LINES OF BATTLE – Rulebook

1. Overview

Lines of Battle is a two-player tactical board game played on a 10×10 grid. Each player commands an army of 16 units, chosen freely from four unit types.

The game emphasizes formation and facing, timing and positioning, rock-paper-scissors unit interactions, and limited randomness through dice-based combat.

Victory is achieved by destroying all enemy units.

2. Components

- 1 board (10×10 grid)
- 32 unit tokens (16 per player)
- Facing indicators on each unit
- 1 six-sided die (d6)

3. Board & Deployment

Board: 100 squares total (10×10).

Deployment Zones: Each player has an 8×2 deployment zone on opposite sides of the board. Players deploy 16 units in any arrangement within their zone.

4. Army Composition

Each player selects 16 units in any combination of the following: Swordsmen, Spearmen, Archers, and Cavalry.

Cavalry Limit: A player may field no more than 4 cavalry. There is no limit on other unit types.

5. Unit Types

Swordsmen
Movement: 2 squares
Attack Range: 1 square directly in front
Role: Close-combat specialists

Special Rule – Sword vs Spear: When a swordsman attacks a spearman from the front, the swordsman wins ties.

Spearmen
Movement: 2 squares
Attack Range: 2 squares directly in front
Role: Line holders and cavalry counters

Special Rule – Spear vs Cavalry: When a spearman attacks a cavalry unit from the front, the spearman wins ties.

Archers
Movement: 1 square
Attack Range: Up to 5 squares directly in front
Role: Long-range infantry killers

Reload Rule: After attacking, an archer must skip its next attack. Movement and re-facing are still allowed during reload.

Cavalry
Movement: 4 squares
Attack Range: 1 square directly in front
Role: Speed, flanking, and archer suppression

Cavalry rely on movement and positioning rather than combat bonuses.

6. Facing

Each unit has a facing direction indicating its front. Units may re-face once per turn. Re-facing is free and may be done even if the unit does not move.

Facing determines attack eligibility and whether combat is frontal, side, or rear.

7. Turn Structure

Players alternate turns. Each turn has two phases: Movement Phase and Combat Phase.

8. Movement Phase

Individual Movement: Every unit may move up to its movement allowance. Movement is orthogonal only. Units may not move through other units.

Army Movement (Optional): Instead of individual movement, a player may declare Army Movement. Every unit may move 0 or 1 square, all units may re-face freely, and no formation swaps may be performed this turn.

9. Formation Swap

Instead of moving or attacking, a unit may swap positions with one adjacent friendly unit. Units must be orthogonally adjacent. Both units keep their original facing.

Neither unit may move, attack, or re-face afterward this turn. Both units expend their entire turn.

10. Combat Phase

General Rules: Each unit may attack once per turn. Attacks are only made in the unit's front. Units cannot attack diagonally or through other units.

Frontal Combat: Both players roll 1d6. If the attacker rolls higher, the defender is destroyed. If the defender rolls equal or higher, the defender survives.

Side & Rear Attacks: If a unit is attacked from the side or rear, it is automatically destroyed and no dice are rolled.

Archer Attacks: Archers target one square. If a unit occupies that square, combat is resolved normally using standard dice rules.

11. Rock-Paper-Scissors Balance

- Spearmen → Cavalry
- Swordsmen → Spearmen
- Archers → Infantry
- Cavalry (via movement & flanks) → Archers

No unit is universally superior — positioning and timing decide battles.

12. Victory Conditions

A player wins immediately when all enemy units are destroyed.

13. Optional Variant: Commander

Replace one unit with a Commander. The Commander moves 2 squares, cannot attack, and if destroyed, its owner immediately loses the game.

14. Design Philosophy

Lines of Battle rewards formation discipline, coordinated movement, exploiting timing windows, and creating and denying flanks. Dice add uncertainty — tactics decide outcomes.