**ENTER DC**

**Background**

In 2026, following years of territorial conflicts and proxy wars, the world’s second cold war turned hot. Resource shortages and the resulting economic crisis forced the European Union to formally band together and militarize while the United States of America jealously guarded what remaining strategic reserves it still possessed. After months of standoff, the Gibraltar Crisis finally escalated, causing the two powers to go to war. After smashing the US Atlantic Fleet, the EU successfully invaded the East Coast of the United States, with battles raging from Boston to Atlanta and Mobile to Houston.

After several disastrous routes, the battered remnants of the US Fifth Army retreated to Washington DC. Now almost a third of its former strength, the Fifth Army has been cut off and surrounded by the forces of the Combined European Second Army, with only the central downtown area and the Washington Mall still under the control of the United States. The White House, the Lincoln Memorial, and the United States Capitol Building have become strong points that are vital to the the survival of the defending forces. What’s left of the Fifth must prepare to defend both its capital and remaining commanders as the EU invades DC with its prize set as the White House.

Losing control of the Lincoln Memorial and the Capitol Building would be devastating to the US force, so they must be careful not to lose the remaining buildings they have left. However, the loss of the White House will cause the entire city to collapse. Should DC and the US forces remaining there fall, the entire American Eastern Seaboard will be taken and the back of the American resistance broken. However, if the Fifth can hold out long enough to be relieved by the remaining US military, the Eastern Seaboard Front will be split in two and the European staging grounds on the coast seriously threatened. The outcome of the Atlantic War rests on the Battle of Washington.

**Rules**

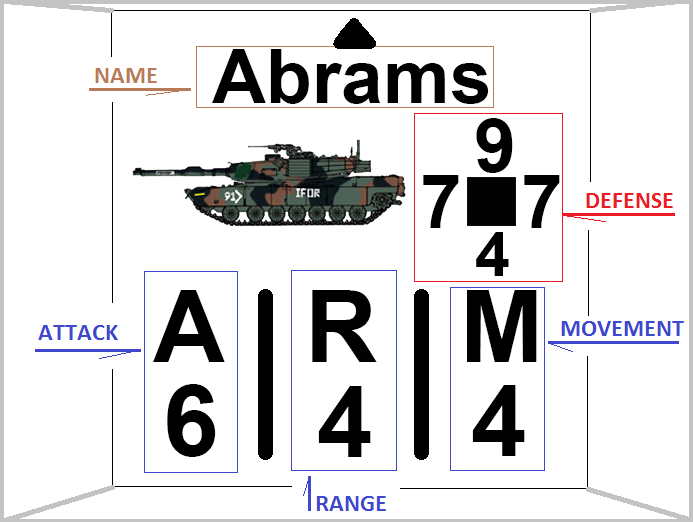
1. Setting Up
   1. Sides
      1. There are two sides:
         1. The Invader (The Combined European Second Army) (EU)
            1. The European units are colored light green.
         2. The Defender (The US Fifth Army) (USA)
            1. The US units are colored light blue.
      2. Both players choose a side.
   2. Choosing Units
      1. The defender (US) chooses 35 of any defender type unit tiles from the bag labeled “US”.
      2. The invader (EU) chooses 35 of any invader type unit tiles from the bag labeled “EU”.
   3. Placing Ambient Tiles
      1. Before placing any units, rubble tiles must be placed.
      2. Both teams get five tiles of rubble each and must place them on the board.
         1. The rubble tiles cannot be placed on building tiles, water tiles, bridges (road tiles over water), or any of the tiles that the invaders can spawn on.
   4. Starting Positions
      1. **The Invader** places his or her pieces first.
      2. **The Invader (EU):** The invader can only start on any hex tile along the perimeter of the board that are road or open tiles. Starting invader units cannot start on a building tile or in the river.
         1. NOTE: if at least half of the tile is cut off by the edge of the map, then the invader may place a unit on an adjacent open tile.
      3. **The Defender (US):** The defender can start anywhere within the board that is more than 5 hex tiles away from the perimeter of the board. Vehicles must start on open or road tiles. Infantry can start in building adjacent to road tiles. Each strongpoint requires 1 infantry to be placed on it (Anti-Tank Squad, Sniper, Infantry Squad).
      4. NOTE: The orientation of the vehicle matters. The frontal armor (designated by the arrow on the tile) is the strongest. See “Sides” for more details.

iv. Determining turn Order

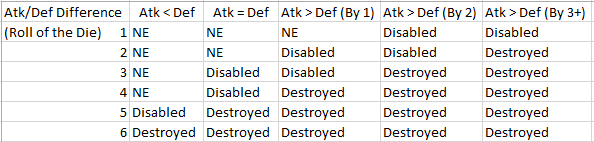
1. The **Invader always** goes **first.**

**The Turn:** The game is turn based.

1. **During Invader’s Turn:** Place any new reinforcement directly next to a controlled strong point or around the edges of the board. (See “Capturing Strongpoints” for more details.)
2. **Movement:** The player may move any or all of his units up to the number of spaces specified by the movement speed on the unit piece.
3. **Attacking:** When the player finishes movement for a piece they can check if any opposing units are “in range” and “in line of sight” of his unit. If so, combat may be initiated. If the player attacks, they may no longer move that unit for that turn and may only resolve combat. There can be multiple battles on the map during a turn.
   1. “In range” refers to the range value specified on the unit tile.
   2. “Line of sight” is determined by if a straight line can be connected between the two units without any obstructions.
4. **Game Play**



* 1. Capturing Strongpoints
     1. The Defender starts the game controlling all 3 strongpoints (Yellow Tiles on the board): The White House, the Lincoln Memorial, and the United States Capitol Building.
     2. If at any point in the turn an infantry moves onto and stays on a strong point until the next turn, that player gains control over the Strongpoint. The infantry can move off of the strong point and still retain control of it.
     3. The Invader wins the game when he or she captures the White House (see “Win/Lose” for more information).
     4. In addition, the Invader receives one extra reinforcement per turn for every strongpoint he or she holds.
        1. Ex. Number of reinforcements per turn = 1 + # of Strongpoints held.
  2. Movement
     1. Each unit is capable moving the number of hex tiles indicated on their tile. The player can choose not to travel the full distance.
     2. Tiles:
        1. All units can move on Road (dark gray) and Grass (green) tiles with no penalty.
        2. Building tiles (light gray) are impassable to all vehicles.
           1. Infantry can move through building tiles at the cost of 1 extra movement.
           2. In addition, infantry gains bonuses while occupying a building tile. (see below: “*Garrisoning* *Buildings”*)
        3. Water tiles (blue) are impassable by all units.
        4. Strongpoint Tiles (yellow) contain the same properties as building tiles. However, these tiles contain special rules for the player that holds them. More information about these tiles can be found on the section labeled “*Capturing Strongpoints*” located directly above.
     3. No unit can be moved after it has attacked.
     4. Infantry units may move into an IFV or HMMWV(US) at the cost of 1 movement and may likewise exit at the cost of 1 movement point.
     5. An IFV or HMMWV(US) may only have 1 squad of infantry inside of it at any one time.
     6. Vehicles must stay on road or grass tiles and cannot enter a building or water tile.
  3. Rubble
     1. Rubble can be used as defence by infantry. They place themselves on it for a defensive bonus of +1 but no range or attack bonus. They can move over it with no penalty.
     2. Vehicles and Rubble
        1. Vehicles may pass over rubble tiles, however, they sacrifice one movement tile to do so. In addition, the player must roll the die when the vehicle is on the rubble (both when stopping on that tile and passing over it). If the die lands on 6, the vehicle stalls out for one complete turn.
        2. While a vehicle is stopped or stalled on a rubble tile, it’s frontal armor is reduced by half. Round up if the value is an odd number (Ex. 7/2 = 4). Once the vehicle leaves the rubble tile, it’s frontal armor return to it’s full value.
  4. Combat
     1. Combat can be initiated if its the player’s turn and they have finished moving a unit. (Refer to “*Special Abilities*” for alternative combat)
     2. Any units in range of the opposing player’s units can attack those opposing units. “In range” is defined as within the number of tiles of the attack range as indicated on the attacking unit’s game piece.
     3. The opposing unit must also be in the “line of sight” of the attacker.
        1. This is determined by finding the shortest path to the target, “walking” around buildings and rubble. Yes, this essentially means you can curve bullets around buildings, but they must still be “in range”.
        2. If a unit is on a interior building tile it cannot be reached from the outside, nor attack the outside.
        3. If two opposing infantry engage in combat while in building tiles, the two infantry must be adjacent to one another, regardless of their stated range. Since they are in buildings, both units receive the defencive bonus of garrisoning.
     4. A unit can only attack once per turn.
     5. Attacking
        1. The attacker rolls a 6 sided dice.
        2. Gain a bonus of +1, +2, or +3 Attack. On a 6 sided die follow this format...
           1. (1) or (2) = (+1 Attack)
           2. (3) or (4) = (+2 Attack)
           3. (5) or (6) = (+3 Attack)
        3. Add this bonus to your attack value.
        4. Find your spot on the combat table based on your new attack compared to the target’s defense (Refer to “*Sides*” for help determining defense values).
        5. The outcome of the battle is resolved through a final dice roll, resulting in disables, death, or nothing. (see “Combat Chart”).
        6. Regardless of the outcome, the enemy piece gets to **Counter-Attack**. Repeat steps a->e for the enemy piece.
     6. When a unit is destroyed, it is completely removed from play and may not be brought back in via reinforcements.
     7. If an IFV or HMMWV(US) carrying infantry is destroyed both the vehicle and the contained infantry are destroyed.
        1. Only the vehicle may counter-attack and not the Infantry inside.
     8. The combat results table can be found below.
  5. Sides
     1. Vehicles have different values for their frontal, side, and rear armor.
     2. Generally, a vehicle’s frontal armor is the strongest, the side armor is weaker, and the rear armor is the weakest of the bunch.
     3. To determine which side is being attacked.
        1. Draw a line, from the arrow on the piece straight in the direction it points. The first side of the target it hits is the side being attack.
  6. **Combat Chart**



* 1. Disables/Pinned
     1. When a unit is attacked, it has a chance of simply being disabled or pinned instead of being outright destroyed, as depicted in the combat chart below.
     2. When armored units are disabled, they cannot move but they can still attack for a reduced value (-2 attack), though the defence remains.
        1. The armored unit is disabled until the player’s next turn.
        2. While disabled, if an enemy attacks the armored unit and disables it again, the unit is destroyed.
     3. In lieu of being disabled, infantry are pinned.
        1. When an infantry is pinned, they cannot move or attack for one complete turn. However, they get +2 defense.
        2. Unlike tanks, an infantry unit that is pinned must be destroyed, pinning again will reset their wait time.
           1. The infantry unit in question will remain pinned until an entire turn has elapsed without that unit being pinned.
           2. For example, if an infantry squad is attacked and pinned, and on the next turn is attacked and pinned again, the infantry squad still may not move even though it has been one full turn since it was first attacked.
     4. To indicate that a unit is disabled or pinned, flip the tile over (the back will indicate it being disabled).
  2. Special Abilities
     1. Some units have special abilities if they are in the right conditions. Like normal combat these abilities will end movement.
        1. *(Infantry -> Vehicle)*: If an enemy vehicle is on the tile directly next to a garrisoned building, the infantry may attempt to destroy it by dropping explosives on its roof. The owner of the infantry rolls the dice: 5 or 6 means the vehicle is destroyed while 1-4 means the attack was unsuccessful.
        2. *(Vehicle -> Building)*: A vehicle may choose to ram a building with garrisoned infantry in it. The infantry are immediately destroyed and a pile of rubble appears on an adjacent road or grass tile.
           1. The owner of the vehicle must roll the die to determine what happens to the vehicle. A roll of 1-3 means that the vehicle is destroyed while a roll of 4-6 means the vehicle is disabled.
           2. A disabled vehicle remains in the building tile with its backside facing the direction it came from.
           3. The owner of the vehicle may not use the ramming tactic to pass through buildings. When repaired, the vehicle must back out onto the road or grass tile it came from. The building tile retains its normal properties after the vehicle leaves.
        3. *(Infantry -> Infantry)*: An infantry unit can rush a garrisoned opponent and enter the building garrisoned by the opposing unit. Combat is initiated immediately. Roll a die for combat: 1-3 the attacking unit is destroyed, 4-6 the unit previously in the building is destroyed. The victorious unit stays in the building.
  3. Garrisoning Buildings
     1. Only infantry can garrison buildings.
     2. Only a single infantry unit may be in one building tile, except when being rushed by opposing infantry (as described above).
     3. While in a building, the unit receives +1 range to their attacks and +2 defence.

**The Goals - Win/Lose**

* 1. **Defender**
     1. **Goal:** Maintain control of the White House for 10 turns.
     2. Alternatively, destroy all of the invader’s units on the map.
  2. **Invader**
     1. **Goal:** Capture the White House before 10 turns pass
     2. Alternatively, destroy all of the defender’s units on the map.

**Unit List**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **Unit Name** | **Attack Value** | **Defense Value** | **Movement Value** | **Attacking Range** | **Number** |
| **US** |  |  |  |  |  |  |
| Unit Type | Specific Unit |  |  |  |  |  |
| Main Battle Tank | M1A1 Abrams MBT | 6 | 9, 7, 4 | 4 | 4 | 7 |
| IFV | M2 Bradley | 4 | 7, 6, 4 | 5 | 4 | 7 |
| IFV | Stryker (AT) | 4 | 6, 5, 4 | 6 | 4 | 5 |
| Transport | HMMWV | 2 | 4 | 7 | 2 | 2 |
| Infantry | Infantry Squad (M16A4, M4, M249SAW) | 4 | 6 | 5 | 4 | 17 |
| Infantry | Sniper team (M24) | 6 (Infantry) 1(Vehicles) | 4 | 4 | 6 | 5 |
| Infantry | Anti-tank squad (M16A4, FGM-148 Javelin) | 6 (Vehicles) 2(Infantry) | 6 | 4 | 4 | 7 |
|  |  |  |  |  |  |  |
| **EU** |  |  |  |  |  |  |
| Main Battle Tank | Leopard2 MBT | 5 | 8, 7, 6 | 5 | 5 | 6 |
| Light Tank | AMX 30B2 | 4 | 7, 6, 4 | 6 | 4 | 4 |
| Light Tank | B1 Centauro Tank Destroyer | 6 | 5, 5, 4 | 3 | 5 | 4 |
| IFV | DARDO IFV | 4 | 6, 5, 4 | 4 | 3 | 4 |
| IFV | FV510 Warrior IFV | 3 | 6, 6, 4 | 4 | 4 | 4 |
| Infantry | Infantry squad (HK G36, FAMAS, FN minimi) | 4 | 6 | 5 | 4 | 17 |
| Infantry | Sniper Team (L115A3) | 6 (Infantry) 1(Vehicles) | 4 | 4 | 6 | 5 |
| Infantry | Anti-tank squad (HK G36, Panzerfaust 3) | 6 (Vehicles) 2(Infantry) | 6 | 4 | 4 | 6 |