

Combat Boots

RULES

In *Combat Boots*, each player controls infantry squads, artillery, armor and aircraft.

Turn Sequence

- Players alternate turns. The moving player is the **active** player.
- The active player moves or fires his pieces, one at a time, in no set order.
- A piece moves or fires in a turn--not both. Rotate it 90°, showing its turn is complete.
- When the turn is over, rotate all the pieces back to right-side up.

COMPONENTS

Board

The board shows the field of battle. Hexagons (hex) govern movement and range. Each hex is about 50 yards across.

Pieces

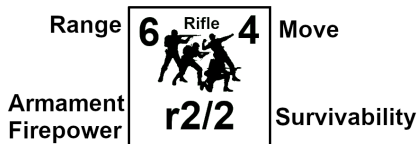
A piece represents an infantry squad, a machine gun team (MG), a mortar team, a gun & crew, tank, vehicle, or aircraft.

Armor & Soft Targets

Tanks/armored vehicles (AFV) are *armor*. Armor is immune to rifle/MG fire. Infantry, guns, trucks, and aircraft are *soft targets*.

Piece Ratings

- Each piece has ratings for range, move, armament, firepower and survivability.
- Range (top-left) is the number of hexes a piece can fire. An underlined range is the number of range bands the piece can fire.
- Move (top-right) is the number of points the piece can spend moving each turn.
- Armament (left/bottom) is the type of weapon the unit carries.
- Firepower (bottom/middle) is the number of dice thrown when firing.
- Survivability (bottom/right) is the number of dice thrown when taking fire.



Range (bands)



Armament
Firepower

Armament

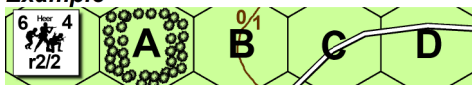
Weapons affect target types differently:

- **a (Anti-Tank):** Kills armor on 1 high die. Normal vs soft targets.
- **aa (Anti-Aircraft):** Targets aircraft with its "aa" rating. "m" on ground targets.
- **h (HE):** Attacks all pieces in target hex. Armor gets +1 survivability. Mortars cannot fire into adjacent hexes.
- **H (HE):** Attacks all pieces in target hex and six adjacent hexes. Armor gets +1 survivability.
- **h+/H+ (modifier):** +1 to each of attacker's two highest dice.
- **m (MG):** Fires at 2 soft targets per turn.
- **M (Liquid-cooled MG):** Fires at 3 soft targets per turn.
- **N (Napalm):** +2 to the attacker's two highest dice. Targets all units in two consecutive spaces.
- **r (Rifle):** One attack on soft targets.
- **t (Transport):** Carries X passengers.

MOVEMENT

- It costs 1 move to enter an open hex.
- It costs 2 move for trees/rough terrain.
- It costs 1/2 move to enter a road hex.
- See the Terrain table for details.
- Only four friendly pieces can be in a hex.
- For each friendly piece over four, all incoming attacks are +1 to both high dice.

Example



- The infantry squad r2/2 spends 2 move going into the trees in hex A.
- It spends 2 move going uphill into hex B.
- It has used all its movement for the turn.
- Next turn, it spends 1 move going to C.
- It spends 1/2 move going along the road.

Transport

- A vehicle can carry a single infantry unit or gun. A vehicle can either (1) load and move, (2) move and unload, or (3) move.

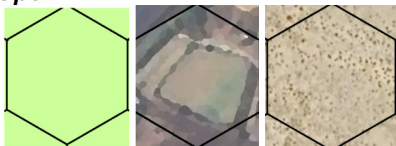
Combat Boots

- Loading/unloading units cannot fire.
- Place the vehicle directly over its cargo to symbolize a loaded vehicle.
- For stacking purposes, a loaded vehicle counts as one piece. If a loaded vehicle is destroyed, the cargo is destroyed as well.
- Infantry riding tanks have a survivability of 1. Infantry can fire while riding a tank.

TERRAIN

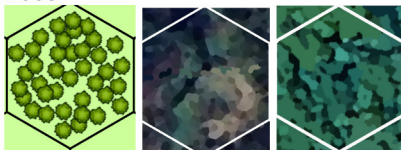
- Lighter-colored washed-out hexes are OPEN. Tree and building hexes provide +1 cover, concealment, and block line of sight.

Open



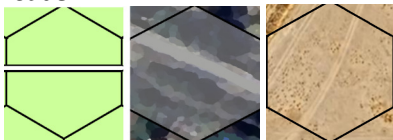
1 move/enter.

Trees



2 move/enter, +1 cover, concealment

Roads



1/2 move/enter

Buildings



1 move/enter, +1 cover, concealment

Contour Lines



+1 move per line uphill

Trench/Gully



+1 cover, +1 survivability, no concealment

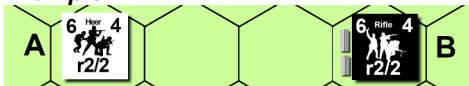
FIRE

- Each active piece that did not move can fire on one target. The target must be within range and line of sight.
- The attacking player throws a number of dice equal to his piece's firepower.
- The target player rolls a number of dice equal to his piece's survivability.
- The attacker kills the target if he has two dice, each higher than the target's high die.
- The attacker disrupts his target if he has one die higher than his target's high die.
- Remove killed pieces from play.
- Turn a disrupted piece over to its back side. That piece can do nothing until rallied.
- If both sides roll 6's, the attacker kills his target if he has two more 6's than his target. He disrupts his target if he has one more 6 than his target.
- If both sides roll 6's, each +1 attack/cover modifier gives that side an additional 6.
- Infantry (rifle/mg) pieces in the same hex can combine fire. E.g. two rifle squads 2/2, can combine fire, throwing 4 dice for their fire instead of two attacks of 2 dice each.

Cover

Cover protects a target. When taking fire, a target adds +1 to its high die.

Example



- A r2/2 fires on B r2/2 at 2-2.
- B is in buildings, giving +1 cover.
- A rolls 6, 5.
- B rolls 5, 4.
- A's 6 beats B's 5, but the building's cover adds +1 to B's high roll.
- A's 6 ties B's 6. Fire is ineffective.

Concealment

- You cannot fire at concealed pieces.

Combat Boots

- Pieces in tree or building hexes are concealed. If they fire, or if an enemy piece is adjacent, they are no longer concealed.
- Pieces become concealed if they enter a tree or building hex outside of enemy LOS.

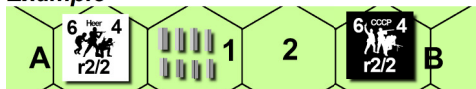
Point Blank Fire

- A unit firing on an enemy in the same or adjacent hex throws an additional die.
- A unit firing on a foe in the same space kills on one high die, not two.
- Pieces in the same space ignore cover.
- Units in the same hex with foes cannot fire out of that hex. Foes cannot fire in.
- Disrupted pieces, alone with intact enemy pieces, are killed.
- Infantry only attacks armor in the same hex. Infantry can move and attack armor in the same turn. Armor gets opportunity fire.

Opportunity Fire

- An inactive piece can fire at one moving piece in the active player's turn.
- MG's fire at 2x targets, 3x if liquid-cooled.
- The target must be in LOS and range.
- Inactive pieces continue firing until the moving piece stops or is killed.
- Rotate the unit 90° to show it has fired.

Example



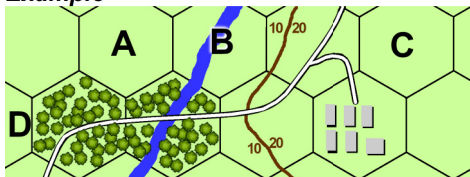
- A is r2/2. B is r2/2.
- A and B cannot see each other. The buildings in hex 1 get in the way.
- A moves to hex 1. A is concealed. B cannot see or fire at A.
- A moves to hex 2. B fires at A at 3-2. (Point blank)
- A survives and enters B's hex.
- B fires at A at 3-2, and a high die kills. (Same hex/point blank)

LINE OF SIGHT

- Buildings, forests, and hills block LOS.
- A unit can see into only the first hex of a series of building or forest hexes.
- A unit can always see adjacent units.
- Hex edges, bordering on open hexes, do not block LOS.
- If LOS is questionable, measure from the center of one hex to the center of the other.

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

Example

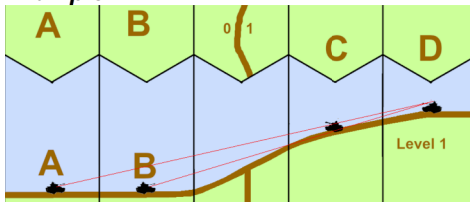


- A and B can see each other.
- A and C can see each other.
- A and D can see each other. The hex edge (A-D) does not block LOS.
- B and D cannot see each other. The trees block line of sight.

ELEVATION

- Contour lines mark elevation. The higher elevation number is uphill.
- If both numbers are equal, the line is a ridge. A ridge blocks line of sight.
- A piece on a ridge is on the side most beneficial to that piece
- Adjacent units always see each other.
- Units occupy the high elevation in a hex.
- Units separated by one contour line can see each other if the intervening line is closer to the higher unit.
- Units separated by multiple contour lines can see each other if the intervening lines are proportionally closer to the higher unit.

Example



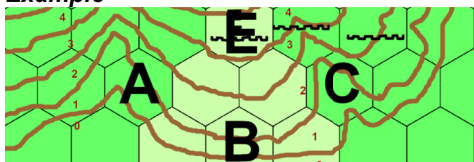
- The top half of this diagram shows the board from the top. The bottom half of this diagram shows a cross-section.
- A and C **can** see each other because the contour line is closer to the higher unit C.
- B and D **cannot** see each other because the contour line is closer to the lower unit B.
- B and C, as well as A and D, **can** see each other because the contour lines is midway between the two.

Combat Boots

Steep Slopes

- Steep slope hexes have 2+ contour lines.
- Units on different steep slope hexes can see each other if the lower unit lies within a 60 degree arc from the top unit to the bottom of the hill.

Example



- E cannot see A.
- E can see B.
- E cannot see C.

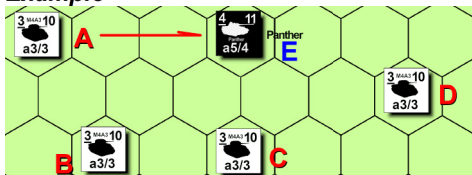
Anti-Tank Weapons

- "a" weapons kill armor by rolling one die higher than the target, not two.
- 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.
- Attacker gets +1 firepower on side armor.

Example

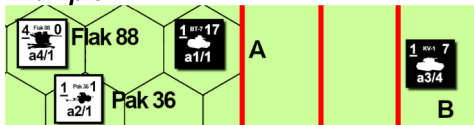


- A fires at E first, hitting frontal armor.
- B hits frontal armor: the angle is < 90°.
- C fires at side armor: the angle is >=90°.
- D fires at side armor: the angle is >=90°.

RANGE BANDS

- The board may be divided into multiple range bands. The board section covered with hexagons is range band 1.
- It costs 10 move to go from one range band to another.
- A piece with less than 10 move can spend its turn going onto a dividing line, or from a line into an adjacent range band.
- If a piece's range rating is underlined, it can fire into that many range bands. It's own range band counts as 1. E.g., a unit with a range 1 can fire anywhere **into its own range band only**.
- A range of 2 indicates a piece can fire into an adjacent range band as well.

Example



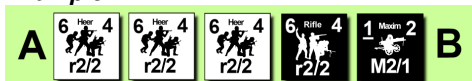
- Flak88 has range 4. It fires on A or B.
- Pak 36 has range of 1. It only fires on A.

ARMORED FIGHTING VEHICLES

Overrun

- An AFV stops in the hex it overruns.
- The AFV attacks a soft target in that hex.
- The AFV uses its main gun or its integrated MG (m2), if it has one.
- Infantry without "a" weapons cannot use opportunity fire if being overrun.

Example



- All pieces occupy the same hex.
- A has three squads r2/2. (s=6)
- B has a squad r2/2, and MG M2/1. (s=3)
- A rolls 6 dice. B rolls 3.
- A rolls a 6, 4, 4, 3, 2, 1.
- B rolls a 5, 5, 4.
- B has 2 pieces. Compare the 2 high rolls.
- A's 6 beats B's 5. B removes the MG.
- B's 5 beats A's 4. A removes one squad.

Combat Boots

- A now has two squads r2/2 in the hex.
- B has one squad r2/2 in the hex.
- Outnumbered, B's squad flees.

ARTILLERY

Fire Missions

- The active player places his fire mission piece on any hex within LOS.
- Artillery hits all pieces in the target hex, and all pieces in the six surrounding hexes.
- Roll one die. On odd, artillery lands this turn. On even, artillery lands the next turn.
- The active player can move his fire mission up to 2 hexes before resolving fire.
- Roll once for the attacking artillery.
- Roll once for each target piece.

Opportunity Fire

- A fire mission lasts a turn (both players).
- Artillery hits pieces entering target hexes.

Example



- Artillery lands with firepower 4.
- A is outside of the blast radius.
- B and C take fire.
- Artillery rolls 6, 5, 4, 3.
- B rolls 4, 3.
- 6 and 5 both beat B's 4. Remove B.
- Armor is +1 survivability against artillery, so C rolls three dice.
- C rolls 5, 4, 3.
- 6 beats C's 5, and the tank is disrupted.

MORALE

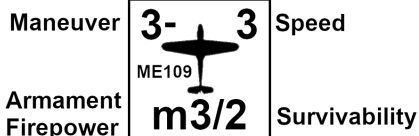
- At the end of his turn, the active player rallies disrupted units.
- The active player rolls two dice.
- If the sum is less than or equal to his morale for that battle, he turns ALL his disrupted units over to their front sides.

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.

AIRCRAFT

- Each piece has ratings for maneuver, speed, arms, firepower and survivability
- Maneuver (top left) is the piece's turning and climbing ability.
- Speed (top right) is the pieces ability to escape engagement. Underlined speed indicates the aircraft is supersonic.
- Armament (bottom left) indicates the type of weapons the aircraft carries.
- Firepower (bottom middle) is the number of dice thrown when firing on a target.
- Survivability (bottom right) is the number of dice thrown when taking fire.



Armament

- **h (HE):** Hits all ground pieces in target hex. Armored targets get +1 survivability.
- **m (MG):** Strafes as a MG. Can only fire once (r) against another **aircraft** piece.
- **M (Missile):** Attacks aircraft only.
- **+/- modifier:** When opposed ratings are the same, add one die for the piece with the higher modifier.

AIR STRIKES

- Place the aircraft on top of its target.
- On its first turn, the aircraft drops bombs.
- On its second turn, it can strafe (m2).
- **m** type aircraft strafe for two turns.

Opportunity Fire

- A piece with **aa** armament can use opportunity fire on any one aircraft.
- Infantry pieces can use opportunity fire only on the aircraft attacking them.
- Aircraft receiving opportunity fire are +1 survivability and +1 cover.
- No same-hex bonus for airstrikes.
- Remove destroyed aircraft immediately
- Disrupted aircraft complete their initial attack, but are removed immediately after.

Example



- B fires on A at 2-3 (+1 survivability).

Combat Boots

- B rolls 5, 4.
- A rolls 4, 3, 2.
- A's +1 makes his 4 a 5. A survives.
- A bombs B at 6-2. A rolls: 6, 5, 4, 3, 2, 1.
- B rolls 5, 4.
- A's + turns his top two dice into a 7, 6.
- B is destroyed and removed.
- In the next turn, A can strafe (m2) two pieces in one hex, anywhere on the board.

AIR COMBAT

- Place aircraft on the tactical board.
- For air combat, ignore hexagons.
- Players alternate turns. The moving player is the active player.
- The active player resolves air combat one piece at a time, in no particular order.
- When the active player has moved all his pieces, the next player begins.
- Aircraft pieces are either engaged or disengaged. Aircraft begin disengaged.
- A disengaged piece can attack one target. The attacker can either conduct a firing run, or maneuver on a foe.

Firing Run

- The active aircraft fires on its target.
- The target of a firing run rolls one extra die of survivability. (Aircraft with a minus after survivability do not an extra die.)
- After the firing run, both pieces are disengaged.

Maneuver

- Roll a number of dice equal to each piece's maneuver rating. The highest die wins. On a tie, pieces are turning.
- The winning piece pursues its foe. Place the winner directly behind the loser. The winner fires on it's foe.
- If the target survives, both pieces are engaged. Both pieces remain in their relative positions, one pursuing, one fleeing.



Turning

- Place turning pieces next to each other but facing in opposite directions.



Engaged

- Pieces remain engaged until one piece is destroyed or escapes.
- Each turn, engaged pieces maneuver against each other only.
- A fighter simultaneously pursuing and being pursued can maneuver on either foe.
- Beginning at the battle of Midway, Americans can implement the "Thatch Weave." A fleeing piece can make a firing run on another foe while being pursued.

Disengaged Pieces

- A disengaged piece can automatically pursue a pursuing foe. Place the piece directly behind his foe. He fires on his foe.

Speed

- Engaged pieces can try to speed away.
- Roll a number of dice equal to each piece's speed rating. The winner has the option to disengage. If not, pieces remain engaged in their current configuration.

Bombers

- Bombers have no turn in air combat. They remain static the entire time. They neither attack nor maneuver.
- Bombers with rear seat gunners fire first at their attacker with a firepower of 1.
- After air combat is over, bombers make their bombing runs.

SOLITAIRE

- If playing solitaire, each battle describes the opposing tactic.

Engage

- When in range, enemy fires on you.
- On failing morale, he retreats to cover.

Overrun

- Attackers advance at full movement.
- Attackers overrun your positions.

Hold

- Defenders hold at all costs, no retreat.