

Combat Boots

Game Design: George Dew

Board & Pieces George Dew

Play Testers: Chris Chambers, Xavier Dew, Phoenix Dew

To those who were born at the wrong time.

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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.

M (LQMG): 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 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.

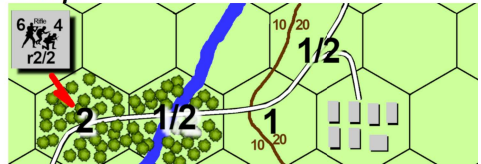
MOVEMENT

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



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.

Range **6** Rifle **4** Movement



Armament **r2/2** Survivability

Range (bands) **4** Flak88 **0** Movement



Armament **a4/1** 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.

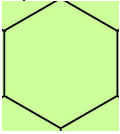
H (HE): Attacks all pieces in target hex and six adjacent hexes. Armor: +1SV.

m (MG): 2s attacks on soft targets only.

TERRAIN

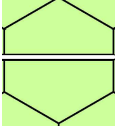
TERRAIN ENTRY COST/COVER

Open



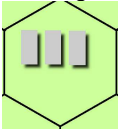
MV: 1
Cover: 0

Road



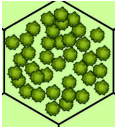
MV: 1/2 along road
Cover: 0

Buildings



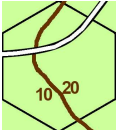
MV: 1
Cover: +1

Forest



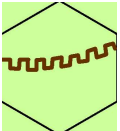
MV: 2
Cover: +1

Contour



MV:
Infantry: +1/line uphill
Tracks: +2/line uphill
Wheels: +4/line uphill
Cover: 0

Trench



MV: 1
Cover: +1, SV +1

TRANSPORT

Loading Infantry and Guns

A vehicle can carry a single infantry unit or gun. A vehicle can load and move; move and unload; or move. Cargo cannot fire when loading or unloading.

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

Infantry riding tanks have SV1.

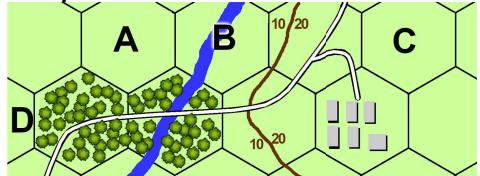
LINE OF SIGHT

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.

ELEVATION

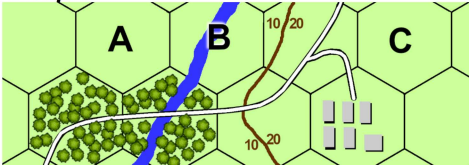
Contour Lines

Contour lines denote elevation. The higher elevation number indicates the uphill side. If both numbers are equal, the line is a ridge. A ridge blocks line of sight. Units are at the highest elevation in the hex.

Line of Sight (LOS)

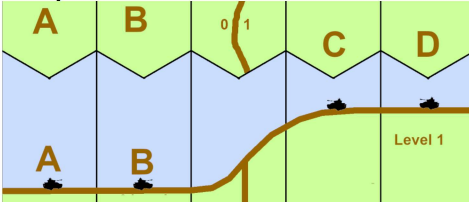
Units separated by one contour line can see each other if the intervening line is closer to the higher unit. Units separated by multiple contour lines can see each other if the intervening lines are proportionally closer to the higher unit.

Example



- A can see C because the intervening contour line is closer to C, the higher unit.
- B cannot see C because the intervening contour line is closer to B, the lower unit.

Example



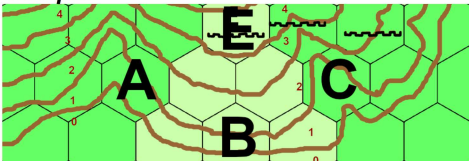
The top half of this diagram shows the board from the top. The bottom half of this diagram shows a cross-section.

- 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.

Steep Slopes

Steep slopes hexes contain 2+ contour lines. To simplify, units resting on different contour lines can only see each other if the lower unit lies within a 120 degree arc from the top unit, straight to the bottom of the hill. The arc follows the shortest path from the top unit to the base of the hill.

Example



E cannot see A. E can see B. E cannot see C. The two hexes between E and B have one contour line. But to simplify play, we treat them as steep slope hexes.

RANGE BANDS

The board may be divided into multiple range bands. The board section covered with hexagons is the first range band.

Movement

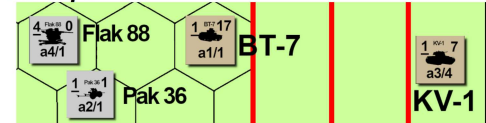
A unit spends 10MV to go from one range band to the next. If a unit has less than 10MV, it can move onto the intervening line, or from a line into a range band.

Firing Range

An underlined range indicates the number of range bands the unit can fire into, counting its own. That is, a unit with a range 1 can fire anywhere **into its own range band only**. A range of 2 indicates, it can fire into an adjacent range band as well.

A unit with range 1, that rests on a range band dividing line, can only fire at units on the same line.

Example



The Flak88 has a range 4. It can fire on the BT-7 or the KV-1. The Pak 36 has a range of 1. It can only fire on the BT-7.

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.

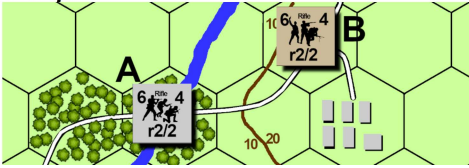
Pin

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.

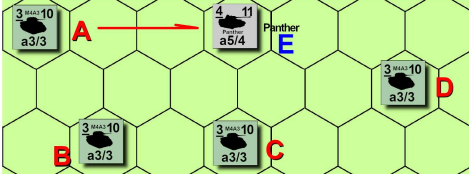
ANTI-TANK WEAPONS

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

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°.

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.

Modifiers

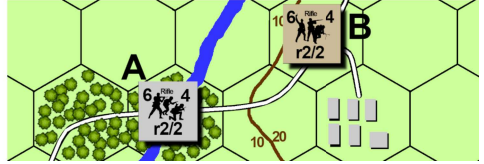
If both sides roll 6's, a +1 modifier gives that side an additional 6.

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

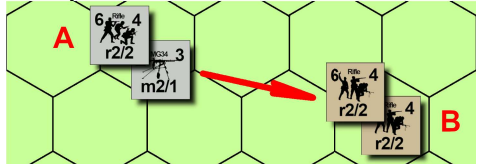
The firing player rolls three 6's. The target rolls: 6, 5, 4. The +1 cover turns one 5 into a six. The attacker has one more 6 than the target. The target is pinned.

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.

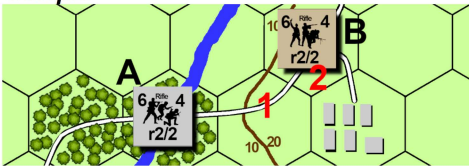
OPPORTUNITY FIRE

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).

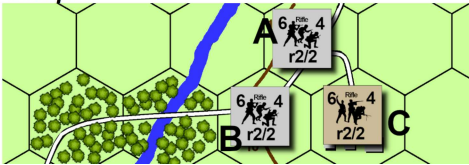
Side Armor

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).

HAND-TO-HAND COMBAT (HTH)

After moving, the active player can conduct HTH for active infantry units in enemy hexes. HTH attacks soft targets only.

Rounds

Players alternate rounds until one side is destroyed or retreats. Multiple rounds can take place in the active player's turn.

Calculate Odds

The attacker totals the SV of his pieces in the space. He throws this number of dice. The defender does the same.

Resolution

Compare players' top dice, in descending order. Each comparison, the loser removes one unit. If tied, both sides remove one unit. Conduct comparisons equal to the number of pieces on the smaller side.

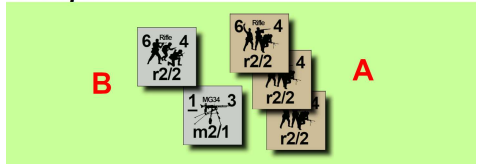
Next Round

The next player decides to fight or flee. If he fights, conduct another round. If he flees, move his units to any adjacent hex. Weapon units cannot flee.

Pinned Units

Pinned units check morale to see if they fight (become unpinned) or flee.

Example



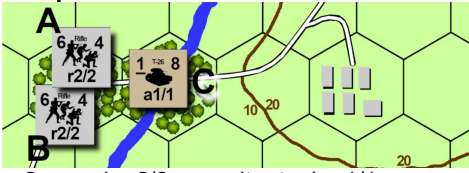
- A overruns B. All pieces now occupy the same hex. A has three squads r2/2 and B has a squad r2/2, and MG m2/1.
- A rolls 6 dice. B rolls 3.
- A rolls a 6, 4, 4, 3, 2, 1. B rolls a 5, 5, 4.
- B has 2 pieces. Compare the two 2 rolls.
- A's 6 beats B's 5. B removes the MG.
- B's 5 beats A's 4. A removes one squad.
- The round is over.
- A has two squads and B has one.
- B flees. If B had fought another round, he would roll two dice, and A would roll four.

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.

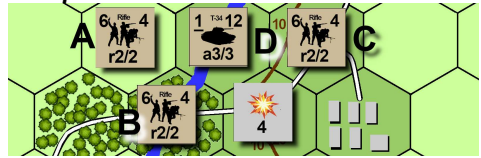
Example



- 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).

opportunity fire, or fires on pieces that move through, or remain in the barrage hexes.

Example



Artillery lands with firepower=4. A is out the blast radius. B, D, and C all take fire. The active player rolls an odd die, and the artillery lands on target.

- Artillery rolls 6, 5, 4, 3. C rolls 4, 3.
- 6 and 5 both beat C's 4. C is killed.
- Armor is +1SV against artillery, so the tank D rolls four dice. D rolls 5, 4, 3, 2. 6 beats D's 5, and the tank is pinned.
- B rolls 5, 4. The +1 modifier changes B's 5 to 6. B survives intact.

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).

ARTILLERY

Fire Missions

The active player calls artillery on any hex within LOS. Artillery hits each unit in the target hex individually, as well as each unit in each of the surrounding six spaces.

Accuracy

The active player rolls a die. If the die roll is odd, the artillery lands on target, and the active player resolves fire. If even, artillery can move and land on the following turn.

Resolving Fire

The firing player rolls a number of dice equal to the artillery's firepower. Use this roll for all attacks into defending spaces. Each defending unit rolls individually to see if it survives the attack.

Opportunity Fire

Artillery lasts one full turn (both players). In the opposing player's turn, artillery uses

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.

AIR STRIKES

Aircraft

Aircraft have ratings for speed (top-left), maneuver (top-right), armament, firepower (FP), and survivability (SV) (last row).

Speed	3+	3	Maneuver
Armament	ME109		
Firepower	m3/2		Survivability



- Turning: Aircraft are side-by-side, facing opposite directions.



- Disengaged: Aircraft is away from foes.

Deployment

Place the aircraft on its target. It drops ordnance on its first turn. In subsequent turns it strafes (see battle description).

Ground Fire

Only **aa** units can use opportunity fire on an aircraft. Aircraft receiving ground fire are +1SV +1 cover.

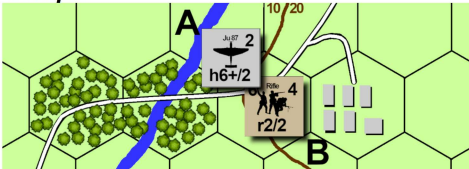
Pinned Result

A "pinned" result damages the aircraft. It finishes the attack, but is removed after.

Destroyed Result

If an aircraft is destroyed, remove it immediately. It cannot complete its attack.

Example



- A bombs B at 6-2. A rolls: 6, 5, 4, 3, 2, 1. B rolls 5, 4.
- The aircraft's plus (+) turns A's 5 into a 6. The two 6's beat the infantry's 5, and the infantry is killed.
- In the next five turns, A can strafe (r2) targets anywhere on the board.

DOG FIGHTS

Air-to-air battles are fought off-board, on any surface.

Initiative

The player with initiative moves first. If not specified, roll a die to decide.

Active Player

The active player's aircraft can either maneuver, fire, speed, or disengage.

Relative Positions

An aircraft can be in one of four positions relative to its foes. The aircraft can be fleeing, pursuing, turning, or disengaged.

- Fleeing: Aircraft leads its foe.
- Pursuing: Aircraft follows its foe.

MANEUVER & SPEED

Resolving Maneuver

Players roll a number of dice equal to their aircraft's maneuver rating. The player rolling the highest die wins the maneuver.

Resolving Speed

Players roll a number of dice equal to their aircraft's speed rating. The player rolling the highest die wins speed.

OPTIONS

Fleeing

A fleeing aircraft can either maneuver against its pursuit, or speed away. A fleeing aircraft winning maneuver can either disengage or take the turning position against its pursuit. A fleeing aircraft winning speed disengages from its pursuit.

Example: Maneuver

Aircraft A (M3) flees aircraft B (M2). A rolls 5, 4, 3. Aircraft B rolls 3, 2. A wins the maneuver, and turns against B.

Example: Speed

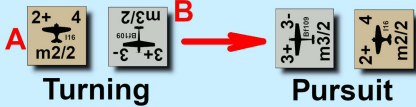
Aircraft A (S3) flees aircraft B (S2). A rolls: 6, 5, 4. B rolls: 4, 3. A wins speed, and disengages from B.

Maneuver/Speed

A turning aircraft must maneuver or speed against its foe. The winner of maneuver pursues his foe or disengages. The winner of speed disengages.

Example: Maneuver

MANEUVER



A (M4) turns against B (M3). A rolls: 6, 5, 4, 3. B rolls: 5, 4, 3. A wins and pursues B.

Example: Speed

SPEED



A (S2) pursues B (S3). A rolls: 4, 3. B rolls: 5, 4, 3. B wins and disengages.

Pursuing

A pursuing aircraft can either fire on its foe, or automatically disengage. Only one aircraft can pursue a fleeing foe.

An aircraft pursuing a target while fleeing a foe can either fire on his target, or maneuver/speed from his pursuit. If he acts on his pursuit, his target automatically disengages.

Disengaged

Disengaged aircraft may exit the battle, maneuver on a foe, automatically pursue an engaged foe, or make a firing run.

A disengaged aircraft winning maneuver takes pursuit. If the foe wins, it pursues or disengages. If tied, both are turning.

Example 1

A and B are disengaged. A maneuvers on B and wins. A now pursues B.

Example 2

A and B are disengaged. A maneuvers on B, but the rolls tie. A and B are now turning.

Example 3

A is disengaged. He leaves the board.

Unopposed Maneuver

An aircraft maneuvering against an engaged foe automatically takes the pursuit position. (Only one aircraft can pursue.)

FIRE

Resolving Fire

The attacker rolls as many dice as his FP. The target unit rolls as many dice as his SV.

Damage

If the attacker's high die beats the target's high die, the target is damaged. Remove the target (this counts in campaign games).

Kill

If the attacker's two high dice each individually beat the target's high die, the target is killed. Remove the target.

Example



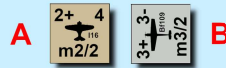
B 3/2 fires on A 2/2. B rolls 6, 5, 4. A rolls 4, 3. B destroys A.

FIRING RUN

Firing Run

An disengaged (or pursued aircraft) can make a firing run on a foe. He fires at his foe, but his foe throws an additional die. After the firing run, the aircraft are disengaged from each other.

Example

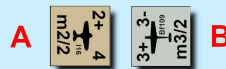


B 3/2 makes a firing run on A 2/2. It's a firing run, so B rolls 3 dice, A rolls 3.

HEAD-ON ATTACK

For head-on attacks, each aircraft rolls dice equal to its FP + SV.

Example



A 2/2 makes a head-on-attack on B 3/2. A rolls 4 dice, B rolls 5. A rolls 5, 4, 3, 2. B rolls 6, 5, 4, 3, 2. A is damaged.

SOLITAIRE

If playing solitaire, the battle specifies which tactic your enemy will use. Tactics include the following:

Advance

Attacking units advance until taking fire. They then "go to ground" ending their turn. They resume their advance in the next turn.

Engage

Attacking units move to cover, and fire at your closest units until you are destroyed.

Overrun

Attacking units advance at full MV towards your forces, attempting to overrun you, or destroy you in HTH combat.

Defend

Defending units fire at you. If you move next to a defender and you outnumber him,

he checks morale. On failing, he flees away at full MV, stopping at cover.

Hold

Defenders fire at you. They hold their positions at all costs, and never retreat.

GETTING STARTED

- Select a battle.
 - Choose sides.
 - Set up the board and pieces.
 - The first player takes his turn.
 - Players alternate until one side wins.
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