

# CARD KEYWORDS

Some of these Keywords do not appear on the cards in the this boxed game. They appear on cards in an Expansion.

**Again** - Perform another Attack. The Hostile will attack his targeted Soldier. If the Soldier is Downed by the Attack, draw a counter for a new Soldier and perform another Attack.

**Aircraft** - A trait that appears on some Objective and Hostile cards. Some Weapons gain a bonus against these targets.

**Attachments** - These cards enhance a Weapon or Equipment card. The kind of card an Attachment can enhance is noted on its card.

*Example: A "Rifle Attachment" can only be added to a card that has "Rifle" in the title or as a trait.*

**All** - The effect affects all Soldiers in the Location card. Compare the Hostile's 1 Defeat Cover roll against each of the affected Soldier's Defeat Cover values.

**Behind** - The Locations separating a Soldier from the first Location card of the Mission.

**Collateral Damage** - You cannot use Explosion or Auto Attacks in the Location card.

**Discard Hostile** - If you discard a Hostile card due to a card effect, you do not gain XPs for the Hostile card.

**Defeat Cover** - Details the Objective's Defeat Cover value.

**Destroy** - This result eliminates the Hostile card.

*Example: If a Suicide Bomber rolls a Destroy result, the Soldiers in that card take Damage, then the Suicide Bomber card is removed from play. The Hostile's target gains the Experience.*

If a Suppress effect cancels the Hostile's Action, the entire Action is canceled. The Hostile is not Destroyed.

**Eliminate Hostiles** - Kill all Hostiles that were placed in the Location card, even if they leave the Location card, as well as any Hostile cards that move into the Location card.

*Example: An Objective card has the "Eliminate Hostiles" notation. A Gunman and Sniper appear in the Objective card when you place it. You must Kill those cards. A Fanatic that was placed in a previous Location card enters the Objective card. You must Kill that card also. A Radioman appears in the Objective due to a Reinforce draw. You must Kill that card. A Fanatic appeared in the Objective and moves into the Location adjacent to the Objective. You must Kill that card.*

**Escape Mission** - You travel through these Missions backwards. Soldiers begin in the Objective card and travel backwards to the Mission card. The Objective card begins the Mission Active. Draw Hostile cards for the Objective after the Advance Timer Counter step of the first Mission turn. All Soldiers must be in the Mission card to complete the Mission. Soldiers cannot be Medevaced from these Missions. All Downed Soldiers are KIA. Some card effects add Hostiles to Location cards. Do not add Hostiles to the

Mission card.

**Expend(ed)** - Perform an Attack, then discard the card or counter.

**Fearless** - A Hostile card with the Fearless trait is not affected by Suppress results.

**Front-most Soldiers** - The Soldier(s) in the Location card farthest from the Mission Card.

**Gear** - An all encompassing term that includes: Weapon cards, Equipment cards as well as the Ammo, Mine, Grenade, etc counters that go on Weapon and Equipment cards.

**Hostile** - Each individual Reticle on a Hostile card.

**Inspire** - Remove 1 Suppress counter from each Hostile card in play at the start of the Hostile Attack step.

**Kill** - The Hostile's target will be Killed if a defense card is not played.

**Kills** - The Number of Kills you must inflict to Destroy the Objective.

**Kill All** - All Soldiers in the Location will be Killed if defense cards are not played.

**Kill, Discard** - Kill the Targeted Soldier, and discard the Hostile card.

**Limit 1 per** - Can only be purchased and/or attached to one Soldier or Item, or only purchased once during a Mission.

**Location card Modifier** - Adjusts the number of Location areas you get for the Mission.

**Malfunction** - If the Malfunction result is rolled, the Hostile card is immediately killed. The Hostile's targeted Soldier gains the Hostile card's Experience.

**Miss** - The Attack fails. The target may still be Suppressed if the Hostile successfully rolled the target's Defeat Cover.

**Nature** - A trait appearing on some Objective and Hostile cards. Some Weapons gain a bonus against these targets.

**No Jam** - Weapons with this trait do not check for Jamming when you use the Weapon Jams optional rule.

**On Site** - To complete the Objective, you must have at least one Soldier in the Objective card.

**Penetration (x)** - Add the noted value to the Weapon's Defeat Cover rolls.

*Example: Add 1 to your Defeat Cover roll when attacking with an M67 Grenade.*

**Pre-Req** - You must purchase the noted card before you can purchase the new card.

**Present** - Find the noted card and add it to the Location. The card is in addition to the Hostiles normal drawn for the

**Location.** If the noted card is already in play, use a stand-in card until it becomes available.

*Example: The Objective has a Present "Sniper". At the start of the game, find a "Sniper" card and place it next to the Objective. When you Activate the Objective, also Activate the Sniper, in addition to drawing all the Hostile cards normally drawn for the Objective.*

**Purchase XP** - Some Weapons and Equipment cards have an XP cost in addition to their Cost when you purchase them.

**Rails (x)** - Some Weapons have this special ability. You can attach the noted Loadout value of Attachments to the Weapon without paying their Loadout cost.

*Example: An M16A4 has Rails (2). The Rifle's first 2 Loadout points of Attachments do not count against the Soldier's Loadout limit.*

**Range** - The distance in Location cards from an Attack to its target. Some cards note a Range adjustment, such as "+1 Range". Add this adjustment to the actual Range when Attacking the card.

*Example: The Mi-8 Hip Hostile has a "+1 Range" notation. Even though the Hip is in your Location, treat it as being at Range 1 when you Attack it.*

**Ranged** - A trait appearing on some Weapon cards. This trait is referenced by Action cards and Gear.

**Rear-most Soldiers** - The Soldier(s) in the Location card that is the closest to the first Location card of the Mission.

**Recon (Card Type)** - The notation will specify a type of card in the Action Card Deck. Look through the deck, find the specified type of card, freely add it to one Player Soldier's hand, and then shuffle the Action Card Deck.

**Reinforce (x)** - Some Hostile cards have this special ability. Draw a Hostile card during the Hostile Reinforce step. If the Hostile card's Experience value matches one of the values listed for the Draw Hostile skill, place the Hostile card in the same Location. If a Hostile card with the Reinforce ability enters play due to another Hostile card's Reinforce ability, do not draw a Reinforcement card for it during the turn it enters play.

*Example: You draw a Reinforce card for a Middle East Insurgent Large Truck, and draw a Leader. Do not immediately draw a Reinforce card for the Leader.*

**Resource Modifier** - Adjusts the number of Resource points you get for the Mission.

**Screened** - All designated Hostiles in the same Location card must be Suppressed or Killed before the Screened Hostile can be Attacked.

**Single Shot** - The Weapon cannot be used more than once per game turn. It Reloads without spending an Action at the end of each game turn.

**Self-Defense** - Weapons with this trait can be used to cancel Range 0 Hostile Attacks targeting your Soldier, including Range 0 All Attacks that affect your Soldier. You

can only use Self-Defense once each Hostile Attack step, even if you have more than one Self-Defense Weapon.

Self-Defense cannot be used to cancel Attacks from Vehicles or Aircraft.

Use Self-Defense after you roll for a Hostile card's Range 0 Attack against your Soldier. Discard 1 Ammo from the Self-Defense Weapon (if it can Attack) and cancel the Hostile's Attack.

**Size** - Modifies your Attack rolls against the Objective.

**Stealth** - A trait appearing on some Weapon and Action cards.

**Structure** - A trait that appears on some Objective and Hostile cards. Some Weapons gain a bonus against these targets.

**Suppress** - An affect inflicted by an Attack.

**Suppressed** - A description in the title of some Stealth Weapons.

**Team Pre-Req** - At least one Soldier must have purchased the noted Skill card before you can purchase/acquire the new card.

**Time Limit** - You only have the noted number of Turns to Destroy the Objective. Once the Objective is Activated, place a counter on the card at the end of each Soldier Turn. If the number of counters on the Objective equal its Time Limit before you Destroy the Objective, your Mission fails. Your Mission will also end in failure if the Mission Time expires, even if the Objective's Turn Limit has not expired.

**Triggered** - You cannot use Triggered Weapons during the Soldier Turn, unless you are targeting a Vehicle or Structure. Without spending an Action, you can use a Triggered Weapon to Attack a Hostile card when the Hostile card is placed in, or enters, your Location.

*Examples: During the Soldier Turn, you spend an Action to Attack a Technical with an M2 Munition.*

*A Fanatic moves into your Location during the Close Range step. You expend a Minimore and Attack the Fanatic without spending an Action.*

*A Gunmen appears in your Location due to a Reinforce draw. You expend a Claymore and Attack the Gunmen without spending an Action.*

**Turn Modifier** - Adjusts the number of turns in the Mission.

**Vehicle** - A trait that appears on some Objective and Hostile cards. Some Weapons gain a bonus against these targets.