

FOG & FRICTION



WESTERN FRONT

CORE RULEBOOK



WARCRADLE
STUDIOS

TM

GAME OVERVIEW

In Fog & Friction: Western Front you assume the role of either an Allied or Axis commander, and wage war across numerous battlefields inspired by the historical campaigns of World War Two. You will contest bridges, towns, and rolling farmland until only one side's force remains, leaving you in possession of the field.

In Fog & Friction, your High Command has given you a single key objective: take more ground than the enemy!

You have been given the resources to prosecute this war - but it is up to you to determine how you will use them. Will you use cunning and deception to out-fox your enemy, or rely on mighty tanks and guns to smash through enemy lines in a storm of steel and iron? One thing is certain, however: war may be unpredictable, but with careful planning and the steady application of force, your victory will be assured!



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KEY CONCEPTS

In the following section we highlight some key concepts found within Fog & Friction: Western Front, that are necessary in order to understand gameplay.

FRIEND / ENEMY

Any card that belongs to you - either within your hand, deck or in play on the battlefield - is always counted as a friendly card. Any cards belonging to your opponent are enemy cards.

BATTLEFIELDS

Fighting always takes place for the control of two separate battlefields simultaneously. Combat for each battlefield continues over one or more rounds, until either the Attacker or Defender gains control of it. Remember, though: once your forces are deployed, only Air Support cards can be moved from one battlefield to the other - so plan your deployments wisely!

INITIATIVE

Turn order is determined by initiative. The player that has initiative is the Attacker and will always go first each turn, whilst the other player is the Defender and will go second.

SPECIAL RULES

Whenever the text on a card contradicts the rules printed within this rulebook, the text on the card takes precedence.

FIGHT WITH HONOUR

In any rule/timing dispute, the Commander with Initiative has the final say.

CARD TYPES / BREAKDOWN

Each Commander in Fog & Friction: Western Front brings 79 cards, split into two decks. These decks are made up of two distinct types of card - Battlefields (5 cards) and Force (74 cards).

BATTLEFIELD CARDS

Battlefields are the game's focal point around which all the action takes place. Each Battlefield's card shows its name along with one of four Terrain Type icons. Some Force cards may have special rules printed on them that carry bonuses (or penalties) when deployed on a corresponding Terrain Type.



FORCE DECK

There are 4 different types of cards that can make up a player's Force Deck, and each type can easily be identified by the colour of their medal ribbons. The 4 types are:

0 FRONT LINE (RED): This is the heart of your fighting force and comes in two different types: Armour or Infantry.

Take care of your front line personnel because they are the only cards that can capture Battlefields.

0 SUPPORT (BLUE): This is the back-up to your front line cards and comes in three different types: Artillery, Air, and Defences.

Your Defence cards are used to protect friendly troops, whilst Artillery and Air cards are primarily used for inflicting damage to the enemy.

0 LOGISTICS (GREEN): An army needs to coordinate supplies in order to keep fighting. They come in two types:

Supply Routes and Reinforcements.

These cards enable you to heal/replenish your forces or draw extra cards from your Force Deck.

0 FOG & FRICTION (PURPLE): These cards reflect the unpredictable nature of battle and come in three types: Tactics, Damage and Battlefield.

They can be used to turn the tide of war in your favour, perhaps by moving troops in unexpected ways, striking

behind enemy lines, or even changing the weather!

FORCE CARD STATES

Force Cards are always said to be in one of two states: Full Strength or Depleted. This represents their overall condition and capability to fight.

FULL STRENGTH (UPRIGHT): All cards enter play at Full Strength, this represents a unit that is in prime condition and ready to do battle.

DEPLETED (TURNED ON SIDE): When a card takes damage or is hindered in some way it becomes Depleted. Units in this condition are weakened and cannot add their damage in the Combat Phase or use their Special Rules. The next time a Depleted card takes damage, it is Destroyed (discarded).

In all cases, the damage types are the same as for Force Strength.

7. Unit image

8. Special Rule text. If any special rules apply to this card they will

be shown here. Remember that in any case where text on a card appears to contradict the rulebook, the text on the card wins.

9. Unit name. Some special rules may reference a particular unit by name.

SET UP

SELECTING A DECK

Each Commander is required to have a 79 card deck consisting of 74 Force and 5 Battlefield cards. If this is your first game or you are still gaining familiarity of the rules, we recommend each Commander uses the 53 (50 Force, 3 Battlefield) cards from the Core Deck for the first few games. You could also do this if you wish to play a shorter game (Identifying Cards page 14). Experienced Commanders are welcome to customise their decks when they feel ready (Force Cards Selection page 13).

Each player should select 2 cards from their Force Deck that will be added to their initial starting hand. The cards can be Front Line, Support or Fog & Friction, but not Logistic. If a Front Line or Support card is selected, it must be Fight Strength 1 AND have no Special Rule.

Once both players have chosen their cards, they reveal them to opponent, set them to one side and then shuffle their Force Deck.

DETERMINE INITIATIVE

At all times within a game of Fog and Friction: Western Front one Commander will be the Attacker, with the other Commander being the Defender. In each Phase, the Attacker will go first giving the Defender the reaction advantage.

Use whatever method you prefer to determine which player will be the Attacker, we suggest either tossing a coin or rolling a die.

STARTING HAND

Each player now draws their initial hand of cards, adding to it the 2 cards previously set aside during Planning Your Attack. Because the Attacker acts first in each Phase, their High Command grants them some extra forces to help with the initial push.

Attacker: Draw 6 cards

Defender: Draw 4 cards

BATTLEFIELD DECK

Each Commander shuffles their Battlefield cards and places them face down on the table forming their Battlefield Deck.

Draw the top card from each player's Battlefield deck and place them face up in the centre of the play area. These cards form the initial Battlefields that the Commanders will be fighting for control of.

PLANNING YOUR ATTACK

Although Commanders control every card they send into battle, they cannot control exactly when those cards will arrive. In order to give the players a fair chance to start fighting in the first round (or to help them initiate a cunning plan!), High Command grants them a small personal selection to take into battle.

ANATOMY OF A FORCE DECK CARD



a type and amount of damage that can be inflicted. (Damage page 11)

4. Card Nationality

5. Special Rules symbol. This corresponds to the special rules text applied to the card (Combat page 8). Once players are familiar with the cards and their abilities, this is a quicker reference than checking the card text each time.

6. Medals:

For Front Line cards, these indicate the amount and type of damage the card will inflict during the Combat step.

For Support cards, these indicate the amount and type of damage the card will prevent during the combat step.

For Logistics cards, these indicate the amount and type of reinforcements that card will allow during the Logistics step.

1. Unit Type (Infantry, Armour, etc)

2. Card Type (Ribbon Colour)

3. Fight Strength:

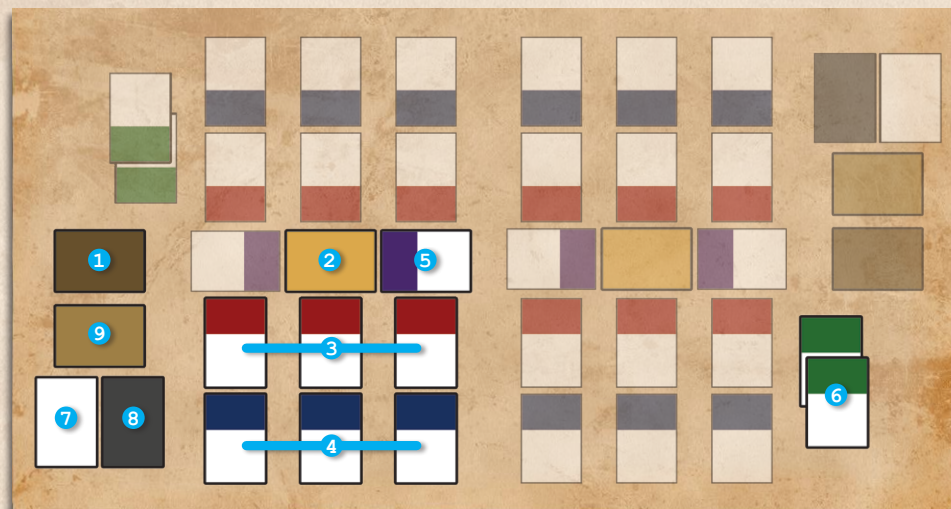
For Front Line and Support cards, this indicates the type and amount of damage needed to change the state of the card (see more on Force Card States above).

For Logistics cards, the card text will indicate how the Fight Strength is to be used. Logistics cards can also have their state changed by Special Rules, which will indicate

After drawing their cards, if a player has any Logistics cards in their hand, they are immediately placed face-up on the table in the player's Logistics Pool. Cards placed this way are not replaced by drawing more cards.

TABLE LAYOUT

During a game, different cards are placed in specific positions on the table to reflect their role and the action taking place. The diagram below shows which cards should be placed where on the table.



- | | |
|-------------------------------------|------------------------------|
| 1. Battlefield Deck | 6. Logistics Pool |
| 2. Battlefield card in play | 7. Force Deck (face down) |
| 3. Front Line card slots (3) | 8. Discard Pile (face up) |
| 4. Support Card slots (3) | 9. Victory Pile |
| 5. Fog & Friction Battlefield cards | (captured Battlefield cards) |

YOU ARE NOW READY TO BEGIN PLAYING FOG & FRICTION: WESTERN FRONT

SEQUENCE OF PLAY

Each game round is split into 4 Phases. Within each Phase both players take their turns, always starting with the Attacker. The 4 Phases are as follows:

1. DEPLOYMENT

- First Deployment
- Second Deployment

2. COMBAT

- Anti-Aircraft
- Ground Targets
- Artillery
- Front Line

3. CAPTURE BATTLEFIELD

4. LOGISTICS

- Resupply Deployed Cards
- Call Extra Reserves
- Draw Reserves

DEPLOYMENT

During the two Deployment phases, Commanders can bring new forces into the battle, or move units that have already been committed to the fight. They can also use Fog & Friction cards, helping their troops to dominate the enemy forces.

Both Deployment phases follow the same set of rules, with only one difference: If a player did not commit new Front Line or Support cards during

the First Deployment phase, they are not allowed to commit Front Line or Support cards during the Second Deployment phase. This rule applies even if there were Front Line or Support cards already Deployed to the Battlefield from a previous round.

War does not wait, and cowards do not win. Generals must commit their forces into battle as soon as possible!

DEPLOYING FORCES

Starting with the Attacker, each player takes their turn and can play/move as many Front Line, Support and Fog & Friction cards as they want. Then the Defender takes their turn and can react to the Attacker's troops.

DEPLOYMENT RULES

Every Force card is Deployed to one of the two Battlefields and must be placed in specific positions as shown in the Table Layout Example on page 6. Each Battlefield has 3 Front Line and 3 Support locations and only a single card can be deployed in each space.

There is no limit to the number of Fog & Friction cards that can be committed to a single Battlefield.

FRONT LINE AND SUPPORT CARDS

The basic Deployment move for each player is to place either a Front Line or Support card from their hand into a corresponding empty location on a Battlefield. Players can choose to do this as many times as they have the cards and vacant locations available.

A Support card that occupies the location behind a Front Line card is said to be Attached to that Front Line card.

Artillery and Defences Support cards must be attached to a Front Line card and can therefore only be deployed directly behind an occupied Front Line location. Any time Artillery or Defence Support cards become unattached, they are automatically discarded.

Air Support cards are not required to be attached to Front Line cards, so can be deployed to any empty Support location. However, should an unattached Support Air card become Depleted, it is immediately discarded.



REARRANGING SUPPORT CARDS

Should they wish, Players can rearrange all their Support cards on each Battlefield once per friendly Deployment Phase. A Support card can be moved to a different Front Line card or two Support cards can exchange positions. Cards cannot be moved from one Battlefield to another and must obey all normal deployment rules. For example, a Support Card cannot move to a space where there is no deployed Front Line Card.



LIMITED MANOEUVRES

Each card can only be moved from a player's hand to the table or from the table to their hand, once per friendly Deployment Phase.

Moving a card from one location to another on the table, by using either a Special Rule or when Rearranging Support Cards, does not count as moving for the purposes of this rule.

FOG & FRICTION CARDS

All effects of a Fog & Friction card must be completely resolved before another can be played. Results cannot be combined. There are three types of Fog & Friction card:

TACTICAL ACTIONS

These cards are used to manipulate a player's cards, either already in play or still in their hand. Once played, its effects are resolved and then the card is immediately placed on the discard pile.

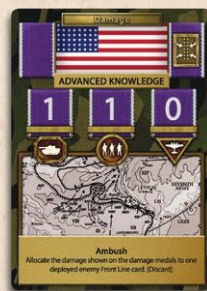
DAMAGE ACTIONS

These cards are used to deal direct damage, either to a single card already in play or to all cards of a certain type. Once played, its effects are resolved and then the card is immediately placed on the discard pile.

BATTLEFIELD EFFECTS

Rather than affecting individual cards, Battlefield Effects cards are played into a single Battlefield. There is no limit to the number of Battlefield Effects cards that can be played on a single Battlefield and their effects are accumulative. Cards are played next to the Battlefield they affect, overlapping them as necessary so previous cards can still be seen.

Once played, the card remains active until either the Battlefield is captured, or another card causes it to be discarded.



Tactics

Damage

F&F Battlefield

COMBAT

The Combat Phase is said to take place on both Battlefields simultaneously, but each is processed separately. Starting with the Battlefield on the Attacker's left, always complete the whole Combat Phase for both players on one Battlefield before moving onto the other.

There are several steps within the Combat Phase, and each is handled in turn, starting with the Attacker. If a card is Depleted/Destroyed within a step in which it also acts, it will still contribute its damage to that step. However, if it is Depleted/Destroyed before the step in which it acts, it no longer takes part within this Combat Phase and any damage it could have inflicted will not be resolved.

Combat always takes place as 4 separate actions to reflect the

complex nature of war. Firstly, each player's Anti-Aircraft troops will strike out against incoming enemy aircraft. Next, any surviving aircraft will be able to rain down upon enemy Ground Targets, followed swiftly by Artillery opening fire directly against the front lines. Finally, just as the dust has begun to settle, the remaining Front Line units can get to the real fighting! Each combat step involves both players totalling up incoming enemy damage and then allocating it to specific troops. The effects of damage and how to allocate it is described on page 12. Before each step, players should declare any Special Rules they wish to use during the following combat.

Fully resolve each of the following steps for each Battlefield:

ANTI-AIRCRAFT

DAMAGE TOTAL: Each player adds up the Air Damage of ALL their deployed Front Line and Support cards that are at Full Strength.

ALLOCATE DAMAGE: Starting with the Attacker, each player allocates their opponent's Air Damage total to their own Air Support cards.



GROUND TARGETS

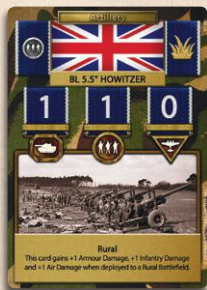
DESIGNATE TARGET: Starting with the Attacker, each player states whether their aircraft are attacking their opponent's Front Line or Support troops.

INFANTRY DAMAGE TOTAL: Each player then adds up the Infantry Damage of ALL their deployed Air Support cards that are at Full Strength.

ARMOUR DAMAGE TOTAL: Each player then adds up the Armour Damage of ALL their deployed Air Support cards that are at Full Strength.

ALLOCATE DAMAGE: Starting with the Attacker, each player allocates their opponent's Infantry Damage and Armour Damage totals to their opponent's designated target.





ARTILLERY

DESIGNATE TARGET: Starting with the Attacker, each player states whether their ordnance is attacking their opponent's Front Line or Support troops.

INFANTRY DAMAGE TOTAL: Each player then adds up the Infantry Damage of ALL their deployed Artillery Support cards that are at Full Strength.

ARMOUR DAMAGE TOTAL: Each player then adds up the Armour Damage of ALL their deployed Artillery Support cards that are at Full Strength.

ALLOCATE DAMAGE: Each player allocates their opponent's Infantry Damage and Armour Damage totals to their opponent's designated target.



FRONT LINE

INFANTRY DAMAGE TOTAL: Each player adds up the Infantry Damage of ALL their deployed Front Line cards that are at Full Strength.

ARMOUR DAMAGE TOTAL: Each player adds up the Armour Damage of ALL their deployed Front Line cards that are at **FULL STRENGTH**.

ALLOCATE DAMAGE: Each player allocates their opponent's Air Damage total to their own Front Line cards.

CAPTURE BATTLEFIELD

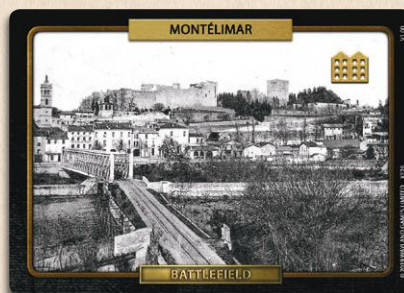
After damage has been allocated, if both players have any Front Line or Support troops still deployed to the Battlefield (even if Depleted), then the Battlefield is still contested, and combat will continue in the following round.

If only one player has Front Line or Support troops still deployed to the Battlefield (even if Depleted), then the Battlefield has been captured and is placed in that player's Victory Pile.

After a Battlefield has been captured, ALL cards that were deployed to it are discarded and a new Battlefield is immediately drawn to replace it. Replacement Battlefields are drawn alternately from each player's Battlefield deck, starting with the Attacker.

If the Attacker captures at least one Battlefield during a round, then they become the Defender in the following round.

Repeat the Combat Phase for the 2nd Battleground before proceeding to the Logistics phase.



LOGISTICS

During this Phase, each player gets the chance to use any cards in their Logistics Pool to resupply depleted troops or to call for reserves. They also get to draw new cards into their hand ready for the next round.



There are two different types of Logistics cards and both are used in slightly different ways:

SUPPLY ROUTES

These are permanent cards which remain in a player's Logistics Pool and can be used every round to Resupply depleted cards.

REINFORCEMENTS

These cards are deployed as normal, but are discarded as soon as they are used. They can be used to either Resupply depleted cards or gain extra cards during the draw step.

Both players complete the following 3 steps:

1. RESUPPLY DEPLOYED CARDS

Using Supply Routes and any Reinforcement cards they wish, add up all the Resupply Medals giving 3 separate totals (Armour, Infantry and Air).

Return from Depleted to Full Strength as many cards as a player wishes. Each Strength Badge on a Depleted card requires one Resupply Medal of the same type before it can be returned to Full Strength.

Points can be split across cards and players do not have to allocate all their Resupply Medals; however, any excess will be lost and cannot be saved for future rounds.

Discard any Reinforcements cards used during this step. Supply Routes will remain to be used in subsequent rounds.



2. CALL EXTRA RESERVES

Players can discard any Reinforcements cards still deployed during this step. Each discarded card will allow them to draw 1 extra card in the next step.

3. DRAW RESERVES AND DISCARD CARDS

Each player will now draw the following from their Force Deck:

- 3 cards
- 1 for each Reinforcement discarded in the previous step
- 1 for each Battlefield captured this round

Any drawn Logistics cards are immediately placed in the Logistics Pool.

Players must discard down to 8 cards before proceeding to the next round.

WINNING THE GAME

Success is measured by conquering more ground than your opponent. Therefore, the player with the most captured Battlefields at the end of the game is declared the winner!

THE GAME ENDS WHEN EITHER:

One player captures 5 Battlefields
(3 in a shorter game).

-or-

Both players have exhausted their
Force Decks so neither can draw
any more cards during the
Logistics Phase.

DAMAGE

During the game, forces will inevitably take damage. To reflect different types of weapons, damage is split into 3 distinct types: Armour, Infantry and Air. Each damage type is used to attack cards with the corresponding type of Fight Strength. How much damage a card can inflict is shown on their Damage Medals.

ARMOUR DAMAGE



Used to represent weapons used for destroying hard targets, such as tanks or concrete bunkers.

INFANTRY DAMAGE



Representing small arms and high explosive munitions used for killing and injuring soldiers and soft targets.

AIR DAMAGE



All weapons used for shooting down aircraft, such as machine guns or explosive flak.

When the game ends, the final score is equal to the number of Battlefields captured by each player. The player with the highest score is the winner. It is possible for the game to end in a draw, if both players have captured the same number of Battlefields by the end of the last game round. Therefore, the current round should always be completed in its entirety if there is a chance of this happening.

EFFECTS OF DAMAGE

When a Full Strength card is allocated damage points in a single Combat Step that are equal to or greater than its Fight Strength, it becomes Depleted.

When a Depleted card is allocated damage points in a single Combat Step that are equal or greater than its Fight Strength, it becomes Destroyed.

It is therefore possible for a card that begins combat at Full Strength, to be Depleted in one Combat Step and then Destroyed in another - before it has even had a chance to join the battle!

Destroyed cards are placed in the owner's Discard pile.

ALLOCATING DAMAGE

Each player always allocates incoming damage to their own cards. This offers them some control over which forces are affected, and when.

When allocating damage, players should always use as many of the allocated damage points as possible, subject to the following rules:

Each type of damage (Armour, Infantry, Air) can only be allocated to cards with the corresponding Fight Strength type.

Players must first Deplete the card(s) with the highest Fight Strength that they possibly can.

Players must always Deplete cards at Full Strength before they Destroy already Depleted cards.

When there are no cards left at Full Strength, or there is not enough damage to Deplete them, players must then Destroy Depleted cards.

Any damage points left over after as many cards as necessary have been Depleted or Destroyed, are wasted and do not carry over to the next Phase.

If there is more than one legitimate target card for incoming Damage, then the allocating player is free to choose which card the Damage is allocated to.



EXAMPLE 1.

The player is allocating 5 Armour damage to his Front Line cards. They must first allocate 3 points to the Tiger (highest Fight Strength possible) to Deplete it. The Panther is already Depleted, so 1 point must be used to Deplete the Full Strength Recon first. Then with 1 point left, the Panther or Tiger cannot be Destroyed, but the Recon can be.



EXAMPLE 2.

The player is allocating 3 Armour damage and 1 Infantry damage to their Support cards. 2 Armour damage is allocated to the Full Strength Sexton to Deplete it, leaving 1 Armour point wasted. Both infantry cards are Fight Strength 1, but the Bofors is at Full Strength so must be Depleted.

SUPPORT DEFENCE CARDS

When allocating damage to Front Line cards, reduce each type of incoming damage by the amount shown on the corresponding medals of all Full Strength Support Defences cards deployed to that Battlefield.



Damage reduction applies to all incoming damage, not just the damage allocated to the Front Line card the specific Support Defence is attached to.

Modifiers are accumulative but cannot take the damage total below zero.

Only damage allocated to Front Line cards can be reduced. Damage applied directly to Support cards is allocated as normal.

Support Defences never protect a Front Line card when it receives damage from a Fog & Friction card.



EXAMPLE.

The player is allocating 4 Infantry damage to his Front Line cards. The Full Strength Barbed Wire reduces the damage by -2. The Mine Field is Depleted, so its modifier is not applied. With 2 Infantry damage remaining the player has to Deplete the Pak 38.

AIR DEFENCE CARDS

If an unattached Air Support card becomes Depleted, it is automatically Destroyed.



LOGISTICS CARDS

Although they do not directly take part in the battle, they are able to be assigned damage (usually via a Special Rule). Whenever a Logistics card becomes Depleted, it is automatically Destroyed.

With the exception of Air Support cards, whenever a Front Line card is Destroyed, any attached Support card is also Destroyed.



APPENDIX

Once you are more confident with Fog & Friction, you may wish to try customising your decks. For each faction, there is a Core Set (50 Force and 3 Battlefield cards) and an Expansion Set (24 Force and 2 Battlefield cards).

Fog & Friction also includes 8 blank Force cards (4 for Axis and 4 for Allies), to test your own ideas out (providing that your opponent is happy for you to use them in a game).



FORCE CARDS SELECTION

When building your Force Deck, you are free to add or remove as many Force cards as you wish, with the following restrictions:

Your final Force Deck must always consist of exactly 60 cards.

You can only use Expansion Decks of the same faction as your chosen Core Deck.

You can only use each Expansion once.

BATTLEFIELD SELECTION

When building your Battlefield Deck, you are free to use cards from Expansions with the following restrictions:

Your final Battlefield Deck must always consist of exactly 5 cards.

You can only use Battlefield cards of the same faction as your chosen Expansion Decks that you have selected Force cards from.

SPECIAL RULE CONVENTIONS

Whilst most cards should be self-explanatory, there are certain terms which may need clarification.

A rule stating that a unit gains damage (e.g. +1 Infantry Damage) is only added to its damage totals in the relevant Combat Step.

When a unit gains Fight Strength (e.g. +1 Fight Strength) then this bonus is added to a card's Fight Strength before allocating damage. This bonus is not added when allocating Resupply points.

A rule that contains a name in quote marks, will only affect cards whose name matches that name exactly. For example: "M4 Sherman" is not the same as "Sherman Firefly".

Rules that state you can do something to a particular group of cards (e.g. 'to Support cards') or a sub-group of cards (e.g. 'to Air Support cards'), can be applied to as many of that type of card as you are able.

When a rule states you can do something to only one type of card (e.g. 'one Front Line card') then you apply the effect to a single target only.

IDENTIFYING CARDS



Different card types can be identified by checking the code present on all cards (shown & highlighted here).

AC = Allies (Core)	XC = Axis (Core)
AE = Allies (Expansion)	XE = Axis (Expansion)
AB = Allies (Blank/Custom)	XB = Axis (Blank/Custom)
SP = Sequence of Play	

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