WARFIGHTER CARD KEYWORDS (OCTOBER 2018)

This is a comprehensive list of the Keywords used in the Warfighter series.

Reference words: Some Keywords have the "Reference" notation in their description. These Keywords do not have a game rule, but are referred to by other cards.

Example: The Keyword "Ranged" on Weapon cards does not have an associated rule. It is referenced by other cards, such as the Action card "Steady Aim".

+X Range - Remains in effect even if every remaining Reticle is Suppressed.

1-Handed - The Melee Weapon requires only 1 hand. You may also use a Shield.

2-Handed - The Melee Weapon requires 2 hands. You may not use a Shield.

Aircraft - Remains in effect even if every remaining Reticle is Suppressed.

Again - Perform another Attack on the same Soldier. If the Soldier is Downed by the previous Attack, draw a Hostile Targeting counter for a new Soldier, and perform another Attack.

Aim - Used to modify the Hit Location die roll in Warfighter games using a Body Location roll. If your Warfighter era does not use Aim, add 1 to the Penetration instead.

Airborne Mission - A type of Mission. You may only select Airborne Soldiers for these Missions. Draw a Landing Zone card and apply its effect at the start of the 1st Turn.

Airborne Only - Only Airborne Soldiers may equip this Gear.

Aircraft (-x) - A Keyword appearing on fixed-wing and rotary-wing Vehicle cards. When an Aircraft is suffering an Attack, subtract the noted number of dice from the Attack dice. If an Attack is left with 0 Attack dice, the Attack automatically fails.

Example: You perform a 3-die Auto Attack against an Aircraft (-1). Instead of rolling 3 dice, you only roll 2 Attack dice.

All - Affects all Soldiers in the Location card. Compare the Hostile's one Defeat Cover roll against each of the Soldiers' Cover values.

All - The effect refers to all Hostile cards in play, even the Hostile cards in different Location cards.

Always draw for Rein./Always Reinforces - Draw Reinforcement cards for this Location every turn, even if there are no Soldiers in this Location. Do not draw for an Objective until it is Active.

Assault Mission - A type of Mission. You may make any type of Mission into an Assault Mission. Shuffle and the place the Fortifications deck within easy reach. You must select an Assault Objective. The first Hostile placed for each Location must come from the Fortification deck.

Attachments - These cards enhance a Weapon or Equipment card. The card an Attachment can be attached to 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 Keyword.

Be Hit +/-x - Apply the modifier to your Attack rolls targeting the Hostile. Remains in effect even if every remaining Reticle is Suppressed.

Example: Your Attack Hits on a 7 and you are Attacking a Hostile with "Be Hit +2". You only need to roll a 5.

Behind - The Locations between a Soldier and the Mission card, including the Mission card.

x Behind - Place the Hostile the indicated number of Location cards Behind the noted Soldier. If that isn't possible, place the Hostile as far behind the Soldier as possible.

Beyond - The Locations between a Soldier and the Objective card, including the Objective card.

x Beyond - Place the Hostile the indicated number of Location cards beyond the noted Soldier. If that isn't possible, place the Hostile as far beyond the Soldier as possible.

Bipod - Some Weapons have the Bipod Keyword. You may pay 1 Action to Deploy the Bipod in a Location. Your Bipod remains Deployed until you Move to a different Location, or pay 1 Action to Undeploy it.

Blessed - Reference.

Bolt Action - A Bolt Action Weapon can Attack once per turn as normal. Every additional Attack each Turn requires a discard. Player Soldiers can discard Action cards to pay this cost for Non-Player Soldiers.

Example: One of your Non-Player Soldiers has a Bolt Action Weapon. He performs an Attack as normal. You want him to Attack again, so you discard an Action card from one of your Player Soldiers to pay for the Attack, and you resolve the Attack. You then have your Player Soldier pay 1 XP to play a Snap Shot for the NPS as well as discarding an Action card, so that your Non-Player Soldier can perform a third Bolt Action Attack this turn.

Breach - The act of overcoming a Door, usually by way of an Attack or Pick.

Closest - The nearest Soldier or Hostile to the specified card.

Collateral Damage - You cannot use Explosion, Spray, Auto, or Proximity Attacks in the Location card.

Commander - Roll 1 extra Attack die for all Hostiles in play that can Attack. Use the higher of the rolls.

(x) CX - The Player Soldier has Combat Experience. Freely draw the noted number of Action cards for the Player Soldier at the start of each Soldier Turn. You may exceed your Hand Size when drawing these cards.

Defeat Cover - A bonus added to a Weapon's Defeat Cover roll.

Deliver - Equip the noted Gear, move it to the specified card, and leave the Gear in that card.

Deploy - Some Weapon options and Weapon cards require the Soldier to pay 1 Action to Deploy them.

Example: The Bipod on an M1918 and the Tripod of an M1919 require 1 Action to Deploy.

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, and the Hostile is not Destroyed.

Discard Hostile - If you discard a Hostile card due to a card effect, you do not gain XPs for the Hostile card. You cannot discard the Mission's Objective.

Distain - Each time a Soldier rolls a 1 for an Attack roll against the Hostile, add 1 to the Hostile's Attack rolls until the Hostile is Eliminated. Remains in effect even if every remaining Reticle is Suppressed.

Divinity X - Upon eliminating the Hostile, distribute the noted number of Divinity points to Soldiers with Divinity powered Skills.

Divinity X - The cost in Divinity points to use a Divine Power Skill.

Door to... X - Doors are an obstacle you must overcome to proceed to gain a benefit. Doors are usually overcome by the Pick Skill, or inflicting Hits. Remains in effect even if every remaining Reticle is Suppressed.

Edged - Reference.

Elevated - Attackers in an Elevated Location ignore the Obstructed limitation on Location cards.

Eliminate Hostiles - There must be no Hostile cards in the Objective at the end of a Soldier Turn. Hostiles that start in the Objective must still be Killed, even if they move out of the Objective card.

Enduring - The Soldier is immune to Environ effects.

Engage - The number of Actions you must pay to close to Hand to Hand combat with a Hostile in your Location.

+/- Entrance Cost - Adjust the Location's Entrance discard cost by the indicated number.

Environ(ment) x+ - A Keyword appearing on extremely inhospitable Location cards. Soldiers may suffer harm when in these Locations. Inhospitable environments include: Cold, Hot, Jungle, etc. To avoid suffering harm, you must roll the indicated number or higher.

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 card 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 Removed from these Missions. All Downed Soldiers are KIA. Some card effects add Hostiles to Location cards. Do not add Hostiles to the Mission card. In regard to the Keywords Front-most, Rear-most, and Behind, treat the Objective card as being the Mission card, and the Mission card as being the Objective card.

Evade (XP) - You may pay the indicated number of Experience Points during the Soldier Turn to discard the Hostile card. You do not gain XP for discarding the card. You cannot Evade a Hostile that is a Mission Objective. Remains in effect even if every remaining Reticle is Suppressed.

Evil - Reference. Remains in effect even if every remaining Reticle is Suppressed.

Expend(ed) - Gain the effect, then discard the card or counter.

Explosion - The Weapon can inflict more than 1 Hit or Suppress with each Attack.

Fallback Position - Reference. A Keyword that appears on Holding Action Objective cards.

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

Find - Immediately upon Killing the Hostile card, any Player Soldier in the Hostile's Location can be Equipped with the noted Gear. Normal Equipping limitations apply. The Gear can be used as normal.

Fire - Reference. This Keyword appears on some Weapon cards that use heat or fire to inflict damage.

Fortification Mission - A type of sub-Mission. See rulebook for details.

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

Fuel - Fuel is used by Flamethrowers. Expend 1 point of Fuel for each die rolled to Attack. Flamethrowers do not have a Reload number, and cannot be Reloaded.

Gain - Add the counters, effect, or cards to your Soldier or Action as appropriate.

Gear - An all-encompassing term that includes: Weapon cards, Equipment cards, as well as Ammo, Grenades, etc.

Hardy - Soldiers expend Hardy counters of the appropriate type to fend off the harmful effects of being in a Location with an inhospitable Environment.

Hand Size: The maximum number of cards a Player Soldier can have in its hand at one time. Increasing this value does not increase Health.

Has Cover X at Range X - This card replaces their normal Cover with the noted Cover when attacked at the noted Range. Remains in effect even if every remaining Reticle is Suppressed.

Health: The number of Wounds a Soldier can suffer before being Downed. Adjusting this value also adjusts the Soldier's Hand Size, unless noted otherwise.

Highest RP - Instead of drawing a Hostile Targeting counter, the Hostile automatically Targets the Soldier card with the highest Resource Point value.

Hits - The amount of damage you inflict to a Hostile card or Objective.

Holding Action Mission - A type of Mission. Holding Action Missions have special set-up rules and in-Mission rules.

At the start of the Mission:
- Place a "Holding Action. The Front." Mission card in Location #1.
- Place a "Holding Action. Fallback Position." Objective card in the Objective's Location.
- Draw a random Location card for each of the other Location spaces.
- Place all Soldiers in the Objective card.

During the Mission:
- Draw a Hostile card for each Location (other than the Mission and Objective cards) each Soldier Turn after the Environment step.
- Ignore text on Hostile cards relating to "Place".
- During the Hostile's Close Range steps, instead of Hostiles automatically Moving closer to Soldiers, roll a die for each Hostile. Move the Hostile one Location closer to the Objective if the roll is 2 higher than the Entrance cost of the Location it is about to Enter.
- Perform the Hostile Reinforcement step as normal.
- Harassing Force Hostiles Retreat the Timer, instead of Advancing the Timer.
- You win if you Keep Clear the Objective at the end of each Soldier Turn.

Example: A Hostile is about to enter a Location with an Entrance cost of 3. The Hostile must roll 5 or higher to Move into that Location.

Hold The Line Mission - A type of Mission. Begin the Mission with a "Hold the Line. Left Flank." Mission card in Location #1, a "Hold the Line. Right Flank." Mission card in the Objective's Location, and draw a random Location card for each of the remaining Locations. Redraw, and keep redrawing, for any Locations drawn that have a Rein of "None".

- Place your Soldiers in any Locations.
- Draw a Reinforcement for each Location each Turn. Ignore text on Hostile cards relating to "Place".
- You must have no Hostiles in any Locations at the end of each Soldier Turn until the end of the Mission.

Hostile - The number in the reticle on a Hostile card indicates the number of Hits you must inflict to eliminate the card.

HtH - An abbreviation for "Hand to Hand". Some Hostiles have the "HtH" Keyword, meaning they start Engaged in Hand to Hand combat with the Targeted Soldier.

Immobile - The card cannot Move to a different Location. Remains in effect even if every remaining Reticle is Suppressed.

Immobile x - The card cannot Move to a different Location after its Health is reduced to the noted number.

Example: A card has "Health 4. Immobile 1." The card can no longer Move when it has suffered 3 Hits.

Inanimate - A Hostile card with the Inanimate Keyword is not affected by Suppress results. Remains in effect even if every remaining Reticle is Suppressed.

Indirect Fire - A type of Attack. Indirect Fire Attacks ignore Obstructed limitations. This Keyword appears on some Weapon and Hostile cards, and is referenced by Action cards, Skill cards, and Gear.

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

Interior - Some Hostile cards have an "Interior", a separate combat area within the Hostile card itself. Interior areas are usually separated from the normal Hostile card by a Door. Once the Door is Breached, you may pay the Location's HtH Action cost to enter the Interior area. Once in the Interior, you may perform HtH and Range 0 Attacks and the Hostile card has the noted Cover value.

Example: A Hostile card reads "Door (Cover 7, 2 Hits) to Interior (Cover 1)." In order to get to the Interior, you must Breach the Door by inflicting 2 Hits against Cover 7, and pay the Location's HtH Action cost to Move to HtH. Once you do, you can perform HtH and Range 0 Attacks and the Hostile card has a Cover of 1.

Isolated - Attacks originating from outside the Location cannot attack a target in the Location. Attacks originating in the Location cannot attack targets outside the Location.

Jams - This indicates the Weapon is more susceptible to Jamming if you are using the Weapon Jam Optional rule. These Weapons Jam if 1 or more of your Attack rolls are 1 above the Weapon's Reload number.

Keep Clear x - Once you Activate the Objective, you must have no Hostiles in the card at the end of each Soldier Turn for the specified number of Soldier Turns.

Example: An Objective has Keep Clear 2. Once you Activate the Objective, you must end that Soldier Turn, and the next Soldier Turn, with no Hostiles in the Objective card.

Kill - The Hostile's target will be Killed.

Kill, All - All Soldiers in the Location will be Killed.

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

x Knowledge (KN) - Draw the indicated number of Action cards at the start of the game, and keep them separate from your Soldier's hand of cards. You may play these cards as normal during the Mission. They do not count toward your Hand Size limit.

Limit (x) per Mission - Only the indicated number of cards or counters with this same title can be present in the Mission at a time.

Limit (x) per Soldier - A Soldier can only have the indicated number of cards or counters with this same title at a time.

+/- Location Card - Adjust the Objective's position on the Location track by the indicated number.

Example: "+1 Location card." means to move the Objective 1 Location card farther away from your Mission card.

Left Flank - Reference. A Keyword that appears on Hold the Line Mission cards.

Lowest RP - Instead of drawing a Hostile Targeting counter, the Hostile automatically Targets the Soldier card with the lowest Resource Point value.

Maintain x - During the Hostile Move step, a Hostile will not Move closer to its Targeted Soldier if the movement would take it closer than its Maintain notation. During the Hostile Close Range step, Move the Hostile 1 Location away from the Targeted Soldier if its Range to the Targeted Soldier is less than its Maintain Range notation. If the Hostile is at Range 0 to the Targeted Soldier, move the Hostile one closer to the Mission card.

Example: A Hostile with Maintain 1 and an Attack Range of 0 is 1 Location away from its Targeted Soldier. It does not Move closer during the Hostile Move Step.

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

Melee - Reference.

Minefield - Reference.

Miss - The Attack fails. The target may still be Suppressed if the attacker defeated the target's Cover.

Missile - Reference.

Mode - An option on your Weapon showing how many dice you will roll during an Attack, and how your Attack will affect its Target.

Multiple Objectives - A type of Mission card. Select the specified number of Objectives and assign them to the noted Location positions. You have the noted Resource Points and Time to complete all the Objectives.

Example: Multiple Objectives: #3, #7, #10. Resources: 100. Time: 22. Loadout: -1. Mission text: Reduce the Entrance cost of all Locations by 1. To perform this Mission, you select 3 Objective cards and place them in Locations 3, 7, and 10. You have 100 RPs and 22 Turns to complete all the Objectives. Your Soldiers suffer -1 Loadout throughout the Mission, and all cards have their Entrance cost reduced by 1.

Nature - Reference.

No Cover - The Attack automatically Defeats the target's Cover.

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

No Vehicle - Vehicle cards cannot be placed in, or enter, this Location.

Obstructed - Attacks originating in a Location on one side of the Obstructed Location cannot pass through the Obstructed Location to hit a target on the other side of the Obstructed Location.

Example: Location card #6 is Obstructed. A Hostile with a Range of 2 is in Location card #5. It cannot attack a Soldier in Location card #7.

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

Only - The card can only affect the noted type of target.

Example: Vehicle Only. The card can only target Vehicles.

Example: A Divine Power Skill with "Undead Only" can only target Hostile cards with the Undead Keyword.

Example: A Soldier has "Only Weapons with Loadout 0-2". When Equipping Weapons, the Soldier may only Equip those with a Loadout of 0 to 2.

Overkill - When drawing Hostiles for a newly placed Location, if this Hostile's value exceeds the Location's Hostile value, discard the Hostile and continue drawing Hostiles as normal.

Example: The Location has a Hostile value of 7. You have already drawn 5 points of Hostile cards. You draw a 4-value Hostile with the Overkill Keyword. Since its value will exceed the Hostile value of the Location, you discard it and continue drawing Hostile cards.

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.

Place - Place the Hostile card in the noted Location or Objective card. The Hostile card counts toward the eventual Hostile value of the Location or Objective card if it is drawn for the Location it is to be Placed in. The Hostile card does not count toward the eventual Hostile value of the Location or Objective card if it is drawn for a Location other than the one it is to be Placed in. The Placed Hostile enters play active, even if the Objective has not yet been Activated.

Example: The Hostile will "Place Front-most". Place the Hostile in the Front-most Soldier Location.

Place in Targeted - When drawn, draw a Hostile Targeting counter, and then place the Hostile card in the same Location as its Targeted Soldier.

Ranged - Reference.

Pointed - Reference.

Pre-Req(uisite) - You must have purchased the noted card(s), before you can purchase the new card.

Present - Find the noted card and add it to the Location. You may only choose this Objective if the Hostile Nation has the designated card. The card is in addition to the Hostiles normally 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 in the Objective. When you Activate the Objective, also Activate the Sniper, in addition to drawing all the Hostile cards normally drawn for the Objective.

Optional Rule: If you want to use this Objective for a Nation that does not have the designated card, select a Hostile card that you think best matches the designated card.

Printed - The noted word or value must be printed on referenced

card. It cannot be achieved with modifiers from other cards.

Example: A Skill card requires the Player Soldier card to have a Printed Move of 3+. The Player Soldier card has a Move of 2, and has a Gear that gives it +1 Move. The Player Soldier could not use the Skill card.

Proximity - The Weapon's Attack inflicts the noted number of Hits on the Hostile card. These Hits can carry over to the other reticles on the card.

All card text limitations on Explosion Attacks also limit Proximity Attacks (such as Collateral Damage).

Example: You inflict a 3 Hit Proximity Attack on a Hostile card. The Attack inflicts 3 EKIAs on the Hostile card.

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

Raid Mission - A type of Mission. These are two-part Missions. First, complete the Mission as specified. You may not select an Escape Mission Objective. Once you complete the Mission, perform an Escape Mission from the Objective card back to the Mission card.

Rails (x) - You can attach the noted Loadout value of Attachments to the Weapon without paying their Loadout cost.

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

Rank - A type of Skill card. Limit 1 Rank card per Soldier.

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

Example: A Hostile has a "+1 Range" notation. Even though the Hostile is in your Location, treat it as being at Range 1 when you Attack it.

Ranged - Reference.

Ranging x XP - If the Hostile is placed during the Hostile Reinforcement step, you may pay the noted XPs to have it not Attack during that Hostile Attack step. It Attacks as normal after that step.

Example: You draw an Anti-Vehicle with "Ranging 3 XP" during the Hostile Reinforcement step. If you pay 3 XP, the Hostile will not Attack during this Turn's Hostile Attack step.

Reaction: You may use the card effect when the specified situation occurs. Doing so does not cost an Action.

Rear-most - The Soldier(s) in the Location card closest to the Mission card.

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

Regen x - Each Hostile Heals the noted number of Hits at the end

of each Hostile Turn. Remains in effect even if every remaining Reticle is Suppressed.

Example: A Hostile card has 5 Health and a Regen of 2. You inflict 3 Hits on it during the Soldier Turn. At the end of the Hostile Turn, remove 2 of the Hits.

Example: A Hostile card has 3 Hostiles, each with a Health of 4, and Regen 1. You inflict 2 Hits on 2 of the Hostiles. Each of the 2 Hostiles Heals 1 Hit at the end of the Hostile Turn.

Reinforce (x-x) - Some Hostile cards have this Keyword. Draw a Hostile card during the Hostile Reinforce step. If the Hostile card's Experience value matches one of the values listed, 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 Large Truck, and it is a Leader. Do not immediately draw a Reinforce card for the Leader.

Reload - The firearm equivalent of Stumble. You can not Attack with the firearm until you spend 1 Action Reloading. Stumble Action cards and Skills do not affect Reloading.

Requires - Some Weapons Require a second card to be in their Location before they can Attack. Such Weapons will note the Required card. The Required card can be carried by the same or a different Soldier.

Example: The USA M1919 Machinegun Requires the M1919 Tripod. This means the M1919 Tripod must be in the M1919 Machinegun's Location, and be Deployed, before the M1919 can Attack.

Resource - Gear that is used by another card.

Resource Point - The basic unit of cost in Warfighter. Soldiers, Skills, Weapons, Expendables, Ammo, etc have a Resource Point cost. Note: 1 Resource Point will purchase a number of Ammo counters equal to the number of Ammo counters printed on a Weapon's card. If you receive Resource Points of Ammo during a Mission, you gain 6 Ammo counters that can then be distributed to one or more Weapons.

Retain (x) - You can pay the indicated number of Experience Points at the end of the Soldier Turn to keep the card in play for the next Soldier Turn.

Right Flank - Reference.

Screened by (x-x) - All Hostiles of the designated range of values in the same Location card must be Suppressed or Killed before the Screened Hostile can be Attacked. Remains in effect even if every remaining Reticle is Suppressed.

Example: Screened by (1-2). You must Suppress or Kill all Hostiles with a value of 1 or 2 in the Location before you can Attack this card.

Screens (x) - This card must be Suppressed or Killed before the Hostiles with the noted XP value in its Location can be Attacked.

Self-Defense - Weapons with this Keyword can be used to cancel Range 0 Hostile Attacks targeting your Soldier, including Range 0 All Attacks that affect your Soldier. To do so, flip the Weapon's

Ammo counter to its Empty side.The Weapon must be able to Attack. 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.

Self-Defense Weapons can perform Attacks when in HtH combat.

Shore Invasion Mission - A type of Mission. See rulebook for details.

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.

+/- Size - Add or subtract the Size value from your Attack rolls when Attacking the Hostile or Objective. Remains in effect even if every remaining Reticle is Suppressed.

Small - Reference.

Spray - The Weapon can inflict more than 1 Hit or Suppress with each Attack.

Start with... - The purchasing Soldier gains the specified XP, Skill, or Gear, at no Resource Point cost. If the Gear is obtained in the middle of a Mission, decide which Soldier will gain the XP.

Stealth - You automatically roll a 6 on your Defeat Cover die the first time you perform a Stealth Attack each Soldier Turn.

Structure - Reference. Remains in effect even if every remaining Reticle is Suppressed.

Stumble - The Hand to Hand equivalent of Reload. You cannot perform Hand to Hand Attacks until you spend 1 Action regaining your footing. Reloading Action cards and Skills do not affect Stumble.

Suppress - A temporary effect inflicted by an Attack.

Suppressed - When you inflict an EKIA on a Hostile with a Suppressed Weapon Attack, in addition to placing an EKIA counter, also place a Suppressed counter on the Hostile card.

Target - Defines the types, values, positions, etc of Soldiers that a Hostile will random choose when Attacking.

Example: The Hostile will "Target Front-most". When drawing the Soldier Target counter for the Hostile, only draw for Soldiers that are in the Front-most Location.

Targeted - When a Hostile draws a Hostile Targeting counter, that Soldier is the Hostile's Targeted Soldier.

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

The Front - Reference.

Thrown - Reference.

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 ends in failure if the Mission Time expires, even if the Objective's Time 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.

Example: During the Soldier Turn, you spend an Action to Attack a Vehicle with an M2 Munition.

Example: A Hostile moves into your Location during the Close Range step. You expend a Triggered Weapon and Attack the Fanatic without spending an Action.

Example: A Hostile appears in your Location due to a Reinforce draw. You expend a Triggered Weapon and Attack the Hostile without spending an Action.

Unarmed - Reference.

Undead - Reference. Remains in effect even if every remaining Reticle is Suppressed.

Vehicle - Reference. Remains in effect even if every remaining Reticle is Suppressed.

Vehicle Priority - When selecting a Target, only select from Vehicles. If there are no Vehicles in play, select as normal.

Wire - Reference. Remains in effect even if every remaining Reticle is Suppressed.

XP - An abbreviation of "Experience Points".

Years - Some cards have a start Year, such as Vehicles and Weapons. Service Record cards note which year their battle happened. Such cards can only participate in Missions taking place during that year and later. If a Reinforcing Vehicle cannot take part in the Mission, simply discard it and redraw.

Example: A Vehicle has a Year of "1939+". This means it can take part in any Mission taking place in 1939 or after.