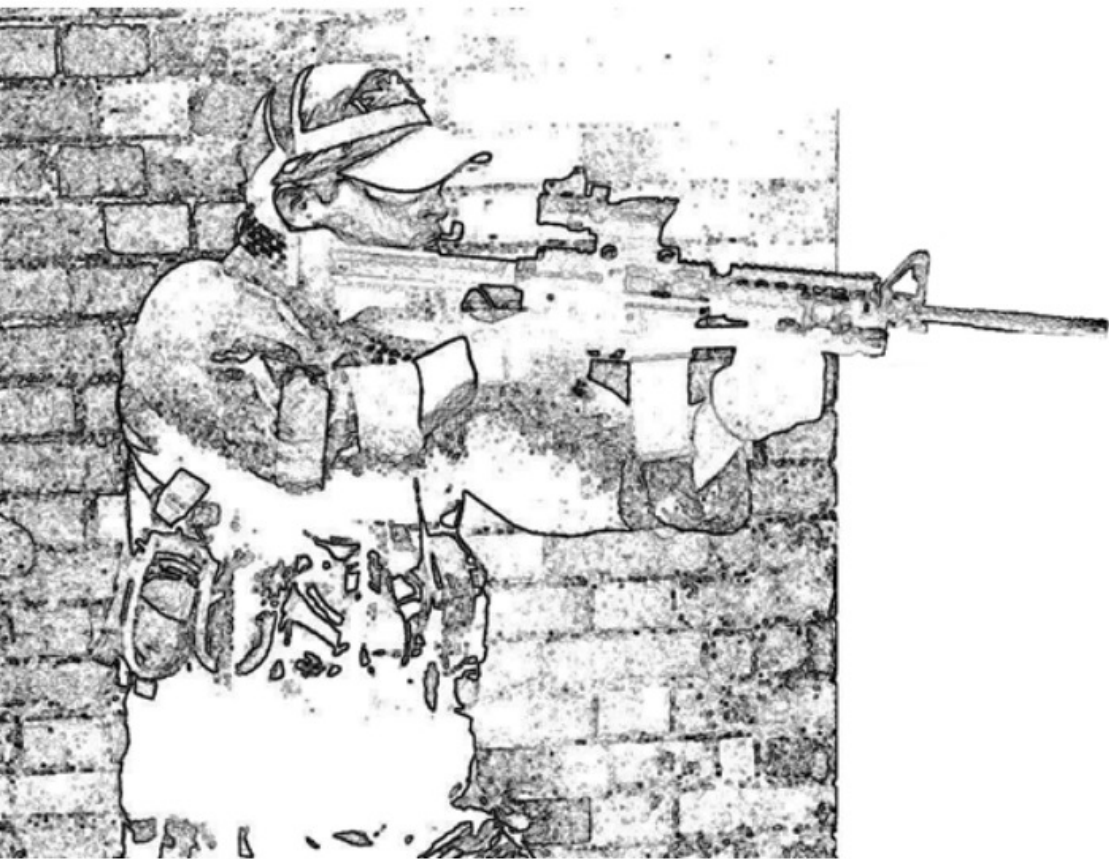


“CONTACT FRONT!”



by
Rhys Little

Contact Front!

Compendium

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About the Author



Rhys Little started war gaming at the age of 14, when he was introduced to Games Workshop's series of games.

He had his first rules published in 'White Dwarf' magazine (number 229) at the age of 15.

While studying at The University of Hull, where he graduated as Bachelor of Science in Economics (in 2005), he started writing his first war game from the ground up.

Rhys has spent most of his working life in various training roles around the UK, from the financial services sector to the IT world.

He has also served in the Territorial Army for the last ten years, and has deployed to Afghanistan as an infantry platoon commander.

He now instructs potential officers in military planning and orders.

Acknowledgments

With thanks to Aneurin Little, Tom Wright, Oliver Tindal and Jordan Beecher who helped me play test these rules and put up with me. And Robert Little who convinced me to publish them.

INTRODUCTION

"CONTACT FRONT!" is designed to be played with 1/72 (20mm) scale miniatures. The number of miniatures you use is entirely up to you and how long you have to play. You will also need a small amount of gaming terrain: walls, houses, trees, roads and/or hills. In addition, you'll also need a large number of D10 (10 sided dice) and at least one tape measure, marked in CENTIMETRES (cm). There are no templates needed but, if you wish to create some to speed up game play, there is nothing to stop you.

However, you might prefer to use 28mm figures. If you decide to use larger sized models, you will need to 'scale up' the distances mentioned in these rules.

The number of miniatures you use is entirely up to you – depending on how large a space you have for the game and how long you have to play.

You're probably keen to get started – in which case, go to page 5 straight away. However, it's important to set out some things about this e-book.

For one thing, this isn't a 'coffee table' book. It doesn't discuss, in academic terms, the theory or practice of fighting (actual) wars; nor does it explore the theory and practice of wargaming. Rulebooks for wargaming can be published as glossy hardback coffee-table type books with high production values, by established wargames publishers and established authors. This e-book is definitely not in this category.

Rather, it's a value-for-money, 'get you going' set of rules for modern wargames. It's designed to be a handy, ready reference – available via your e-book reader of choice – as you play your wargames.

Contact Front!

On a personal note, I hope you enjoy exploring and playing “*CONTACT FRONT!*”

“*CONTACT FRONT!*” encapsulates some of the lessons that I’ve learned through my army officer training – and some of the lessons I learned when I’ve put that training into practice, including leading men in action in Afghanistan and, subsequently, in other places.

Happy wargaming!

Rhys Little

“CONTACT FRONT!”

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Getting started

"CONTACT FRONT!" is designed to be played with 1/72 (20mm) scale miniatures. The number of miniatures you use is entirely up to you and how long you have to play. You will also need a small amount of gaming terrain: walls, houses, trees, roads and/or hills. In addition, you'll also need a large number of D10 (10 sided dice) and at least one tape measure, marked in CENTIMETRES (cm). There are no templates needed but, if you wish to create some to speed up game play, there is nothing to stop you.

Paper and Pencils

You may need to record details of casualties and damage to combatants; so it's useful to have some paper and a writing implement handy.

Pinning Markers

These represent the negative effects of enemy fire and actions on combatants. You can either make your own Pinning Markers, or you can keep track of things with paper and pencil - or some other method if you prefer.

Order Markers

These are a method of recording which instruction you've given to each combatant or group of combatants. You can use the Order Markers provided, create your own, or mark them separately on spare paper.

MAIN RULES

Dice: In “*CONTACT FRONT!*” you’ll need large numbers of D10 (ten sided dice) to resolve shooting and fighting combat. These are referred to as a ‘D10’. In “*CONTACT FRONT!*” lower numbers are better, and players must always get equal to, or under, the given number. Most of the time it is deemed that the roll of a ‘10’ always fails and the roll of a ‘1’ always passes.

UNITS AND HEROES

“*CONTACT FRONT!*” is a skirmish game where combatants fight either as units or individually. A Unit is where combatants are grouped together and all follow the same order. If they start the game as a group, they must continue as a group. To do this they must be no further from at least one other member of their Unit than their Command Range. This must be a continuous chain throughout the Unit. A Hero is someone who acts independently from other people. Heroes are, basically, a Unit of one. Therefore, they don’t have to remain within Command Range of other combatants.

Units

If Combatants are formed into Units to fight, then they must stay close to each other - in order to convey orders and to give each other the assistance to fight on. In game terms, this means that all the Combatants within the Unit must be within Command Range of at least one other Combatant within the Unit.

As the Unit is fighting as one then a lot of the Combatants’ rolls can be made at the group level. When rolling to hit, both in shooting and melee, the Unit will roll for each Combatant but, when rolling for Pinning and to see the effects of enemy actions on the Unit, roll once for the Combatant with the highest Bravery rating within the Unit and apply it to all the Combatants within that Unit.