect fight (attacking a unit from two or three nodes away). If an FA unit engages in a direct fight, it follows the rules of combat like any other unit but is limited to a single die. FA unit engaging in an indirect fight can target an enemy unit that is two or three nodes away from its position. In this scenario, the FA unit identifies its intended target and expends CLV to attack. The FA unit is the only unit that can increase its dice by expending additional CLV tokens. FA units can expend up to three CLV tokens and roll a die for each token. Hits are scored on a seven or better unless modified by defensive positions. Opposing unit can only counterattack with FA units. ADA units do not defend against FA attacks.

### ***Retreat Rules***

When combat is conducted and it does not end in a draw, the losing unit must retreat. In this instance, the winning unit retreats the loser two nodes in whatever direction they prefer. This moves them out of combat range and allows the winner to organize the battlefield to their advantage. If nodes are occupied in such a way that the losing unit cannot retreat two nodes without stacking with another unit, the loser takes an additional step-loss instead.

### ***Suppression***

When units engage in combat, the first hit taken results in suppression of that unit rather than a step loss. Suppression is indicated by a yellow token and lasts for the entire turn. Suppressed units can fight, but not move. For field artillery units, rolling twelve models that the first shot was also a luck accurate shot. In this instance, a twelve dice roll counts for both a suppression and a step loss on the enemy unit. This only applies to field artillery units.



## Special Cards

### *Summary*

Special cards are used in the game to provide effects players may encounter in large-scale combat operations. Players use resource points (RP) to buy special cards which are immediately available for use.

**9-LINE RECOVERY!** *Requires 1x RP to purchase.* This card can be applied to any single enemy unit. Mark target unit with a black cube. Targeted unit cannot move or fight. This lasts until a unit can receive replacements/repair parts (orange cube) through either regular supply transport or the Air Drop Inbound Special Card. *This card is discarded after use.*

**AIR DROP INBOUND!** *Requires 3x RP to purchase.* Use this card to deliver a single orange cube (representing replacement personnel or CL IX maintenance parts) or a single supply token to one unit. The delivery of an orange cube removes a black cube from the target unit. In the absence of a black cube, the delivery of an orange cube removes a step loss from that unit. *This card is discarded after use.*

**CLOSE AIR SUPPORT!** *Requires 1x RP to purchase.* This card allows a player to target any single enemy unit (not infrastructure) within 2x nodes of a friendly unit. Any air defense within four nodes of the targeted unit can roll a d12 dice in defense. Rolling an 8 or higher defends against incoming missiles from close air support. *This card is discarded after use.*

**COMMAND POST!** *Requires 3x RP to purchase.* This card allows a player to conduct a simultaneous attack with up to three units. Place this card in the Mission Orders – Execution Deck prior to the three units the player wishes to move in concert. When this card is turned over, the player

then displays the next three cards to conduct simultaneous movement. Each unit must still individually expend CL III and/or V for movement and/or combat. *This card is discarded after use.*

**CYBER ATTACK!** *Requires 1x RP to purchase.* Using this card allows players to disrupt their opponents tactical plan. Use this card during Phase 6: Execute Orders to shuffle the opposing player's Mission Order - Execution Deck into any desired order. The opposing player cannot look at the new order. *This card is discarded after use.*

**DRONE RECON!** *Requires 5x RP to purchase.* This card negates the Command Post Special Card. Play this card after the use of a Command Post Special Card in Phase 6: Execute Orders. *This card is discarded after use.*

**MASS CAL!** *Requires 1x RP to purchase.* Players may only use this card after a successful combat engagement. Target enemy unit involved in combat engagement. The targeted unit takes an additional step loss. *This card is discarded after use.*

**SAINT HIMARS!** *Requires 5x RP to purchase.* This card allows a player to target any unit or port on the map. A targeted unit takes 1x step loss. A targeted port takes 1x damage (indicated by placing a red token on the port tracker card). Any air defense within four nodes of the targeted unit can roll a d12 dice in defense. Rolling an 8 or higher successfully blocks incoming missiles from SAINT HIMARS. *This card is discarded after use.*

**SCOUTS OUT!** *Requires 1x RP to purchase.* This card allows the attacker to roll first and score hits first during combat.

Player using this card chooses the unit to gain this advantage. Chosen unit must be in a combat engagement. *This card is discarded after use.*

**SF In The Area!** *Requires 3x RP to purchase.* Use this card to block a single node for both movement and transport of supplies. Place a node blocked marker on

the node affected. The color of the node blocked marker indicates the player who is prohibited from transporting supplies or movement through that node. This effect lasts until the end of the turn (Phase 7: CL I Consumption/Reset). *This card is discarded after use.*

## APPENDIX A

### WARGAME PARTS LIST

Table 1 below describes a complete list of parts required for the wargame *Lines and Webs*.

Parts list for <i>Lines and Webs</i> .			
No.	Category	Item	Qty.
1	Maps	Game Map	1
2	Game Aids	12-sided Die	10
3		10-sided Die	1
4		Dice Tower (recommended)	2
5		Timer or Stopwatch	1
6	References	Rule Book	2
7		Delta Player Card	1
8		Gamma Player Card	1
9	Tokens	Food Cube (Blue)	300
10		Fuel Cube (Green)	300
11		Ammunition Cube (Brown)	300
12		Damage Cube (Red)	50
13		Suppression Cube (Yellow)	50
14		Repair/Replacements Cube (Orange)	50
15		Degraded Cube (Black)	50
16		Delta Node Blocked Marker (Blue)	6
17		Gamma Node Blocked Marker (Red)	6
18	Special Cards (3 of each for each player)	Saint HIMARS!	6
19		Close Air Support!	6
20		Scouts Out!	6
21		9-Line Recovery!	6
22		Drone Recon!	6
23		SF in the Area!	6
24		Command Post!	6
25		Cyber Attack!	6
26		MASS CAL!	6
27		Air Drop Inbound!	6

Delta (Blue Player) Starting Package			
28	Unit Blocks	Forward Support Platoon	12
29		Forward Logistics Element (Company)	4
30		Forward Logistics Element (Battalion)	1
31		Armor Company	5
32		Mechanized Infantry Company	4
33		Field Artillery Company	3
34		Aerial Port Squadron	1
35		Air Defense Artillery Company	1
36	Cards	Unit Tracker Cards	31
37		Sea Port of Debarkation (SPOD) Tracker Card	1
38		Airport of Debarkation (APOD) Tracker Card	1
39		Mission Order Cards	13
Delta (Blue Player) Expansion Package			
40	Unit Blocks	Forward Support Platoon	12
41		Forward Logistics Element (Company)	4
42		Forward Logistics Element (Battalion)	1
43		Armor Company	5
44		Mechanized Infantry Company	4
45		Field Artillery Company	3
46		Engineer Company	2
47		Air Defense Artillery Company	1
48	Cards	Unit Tracker Cards	32
49		Mission Order Cards	15
Gamma (Red Player) Starting Package			
50	Unit Blocks	Mechanized Infantry Company	4
51		Armor Company	5
52		Field Artillery Company	3
53		Forward Support Company	4
54		Brigade Support Battalion	1
55		Air Defense Artillery Company	1
56		Aerial Port Squadron	1
57		Division Service Support Battalion	1
58	Cards	Unit Tracker Cards	20
59		Sea Port of Debarkation (SPOD) Tracker Card	1
60		Airport of Debarkation (APOD) Tracker Card	1
61		Mission Order Cards	13

Gamma (Red Player) Expansion Package			
62	Unit Blocks	Mechanized Infantry Company	4
63		Armor Company	5
64		Field Artillery Company	3
65		Forward Support Company	4
66		Brigade Support Battalion	1
67		Air Defense Artillery Company	1
68		Engineer Company	2
69		Combat Service Support Battalion	1
70	Cards	Unit Tracker Cards	21
71		Mission Order Cards	15

Table 1. Parts List.

*Source:* Created by Author.