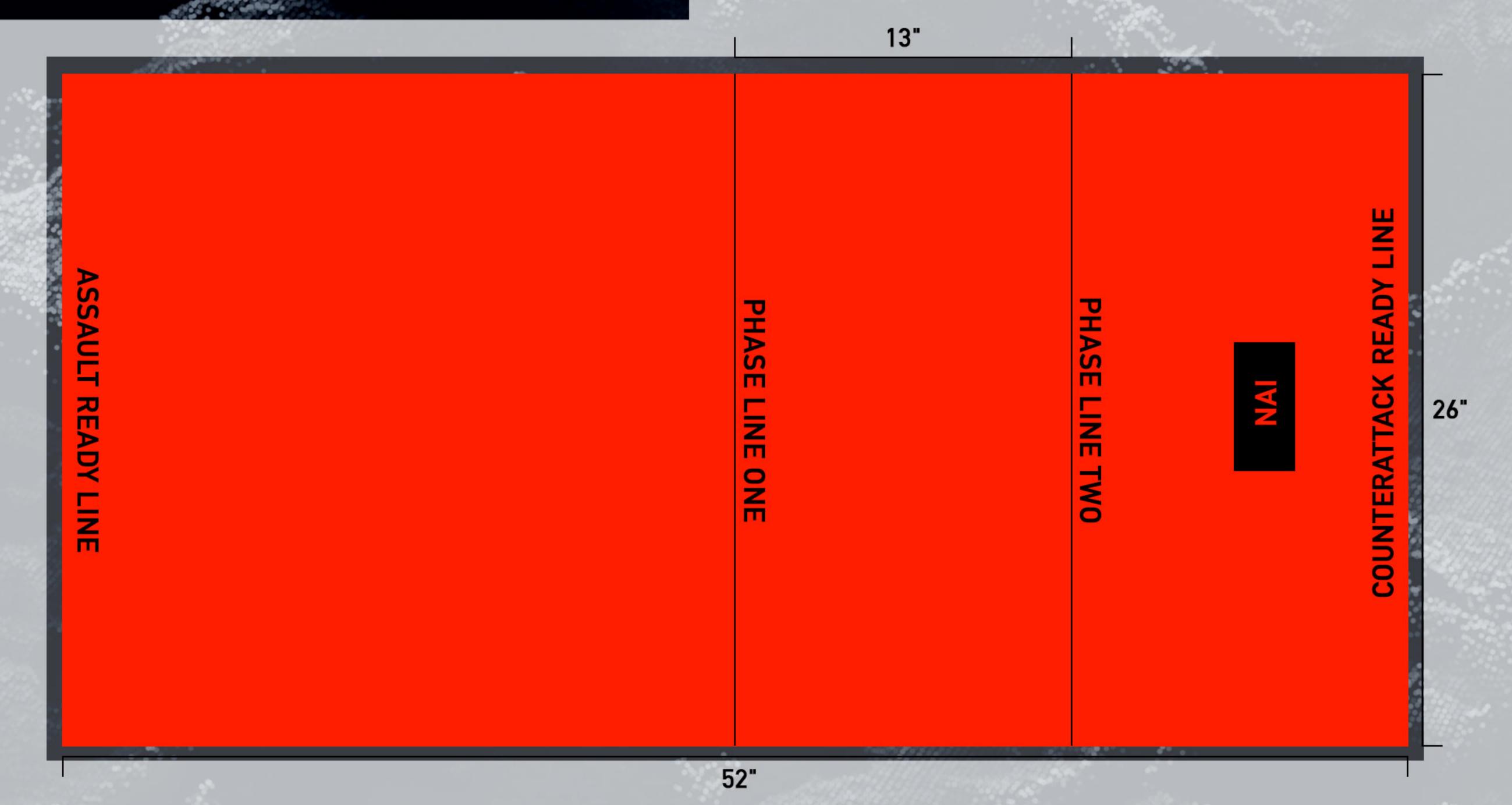
PHASE LINE

Phase Line is a cinematic miniatures skirmish game that layers on top of the Black Powder Red Earth 28mm Core Rules System. A single-tasking, high-Capability Point game between two opponents – Phase Line tasks players with assault or counterattack through Phase Lines to seize a Named Areas of Interest (NAI) at all costs.

PHASE LINES ARE TERRAIN FEATURES THAT EXTEND ACROSS A BATTLESPACE, AND ARE USED TO COORDINATE COMBAT ACTIONS.

To match the fury of the civil war it depicts, Phase Line expands the fighting in several significant ways. The Battlespace is now twice as large as the core game, with over 500 points of forces being deployed throughout the course of each Operation, and decisive kinetic events tied to both timeline and position of forces on the table.

The game creates the perfect setting for players to apply surprise, shock, momentum, and dominance over their opponent, to secure victory!



FORWARD IN THE BATTLESPACE IS ALWAYS TOWARDS THE COUNTERATTACK READY LINE

- + Each game takes place on a 52" x 26" Battlespace with a 14 turn limit.
- + Assaulter and Counterattack Ready Lines are located on the opposite ends of the Battlespace.
- + Phase Line One is positioned in the center of the Battlespace, 26" from either edge of the map
- + Phase Line Two is positioned 13" forward of Phase Line One.
- + Any structure at least partially positioned between Phase Line Two and the Counterattack Ready Line can be chosen as the Named Area of Interest (NAI).
- + The NAI is always determined by the player that is Counterattacking.

PHASE LINE SETUP

Adversaries roll 1D10 to determine their mission. The player who rolls higher chooses Assaulting or Counterattacking.

The counterattacking player draws one Phase Line Battlespace Card. After laying out the terrain and scatter terrain tiles as shown on the card, this player chooses a single structure as the NAI. Battlespace setup complete, the counterattacking player positions their units anywhere between the Counterattack Ready Line and Phase Line Two.

Next, the Assaulting Player positions his units anywhere within 6" of the Assault Ready Line.

Adversaries can place units inside of structures that are within those designated ranges.

Finally, both players place a single Phase Line Fires Card face down at Phase Line One and Phase Line Two. These remain unknown to the adversary until these Phase Lines are breached by any Assaulting warfighter's base touching the the line.

TRIGGERING PHASE LINE ONE

Phase Line Fires Cards are resolved immediately – counterattacking player then assaulting player – interrupting the current action of the active unit.

Note: If Phase Line One has not been breached by Turn 8, the Fires Cards auto resolve at the start of the turn before either player can activate a unit during the Direct Fire Phase.

With the Phase Line One Fires Cards resolved – the counterattacking player selects and positions an additional 150 Capability Points of units within 4" of any Battlespace edge forward of Phase Line Two.

The assaulting player then selects and positions an additional 150 points of units within 4" of any Battlespace edge between the Assault Ready Line and Phase Line One.



PHASE LINE ONE TRIGGERED

TRIGGERING PHASE LINE TWO

Like Phase Line One, Phase Line Two's Fire Cards are resolved immediately when breached by any Assaulting warfighter's base touching the the line.

Note: If Phase Line Two has not been breached by Turn 14, the Fires Cards auto resolve at the start of the turn before either player can activate a warfighter during the Direct Fire Phase.

After Phase Line Two's Fire Cards resolve, the counterattacking player selects and positions an additional 150 Capability Points of units within 4" of the Counterattack Ready Line.

The Assaulting Player then selects and positions an additional 150 points of units within 4" of any Battlespace edge between the Assault Ready Line and Phase Line Two.



PHASE LINE TWO TRIGGERED



SUCCESS CRITERI

The Assaulting Player wins by entering the NAI and surviving inside the structure for a full turn before the turn counter elapses. The Counter Attacking

Player completes their objective by frustrating the Assaulters and preventing them from entering NAI before turn 14.

NEW MECHANICS

THE PHASE LINE EXPANSION INCLUDES A NUMBER OF NEW WARFIGHTING UNITS, INTERVENTION CARDS, AND ATMOSPHERICS CARDS THAT ARE COMPATIBLE WITH NIGHT RAID TASKINGS. THE EXPANSION IS DESIGNED TO PROVIDE PLAYERS MORE OPTIONS TO FIGHT IN DEPTH AND CREATE MORE COMPLEX DILEMMAS FOR THEIR OPPONENTS.

MULTISTORY STRUCTURES

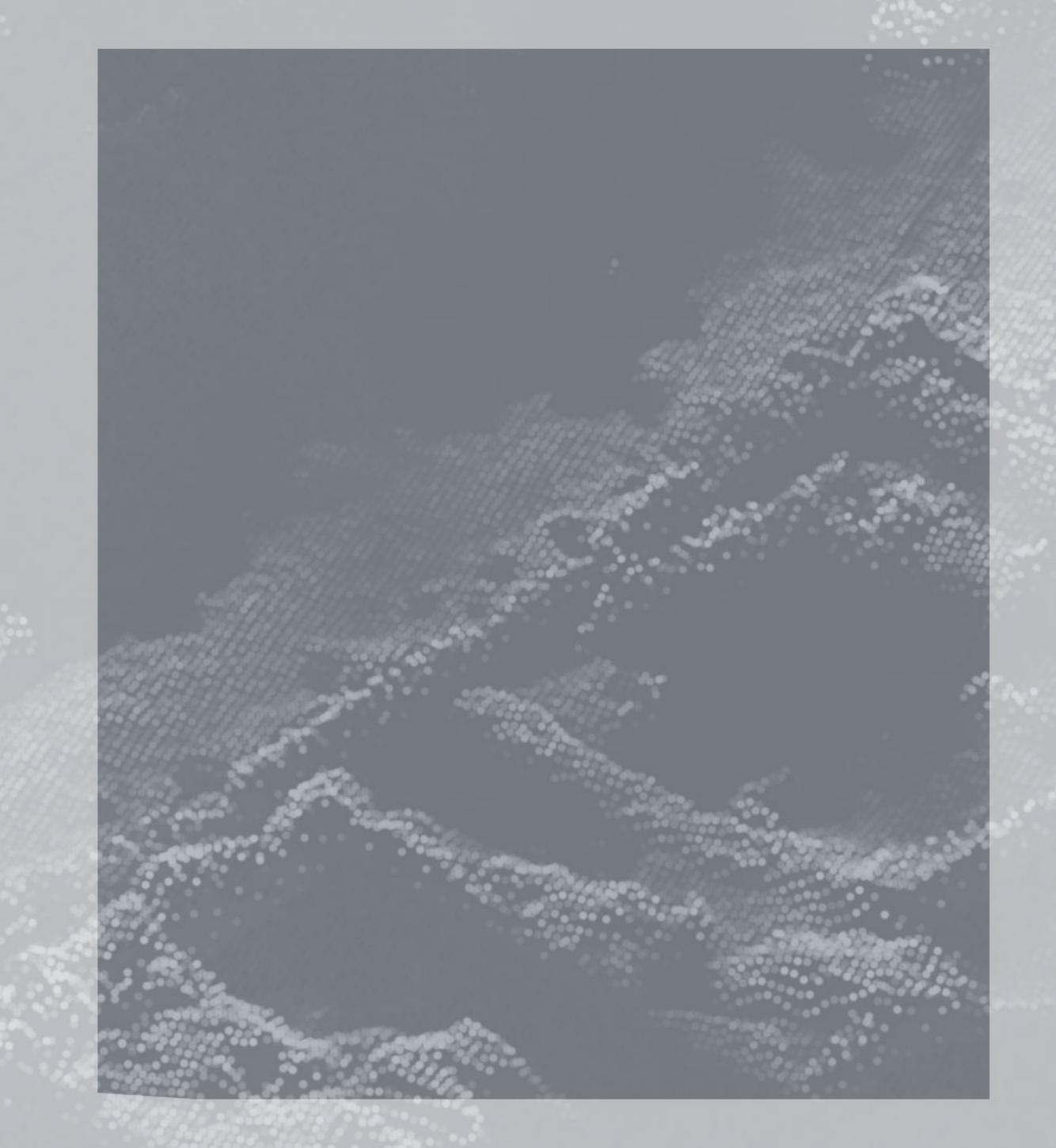
STAIRS Separate floors in a multi-story structure are connected internally by stairwells. A stairwell can only be entered or exited on a side where a step meets a floor, indicated on the tile by an arrow. When a unit is in a stairwell, it is present in the line of sight of both stories and suffers a -1 to save rolls.

Units in a stairwell obstruct movement for both friendly and opponent units.

OVERWATCH From a structure's interior above the first story, line of sight to the exterior is only possible within 1" of a window. When looking at a lower level from a window, waist-high cover is ignored in line of sight checks but walls continue to block it.

Similarly, units on the structure exterior can only see 1" inside when looking in a window above the first story from the ground or a neighboring multistory structure. Units attacking an opponent at a higher elevation than their own, suffer a -1 to attack rolls per story relative to an opponent position.

EXAMPLE: A HONGBIN MERC ENGAGING A COLD HARBOR RECCE ON THE SECOND STORY OF A STRUCTURE WOULD SUFFER A -1 ROLL REQUIRING A ROLL OF 15 FOR AN OBSTRUCTED LINE OF SIGHT HIT.



CLOSE-QUARTERS BATTLE WEAPONS



Units with the CQB (Close-Quarters Battle) attribute roll 5D10 per attack. Attack tables for CQB units refer to individually rolled dice rather than their sum.

One or fewer hits have no effect on target. Two hits cause the target to stagger with no save roll. Three-four hits count as a normal hit, forcing the target to roll saves, alternately killing the unit if it is staggered or has no save roll.

Five hits kills the target, overiding any save roll, with a headshot.

Finally, the 5D10 roll is collectively considered a single attack. Any positive or negative modifiers, such as those from Intervention or Special Intervention Cards, are distributed amongst the dice by the unit's player after rolling.

GRENADIERS

Cold Harbor Assault Grenadiers can fire in the Direct Fire or Maneuver phase. Hongbin Merc Grenadiers can only fire during the Direct Fire phase. In either event, firing a grenade replaces that unit's attack.

When fired in the Direct Fire phase, the unit shoots a grenade at any point on a wall, inside waist-high cover, or a point on the battlespace that is not 2" behind waist high cover. A 2" explosion immediately radiates out 180 degrees from a wall or 360 degrees from a point.

When fired during the Maneuver Phase, the attack requires the firing player to place the Radial Template on its intended point of impact before rolling 1D10.

On 1 or 10, the grenade explodes at the intended point of impact. On 2-9, draw a line from the center of the unit's base to the rolled location. If a wall intersects the line, the grenade explodes at the wall. Otherwise, it explodes at the rolled location.

In either instance, firing a grenade immediately ends the unit's activation

HEAVY MACHINE GUNS

Units with the attribute PKM or Fire for Effect can see through doors when choosing a target point. They can assign hits to closed doors between themselves and a target point. If hit, a door is immediately destroyed. Intervening doors must be destroyed before assigning hits to opponents past them.

If an opponent gains LOS from a door being destroyed, it cannot perform an Immediate Action unless it survives all of the active unit's attacks.

Opponents hit by these unit suffer a -1 modifier to save rolls.

When paired, the Shurta PKM Gunner and Assistant Gunner deliver high-volumes of point fire, allowing the unit to attack 5 times rather than the gunner's base 3 attacks.



18