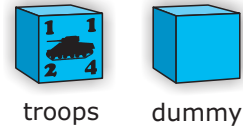


COMPANY ≡ LEADER

GAME COMPONENTS

To play Company Leader, you will need the following:

- A playing board with hexagons
- Playing pieces (a different color for each player), subdivided in concealed troops and dummies. In the eyes of your opponent they will look exactly the same, but they are different to the player. The dummies are blank and the concealed troops can be marked by an image or plain text.
- Custom dice (which are used in combat to determine the amount of hits): 6 yellow, 6 green and 6 red. All six dice of one color are exactly the same. The six sides of each die are as shown in the picture to the right.
In these rules infantry will be distinguished from vehicles, which corresponds with the images on these dice.
- Little dice or tokens/counters to mark the strength of the revealed troops (1 to 6)



If so desired:

- Miniatures (revealed troops), but instead you can just turn the playing piece/cube with the icon on top so that both players can see what it is.
- Troops reference cards
- Coins

For free game material to play Company Leader, see: companyleader.free-creativity.com

OBJECT OF THE GAME

Players try to win the game by scouting and eliminating the opponent's troops and capturing urban areas.

A player has won the moment he has destroyed all the opponent's troops OR has captured all urban areas. Of course, players can always choose to give up earlier and give away victory.

TROOPS

There are two kinds of troops: infantry and vehicles. See the overview below for all troops and their details.

Note: artillery is listed as a vehicle and should be considered as a self-propelled gun.

	Type	range of fire	view distance	speed	strenght/cost
infantry	Infantry	1	1	1	6
	Infantry scout	1	2	1	4
vehicles	Artillery	3	1	1	3
	Tank light	1	1	2	4
	Tank heavy	2	1	1	6
	Tank scout	1	2	2	2

SETTING UP THE GAME

Company Leader can be played with 2 – 4 players. In a 4-player game, there will be played with two teams. A game with 3 players can be set up as a team game (two against one) or as a game with three parties playing for themselves.

The game board consists of many hexagons (see figure right). The red hexagons are urban areas, the dark green hexagons are forest and the light green hexagons are open areas.

When playing Company Leader for the first time, it is advisable to play with a game board as shown (depending on the amount of players).

When the players have played Company Leader before, it is of course also possible to create custom game boards and play with one of the variants explained on the last page of these rules.

After the game board has been set up, the players place their own dummies on all the fields of their territory (as shown by colored squares in the right figures). In between the players' territories there is a neutral zone. No dummies are placed here.

Each player takes the following concealed troops from their supply and puts them in front of them.

- 2-player game: 2x infantry, 1x infantry scout, 2x artillery, 2x tank light, 1x tank heavy, 1x tank scout
- 3-player game: 2x infantry, 1x infantry scout, 1x artillery, 1x tank light, 1x tank heavy, 1x tank scout
- 4-player game: 1x infantry, 1x infantry scout, 1x artillery, 1x tank light, 1x tank heavy, 1x tank scout

In a 3-player team game, each team takes the following troops:

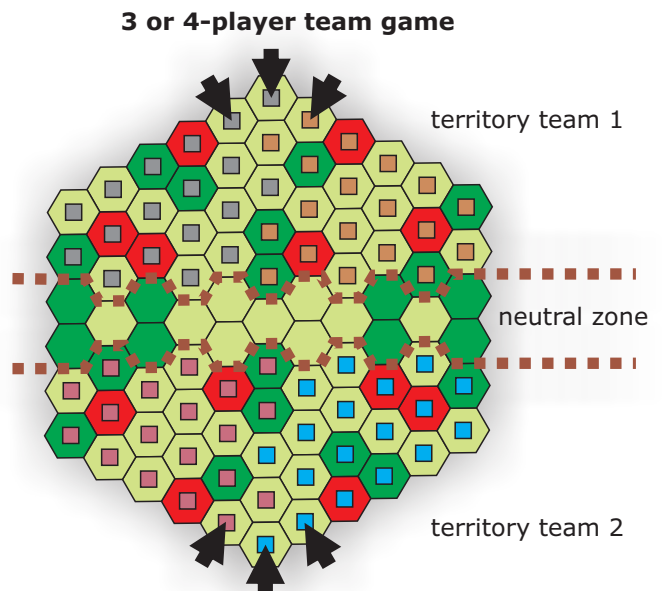
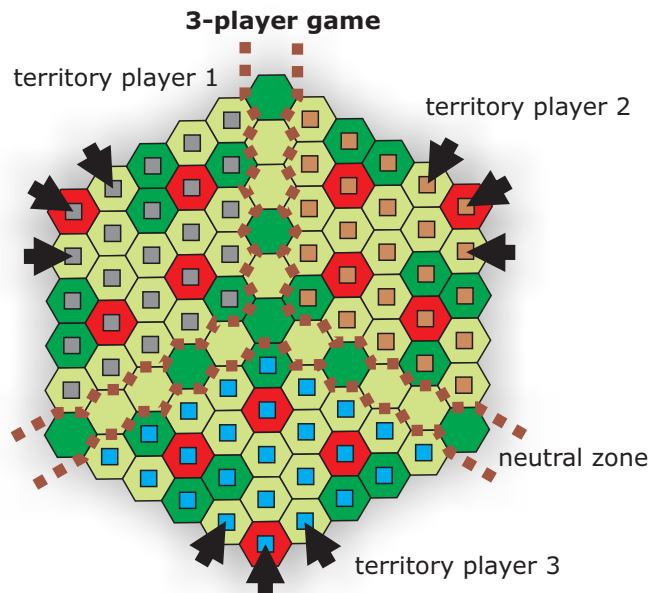
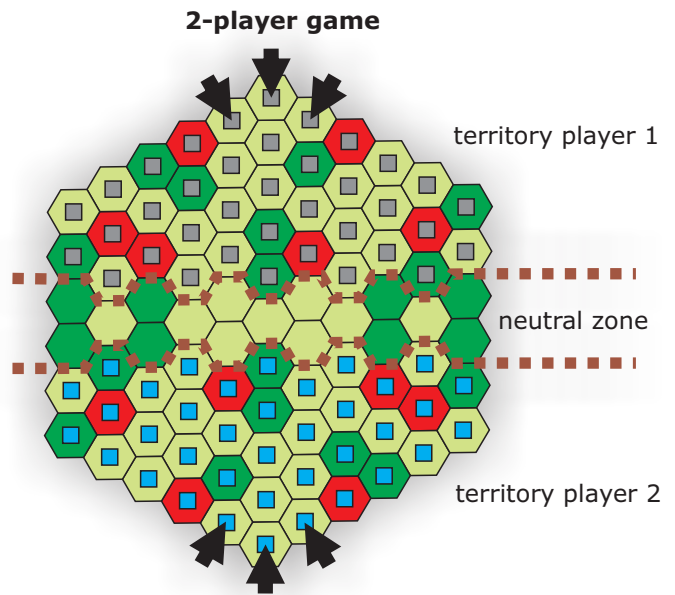
- 2x infantry, 2x infantry scout, 2x artillery, 2x tank light, 2x tank heavy, 2x tank scout

In the 2-player team, each player has one of each troops and the other, 1-player team has two troops of each kind. So the amount of troops for both teams is equal.

The team members have both differently colored troops and dummies so it is clear to all players who plays with what color. Team players cannot attack each other nor explore each other's dummies.

Subsequently, the players place their concealed troops secretly on the fields of their own territory (swap them with dummies). If desired, the players can also place their dummies and troops in their territories at the same time.

The fields in the right figures marked with an arrow are the purchase fields. Every territory has 3 of those. These are the fields on which players can place their newly bought troops later in the game.



A PLAYER'S TURN

In a 2-player game, the players play by turns. In a 3- or 4-player game, players play clockwise. To shorten the playing time, team members can choose to play simultaneously.

In his turn, a player can do the following options consecutively:

- 1 Actions with his playing pieces
- 2 Collect income
- 3 Make purchases

1 Actions with playing pieces

A player may do actions with all his playing pieces, but he can also pass the turn on to the next player early on. Just to be clear, a distinction is made between:

- a) Actions with dummies and/or concealed troops
- b) Actions with revealed troops

A player can perform these actions in random order and may use them alternately.

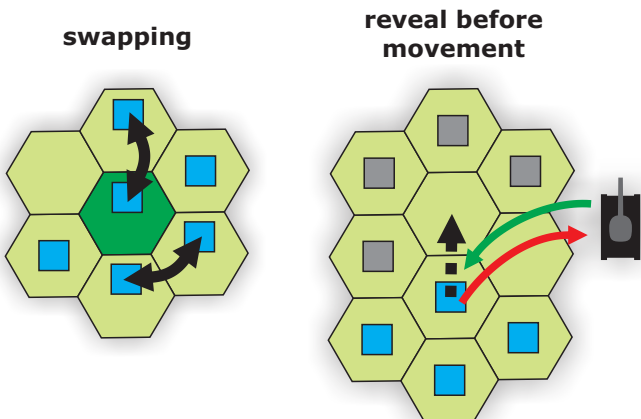
a) Actions with dummies and concealed troops

A player can swap each of his dummies or concealed troops with a playing piece of his own on an adjacent field, during his turn. After dummies or concealed troops have been swapped, they cannot be moved again in the same turn. To mark this, the player moves his troops to the very front of the field on which they are. At the end of the player's turn, all these playing pieces are moved back again.

There can never be more than one playing piece on a field. A dummy can only be swapped with a player's own dummies, concealed or revealed troops and therefore cannot be moved towards an open field.

If a player wants to move a concealed troop to an open field, that troop will be revealed immediately. When playing with miniatures, the playing piece will be replaced by the corresponding miniature or otherwise, the playing piece will be revealed.

Regarding the rest of the possibilities with this just revealed troop, see 'Actions with revealed troops'.



b) Actions with revealed troops

During his turn, a player can give actions to all his revealed troops, but only one at the time. So the player has to finish one playing piece and mark it as 'used', before he can use another playing piece. To keep track of which troops are used, players move these troops to the very front of the field on which they are. At the end of the turn they are moved back again.

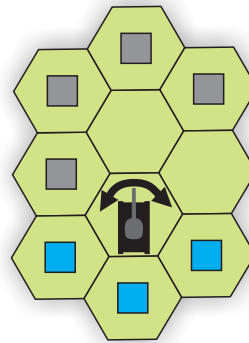
The revealed troops can perform only one of the following actions per turn: **move**, **shoot** or **repair**.

-Move

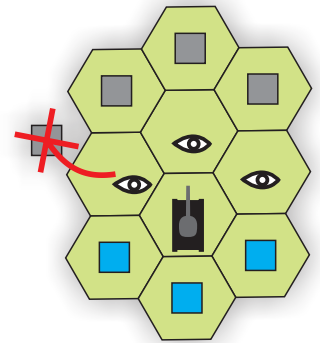
Like dummies, revealed troops can be swapped with a player's own adjacent playing piece (concealed or revealed troops or dummies) and can never be on the same field as another playing piece.

An action of movement for revealed troops has to be performed in the following order: turn, scout, move, turn, scout, place dummies.

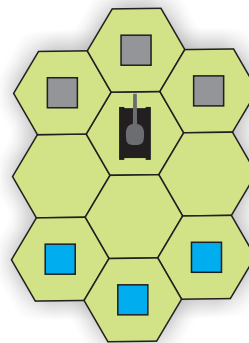
1. Turn in one of the six directions



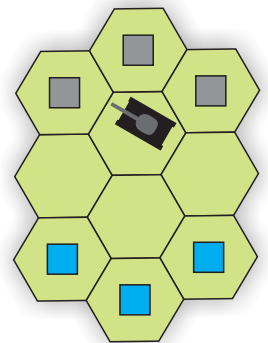
2. Scout enemy's playing pieces



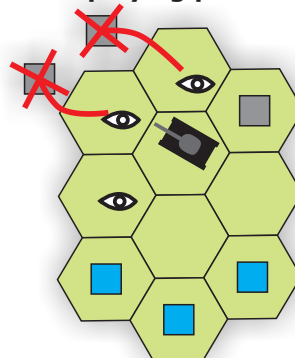
3. Move to the adjacent field



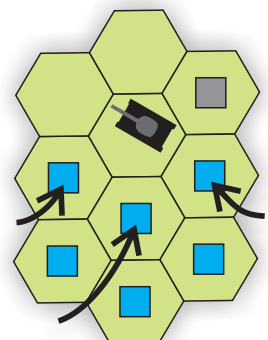
4. Turn in one of the six directions



5. Scout enemy's playing pieces



6. Place dummies on the fields



An action of movement is as follows (see figures previous page):

The playing piece may be turned in the direction desired (pointed at one of the six adjacent fields) and then has to scout.

The three adjacent fields in front of the playing piece become visible: the opponent's dummies are removed from the game board and hostile troops are revealed.

If the field is not occupied by hostile troops, the player may move the playing piece to the adjacent field forward in the direction as pointed to by the playing piece.

On this new field, the playing piece can again turn in a direction of the player's choice.

The player then has to scout with the playing piece as described before.

Subsequently, the player can place dummies on the three adjacent fields of the playing piece in the direction where it came from. This is the field the playing piece came from and the two fields next to both the starting field and the ending field. These new dummies are taken from the supply.

There are a couple of important points for a movement action:

-Vehicles with a speed of 2 (see list of troops on page one) can perform a second movement action and therefore can perform the six steps as mentioned above two times in a row. Such a playing piece can, for example, move back and forth to scout and place dummies. Troops that can move two times can instead move one field and shoot once. Shooting twice is not allowed and also repair is not allowed combined with another action.

-Some troops (scouts) have a view distance of two fields and are able to make up to six fields visible at one exploration. See the clarification under 'field of view' further in the rules.

-Swapping or placing dummies is only allowed on fields that are not within the field of view of hostile revealed troops.

-The dummies which were placed during the movement action are placed in the middle of the field and can be swapped later in the same turn.

-When dummies or concealed troops would be scouted by a player's/team's own playing piece, they stay in place and are not revealed.

-Only if troops are given a movement action, they can scout. This is not allowed when performing the shooting or repair actions.

-A player can give a movement action to his troops but choose not to move them to another field, just to be able to scout. To do so, the player can turn a revealed troop once and scout once. This, for example, enables a player to reveal an infantry scout but leave it in the cover of a forest and still scout the enemy.

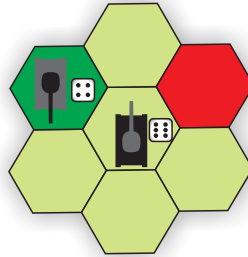
-When troops of an opponent are scouted, then this opponent has to reveal these troops and can choose in which direction he will place the playing pieces on the game board.

-There can never be two playing pieces on the same field, including during movement actions.

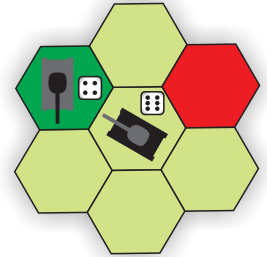
-Shoot

Only revealed troops are able to perform a shooting action. So if a player wants to shoot the enemy with concealed troops, he has to reveal them first. A playing piece can only shoot at the opponent's revealed troops and not at dummies, concealed troops or his team mate's troops.

1. Determine target (gray playing piece)



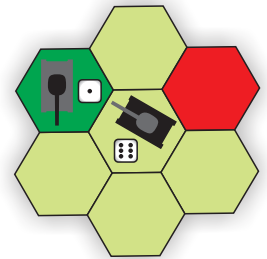
2. Turn towards the target



3. Player rolls six green dice to attack the grey playing piece in the forest



4. The three hits are subtracted from the grey unit's strenght



A shooting action is as follows (see figures above):

The player announces which of his playing pieces will be shooting and what the target is. Players determine whether the target is within the field of fire. For this, the player imaginary turns his playing piece towards the target and checks the fields within the field of fire. See the clarification under 'field of fire' further in the rules.

Important: the target does not have to be in the field of view as the field of fire for some troops is larger than the field of view.

The player has to turn the front of his playing piece in the direction of the target (one of the six directions towards the adjacent field). For troops that have a range of fire of more than one field, the player can sometimes choose between two directions.

Look on what type of terrain stands to determine which dice (color) have to be rolled. When the target is on a field with an urban area, the player rolls the red dice, on a field with forest the green dice and on a field with an open area the yellow dice. The player can throw as many dice as the strength of his playing piece. For example: with an undamaged heavy tank a player throws six dice. If this tank would have been damaged and has a strength of four left, the player can only roll four dice.

For each die that matches the type of target (vehicle or infantry), the target loses one strength. That means that a tank with a strength of four will be reduced to three by one hit. If it would have been hit four times, the tank would be destroyed.

A dice roll result with an icon that shows a ½, counts as a whole hit if it is rolled only once. If a throw has more than one ½ signs, these are added and rounded up. So, two times a ½ means one hit and three times a ½ means two hits.

A throw with two depicted infantries on one side of a die counts as two hits.

The strength of revealed troops is indicated with a small die or counter next to the playing piece on the field.

There are a couple of important points for a shooting action:

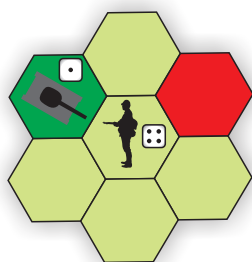
-The opponent is allowed to shoot back with his playing piece (the target) if it is pointed at the shooting playing piece and has a sufficient range of fire. This happens at the same time before any hits reduce its strength. For example: infantry with a strength of six shoots at a light tank with a strength of four which is pointed at the infantry. The player rolls six dice for his infantry unit and gets three hits. The opponent throws four dice for his light tank and gets two hits. Then, the strength of the infantry is reduced by two and the strength of the light tank by three.

See figures below:

Both playing cubes shoot when they are pointing towards each other



The strength of the playing pieces is reduced by the hits



-Shooting is allowed across fields occupied by dummies, hostile or friendly troops.

-Artillery can shoot over urban areas and forests and it is not allowed to shoot back (artillery can not shoot back when attacked and other troops can not shoot back when attacked by artillery). Artillery shoots with a high arc and can therefore shoot over obstacles.

-Blitz action: when a playing piece (not artillery) eliminates its target in an attack and suffers no damage itself, it can move to the target's field if adjacent. The playing piece is not allowed to turn, scout or to place dummies after this movement.

-Repair

Revealed troops can be repaired to their full strength, but less than that is also possible. Each strength point costs one coin and the player must have these coins at the beginning of his turn. Repair is only possible if there is no hostile playing piece (including dummies) on the adjacent fields. Repairing a playing piece takes the whole turn of this unit. The playing piece can still be concealed, but only if it is back to its full strength. (See next page for concealing troops).

2 Collect income

On the standard 2-player game board, a player's basic income for possession of six fields with an urban area, is two coins (note: this is not as many coins as the player has fields with an urban area). In a 3-player game with three parties, a player gets one coin for possessing of four of those fields. And in a game with two teams, a team gets two coins for possessing six fields.

For each extra field with an urban area a player or team has, he or the team gets one additional coin. And for every field with an urban area that has been lost, the income is reduced by one coin. To occupy a field with an urban area, a player must have a playing piece on this field. If a field with an urban area is empty, then no player collects income for this field.

For example (2-player game): a player possesses seven fields with an urban area, by occupying it with a playing piece. He collects $2+1=3$ coins income. The opponent in his turn possesses four fields with an urban area and collects $2-2=0$ coins income.

The income can never go below 0. The player can keep his income for a later turn or use it immediately for buying new troops.

3 Make purchases

At the end of a player's turn, he can buy new troops. They cost as much as their strength. Only troops of full strength can be bought. The troops are placed as concealed troops in a player's own territory on one of the three purchase fields (marked with an arrow in the figures at page two: 'Setting up the game'). The player removes his playing piece currently on the purchase field and places his newly bought troop there. To prevent the opponent from knowing where the new troops are placed, the player may instead take the three playing pieces from the purchase fields. Subsequently he takes dummies from his supply and places them together with the newly bought playing piece(s) on the empty purchase fields.

End of turn/game

After a player has bought his new troops, it is the next player's turn.

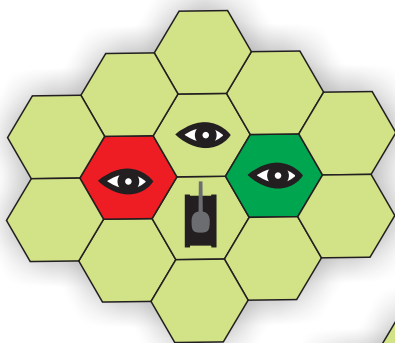
When the opponent has no troops left or has lost all of his fields with an urban area, the battle is over and the triumphing army can go home with victory.

On the next page you will find a couple of important principles of Company Leader explained further.

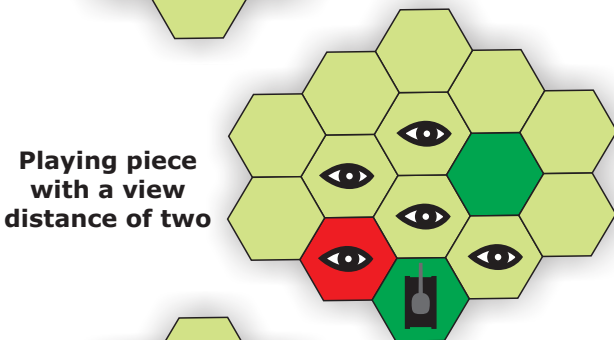
Field of view

The figures below point out what is in field of view of revealed troops. The field of view of a playing piece is always pointed forward. Fields with forest or an urban area can only be scouted by adjacent playing pieces. If the adjacent field in front of the playing piece is forest or a field with an urban area, then the line of sight is interrupted and all fields behind it are not within the field of view.

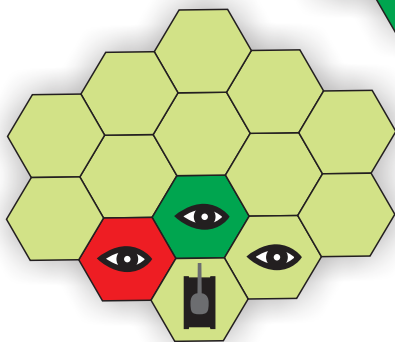
A player may only scout with his playing pieces in his own turn. Though, in the opponent's turn the fields of view of the player's revealed troops prevent the opponent from placing dummies or concealing troops there. And, if the opponent swaps his concealed playing pieces within those fields of view, they are revealed immediately.



Playing piece with a view distance of one



Playing piece with a view distance of two

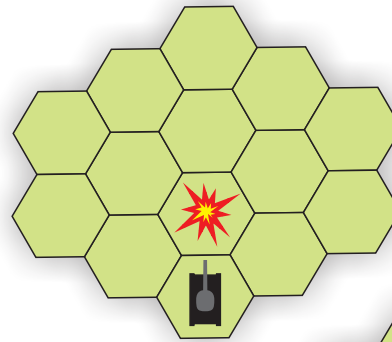


Playing piece with a view distance of two

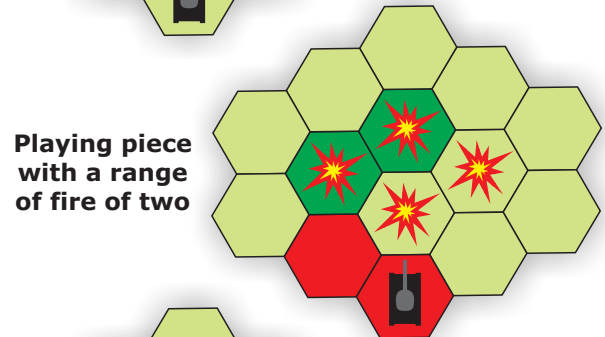
Field of fire

The figures below show which fields can be hit by revealed troops. For a range of fire of one field, that is only the field in front of the playing piece. For a range of fire of two fields, a player must take the blocking fields into account. If the adjacent field in front of the playing piece is forest or a field with an urban area, the line of fire is interrupted and the range of fire is only one field instead of two.

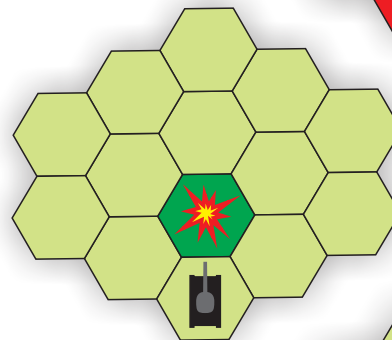
The line of fire is not interrupted by dummies, hostile or friendly troops. The line of fire of artillery is never interrupted.



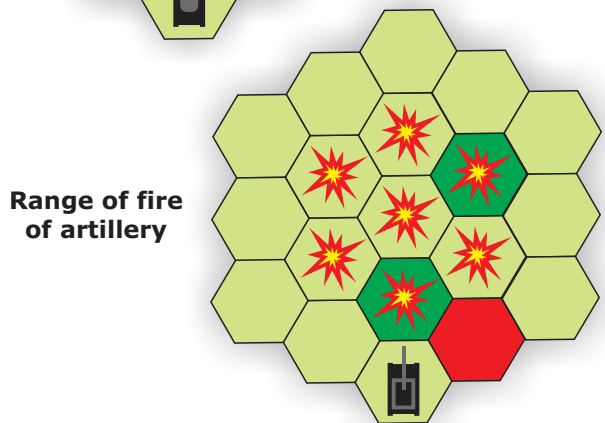
Playing piece with a range of fire of one



Playing piece with a range of fire of two



Playing piece with a range of fire of two



Range of fire of artillery

Concealing troops

A player can conceal his revealed troops when they are not within the opponent's field of view. A player can choose to do so at any point during his turn and does not cost an action. Troops that no longer have their full strength or have attacked this turn, can not be concealed. To conceal his troops, the player takes the playing piece from the game board and replaces it by the corresponding playing piece of concealed troops.

So also after a movement action, a playing piece can be concealed, but only if it is not within the field of view of hostile revealed troops.

Revealed troops that have no longer their full strength must be repaired before they can be concealed.

In his turn, a player can voluntarily reveal his playing pieces at all times. When he does, he can point them in the direction desired.

Variants

To make each game of Company Leader different, players can choose for a custom combination of game board, troops and income.

To make it a balanced game, players can use the following guidelines:

Game board

The size of the game board is free to choose, but keep in mind that each field corresponds with roughly 1 minute of playing time (for experienced players). So a game board with 91 fields will take about one and a half hour.

Make sure the game board is point symmetrical so that every player has the same amount of fields with forest and fields with an urban area. Also make sure that around 10 to 20% of the total game board is fields with an urban area. Spread them evenly across the game board.

A neutral zone draws a clear line between the players' territories and gives a little bit more time to see hostile troops coming, but it can be left out.

Troops

The total number of concealed troops that players get at the beginning of the game depends on the size of the game board and what the players prefer.

As a guideline there is a ratio of troops to dummies between 1:2 and 1:4. So for example for a 2-player game with a game board size of 91 fields and a neutral zone, each player sets up 28 dummies and 9 troops.

This starting army can be assembled in two ways:

1. Each player starts with the same set of troops.

For example: 2x infantry, 1x infantry scout, 2x artillery, 2x tank light, 1x tank heavy and 1x tank scout.

2. Each player starts with an amount of coins which he can spend to buy his troops. For example: each player gets 38 coins. Infantry costs 6 and a player could choose to buy six of those and have two coins left.

Income

The amount of income the players collect each turn influences the game. When you are playing with a larger income, the game will take longer and when the income is smaller, players will probably be more careful with their troops. As a guideline there is a ratio of income and total amount of game board fields between 1:30 and 1:60. That means that when playing on a game board of 91 fields, a player collects 2 or 3 incomes each turn.

Playing time

Besides a small game board and little income, there are a few other ways to decrease playing time.

Before the start of the game, players can agree that a player wins when he possesses a certain amount of fields with an urban area at the beginning of his turn. For example 2 or 3 fields more than the amount the players start with. This way you can also appoint an individual winner in a team game.

Another way is to limit the number of turns. For example, each player gets 10 turns. After the last player has performed his last turn, players determine which player possesses the most fields with an urban area. When there is a tie, the strengths of all the troops of a player are added together. If there is still a tie, then the amount of dummies is counted. The player with the highest number wins the game.

Scenarios

Of course players can also come up with their own scenarios like:

- 'Capture the flag' – an important document or person has to be brought back to the home front.

- 'Attacker-defender' – one player starts with more troops but the other player starts with a bigger territory and a larger income.

- 'Escort' – try to guide a convoy through enemy lines.

- Historic scenarios, known from various board games, books or movies.