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## GAME OVERVIEW

Warfighter WWII is a fast-paced card game depicting a small group of Soldiers engaging hostile forces during WWII. To succeed, your Soldiers must complete a mission in enemy territory. They only have the Weapons and Equipment they bring with them to battle the enemy forces they encounter, so planning and preparing for the mission is vital to its success.

The Warfighter series features boxed core games that provide the basis for each theater of the war, as well as expansion packs to add Soldiers, Hostiles, Locations, Weapons, and more.

Players work co-operatively, while the game controls the hostile forces. You win or lose the game as a team.

## VICTORY

The game immediately ends in success when you complete the Objective card's requirements.

The game ends in failure if you run out of Game Turns, or when the last member of your team has zero Health remaining.

## COMPONENT OVERVIEW

### TACTICAL DISPLAY SHEET



The Tactical Display Sheet is where you will place your card decks, cards, and counters during the game.

### KEYWORD BOOKLET

#### WARFIGHTER CARD KEYWORDS

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 represent a game rule, but are rather referred to by other cards.

The Keyword Booklet defines the keywords found on the Warfighter cards.

## MISSION CARDS

You will select one of these cards at the start of each Mission.



Mission cards give you the information needed to purchase your team and start your Mission.

## OBJECTIVE CARDS



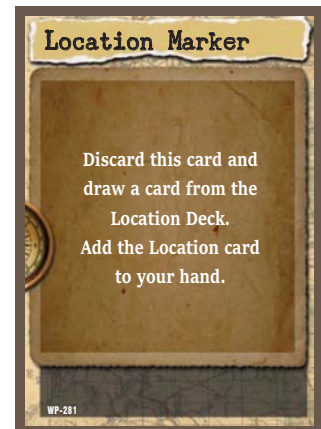
You will also select one of these cards at the start of each Mission.

Objective cards detail the conditions that must be met to complete the Mission and win the game.

## LOCATION CARDS



Location cards detail the terrain you travel through on your way to your Objective.



There are Location Marker cards in the Action card deck, indicating when to draw a Location card.

## HOSTILE CARDS



The Hostile cards detail the threats to your team during the Mission.

Separate the Hostile cards into a Frontline deck and an Elite deck. They are easy to tell apart by their card backs.

You will select one of these decks at the start of each Mission.

Only use one Hostile type during the Mission.



Non-Player Soldiers (NPS) come with the predesignated Weapons, Equipment, and Skills noted on their cards.

## EVENT CARDS



You will draw these cards during the game. These cards represent special situations on the battlefield.



Player Soldiers have a hand of Action cards and can be equipped with the Weapons, Skills, and Equipment of your choosing.

## SOLDIER CARDS

There are 3 kinds of Soldier cards: Squad, Non-Player, and Player. A player can play more than one Squad, Non-Player, and Player Soldier.



Squad Soldiers come as they are.

Some of them have Skill cards, Weapon cards, or Equipment cards.

## SKILL CARDS



You can purchase Skill cards to improve your Player Soldier's abilities.

Skills cannot be transferred to other Soldiers.

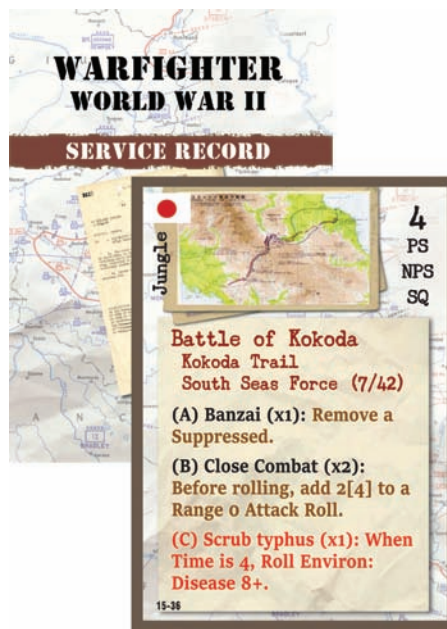
## WEAPON CARDS



You can purchase Weapon cards for your Player Soldiers.

Player Soldiers may freely transfer Weapons to other Player Soldiers in their same Location card.

## SERVICE RECORDS



Service Record cards can be purchased for your Soldiers.

These cards show the past battles your Soldier fought in.

Service Records cannot be transferred to other Soldiers.

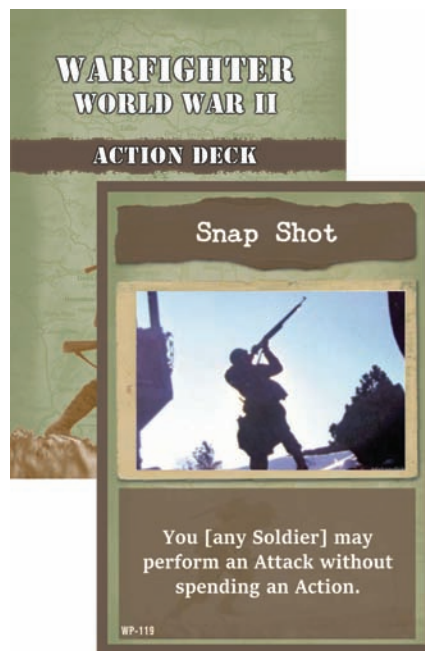
## EQUIPMENT CARDS



You can purchase Equipment cards for your Player Soldiers.

Player Soldiers may freely transfer Equipment to other Player Soldiers in their same Location card.

## ACTION CARDS



Player Soldiers draw, hold, discard, and play Action cards during the game.

Each Action card details its game effect.

Action cards cannot be transferred to other Soldiers.

## DICE

You will roll 10-sided dice for almost all die rolls. You will roll a 6-sided die to Defeat Cover. If your 10-sided die has a "0" facet, treat it as a "10".

Some Weapon, Skill, and Equipment cards modify your die rolls.

## TIMER COUNTER



You will place the Timer counter on the Mission Timer Track on the Tactical Display Sheet. At the end of each Hostile Turn, you will move the Timer counter one space down the track. You must complete your Mission before the timer moves off the 1 space.

## INACTIVE COUNTER



You will place the Inactive counter on the Objective card on the Tactical Display Sheet.

## SOLDIER IDENTIFICATION COUNTERS



Each Soldier Identification counter has a number. There are two of each of these numbered counters. You will place one on the Soldier's card, and the other on the Soldier's current Location card.

We have also included different Soldier counters if you would like to use different counters for your Player Soldiers, Non-Player Soldiers, and Squad Soldiers.



Player  
Soldier



Non-Player  
Soldier



Squad  
Soldier

These show you where your Soldiers are located during the game.

## HOSTILE TARGETING COUNTERS



Each Hostile Targeting counter is numbered. There are 4 copies of each numbered counter. You will only use the Hostile Targeting counters that have same number as a Soldier Identification counter. Place the Hostile Targeting counters into an opaque cup. You will draw these counters to determine which Soldier a Hostile is targeting.

## ACTION COUNTERS



Each Soldier has two Actions per Soldier Turn unless noted on his card. As your Soldier uses an Action, flip the Action counter to the "USED" side. At the start of the next Soldier Turn flip them back.

## AMMUNITION COUNTERS



Most Weapons come with several ammunition counters. You will place these Ammo counters on your Weapon cards.

## GEAR AND GRENADE COUNTERS



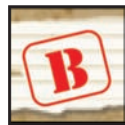
There are also several types of counters used to track the number of Grenades and pieces of Equipment your Soldiers carry.

## HAND TO HAND COUNTERS



When a Soldier Engages a Hostile in Hand to Hand Combat, place one of these counters on that Hostile card.

## SERVICE RECORD COUNTERS



use each Service Record skill.

These counters will be placed on your Service Record cards to show how many times you can

## HARDY COUNTERS



These counters will be expended to overcome harsh Environmental conditions.

## EXPERIENCE COUNTERS



Each Experience counter represents one or two Experience Points (XP). Some Soldiers start with Experience Points. You will gain Experience Points when you Kill the last Hostile on a Hostile card.

## SUPPRESS/EKIA COUNTERS



You will place these counters on a Hostile card each time you inflict an Enemy Killed In Action (EKIA) or Suppress result from your Soldier's attack.

## WOUND COUNTERS



Wound counters will be used to track the reduction in a Soldier's Health. The reverse of these counters are Treated Wound counters, used to track Wounds that cannot be Healed again.

## BANDAGE COUNTERS



Four Bandage counters come with each First Aid Kit Equipment card you purchase.

## SET-UP

Perform these steps to prepare the game for play:

### SELECT NATION

Select the Nation of your Soldier cards. This can be the United States, Japan, etc.



Any card that is specific to only one Nation will show the Nation's flag in the upper left corner, and can only be used by Soldiers from that Nation. If there is no flag in the corner, it can be used by any Nation.

Select the Region of the Mission, Location, and Objective cards. This can be Europe, Far East, Jungle, etc.

Select the Nation and quality level of Hostiles you are facing.



Choose between Frontline Hostiles (F) and the more difficult Elite Hostiles (E). All Hostiles in your Hostile deck must be the same level.

## CREATE THE BATTLEFIELD

### • Deploy the Tactical Display Sheet



Place the Tactical Display Sheet on the table.

Your Soldiers will always be in a Location card. Mission and Objective cards are considered to be Location cards. The Mission card and Objective card are the first and last Location cards of a Mission.

### • Deploy The Decks

Shuffle the following Decks: Hostiles, Locations, Events, and Action Cards.

Place each deck face down on the Tactical Display Sheet's different Deck Areas.

Place the Keyword Booklet nearby for easy reference.



### Card Text and Decks

Where the text on a card conflicts with the Rulebook, the card takes precedence over the Rulebook.

When a deck is depleted, gather the cards from the discard pile, shuffle the cards, and form a new deck.

## CARD DETAILS

The following pages detail each card type.

## MISSION CARD DETAILS



**1 - Title:** For flavor only.

**2 - Region:** Where in the world your Mission takes place.

**3 - Entrance Cost:** The number of Action cards each Soldier must discard to Enter the Location card.

**7 - Loadout:** Adjust each Player Soldier's Loadout rating by this modifier. NPS and Squad Soldiers ignore this adjustment.

*Example: a Player Soldier has a Loadout of 12. The Mission has a Loadout penalty of -5. The Soldier's Loadout is reduced to 7.*

**8 - Engage in Hand to Hand:** The Action cost to engage in Hand to Hand combat.

**9 - Special Notes:** Special notes relating to the Mission.

*Example: When you play the Still Waters Mission card, you know the Mission will take place in the Jungle, you will have 114 Resource Points to use toward creating your team, you will have 18 turns to complete your Objective, which is found in Location #9 and there is -5 to how much your Soldiers can carry.*



All Soldiers begin the game in the Mission card.

**4 - Resources:** The number of Resource Points you have to build your team and equip them for this Mission.

**5 - Time:** The number of Game Turns you have to complete the Mission.

**6 - Objective:** Specifies where to place the Objective card along the Tactical Display Sheet's Mission Path.

## SELECT YOUR MISSION CARD



Choose a Mission card belonging to the Region you selected.

Mission cards are always the first location card on the Tactical Display.

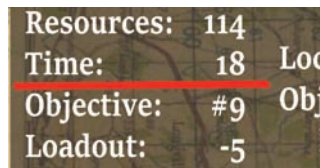


The number of turns you have to complete your Mission is found on your Mission card.

Place the Timer counter on the Mission Timer Track on the Tactical Display Sheet.



Put the other Mission cards aside, as you will not use them during this Mission.



*Example: If the Mission card specifies "Time: 18", then place the Timer counter on the "18" on the Mission Timer Track.*

# OBJECTIVE CARDS



**1 - Objective:** The conditions that must be met to complete this Mission.

Some Objectives have Keywords describing what you must do to complete the Mission. These are found in the Keyword Booklet.

**2 - Reinforce:** The exact point value of Hostile cards that can arrive in this Location.

**3 - Engage in Hand to Hand:** The Action cost to engage in Hand to Hand combat.

**4 - Hostiles:** The total value of Hostile cards that appear when you Activate this card is based on your Team's current Resource point value.

*Example: When you Activate the River Crossing Objective, you have 114 Resource Points. When drawing Hostiles, you check the Hostiles table and see that having 100-124 resource points causes you to draw 9 points of Hostiles.*

## FO

*Example: The Reinforce value is 0-1. You draw a Hostile card during the Draw Reinforcement card step and check its Experience value. If the value is 0 or 1, add the Hostile card to the Location. If it is any other value, discard the Hostile.*

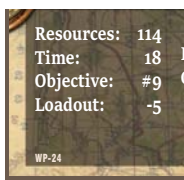


Choose an Objective card from your selected Region.

Place it on the Location number specified on the Mission card.



Place the Inactive counter on the Objective card.



*Example: The Still Waters Mission card specifies "Objective: #9". Place the selected Objective card on the #9 space on the Tactical Display Sheet.*

Place the other Objective cards aside, as you will not use them during this Mission.



**1 - Nation:** Indicates the Soldier's Nation.

**2 - Name of Soldier:** Only one instance of each Soldier card can be purchased for a Mission.

**3 - Resource Cost:** The cost in Resource Points to select this Soldier.

**4 - Movement:** The Movement value reduces the number of Action cards that the Soldier has to pay toward a Location card's Entrance cost. Other Player Soldiers cannot discard Action cards for your Player Soldier.



*Example: A Location has an Entrance cost of 4 and your Soldier has a Movement value of 2. You would only need to discard 2 Action cards to Enter the Location.*

**5 - Cover:** Hostiles must roll this number or higher on a 6-sided die to Defeat the Soldier's Cover during an Attack.

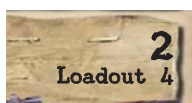
*Example: A Hostile is attacking Player Soldier Duncan. The Hostile must roll a 2 or higher on a 6-sided die to overcome Duncan's Cover.*

**6 - Soldier's Health:** A Soldier can hold a number of Action cards equal to his Health value. Each Wound a Soldier suffers reduces his Health (and Hand Size) by one card.

If the Player Soldier ever reaches 0 remaining Health, the Soldier is Down (incapacitated) and can no longer participate in the Mission.

**7 - Soldier's Loadout:** A Soldier can only hold Weapons and Equipment up to his Loadout value. A card's Resource cost is also its Loadout weight unless otherwise noted.

*Example: An M1 Carbine costs 2 Resource Points. It has a Loadout weight of 2.*



*Example: An M1 Rifle has a Resource cost of 2, but, as noted on its card, it has a Loadout weight of 4.*

**8 - Soldier's Hand to Hand (HtH) Skill:** Modifies a Soldier's Hand to Hand Attack rolls.

*Example: Duncan adds 1 to his Hand to Hand Attack rolls.*

**9 - Soldier's Abilities and Skills (if any):** Any of the Soldier's Abilities and Skill cards are listed here.

*Example: Duncan freely starts the game equipped with the Gung Ho and Hip Shooter skills, draws 1 Action card at the start of each turn due to Combat Experience, and starts with 1 Hardy (Hot) counter.*

# NON-PLAYER SOLDIERS



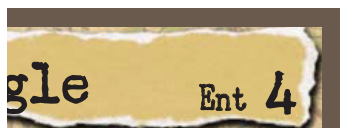
Non-Player Soldiers (NPS) start the game with the Weapons, Skills, and Equipment cards noted on their cards. They do not have a hand of Action cards. You choose how they use their Actions each Soldier Turn.

**1 - Nation:** Indicates the Soldier's Nation.

**2 - Name of Soldier:** Only one instance of each Non-Player Soldier card can be purchased for a Mission.

**3 - Resource Cost:** The cost in Resource Points to select this Soldier. All their Weapons, Equipment, and Skills are included in the NPS's cost.

**4 - Movement:** Since a Non-Player Soldier does not have a hand of Action cards, if his Movement value is less than a Location's Entrance cost, Player Soldiers on the team must discard their Action cards for him to enter the Location card.



*Example: Non-Player Soldier Nurke is Entering the Light Jungle Location card.*

*The Light Jungle has an Entrance cost of 4 and Nurke has a Movement Skill of 1. Player Soldiers must discard 3 Action cards so Nurke can enter the Light Jungle Location.*

**5 - Cover:** Hostiles must roll this number or higher on a 6-sided die to Defeat the Soldier's Cover during an Attack.

**6 - Soldier's Health and Actions:** Each NPS receives Actions to use each Soldier Turn based on his current Health. The numbers in the top row show the Soldier's current Health. The numbers in the "Actions" row show how many Actions the Soldier can use.

*Example: Nurke begins with 2 Health. Whilst he has 2 Health he gets 2 Actions each turn. When he is reduced to 1 Health, he only gets 1 Action each turn.*

If the Non-Player Soldier ever reaches 0 remaining Health, the Soldier is Down (incapacitated) and can no longer participate in the Mission.

**7 - Soldier's Weapons, and Equipment:** A Non-Player Soldier has only the Skills, Weapons, and Equipment listed on his card.

Whoever is playing the Non-Player Soldier can choose which of the Soldier's Weapons to use for an Attack.

You cannot purchase extra Ammo for a Non-Player Soldier, but you can pass Ammo to him during the Mission, and the Non-Player Soldier can pass Ammo to other Player Soldiers and Non-Player Soldiers.

A Non-Player Soldier can never have more Ammo than his Weapon originally held.

**8 - Soldier's Abilities and Skills (if any):** Any of the Soldier's Abilities and Skill cards are listed here.

**9 - Soldier's Hand to Hand (HtH) Skill:** Modifies a Soldier's Hand to Hand Attack rolls.



Squad Soldier cards do not have Action cards, Weapon cards, Skill cards, or Equipment cards.

They can only use the information on their cards.

- 1 - Nation:** Indicates the Soldier's Nation.
- 2 - Name of Soldier:** Only one instance of each Squad Soldier card can be purchased for a Mission.
- 3 - Resource Cost:** The cost in Resource Points to select this Soldier.
- 4 - Movement:** Since a Squad Soldier does not have a hand of Action cards, if his Movement value is less than a Location's Entrance cost, other Player Soldiers on the team must discard their Action cards for him to enter the Location card.

*Example: Squad Soldier Westlake is Entering the Light Jungle Location card.*

*The Light Jungle has an Entrance cost of 4 and Westlake has a Movement Skill of 2. Player Soldiers must discard 2 Action cards so Westlake can enter the Light Jungle Location.*

**5 - Cover:** Hostiles must roll this number or higher on a 6-sided die to Defeat the Soldier's Cover during an Attack.

**6 - Health, Actions, and Attacks:** As a Squad Soldier suffers Wounds, his Actions decrease, and his chances to successfully Attack also decrease.



*Example: Squad Soldier Westlake has 2 Health, and he has 3 Actions to use during the Soldier Turn. His Hit number is 6 at Range 0.*

If the Squad Soldier ever reaches 0 remaining Health, the Soldier is Down (incapacitated) and can no longer participate in the Mission.

Squad Soldiers never run out of Ammo, and never make Hand to Hand Attacks.

**7 - Soldier's Special Ability (if any):** Any Special information is noted here.

## WEAPON CARDS



**1 - Name of Weapon:** Shows the military designation and its Weapon type.

**2 - Nation:** Choose Weapon cards matching your Soldier's flag.

**3 - Weapon Keyword:** All Weapons have a Keyword, such as: Ranged, Thrown, or Melee.

These keywords are referenced on Action cards, Equipment cards, and Skill cards. If an Action card modifies the Weapon's title or Keywords, then Weapon gains the noted benefits.

Play when you declare a Ranged Attack. Add 2[4] to your Attack Rolls.

*Example: You are using an M1903A4 Scoped Rifle with the Ranged*

*Keyword. You can use the Steady Aim Action card to improve its Attack.*

**4 - Resource Cost:** The cost in Resource Points to equip your Soldier with this Weapon. Unless otherwise noted on the Weapon card, this value is also the Weapon's Loadout weight.

If the Weapon's Loadout weight is different from the Resource Cost, the Loadout weight will be displayed under the Resource cost.

When you purchase a Weapon card for a Player Soldier, pay its Resource cost and place it next to your Soldier card face up on the table. It remains with you throughout the Mission unless it is expended, passed, or dropped.



*Example: the M1903A4 Scoped Rifle costs 2 Resource Points and has a Loadout of 4.*

**5 - Weapon Range:** The distance between your Soldier and his Target.

A Weapon may be able to engage a Hostile at:

Range 0 - in the same Location card as your Soldier.  
Range 1 - one Location card away from your Soldier.  
Range 2 - two Location cards away from your Soldier.

When you declare an Attack, declare which of your Weapons you are using and which Hostile you are Attacking.

To use a Weapon, the Hostile must be within the Weapon's Range.

**6 - Reload #'s:** If any of your Attack rolls are equal to or less than the Weapon's Reload number, your Weapon has run out of Ammo during the Attack. You cannot use the Weapon again until you Reload it.

**7 - Hit #'s:** When you make an Attack, if you roll this number or higher on any of the 10-sided Attack dice after adjusting for modifiers, you have Hit your target. Your Hit number is based on your Range to the target.

*Example: When using an M1903A4 Scoped Rifle at range 0, you will Hit when you roll a 9 or higher. At range 1 you will Hit on an 8 or higher.*

**8 - Fire Mode:** You can freely choose the Fire Mode you want to use for your Weapon. The number after each Mode designates the number of 10-sided dice you roll for the attack.

**Semi** - Roll 1 10-sided die. A Semi Attack represents one or more single shots.

**Bolt** - Roll 1 10-sided die. A Bolt Attack represents one single shot but is slower, requiring a Discard to fire each time after the first in a turn.

**Burst** - Roll 2 10-sided dice. A Burst Attack represents short controlled bursts of bullets.

**Auto** - Roll 3 10-sided dice. An Auto Attack represents a stream of bullets.

*Example: Using an M1903A4 Scoped Rifle at range 0, I choose the Bolt Mode and roll 1 die. I get a 9. Since my roll is 9 or higher, I Hit the target.*

**9 - Ammo:** The Ammo type used by the Weapon and number of Ammo counters the Weapon starts with.

**10 - Special Rules (if any):** Any Special notes relating to the Weapon. Additional Keywords can also be found here, such as Single Shot, Expended, etc.

MELEE CARDS



**1 - Melee Keyword:** Can only be used in Hand to Hand Combat.

**2 - Special Rules (if any):** Any Special notes relating to the Weapon. Additional Keywords can also be found here.

**3 - Mode:** You can freely choose the Attack Mode you want to use for your Weapon with each Attack.

**Strong** - Roll 1 10-sided die. A Strong Attack represents a focused, powerful Attack.

**Combo** - Roll 2 10-sided dice. A Combo Attack represents a series of Attacks.

**Aimed** - Roll 1 10-sided die. An Aimed Attack represents a well-aimed Attack.

**4 - Attack Details:** Details any additional special rules for the weapon.



When you purchase an Equipment card, pay its Resource Point cost and place it next to your Player Soldier card face up on the table. It remains with you throughout the Mission unless expended, passed, dropped, or discarded.

**1 - Card Title:** A description of the Equipment.

**2 - Resource and Loadout Cost:** The cost in Resource Points to equip your Soldier with this Equipment. Unless otherwise stated on the Equipment card, this value is also the Equipment's Loadout weight.

**3 - Card Effect:** Costs that must be paid to gain the Equipment card's effect. The card's effect can be used whenever it is applicable.



*Example: Camouflage gives you a chance to stop Hostiles from targeting you during each Hostile Turn.*

EQUIPMENT CARDS

# SKILL CARDS



Skill cards permanently enhance your Soldier.

When you purchase a Skill card, pay its Resource cost and place it next to your Soldier card face up on the table. It remains with you throughout the Mission.

Skills have no weight, and therefore do not count toward your Loadout limit.

**3 - Card Effect:** Pay any costs to gain the Skill card's effect. The card's effect can be used whenever it is applicable.

Soldiers are limited to one Skill card of each title. You cannot pass Skill cards between Soldiers. The number of Skill cards in the game does not limit what your team can purchase.

Some Non-Player Soldiers and Squad Soldiers come with listed Skills. These work exactly the same as for Player Soldiers.

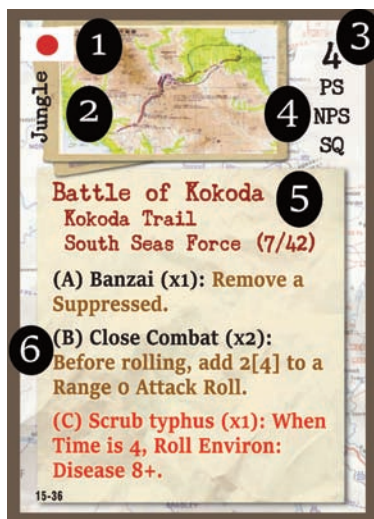
Some Skill cards reference other Skill card titles.

*Example: In order to purchase Sharpshooter, you must first purchase Marksman.*

**1 - Name of Skill:** A description of the Skill.

**2 - Resource Cost:** The cost in Resource Points to equip your Player Soldier with this Skill.

# SERVICE RECORD CARDS



**1 - Nation:** Only Soldiers from this Nation can use this card.

**2 - Region:** For flavor only. This is where the battle took place.

**3 - Resource Cost:** The cost in Resource Points to equip

**5 - Battle:** Each card shows the name of the battle, and the Date the battle took place. You can only equip a Soldier with one Service Record that takes place during a specified time. Service Records dates cannot overlap.

**Battle of Kokoda**  
Kokoda Trail  
South Seas Force (7/42)

*Example: You purchase the Battle of Kokoda for your Player Soldier. The battle took place in July 1942. You cannot purchase other Service*

*Record cards that happened at this time period.*

**6 - Skills:** Each Service Record shows the abilities gained by the Soldier.



Each card designates how many times during the Mission each ability can be used. Place the specified number of counters A, B, and C on each Service Record card.

When an ability is used, discard the counter.

A Soldier can have any number of Service Records, as long as they do not overlap Battle dates.

Service Record cards are located in the Ammo Box decks and various Expansions.

your Soldier with this Skill. These do not have a Loadout cost.

**4 - Soldier Type:** Each Service Record card designates which type of Soldier can be equipped with this card. Some Service Record cards (such as Airborne cards) cannot be equipped by Vehicles.

*Example: This card can be purchased for a Player Soldier (PS), a Non-Player Soldier (NPS), and a Squad Soldier (SQ).*

## PURCHASING YOUR CARDS

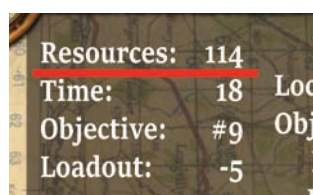
The decisions you make here will go a long way to determining your success. It is important to spend some time on this.

You purchase Soldiers, Weapons, Equipment, Service Records, and Skill cards with the Resource Points noted on your Mission card.

You must purchase at least one Player Soldier for your Mission.

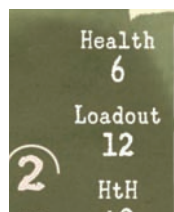
Distribute the Resource Points between players any way agreeable to all the players. You do not have to spend all the Resource Points.

The “Resources” number on the Mission Card shows the maximum Resource Points you can spend.



*Example: The Still Waters Mission card specifies “Resources: 114”. You can spend no more than 114 Resource Points in total.*

The Loadout modifier specified on the Mission card applies to each of your Player Soldiers. It modifies the amount of Weapons, Ammunition, and Equipment they can carry on their mission.



*Example: The Mission card specifies “Loadout: -5”. A Player Soldier with 12 Loadout points can only carry 7 Loadout points of Weapons, Equipment, and spare Ammunition on this Mission.*

## Weapons, Skills, and Equipment

What your Soldiers take with them into the Mission is usually all they will have to succeed or fail.

Some Locations, Action cards, and Equipment allows for mid-Mission resupply.

The number of actual Weapon, Equipment, and Skill cards in the game does not limit what your team can purchase.

*Example: 2 Soldiers both want the M1918A2 Machine Gun, but there is only 1 M1918A2 card in the game. Both players can purchase and use the Weapon. Both players can reference the card while keeping track of their own Ammo usage.*

If you run out of Ammo during the Mission, your chances of survival are low. Equip accordingly.

Player Soldiers may freely drop Weapon or Equipment cards in a Location. The cards remain in the Location in case other Player Soldiers want to pick them up.

You can freely pass Weapon and Equipment cards between Player Soldiers in the same Location card as long as the Weapons and Equipment do not exceed the receiving Player Soldier’s Loadout. Weapons and Equipment may not be passed if they have been used this turn.

*Example: A Player Soldier has the M1903A4 Scoped Rifle equipped. He fires it once, so he cannot pass it to another Player Soldier this Turn.*

You may not pass Weapon or Equipment cards to or from Non-Player Soldiers or Squad Soldiers, but you may pass the same type of Ammo between Player Soldiers and Non-Player Soldiers (see section below.)

## Weapon Ammo

Each Weapon uses a specific type of Ammo.

When you purchase a Weapon, place the specified number of Ammo counters on the Weapon card.



*Example: the M1 Rifle begins the Mission with 5 Ammo counters.*



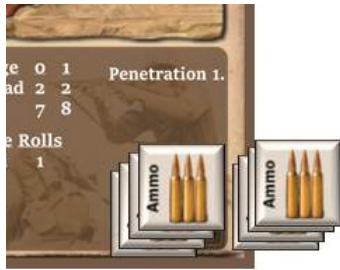
If you roll a Reload result, turn the Weapon’s top Ammo counter over to its Empty side. You must spend an Action to remove the Empty counter from your Weapon card and reveal the next Ammo counter. You cannot attack with that Weapon until you have Reloaded (removed the Empty Ammo counter).

You cannot Attack with a Weapon if it has no remaining Ammo counters.

You can only use Ammo that is specific to the Weapon you are using.

Several Weapons use the same type of Ammo. As long as the Ammo type is the same, you can freely pass Ammo counters between Player and Non-Player Soldiers in the same Location card during the Soldier Turn.

## Purchasing Extra Ammo



You can purchase extra Ammo for Player Soldier Weapons before a Mission. Each extra Ammo purchase costs 1 Resource Point and 1 Loadout point. Buying extra Ammo gives you a number of Ammo counters equal to the number noted on the Weapon card that you are purchasing extra Ammo for.

*Example: When you purchase extra Ammo for the M1 Rifle, you gain an additional 5 Ammo counters for a cost of 1 Resource point and 1 Loadout point.*



During the game, as you spend each Action during a turn, flip the Action counter to its Used side.



Flip all Action counters to their unused sides at the start of each Soldier Turn.

## COUNTERS



Once you have chosen and equipped your team, assign each Soldier a number.



Place one copy of each Soldier's Identification counter on your Soldier card. Place the matching Identification counter on the Mission card. This is an easy way to remember which counter represents each Soldier.

*Example: When I move the #1 counter on the Tactical Display, I know I am moving Player Soldier Duncan.*



Place each Soldier's 4 Hostile Targeting counters in a cup.

*Example: You have chosen Player Soldier Duncan, Non-Player Soldier Nurke, and Squad Soldier Westlake. You place the 4 copies of the Hostile Targeting counters #1, #2, and #3 into a cup.*



Place 1 Action counter next to each Soldier card for each of his Actions.

## TEAM SELECTION EXAMPLE



*Example: I purchase Player Soldier Duncan who comes with 1 Hardy (Hot), Gung Ho, and Hip Shooter. I'm loading him with an M2 Carbine, a M1919 Tripod, and a Mk2 Grenade. I am also giving him the skills Veteran, Leadership, Rifleman, Close Combat, and Guts.*

*Next, I choose Non-Player Soldier Nurke, loaded with 2 XP, an M1919 Machine Gun, the Machine Gunner Skill, and a Mk2 Grenade.*

*Finally, I add Squad Soldier Westlake who comes with the Skill Gung Ho.*

*This team costs a total of 62 Resource Points.*

All Player Soldiers have a hand of Action cards. Keep each Player Soldier's hand of cards separate.

When you play an Action card, apply the effects of the card, and then discard it in the discard pile. You can play as many Action cards from your hand as you like during the Soldier Turn.

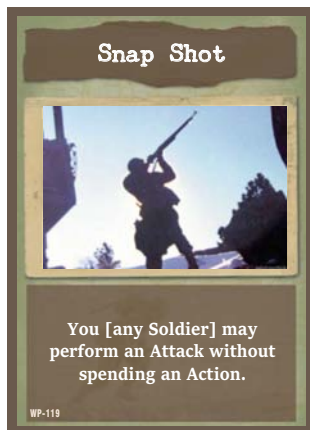
Play them one at a time, and allow each to take effect before playing the next.

*Example: You are about to Attack, so you play a Steady Aim to gain +2 on your Rifle Attack. You play a second Steady Aim to gain a total of +4.*

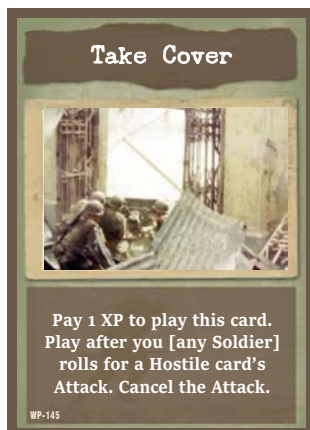
You can always draw Action cards due to a card effect, even if the card puts you in excess of your Hand Size. Your ability to draw a card is only limited during a "Discard and Draw Cards" Action.

You never need to discard Action cards due to having too many cards in your hand.

## PLAYING ACTION CARDS



You can only play Action cards during the Soldier Turn, unless noted otherwise on the Action card.



Some Action cards can only be played when a specific condition occurs. These conditions might occur at any time. You can play more than one card in reaction to a condition.

*Example: Play a Take Cover card when your Soldier is about to suffer Wounds from an Attack roll.*

Some Action cards have an Experience Point cost to play. Any Soldier can contribute

Experience Points to pay the cost.

Some Action cards refer to "Stealth" Attacks. You must have a Weapon with the Stealth Keyword to perform a Stealth Attack.

## UPGUNNING



Whenever there is a bracket [ ] in an Action card's text, you can pay 1 Experience Point to "Uppun" the Action card. Uppunning an Action card lets you use the bonus effects in all of the card's brackets.

**Play when you declare a Ranged Attack. Add 2[4] to your Attack Rolls.**

*Example: A Steady Aim card allows you to add 2 to your Attack roll. If you choose to "Uppun" the card, you pay 1 XP to use the benefit*

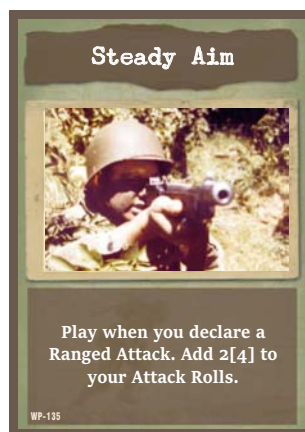
*in the brackets and add 4 to your Attack roll instead of 2.*

**You [any Soldier] may perform a Move without spending an Action.**

Some Action cards say "You [any Soldier]". This means the card can be played to benefit the Soldier, or it can

be Uppunned to benefit another Soldier.

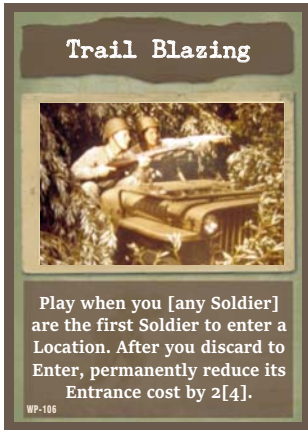
*Example: You can play a Reloading card during the Soldier Turn to Reload a Weapon for yourself or Uppun it to Reload a Weapon for another Soldier.*



If the Action card does not say "[any Soldier]", the card can only benefit the Player Soldier that plays it.

*Example: You can only play a Steady Aim card for yourself .*

Any Soldier can contribute Experience Points to Uppun an Action card.



Paying 1 Experience Point Uppuns all the Brackets on a card.

*Example: You can play a Trail Blazing card for your Player Soldier and reduce a Location's Entrance cost by 2. Or you can Uppun it to reduce the Entrance cost by 4, and you can play it for either your Player Soldier, or another Soldier.*

*Example: You play a Mortar Support Action card to Attack a Hostile card. Even though the Mortar Support inflicts Explosion Attacks, you cannot play Action cards that enhance Explosion Attacks.*

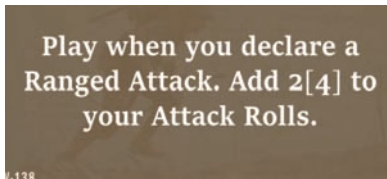
These cards can be kept in play for several Turns.

Once the Support card is in play, you gain its benefit. At the end of each Soldier Turn, you can choose to either discard the card, or pay its Retain cost in Experience Points. If you Retain the card, you can use the card's effect again during the next Turn.

*Example: I play the Sniper Support Action card and discard 2 Action cards from my hand. At the end of the Soldier Turn, I pay 2 Experience Points to Retain the card.*

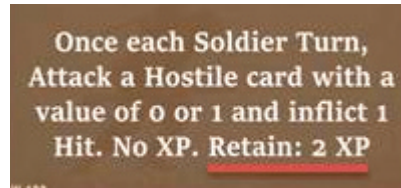
## KEYWORD MATCHING

Some Action cards will only benefit a Weapon with a matching Keyword.



*Example: You are using an M1 Rifle with the Ranged Keyword. You can use the Steady Aim Action card to improve your attack.*

*Example: You could not use a Steady Aim to improve a Grenade's Attack because the Grenade does not have the Ranged Keyword.*



*Example: I discard 2 cards to put a Sniper Support card into play. I use it to Kill a Hostile on a Hostile card with a value of 0 or 1. At the end of the Soldier Turn,*

*another Soldier and I each spend 1 Experience Point to Retain the Sniper Support card for another Turn. Since the Sniper Support card is already in play, I do not have to discard more cards to keep it in play.*

## SUPPORT ACTION CARDS

Some Action cards have the word Support next to their discard cost.



Support Action cards require Action cards to be discarded by the Soldier playing the card.

Discard the number of Action cards noted in the top right corner of the card and place the Support card next to your Soldier.

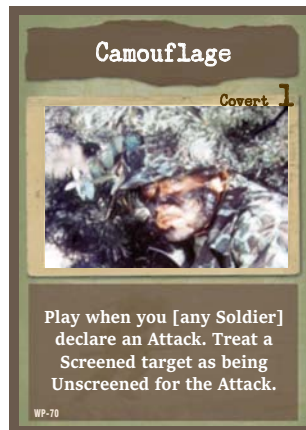
Other Player Soldiers cannot discard cards to meet this requirement.

Support cards do not benefit from Soldier Skills and Action cards.

Only cards with a "Retain" keyword can be Retained.

## COVERT ACTION CARDS

Some Action cards have the word Covert next to their discard cost.



Covert Action cards focus on the stealthy and silent aspects of warfare.

Covert Action cards require Action cards to be discarded by the Soldier playing the card.

Discard the number of Action cards noted in the

top right corner to play the Covert card.

No other Player Soldier can discard cards to meet this requirement.

## INITIAL ACTION CARDS

Each Player Soldier has a hand of Action Cards that they draw, hold, play, or discard during the game.



Each Player Soldier's Hand Size is equal to his current Health.

Draw Action Cards for each Player Soldier equal to the Soldier's Health.

## SEQUENCE OF PLAY

Perform the following steps each Mission Turn until the mission is successfully completed or fails:

### SOLDIER TURN

Roll for Environment

By paying an Action, a Soldier can:

- Remove 1 Suppress
- Move
- Attack
- Reload
- Discard and Draw
- Engage in Hand to Hand\*

\*May require more than 1 Action

Soldiers can also freely do the following Activities:

- Play an Action Card\*
- Play a Location Card\*
- Activate the Objective Card
- Pass Gear to other Soldiers
- Lighten the Load
- Pay Retain Costs

\*May cost an Action if stated on the card

### HOSTILE TURN

- Reinforcement Draw
- Hostiles Attack
- Hostiles Close Range
- Hostiles Remove Suppress Counters
- Advance Mission Timer

All Player Soldiers have 2 Actions that can be spent each Soldier Turn, unless otherwise noted on their cards.

Non-Player Soldiers and Squad Soldiers have their Actions listed on their cards.

Soldiers can play cards, use Equipment, declare Attacks, and perform Actions in any order.

Soldiers cannot give their Actions to other Soldiers.

## REMOVE 1 SUPPRESS



Spend 1 Action to remove 1 Suppress counter from your Soldier.

If a Soldier has one or more Suppress counters on his card, he can only use his Actions to remove Suppress counters until none remain on his card. He can also play Action cards that do not require an Action.

## MOVE



Spend 1 Action to Move to an adjacent Location card.

Your Soldier will always be in a Location card.

Each Soldier can only Move once during each Soldier Turn.

Your Soldier can Move even if there are Hostiles in his Location card.

## ATTACK

Spend 1 Action to Attack a Hostile.

This Action is covered in much greater detail in the Soldier Attacks section.

## RELOADING

Spend 1 Action to remove an Empty Ammo counter from a Weapon. If the Weapon has any remaining Ammo counters, the Weapon is Reloaded and can be used.

## DISCARD AND DRAW

Spend 1 Action to discard any number of cards from your Hand, and then Draw cards until you reach your Soldier's current Hand Size.

## ENGAGE IN HAND TO HAND



Spend the number of Actions indicated on the Location card to Engage a Hostile card at Range 0 in Hand to Hand Combat.

Soldiers can also perform the following Activities during the Soldier Turn. These Activities do not have an Action cost, unless noted on a card.

*Example: You play a Location card. Playing a Location card does not cost an Action, but the specific Location card you played lists "1 Action to play" as a cost. This is an example of an Activity resulting in an Action cost.*

## PLAY AN ACTION CARD

Soldiers can play any number of Action cards.

Unless noted on the card, there is no cost to play an Action card.

## PLAY A LOCATION CARD

Only 1 Location card can be played each Soldier Turn.

Unless noted on the card, there is no cost to play a Location card.

## ACTIVATE THE OBJECTIVE CARD

Any Soldier in a Location card that is adjacent to the Objective may activate the Objective.

There is no cost to Activate the Objective.



Remove the Inactive counter and draw Hostiles for the Objective card. Soldiers cannot Move or Attack into an Objective card until it is Activated.

## PASS GEAR TO OTHER SOLDIERS

Freely Pass Weapons or Equipment to other Player Soldiers in your current Location.

You can drop Gear for another Player Soldier to Pick Up when they enter your Location. This does not cost an Action.

Non-Player Soldiers can Pick Up and receive Ammo counters, so long as they never have more Ammo than is listed on their Weapon card.

Each Equipment and Weapon card can only be used by one Soldier each Game Turn. Weapons and Equipment may not be passed if they have been used in the current turn.

## LIGHTEN THE LOAD

Recalculate your team's resource point value immediately when you discard Weapons or Equipment, as necessary. Any discarded item is removed from the game.

This is useful when you are recalculating your Team's resource point value.

Hostiles	
29-	3
30-49	4
50-74	5
75-99	7
100-124	10
125+	13

*Example: Your Team is worth 85 Resource Points. A 10-point Soldier is Downed, reducing your Team to 75 points. If you can reduce your Team value by 1 point, you'll drop into the 50-74 range on the Hostile charts. You discard 1 Mk2 Grenade to reduce your value to 74.*

## PAY RETAIN COSTS

Once each Soldier Turn, Attack a Hostile card with a value of 0 or 1 and inflict 1 Hit. No XP. Retain: 2 XP

Any Soldier may pay the XP cost to Retain Support cards in play.

If a Support card is not Retained, discard it.

Once all Soldiers have used their Actions, or at any time, continue with the Sequence of Play.

## EXAMPLE OF A SOLDIER TURN

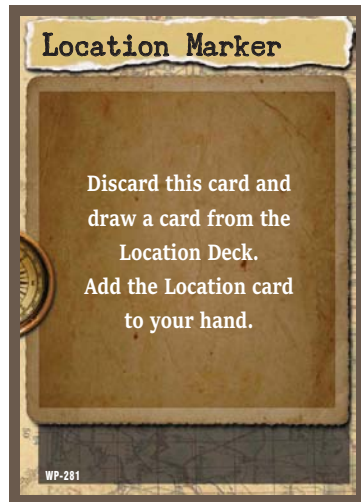
*During a Mission with Player Soldier Duncan and Non-Player Soldier Nurke, both Soldiers have two Actions and are in the same Location.*

*Duncan uses one Action to Discard and Draw his hand to full. Nurke uses an Action to Attack a Hostile in his Location. Duncan freely passes Ammo to Nurke to replace some that he previously expended.*



*Duncan then plays the Stream Location card which is free to play. After drawing the new Hostiles, Nurke uses his second Action to Move into the Stream Location card.*

*Duncan then uses his second Action to enter the Stream Location card. Both Soldiers are now out of Actions.*



## LOCATION MARKER CARDS

There are several Location Marker cards in the Action card deck.

When you draw a Location Marker, discard the Marker card and immediately draw a Location card from the Location card deck. Add the Location card to your hand.

## LOCATION CARDS

Location cards detail the terrain you travel through on your way to your Objective.

The text on a Location card only applies to that Location card.

Location cards have some of the same information as Mission cards and Objective cards.

**1 - Name of Location:** For flavor only.

**2 - Reinforce:** The exact point value of Hostile cards that can arrive in this Location during each Hostile Reinforcement Draw step.

**3 - Entrance Cost:** Each Location card has an Entrance cost in its top right corner. Each Soldier must discard this number of Action cards before entering the Location. Player Soldiers can discard for Non-Player Soldiers and Squad Soldiers. Player Soldiers cannot discard cards for other Player Soldiers.



*Example: You must discard 2 Action cards from your hand before you can enter a Location card with an Entrance cost of 2.*

**4 - Play Cost:** The cost to play a Location card is noted on its card:

**Free to play:** This card does not cost any Actions or Experience Points to play.

**Action:** The Soldier playing the Location must spend the noted number of Actions to play the card.

**Pay Experience Points:** You must spend the noted number of Experience Points to play the card. Any Soldier can contribute Experience Points to pay the cost.

Other Keywords and special notes are also noted in this section.

**5 - Engage in Hand to Hand:** The Action cost to engage in Hand to Hand combat.

**6 - Hostiles:** When you place a Location card, draw cards from the Hostile deck.

The total Experience value of Hostile cards that appear in a Location depends on your team's total resource value. This is the same as the Resource value on the Mission card.

Hostiles	
29-	3
30-49	4
50-74	5
75-99	7
100-124	10
125+	13

*Example: Your team begins the game with 120 Resource Points. When you place the Stream Location card, you draw Hostile cards until you have drawn 10 or more Hostile card Experience Points.*



Each Hostile card has its Experience Point (XP) value printed in its top right corner.

Draw Hostile cards one at a time and keep an ongoing total of the Experience Point value of the Hostile cards drawn. When you draw a Hostile card that brings the total Experience Point value equal to or greater than the Location card's Hostile value, stop drawing cards.

Hostiles	
29-	3
30-49	4
50-74	5
75-99	7
100-124	10
125+	13

*Example: My team has a Resource value of 40. When I play the Stream Location, I must draw Hostile cards until I reach a Hostile value of 4. I draw the Holdouts (value 1), a Lone Soldier (value 0), and an Officer (value 3). I stop drawing cards because the total Experience Points are equal to or exceed the Location card's Hostile value.*

After drawing the Hostile cards for a new Location, you can immediately spend Actions to Attack the newly placed Hostile cards.



## ENVIRONMENT



Cards with the Environment Keyword first appear in the WWII Russia Expansions.

Some Location cards have the "Environ" (Environment) Keyword. Soldiers in these cards must endure particularly harsh environmental conditions.

To overcome the Environment, each Soldier in the Location must roll the noted value or higher on a 10-sided die at the start of the Soldier Turn.

*Example: The Stream card represents a Hot Environment. Each Soldier must roll a 4 or higher to endure the heat.*

If the Soldier fails his Environ roll, you must either discard one of his Hardy counters, have him suffer a Wound, or have him suffer a Suppress.

Due to Mission, Location, or Event text, it is possible for a Location to have more than one Environmental effect in effect at a time. When this happens, roll for all of them separately.



When you play a Mission in a Region with Environmental conditions on the Location cards, use the Hardy counters to record each Soldier's remaining Hardy. Soldiers begin with 0 Hardy, unless otherwise noted on their cards.

*Example: Missions taking place in Russia have the "Cold" Environmental condition.*

Additional Hardy counters can be gained through Service Record cards, Equipment cards, and Skill cards.

Once allocated, you cannot move Hardy counters to a different Soldier.



Regardless of how many Soldiers are in the game, only 1 new Location card can be placed during each Soldier Turn.

At the start of the game, if no Players begin with a Location Marker card, you must spend Actions to Discard and Draw until someone draws a Location Marker card.



Play each Location card on the Tactical Display Sheet, adjacent to the front-most Location card played along the path.

You can play a Location card even if you are not in the front-most Location

card, but there must be a Soldier in the front-most Location at the time a new Location is placed.

## PLACING HOSTILES

When you play a Location card, immediately draw Hostile cards based on the team's current Resource Point value and place them in the new Location card. Some Hostiles have Keywords that will place them in other Location cards.

*Example: A Hostile has the "Front-most" keyword. Place this Hostile in the Location with the Front-most Soldier.*

*Example: A Hostile has the "Place in Targeted" keyword. Place the Hostile in the same Location as the Soldier it is Targeting.*

Some Hostiles have Keywords that will place them in a Location space that does not have a Location card. Place them, and move them as normal.

*Example: A Hostile has the "Place 2 Beyond Front-most" keyword. Place the Hostile 2 cards in front of the Front-most Soldier.*

If a Hostile is to be placed Behind the Mission card, place it in the Mission card. If a Hostile is to be placed Beyond the Objective card, place it in the Objective card.

## ASSIGNING HOSTILES



When you draw a Hostile card, draw a Hostile Targeting counter from the cup to see which Soldier the Hostile will be Attacking. The Hostiles on that card will target that Soldier each Turn until the Hostile (or the Soldier) is Killed.

If the Soldier being targeted by the Hostile card moves out of the Hostile's Range, the Hostile card will not Attack until it is back in Range.

A Soldier can be targeted by more than one Hostile card.

If a Soldier is Downed, remove all his Hostile Targeting counters from the cup. Draw a new targeting counter for each Hostile that was targeting the Downed Soldier.

*Example: You have 3 Soldiers in the Mission. You play a Location and draw a Machine Gun Team, Flankers, Ambushers, and an Officer. You draw 1 Hostile Targeting counter from the cup for each Hostile.*

*Immediately place the Flankers in the Rear-most Soldier's Location.*

*You draw a counter "#1" for the Machine Gun Team, a "#2" for the Officer, a "#3" for the Flankers, and another "#1" for the Ambushers.*

*Now that we know whom the Ambushers are Targeting, place them in Soldier 1's Location.*

*During the Hostile Attack Turn, your Soldier #1 is Downed. Remove the #1 counters from each Hostile card and the cup. Redraw those counters. The Machine Gun Team is now Targeting Soldier #3, and the Ambushers is now Targeting Soldier #2. The Officer continues to Target Soldier #2.*

When you Kill a Hostile, return its Targeting counter to the cup.

## ENTERING A LOCATION



Your Soldier can only move into a Location card that is adjacent to your Soldier's current Location.

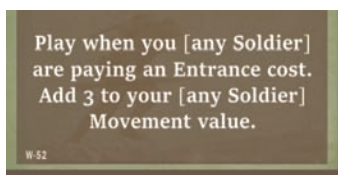
Spend 1 Action to Move into an adjacent Location card.

Each Soldier can only Move once during each Soldier Turn.

You must discard the Location card's Entrance cost in Action cards to move into it.

Pay the Location's Entrance cost before entering the Location.

Your Soldier's Movement value, Equipment, and Action cards may reduce the number of cards that you need to discard.



*Example: The Advance Action card adds 3 to your Movement value. If you have a Movement value of 2, and you play the Advance Action card, you now have a Movement value of 5.*

The Action cards a Player Soldier discards for his movement can only come from his own hand of Action cards.

The Action cards to be discarded for a Non-Player Soldier or Squad Soldier can come from any Player Soldier's hand of Action cards.

Only draw Hostile cards when a new Location card is placed. Do not draw new Hostile cards when you move into a previously placed Location card.

*Example: All the Soldiers are in the Stream Location card. You play the Light Jungle Location card, adjacent to the Stream card. You draw Hostiles.*

*Example: Duncan is in the Mission card, and NPS Nurke is in the adjacent Stream Location card. When Duncan moves into the Stream Location card, do not draw Hostile cards.*

## HOSTILE PENALTIES

Some Hostile cards add to a Location's Entrance discard cost.



*Example: The Stream Location has an Entrance cost of 1. There is a Machine Gun Team in the Location. The Machine Gun Team adds 2 more to the Entrance cost. A Soldier must discard 3 cards to enter the Location.*

As a Hostile card suffers Suppressions and Hits, its Entrance penalty is reduced. The numbers separated by slashes relate to the Hostile card's Attack chart columns.



*Example: When the Machine Gun Team does not have any Suppresses or EKIA, it uses the "4-3" column. It also adds +2 to the Entrance cost.*

*When the Machine Gun Team suffers 2 Suppression or EKIA, it uses the "2-1" column. It now adds +1 to the Entrance cost.*

This makes it vital to Suppress or Hit some Hostiles from 1 Location

card away, to reduce the Entrance cost.

**SOLDIER ATTACKS**

A Soldier can spend 1 Action to Attack any Hostile card that is within his Weapon's Range.

You can use the same or a different Weapon with each Attack.

You can target the same or a different Hostile card with every Attack as long as the Hostile card is within the Range of the Weapon.

Each Attack can only inflict 1 EKIA or 1 Suppress result, no matter how many Attack dice are rolled.

Squad Soldiers use their Attack Chart to roll 1 Ranged Attack die and 1 Defeat Cover die.

## ATTACK MODIFIERS

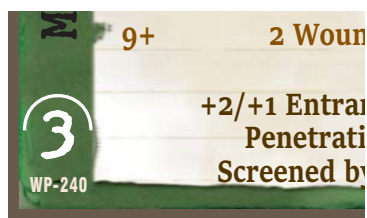
If a modifier adjusts an Attack roll, it modifies all of the Attack die rolls.

Play when you declare a Ranged Attack. Add 2[4] to your Attack Rolls.

*Example: A Steady Aim card adds 2 to your Attack roll. If you fire in Auto Mode, it adds 2 to each of your 3 die rolls.*

## ATTACK AND DEFEAT COVER

To Attack with a Weapon, roll the number of 10-sided dice based on your Attack Mode as well as one 6-sided die to Defeat the target's Cover. You roll only one 6-sided die for Defeat Cover, regardless of how many Attack dice you roll.



When attacked, the target has a chance of getting behind cover. To overcome a target's Cover, the attacker must roll equal to, or above, the target's Cover value on a 6-sided die.

There are 3 possible results when performing an Attack:

**EKIA:** If any of your adjusted Attack rolls equal or exceed the Weapon's Hit number for the Range, and your Defeat Cover roll equals or exceeds the Hostile's Cover number, you Kill the Hostile. Place an EKIA (Enemy

Killed in Action) counter on the Hostile card to record the Kill.



**Suppress:** If any of your Attack rolls equal or exceed the Weapon's Hit number for that Range, or your Defeat Cover roll equals or exceeds the Hostile's Cover value, but not both, you Suppress the Hostile. Place a Suppress counter on the Hostile card. Place only 1 Suppression, even if the Attack inflicts more than 1 Hit.

**No Effect:** If all of your Attack rolls are less than the Weapon's Hit number for that Range - and - your Defeat Cover roll is less than the Hostile's Cover number, the Hostile suffers No Effect.

To better show the relation between the Attack die roll and the Defeat Cover die roll, here is the Attack chart from the Tactical Display Sheet:



*Example: You have an M1918A2 Machine Gun and you are shooting at Hostile Lone Soldier at Range 0 (he is in your Location).*

*You need an Attack roll of 7 or higher and a Defeat Cover roll of a 1 or higher due to the Weapon's inherent Penetration 1.*



*Attack Example #1 - You select Auto mode, roll 3 Attack dice, and get a 2, 8, and 9. You also roll a Defeat Cover roll of a 5, +1 Penetration, for a 6. You Hit with your Attack, and you have defeated the Hostile's Cover. You have also rolled this Weapon's Reload result meaning to fire this weapon in the future you must spend an Action to Reload. You inflict 1 Kill on the Lone Soldier*

card. Place 1 EKIA counter on the card. You eliminated this Hostile. Remove the card and collect your experience, in this case 0.



**Attack Example #2 -** You select Semi Mode. You roll a 4, missing with your Attack, but you roll a Defeat Cover of 4 (+1), defeating the Hostile's cover. You Suppress 1 Lone Soldier. Place a Suppress counter on the card.

Each Reticle number on a Hostile card represents one Hostile.

If a Hostile card has multiple Hostiles, only one Hostile is Suppressed with each Suppress result or Killed with a Kill result.

When you Kill a Hostile, you can either place an EKIA counter on the card, or replace a previously placed Suppress counter with an EKIA counter, until all Hostiles on the card have an EKIA counter.



**Example:** A Machine Gun Team Hostile card currently has one EKIA counter and one Suppress counter. You inflict a Kill. You can either place an EKIA counter on the Machine Gun Team card, or replace the Suppress counter with an EKIA counter.

Each Hostile on a card can only have one EKIA or one Suppress counter. If you inflict a Suppress and all the Hostiles already have an EKIA or Suppress counter, your Attack has no effect.

**Example:** A Hostile card has the number 4 in its Reticle, indicating 4 Machine Gun Team Hostiles. The card already has 2 Suppress counters and 2 EKIA counter. Your Attack inflicts a Suppress. It has no effect.

If your Attack inflicts the final Kill on a Hostile card, discard the Hostile card and gain the number of Experience Points noted on the Hostile card. Place the Experience counters on the Soldier card that performed the final Kill.

Each Star on an Experience Point counter is equal to 1 Experience Point.



**Example:** Duncan inflicts the 4th and final Kill on a Machine Gun Team card. Discard the Machine Gun Team card and add 4 Experience Points to Duncan's Soldier card.



## RELOADING

If any of your Attack rolls are equal to or less than the Weapon's Reload number, your Weapon has run out of Ammo during the Attack. You cannot use the Weapon again until you Reload it.

Range	0	1	2
Reload	2	2	2
Hit	7	8	9
Mode Rolls			
Semi	1		
Auto	3		

**Example:** The M1918A2 Machine Gun will Hit a Hostile at Range 0 on a roll of 7 or higher. If the Hostile is at Range 1, you must roll 8 or higher. If either roll is 2 or less on any Attack roll, the Weapon runs out of Ammo during the Attack.

**Example:** Your M1918A2 runs out of Ammo on a roll of 2 or less on any Attack die. You fire in Auto Mode at an Officer, and roll a 1, 4, and 9 for your Attacks, and you roll a Defeat Cover roll of 5. You Kill the Officer, and your M1918A2 runs out of Ammo.

Attack modifiers do not adjust your roll until after you check for Reload.



**Example:** Due to Skills, Equipment, and Action cards, you have accumulated a +6 on this Attack roll against the

Lone Soldier with your M1918A2 at Range 0. You fire in Semi Mode and roll a 2, and a Defeat Cover roll of a 3.

First you check for Reload. You rolled a 2 or lower, so you will run out of Ammo. Next, you apply the +6 modifier to bring your Attack roll to a 8. The result of your Attack is 1 EKIA, and you also run out of Ammo.

## EXPLOSION AND SPRAY

Weapons that explode, like hand grenades, have the "Explosion" Keyword. Weapons that fire streams of bullets, like Machine Guns, have the "Spray" Keyword.

Roll the indicated number of Attack dice for an Explosion or

Spray Weapon. Regardless of how many Attack dice you roll, only roll 1 Defeat Cover die.

Unlike other Attacks, each Explosion and Spray Attack die has a chance to inflict a Miss, Suppress, or Hit. Resolve each Attack roll separately against the Hostile card.

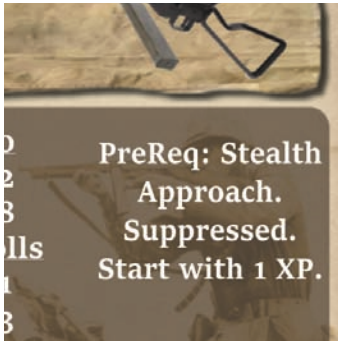
Suppressions and Kills do not spill over to affect other Hostile cards.



*Example: You throw a Grenade at a Mortar Team card with 4 Hostiles. You roll a 5 for your Defeat Cover (+1 for Penetration, increasing it to a 6), which is successful. Your Attack rolls are: 2, 7, 6, and 9. You inflict 2 Kills and 2 Suppressions.*

*Example: You throw a Grenade at a Sniper Team card with 2 Hostiles. Your Defeat Cover roll is a 1 (+1 for Penetration, increasing it to a 2), and fails. Your Attack rolls are: 2, 10, 7, and 9. You inflict 3 Suppressions, but the third Suppression has no effect because there are only 2 Hostiles.*

## SUPPRESSED WEAPONS



Some Weapons have the Suppressed keyword. These Weapons make less noise when fire.

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. This

represents the confusion the enemy suffers from being attacked by an unseen attacker.

## HAND TO HAND COMBAT

There are two types of Hand to Hand Combat: Unarmed and Melee.

Unarmed combat takes place when a Soldier does not have a Melee Weapon.

Melee combat takes place when a Soldier is using a Melee Weapon to Attack, such as a Knife or Bayonet.

The same rules apply to both types of Attacks.

In order to perform a Hand to Hand Attack, your Soldier must be in the same Location card as the Hostile (Range 0).



In addition to being in the same Location, you must select 1 Hostile card in your Location and pay the number of Actions indicated by the Location's Hand to Hand (HtH) combat value to Engage the Hostile in HtH combat (Unarmed or Melee).



Place the Hand to Hand counter with your Soldier's number on the Hostile card you have Engaged. A Soldier can only Engage 1 Hostile in HtH at a time.

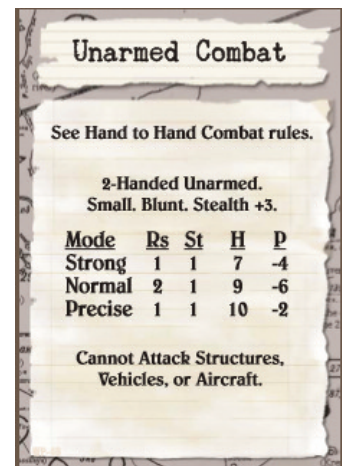
*Example: You pay 1 Action and discard as normal to Enter a Location. The Location has a Hand to Hand cost of 1, so you pay 1 Action, select the Hostile, and place your Hand to Hand counter on the targeted Hostile card. This uses both your Actions. On your next Turn, you perform a Hand to Hand Attack and Kill the last Hostile on the card. If you wish to Engage another Hostile card in that Location, you must pay the Location's 1 Action HtH Engage cost again.*

You may put aside Actions to pay the Hand to Hand cost. These cannot be used for anything else. You lose the set aside Actions if you perform any other Actions while they are being saved. Once you pay a Hand to Hand cost, you lose any remaining set aside Actions.

Soldiers and Hostiles cannot perform Hand to Hand Attacks against Squad Soldiers, Structures, Aircraft, and Vehicles. If a Hostile's text has it Attacking in HtH against a Squad Soldier, Structure, Aircraft, or Vehicle, it instead conducts its Attacks at Range 0.

*Example: You are using the Vehicle expansion, and a Hostile card with the text "Engages in HtH" Targets one of your Vehicles. Move the Hostile into your Vehicle's Location and conduct a Range 0 Attack.*

## Attacking





The Unarmed Combat reference card is provided as an easy way to look up your Unarmed Combat options.

If you spend an Action to perform an HtH Attack, select your Mode of Attack: Strong, Combo, or Precise, and then roll 10-sided dice and a 6-sided die as normal.

Rs - The "Rs" column indicates the number of Attack dice you roll.

St - If the any of the Attack rolls are equal or less than the number in the "St" column before modifiers, you "Stumble".

H - If one of more of the Attack rolls are equal to or greater than the number in the "H" column you score a Hit.

P - The number in the "P" column is your Attack's Penetration.

Add the Soldier's HtH modifier to your Attack rolls.

## Attacks

Hand to Hand Attacks use the same process as all the other Soldier Attacks. If the Attack and Defeat Cover rolls are successful, you inflict an EKIA. If one or the other is successful, you inflict a Suppress. If neither is successful, there is no effect from the Attack.

## Stumble

If on any of your Attack rolls, you roll your Stumble number or lower, before applying any modifiers, you Stumble during the Attack.

You immediately suffer 1 Suppress when you Stumble.

It is possible with a Combo Attack to successfully Hit with one roll, while Stumbling with the other roll.

As with any other Suppress, you cannot perform any Actions until you pay an Action to remove the Suppress.

*Example: A Player Soldier with HtH +1 is in the same Location with a Hostile. The Location has a Hand to Hand Action cost of 2. The Soldier's Rifle is out of Ammo. He saves his last Action during his Turn and declares that he is setting it aside to use toward paying a Hand to Hand cost. The Hostile Attacks another Soldier during the Hostile Turn, and Misses.*

*During the Soldier's next Turn, he spends 1 Action and his 1 saved Action to pay the Location's Hand to Hand Action cost of 2. He places his Hand to Hand counter on the Hostile card. He*

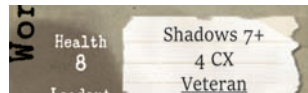
*pays 1 Action to perform an Unarmed Attack, selects Strong Mode, and rolls his Attack, gets lucky and rolls a 7 (+1 due to his HtH to make it an 8) for his Attack and a 5 (-4 for a Strong HtH Attack) for his Defeat Cover. The Hostile has a Cover of 1. He places 1 EKIA counter on the Hostile.*

*Later in the Turn, another Soldier moves into our Soldier's Location. The new Soldier has a Bayonet. He gives the Bayonet to our Soldier, who attaches it to his Rifle.*

*During the next Soldier Turn, our Soldier Attacks the same Hostile card, but this time with a Bayonet. Since the Soldier is continuing to Attack the same Hostile, he does not need to pay the Location's Hand to Hand Action cost again. He chooses "Combo" Mode, and rolls 2 Attack dice getting a 3 and 10, and rolls 1 Defeat Cover die getting a 4. He has an HtH modifier of +1. Due to the Combo Attack Mode, he needs to roll a 7 or higher to Hit with either Attack die. The 10 is successful. His Defeat Cover roll of a 4, -2 for performing a Combo Attack, is also successful. Because he has one or more successful Attack rolls, and a successful Defeat Cover roll, he inflicts 1 EKIA on the Hostile card.*

The "Aim" keyword is not used in WWII Warfighter, but will appear in future games. Where "Aim" appears, treat it as "+1 Penetration" instead.

## Shadows Ability



Some Soldiers have the "Shadows" ability printed on their card.

Only Soldiers with the Shadows ability can attempt to perform Shadow Attacks.

At any time during the Soldier Turn, the Soldier can roll a 10-sided die. If you roll the Soldier's Shadow value or higher, the Soldier has successfully moved out of sight of the enemy. If you roll less than the Soldier's Shadow ability, you Attack as normal. Some Hostiles modify your Shadows roll.

If you make a successful Shadows roll, add the Weapon's Stealth modifier to your HtH Attack rolls for the remainder of the Soldier Turn.

*Example: You make a successful Shadows roll and your Ka-Bar knife has Stealth +4. You decide to perform a Combo Attack. You get to add 4 to both of your Attack rolls.*

If you make a successful Shadows roll, add 2 to your Stealth Weapon's Penetration for the remainder of the Soldier Turn.

*Example: You add 4 to your Ka-Bar's Attack rolls, and 2 to its Defeat Cover roll.*

## Thrown Attacks



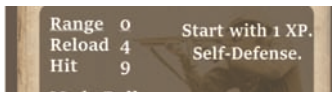
All Thrown Attacks have an Attack Range of 0.

If you Attack using a Weapon's Thrown mode, you cannot use the Weapon again until that Hostile card is Eliminated, and you are still in its Location.

*Example: You Throw your M3 Knife at a Hostile card at Range 0. Regardless of the outcome of your Attack, you cannot use that Knife again until that Hostile card is*

*Eliminated and you are still in its Location.*

## Self-Defense Weapons



You can use Weapons with the Self-Defense keyword to perform Attacks in HtH combat.

## HOSTILE CARDS

As you draw Hostile cards, place them face up on the Tactical Display next to their Location card.

**1 - Title:** The name of Hostile

**2 - Reticle:** The Number of Hostiles on a card.

*Example: You must inflict 4 Kills to eliminate the Banzai card.*

**3 - Hostile Value and Experience Points:** The number in the upper right corner shows the Experience Point value of this Hostile card. Use this value when you are drawing Hostiles for a new Location card, or for Reinforcements. Also, a Soldier gains this number of Experience Points from Killing the last Hostile on the card.

You must Kill all the Hostiles on the card before you can claim the Experience Points for the card.

**4 - Hostile Level:** At the start of a Mission, choose between Frontline Hostiles (F) and the more difficult Elite Hostiles (E). All Hostiles in your Hostile deck must be the same level.

**5 - Event:** When you place a Hostile with the Event notation, immediately draw a card from the Event deck. Add the Event to the Hostile's Location.

**6 - Attack Range and Attack Chart:** Hostiles use the chart on their card to Attack their targeted Soldier.

*Example: The Banzai use the "4-3" column when Attacking, if no Hostiles are Suppressed or Killed. They use the "2-1" column if 2 or 3 Hostiles are Suppressed or Killed.*



Some Hostile cards have an effect, but no die roll or Attack chart. This text is only active if there is at least one Hostile that is not Suppressed or Killed on the card and the Hostile is within the noted

Range.

*Example: If the Large Truck is within Range 2 of its Targeted Soldier, draw a Reinforcement card for the Large Truck during the Reinforcement Draw step. If the card drawn has a Reinforcement value of 0, 1, 2, or 3, place the Hostile in the Truck's Location. If the Hostile's value is 4 or more, discard it.*



Some Hostile cards have a Reinforce effect in addition to an Attack chart. This text is always active if there is at least one Hostile that is not Suppressed or Killed on the card.



*Example: The Officer's Reinforce and Inspire is active unless he is Suppressed. The Screened by effect is always active.*

**7 - Cover:** Soldiers must roll this number or higher on a 6-sided die to Defeat the Hostile's Cover during an Attack.

*Example: When attacking the Hostile, the Soldier must roll a 10-sided die to perform the attack, and a 6-sided die to defeat the Hostile's Cover. If the 6-sided die roll is 3 or higher, the Hostile's Cover has been defeated.*



**8 - Special Notes:** Some Hostile cards have Special Notes at the bottom of their cards. This text is only active if there is at least one Hostile that is not Suppressed or Killed on the card.

*Example: You must place the Banzai Hostile card in the Front-most Location and they can only attack in HtH.*

Additional Keywords can also be found here, such as: Fearless, Rear-most, etc. An explanation of Keywords can be found in the Keyword Booklet.



Draw an Event card immediately after drawing a Hostile card with the Event notation. If the Event affects a Location, place the Event card next to the Location it was drawn for.

Only draw an Event card if the Hostile enters play.



*Example: During a Reinforcement draw, I draw a 2-point Hostile with an Event notation, but the Location's Reinforcement range is only 0-1. The Hostile card does not enter play. I discard it and do not draw an Event card.*

Some Event cards note that you can pay Experience Points to cancel the Event. These XP must be paid immediately after all Hostile and Event cards are drawn. They may be paid by any Soldiers.

**1 - Name of Event** - For flavor only.

**2 - Game Effect** - Some game effects are resolved when the card is drawn, others continue to apply in that Location.

EVENT CARDS

HOSTILE TURN



Soldiers may only interrupt the Hostile's Turn to play Action cards, use Weapons, or use Equipment that specifically note they can be used during the Hostile Turn.

## REINFORCEMENT DRAW

Draw one Hostile card for each Location card with a Soldier, and for each Location with an Always Reinforce keyword.



Each Hostile card has a value in its upper right corner. When you draw a Hostile card, compare its value against the Reinforce point value on the Location card.

If they match, add the Hostile card to that Location.

If the point value does not match, do not draw another Reinforcement card.

*Example: Your Location card's Reinforce value is 0-1. When you draw a Hostile Reinforcement card, check its value. If it is a 0 or 1, add that Hostile card to your Location card and draw its Hostile Targeting counter. If it is not a 0 or 1, discard the Hostile card.*

*Example: The Stream Location has a Reinforce value of 0-1. You draw an Officer with a value of 3. Discard the Officer card.*

*Example: The Stream Location has a Reinforce value of 0-1. You draw Recruits with a value of 1. Add the Recruits card to the other Hostile cards in the Stream Location card, and draw a Hostile Targeting counter from the cup for the Recruits.*

Do not draw a card for Locations that have a "None" Reinforce.

## HOSTILES ATTACK

Resolve Attacks for all Hostile cards that are in Range of their targeted Soldiers.

*Example: A Hostile has a Range of "0-2". The Hostile will Attack its targeted Soldier when the Soldier is at Range 0, 1, or 2.*

Hostile cards roll dice to Attack. Consult their Attack chart to determine the effects of their Attack roll.

Hostile cards that have numbers greater than one on their Reticle have multiple columns on their Attack chart. The numbers at the top of each column represent the number of remaining Hostiles that have not been Killed or Suppressed.



*Example: If you have Suppressed one Hostile on an Ambushers card, they will attack using the column for 2-1 remaining Ambushers. An Attack roll of 8+ inflicts 2 Wounds.*

No more than one Suppress counter can be placed on a card for each Hostile. If all Hostiles on the card already have an EKIA or Suppress counter, ignore any

additional Suppress results inflicted on the Hostile card.

*Example: If 3 Ambushers are alive and Unsuppressed when they attack, the Ambushers inflict 2 Wounds on a roll of 8+.*

*Example: If 1 Ambusher is Killed and 1 is Suppressed, there is only 1 active Ambusher. The Ambushers inflict 2 Wounds on a roll of 10+.*

*Example: If 1 Ambusher is Killed and 2 more are Suppressed, there are no active Ambushers on the Hostile card. The Ambushers card does not attack during this Turn.*

## Weapon Range and Attack Chart

Roll	Attack (Range 0)
4-	Miss
5-7	1 Wounds
8-9	2 Wounds
10+	Kill

Screened by (0-1).  
Reinforce (0-2).  
Fearless. Inspire.

When a Hostile Attacks a Soldier, roll a 10-side die for the Attack, and roll a 6-sided die to Defeat the Soldier's Cover.

Each type of Hostile card has a unique Attack chart.

Use the Attack chart to determine the result of the Attack based on the success of the die rolls.



*Example: The Hostile's Attack roll indicates 2 Wounds, but its Defeat Cover roll fails to Defeat the Soldier's Cover. The Soldier suffers a Suppress.*

*The Hostile's Attack roll indicates a Miss, and the Defeat Cover roll is equal to, or great*

*than, the Soldier's Cover. The Soldier suffers a Suppress.*

*The Hostile's Attack roll indicates a Miss, and the Defeat Cover roll is less than the Soldier's Cover. The Soldier suffers no effect.*



*The Hostile's Attack roll indicates 1 Wound, and its Cover roll successfully defeats the Soldier's Cover. The Soldier suffers 1 Wound.*

## HOSTILES CLOSE RANGE

If a Hostile card has 1 or more Suppress counters, it cannot Move.

All Hostile cards that are out of Range move one Location card closer to their targeted Soldier. If a Hostile card is in Range of its target, the Hostile card does not move.

*Example: The Flankers have targeted Soldier #2, NPS Nurke, but Nurke is at range 2 from the Flankers. Move the Flankers 1 Location closer to Nurke during the Close Range phase.*

*Example: The Flankers, who have a Range of 1, have targeted Soldier #2 Nurke, but Nurke is at Range 2 from the Flankers. The Flankers have a Suppressed counter on their card. The Flankers cannot attack because they are out of range, and they cannot Move because they have a Suppress counter.*

There are situations when a Hostile is in Range, but cannot Attack the Soldier, due to an Obstructed Location or other card text. In such situations, the Hostile Moves closer to the Soldier.



Some Hostiles do not Attack your Soldiers, but instead apply a detrimental effect. If the targeted Soldier is out of the Hostile's Range (and the Hostile does not have a Suppress), move the Hostile one Location card closer to its targeted Soldier.

*Example: The Large Truck draws a Reinforcement each Turn, during the Draw Reinforcements step. If it is more than 2 Location cards away from its targeted Soldier,*

*it does not Draw a Reinforcement card. Move the Large Truck one location closer to its targeted Soldier during the Close Range step.*

## No Location Card

There will be times when a Hostile is Placed in, or Moves into, a Location space that does not yet have a Location card.

Place and Move the Hostile cards as normal as if there is a Location card present.

## REMOVE SUPPRESS COUNTERS

Remove one Suppress counter from each Hostile card.

## ADVANCE MISSION TIMER



Move the Timer counter down the track by one space.

If you move the counter past the "1" space, you have run out of Time, and your Mission ends in failure.

**SOLDIER WOUNDS**



Each Wound suffered by a Soldier reduces the Soldier's Health and Hand Size by 1.

*Example: Your Soldier starts with a Health of 6. This means your Hand Size is 6, and you can hold at most 6 cards in your Hand after performing a Discard and Draw Action.*

*Your Soldier then suffers a 2-point Wound. This reduces his Health and Hand Size to 4. You can hold at most 4 cards in your Hand after performing a Discard and Draw Action.*



Place a Wound counter on your Wounded Soldier card equal to the number of Wounds inflicted by the Attack.

Each time your Soldier suffers Wounds, place a separate Wound counter on his Soldier card.



*Example: Duncan Suffers a 1-point Wound from a Sniper Team's Attack and a 2-point Wound from an Attack by Flankers. Place 2 separate Wound counters on Duncan, a counter with a 1 and a counter with a 2. Duncan must be Treated for each Wound separately.*



A Soldier with a First Aid Kit can attempt to Heal any Soldier in his same Location. You can only attempt to Heal a Wound once.

Before rolling to Heal, declare which Wound you are attempting to Heal.



A "Heal 1" effect reduces a Wound by 1 point. A "Heal 2" reduces a Wound by 2 points.

If a Heal result completely Heals a Wound, discard the Wound counter.



If a Heal result does not completely Heal a Wound counter, replace the Wound counter with a Treated Wound counter. The Treated Wound counter shows

that the Wound cannot be Treated, Reduced, or Removed again.

Disregard any unused Heal points left over.

*Example: Nurke has suffered a 2-point Wound. Duncan uses his First Aid Kit and Heals 1 point of Nurke's Wound.*



*Replace the 2 Wound counter with a 1 point Treated Wound counter. This shows he is still suffering from 1 Wound, and the Wound cannot be Treated, Reduced, or Removed again during the Mission.*

*Example: A Soldier suffers a 2-point Wound. Later in the game, you play a Walk It Off Action card to reduce it to a Treated 1-point Wound. The 1-point Wound cannot be Treated, Reduced, or Removed again.*



*Example: A Soldier has a 1-point Treated Wound. You cannot play a Walk It Off Action card to remove the Treated Wound.*

## DOWNED

If a Soldier is reduced to 0 Health or less, he is Down and his Wounds cannot be Healed, Reduced, or Removed. A Downed Soldier can no longer participate in the Mission. Immediately remove his counter from the Tactical Display and discard his Action cards.

A Downed NPS or Player Soldier leaves behind all of his Weapons, Equipment, and Ammo in his Location in case other Soldiers want to pick it up.

You may also voluntarily Remove a Soldier who has been reduced to 2 or 1 Health from the Mission.

You may Remove Soldiers from the Mission at any time during the Soldier Turn.

Recalculate your team's Resource point value each time a Soldier is Downed or Removed from the Mission.



*Example: If a 20-Resource point Non-Player Soldier is Downed, your team, which started with 52 Resource Points, would now be worth 33 Resource Points. When drawing Hostiles for the Stream Location card, you would only draw until there are 4 or more Hostile Experience Points of Hostile cards in the Location card.*

Take into account the Resource Point value of all the Player Soldier's Weapons and Equipment during the recalculation.

*Example: If you started the Mission with 4 Grenades, they would have been worth 4 Resource Points. If you have 2 Grenades when you recalculate, count them as being worth 2 points.*

## REMOVED SOLDIER OUTCOME

When the Mission is over, roll to determine the status of each Downed or Removed Soldier. If you are playing a one-time Mission, this is for player interest only.

If you are playing in a series of Campaign Missions, this will determine the Soldier's future participation in the Campaign.

If a Soldier receives an "Able to return to Duty" result, he remains in the Campaign. Any other result removes him from the Campaign.

### d10

8+	Able to return to Duty
6-7	Medical Discharge
5-	KIA

### Soldier's Status

### Mod.

+4	Removed with 2 Health.
+2	Removed with 1 Health.
+0	Removed with 0 Health or less.
+2	If the Objective was completed

### Soldier's Condition

# COMPLETING THE OBJECTIVE



During the Soldier Turn, any Soldier in the Location card adjacent to the Objective card can freely “Activate” the Objective card by declaring it as the next Location.

Remove the Inactive counter from the Objective when you Activate it.

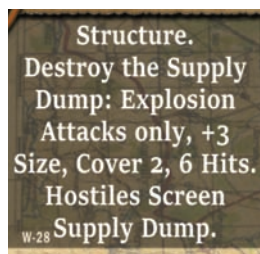
*Example: During a River Crossing Mission, the Objective will be in the 6th space. If your Soldier is in the Location in the 5th space, you can Activate the Objective card.*

Activating the Objective card is the same as playing a new Location card. Immediately draw the Objective’s Hostile cards when you Activate the Objective card.

Each Objective card specifies what you need to do to win.

Your team does not have to be in the Objective card to win the game.

Your team does not have to be together in the same Location card to win the game.



Some Objectives have a single target that must be Destroyed to complete the Mission. For these targets, all Suppress and Hit results produced by an Explosion Attack inflict Suppresses and Hits on the target.

*Example: You throw a Grenade at the Supply Dump and inflict 2 Hits and 2 Suppresses. Both Hits inflict damage on the Supply Dump. The Suppresses have no effect.*

Other Objectives note a specific number of targets, each of which must be Destroyed with separate Attacks.



*Example: The Supply Huts Objective notes there are 4 Huts that must be Destroyed. The card also notes that you must inflict 2 Hits on each Hut, with Explosion Attacks, to Destroy them, and that all Hostiles in the Objective must be Suppressed or EKIA’d in order to target the Huts.*

*After Killing the Objective’s Hostiles, you throw a Grenade at a Hut and inflict 4 Hits. You only Destroy 1 Hut. The last 2 Hits have no effect. You must*

*target each of the 4 Huts with a different Attack to Destroy them.*

*Another Soldier then fires a Flamethrower at a Hut and inflicts 3 Hits. He Destroys the Hut. Your Team must Destroy 2 more Huts to complete your Mission.*

**Rule Change:** Some Action cards can be used to target Hostile cards, including attacking the Hostiles as well as the Target in an Objective card. (Previous versions of this rule allowed Action cards to only attack Hostiles, but not the Target.)

Treat these Objective card Hostiles as being a Hostile card with reticles.

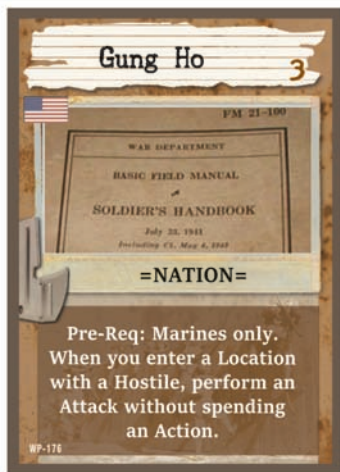
*Example: Treat the Supply Huts as being a Hostile card with 4 reticles, one for each Hut.*

The game immediately ends in success when you complete the Objective card’s requirements.

The game ends in failure if you run out of Game Turns, or when the last member of your team is Downed.

If your last Soldier is Downed in the same Action that you complete the Objective, the game ends in success.

NATION SKILLS



Nation Skill cards are specific to each Nation in the game.

These cards give the Soldiers of each Nation a unique feel.

Purchase these Skill cards as normal.

Some Nation cards have a Pre-Req. The Soldier must meet this requirement to purchase the card.

*Example: A Nation card has a Pre-Req of "Marines only". In order to purchase the card, a Soldier must belong to the flagged Nation, and be a Marine.*

SPECIALIST SKILLS



Specialist Skills group several Skills together onto the same card. This allows the Soldier to gain the listed Skills while paying fewer Resource Points.

Gather the listed Skill cards as normal for reference during the Mission.

The Soldier gains all the listed Skills for the cost of the Specialist card, instead of paying the individual cost for each Skill card.

To purchase a Specialist card, the Soldier must meet the noted Pre-Reqs listed on the Specialist card. The Soldier must have the minimum RP cost or higher printed on his card, as well as any other noted requirements.

*Example: A Specialist card has the Pre-Req of "Veteran, Printed 21+ RP." In order to purchase the card, a Soldier must have the Veteran Skill, and have an RP cost of 21 or more on his Soldier card.*

Soldiers are still only allowed to have one instance of each Skill card.

CAMPAIGNS

**Wake Island Invasion 1941 (Offensive)**

The Japanese attack on Wake Island began simultaneously with their attack on Pearl Harbor. Defending the island were 850 marines and 50 Marine aviators of VMF-211 along with 68 Navy sailors and six coastal guns. Crushing the first enemy attack, the Japanese launched a second on December 23rd which captured the island.

**7** Objs Evaluation  
 4 Outstanding  
 3 Well Done  
 2 Solid Work  
 1 Questioning  
 0 Shameful

**2** Japan 35 RP  
 =Hostiles= United States  
 =Region= Jungle  
 =Weeks= 5  
 =Expansions= 14 and 15

**3** Starting Locations: Warm Jungle, Steep Rise, Brick Building, Road, Muddy Slope, Killing Ground

**4** Objectives: Shore Installation, Bunkers, Sniper Hunt, Artillery Position

**5** Special Rules  
 - You cannot select any Soldiers with an RP value greater than 16.  
 - If you do not complete at least 1 Objective during the 1st Week, the Campaign ends with a Shameful result.  
 - Completed Objective: Gain 4 RP of Soldiers, Skills, and/or Gear.  
 - Did not Complete Objective: Gain 2 RP of Soldiers, Skills, and/or Gear.

**6**

A Campaign is a series of linked Missions that take place in a historical setting. Select the Campaign sheet you wish to play and place it next to the Tactical Display.

**1 – Title:** The Campaign’s title, whether you will be playing an Offensive or Defensive Campaign, and historical information.

**2 - General Information:** Designates your Nation, your starting Resource Points to create Squads, the enemy Nation, the Region type, the number of Weeks (Campaign Turns) the Campaign runs, and any Expansions needed to play the Campaign.

**3 – Mission / Location Cards:** Lists the Mission or Location cards you will need for the Campaign.

**4 – Objective / Location Cards:** Lists the Objective or Location cards you will need for the Campaign.

**5 – Rules:** The special rules used by the Campaign. Where Campaign rules conflict with the rulebook, Campaign rules take precedence.

**6 – Map:** The Campaign map. The arrow-headed lines show the direction of travel between Missions.

**7 - Victory:** The Victory chart that shows how well you

did during your Campaign.

**SQUAD CREATION**

Purchase your Soldiers, Skills, and Gear as normal using the Campaign sheet’s Starting RP limit.



Divide your Soldiers into 1 or more Squads. Assign each Squad a Squad counter. Your Soldiers and the Gear they have will remain within these Squads throughout the Campaign.

Campaigns limit the RP you begin with and the maximum number of Squads you may start with. This is based on the number of START squares on a Campaign sheet.

Fill out the Campaign Log sheet.

Each Squad performs 1 Mission each Week.

*Example: You are playing an Offensive Campaign with 3 Squads. During a Week of the Campaign, Squad #1 runs a Mission to attack an Artillery Position. Squad #2 attacks an Airfield, and Squad #3 attacks Bunkers.*

# OFFENSIVE CAMPAIGNS

**Wake Island Invasion 1941 (Offensive)**

The Japanese attack on Wake Island began simultaneously with their attack on Pearl Harbor. Defending the island were 850 marines and 50 Marine aviators of VMF-211 along with 68 Navy sailors and six coastal guns. Crushing the first enemy attack, the Japanese launched a second on December 23rd which captured the island.

Obj's	Evaluation
4	Outstanding
3	Well Done
2	Solid Work
1	Questioning
0	Shameful

**Japan**  
35 RP

**Starting Locations:**  
Warm Jungle  
Steep Rise  
United States  
Brick Building  
Region=Jungle  
Muddy Slope  
Killing Ground

**Objectives:**  
Shore Installation  
Bunkers  
Sniper Hunt  
Road  
Artillery Position

**Special Rules**

- You cannot select any Soldiers with an RP value greater than 16.
- If you do not complete at least 1 Objective during the 1st Week, the Campaign ends with a Shameful result.
- Completed Objective: Gain 4 RP of Soldiers, Skills, and/or Gear.
- Did not Complete Objective: Gain 2 RP of Soldiers, Skills, and/or Gear.

**Hostiles=**  
United States

**Weeks=**  
5

**Expansions=**  
14 and 15

You do not use a Mission card for Offensive Missions. Roll on the following chart to determine the Location space of the Objective, the number of Turns you have to complete the Objective, and other information.

Roll	Location#	Turns	Effect
2-	4	7	Add 3 to the Hostile value of the Objective
3-4	5	9	Add 1 to the Entrance cost of each Location
5-6	6	10	No adjustment
7-8	7	12	Gain 1 Squad Soldier (7 RP or less)
9+	8	15	Gain 12 RP of Soldiers and Gear

## Conduct Missions

Conduct a Mission for each Squad using the Starting Location card and Objective card pairing.

Recalculate each Squad's RP at the start of each Mission for purposes of the Hostile charts on Location and Objective cards.

Your Squad regains the number of Resource Points it lost or expended during the Mission. You may use these RP to purchase new Soldiers, Gear, and Skills.

*Example: Your Squad began the Mission with 27 RP. After the Mission, due to Downed Soldiers and Expended Gear, the Squad is only worth 15 RP. The Squad regains 12 RP.*

## Set-Up



Place the Enemy Held counters in all the squares on the map.



Place your Squad counters in the noted Starting squares. Your Squads start in squares with Enemy Held counters. Limit of 1 Squad per Starting square.

## Start of Each Week

Conduct a Mission for your current Objective's square.

Use the Objective card noted in the square.

Draw a random Starting Location card and place it in Location space #1. This serves as the first Location of your Mission, instead of a Mission card. The Location card starts the Mission in play. You do not have to pay its Entrance and Action/XP costs to play it. Also, do not draw Hostiles when placing the Starting Location card.

## If You Complete the Objective

Your Squad gains the Resource Points listed on the Campaign sheet for Completing the Objective. You may purchase Soldiers, Gear, and Skills.



Flip the Enemy Held counter to its Friendly Held side.

Move the Squad along a line leading out of its square to an adjacent square. Squads can freely move through Friendly Held squares without stopping.

## If You Did Not Complete the Objective

Your Squad gains the Resource Points listed on the Campaign sheet for Not Completing the Objective. You may purchase Soldiers, Gear, and Skills.

Do not flip the Enemy Held counter.

Do not move the Squad counter out of its square.

Your Squad will attempt the same Mission next Week with a new Starting Location card and a new roll on the Mission chart above.

## End of Each Week

Mark off the current Week Completed on the Campaign Log sheet.

Determine if the Campaign is complete. If it is, go to the End of Campaign rules. Do not perform any other End of Each Week actions.

## If the Campaign is not Completed

Remove all XPs from Soldiers. They begin the next Mission with their normal starting number of Mission XPs.

Soldiers Heal all Wounds suffered during the Mission.

Weapons freely regain the Ammo printed on their cards. All Expendables, such as Grenades and Rockets may be repurchased. Ammo beyond that printed on Weapon cards may also be purchased.

Update the Campaign Log Sheet based on your purchases. Determine the new Resource Point totals for each Squad based on their current Soldiers, Weapons, and Gear.

## End of Campaign

Objs	Evaluation
4	Outstanding
3	Well Done
2	Solid Work
1	Questionable
0	Shameful

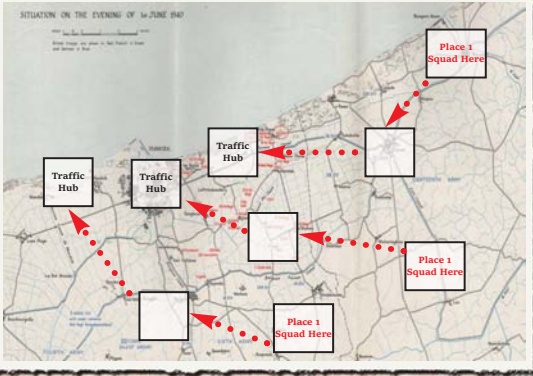
Compare the number of Objectives completed to the Campaign's Victory chart to determine your level of success.

## DEFENSIVE CAMPAIGNS

**Dunkirk 1940 (Defensive)**

After Allied counterattacks failed at Arras on May 21, German forces advanced northwards towards the channel coast, potentially trapping the British Army before it could be withdrawn to England. French and British forces engaged in a rear guard action while 330,000 soldiers were evacuated from the port city of Dunkirk.

<b>RP</b>	<b>Evaluation</b>
57+	Outstanding
41-56	Well Done
26-40	Solid Work
10-25	Questioning
9-	Shameful



**United Kingdom**  
70 RP

=Hostiles=  
**Germany**

=Region=  
Europe

=Expansions=  
2, 7,  
and European  
Core Game

=Weeks=  
3

**Missions:**  
City Combat  
Combat Sweep  
Long Way  
Hard Slog  
Limited Support  
Just Another Day

**Starting Locations:**  
Pasture  
Ruins  
Houses  
Road  
Lane

**Final Locations:**  
Traffic Hub

**Special Rules**

- Never Surrender!: All Soldiers begin each Mission with extra XP equal to the current Week of the Campaign.
- Automatically use Traffic Hub as the final Objective for all Squad Missions.

## Set-Up



Place your Squad counters in the indicated Starting squares.

Draw a random Mission card and a random Starting Location card, for each battle from those listed on the Campaign sheet.

Defensive Campaign Missions are much like Escape Missions. Treat each Mission card as having the "Escape Mission" Keyword and using the Escape Mission rules.

## Your Goal... Escape

These Missions do not use Objective cards. Your goal in every Defensive Campaign Mission is to Move backward through Location cards and Enter the Mission card.

Place the Mission card in its normal place on the Tactical Display. Place the Starting Location card in the Objective space printed on that Mission card. You do not have to pay its Entrance and Action/XP costs to play it. You must however draw the Hostiles for the Objective card after the Advance Timer step (see the Escape Mission rules on the Keyword sheet).

*Example: The Mission card specifies the Objective card being in Location #6. Place the Starting Location card in the Location #6 space on the Tactical Display.*

The Mission ends when any of the following occurs:

- All Soldiers are in the Mission card.
- When the Mission Time runs out.
- When the player decides to end the Mission.

Any Soldiers not in the Mission card when the Mission ends are captured by the enemy and are removed from the Campaign.

## Conduct Missions

Conduct a normal Escape Mission for each Squad.

Recalculate each Squad's RP at the start of each Mission for purposes of the Hostile charts on Location cards.

## End of Each Week

Mark off the current Week Completed on the Campaign Log sheet.

Determine if the Campaign is complete. If it is, go to the End of Campaign rules, and do not perform any other End of Each Week actions.

## If the Campaign is not Completed

Remove all XPs from Soldiers. They begin the next Mission with their normal start of Mission XPs.

Soldiers Heal all Wounds suffered during the Mission.

Weapons freely regain the Ammo printed on their cards. Any unused Expendables such as Grenades carry over to the next Mission.

Move each of the Squads along a line to the next square.

Roll on the following chart to determine the adjustment that affects the next Mission.

<b>Roll</b>	<b>Effect</b>
2-	Purchase 3 RP of Gear
3-4	Gain 1 Squad Soldier (6 RP or less)
5-6	Gain 4 RP of Grenades
7-8	-1 Location from next Objective
9+	Subtract 2 from the Hostile value of the Objective

Update the Campaign Log Sheet based on your purchases. Determine the new Resource Point totals for each Squad based on their current Soldiers, Weapons, Skills, and Gear.

## End of Campaign

RP	Evaluation
57+	Outstanding
41-56	Well Done
26-40	Solid Work
10-25	Questioning
9-	Shameful

Compare the RP value of your surviving Soldiers, Skills, and Gear (not Medals) to the Campaign's Victory chart to determine your level of success.

## MEDALS

If you are using the Medals expansion, your Soldiers earn Medals as normal during the Campaign Missions.

The RP value of Medals is only used when drawing Hostile cards for Location and Objective cards.

*Example: You are playing an Offensive Campaign. Your Squad started the Mission worth 30 RP, plus 5 RP of Medals. During the Mission, you treat the Squad as being worth 35 RP when drawing Hostile cards. At the end of the Mission, your Squad is only worth 20 RP due to losses, not counting Medal RP. Your Squad gains 10 RP to make purchases (30 RP of starting Squad value - 20 RP of ending Squad value = 10 Regained RP).*

# AIRBORNE MISSIONS



An Airborne Mission is a special kind of Mission first appearing in Expansions #24, #25, and #40.

Airborne Missions begin with the Soldiers being delivered to the start of the Mission by either Parachutes, or in a Glider. Once the Mission is underway,

Airborne forces must operate behind enemy lines, cut off from support forces, until their Mission is complete. The Landing Zone and Enemy Lines cards simulate the difficulties of Airborne Missions.

## SET-UP



To perform an Airborne Mission, select an Airborne Mission card. Only Airborne Soldiers may participate in Airborne Missions. Select Airborne Player Soldiers, Non-Player Soldiers, and Squad Soldiers as normal.

Select an Objective card as normal.

Your Soldiers must be delivered to the Mission card with a Glider, or with Parachutes. Decide if you will use a Glider or Parachutes when selecting your forces.



If you selected Parachutes, refer to the rules on the Parachute Equipment card. All Soldiers must be Equipped with a Parachute.

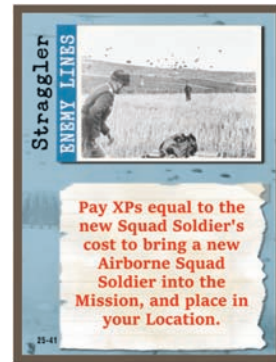
If you selected a Glider, refer to the rules on the Glider Equipment card. All Soldiers must arrive in the Glider.

Shuffle the Landing Zone cards and place the deck next to the Tactical Display. If you have multiple Airborne expansions, you may combine the Landing Zone cards to form one large deck.

Shuffle the Enemy Lines cards and place the deck next to the Tactical Display. If you have multiple Airborne expansions, you may combine the Enemy Lines cards to form one large deck.

You are now ready to begin.

## THE MISSION



At the start of the 1st Turn, draw a Landing Zone card and apply its effect. Do not draw Landing Zone cards after the 1st Turn.

At the start of each Turn, starting with the 2nd Turn, draw and resolve an Enemy Lines card.

## SET-UP



A Fortification Mission is a special kind of sub-Mission first appearing in Expansion #45.

Select a normal Mission card and a Fortification Objective card. Find the Hostile card that is "Present" on the Fortification Objective card, and place it next to the Objective card. Shuffle the Fortification Hostile cards and draw one for each Location that

will be placed during the Mission.

*Example: The Objective is in Location 5, so there will be 3 Location cards. Draw 3 Fortification Hostile cards.*

Turn the Fortification Hostile cards face-up and examine them. You are free to examine them at any time throughout the Mission.

## THE MISSION



When you draw Hostiles for a new Location, randomly select one of the Fortification Hostile cards you set aside. Then, draw the remaining Hostiles as normal from the Hostile deck.

*Example: You place a Location with a Hostile value of 5. You draw and place a value 1 Fortification card. You then draw from the standard Hostile deck, and draw a value 3 Hostile,*

*and finally a value 2 Hostile.*

If the Fortification card has Overkill, and cannot be placed, draw a card at random from the unused Fortification Hostiles. Continue redrawing until a Fortification Hostile can be placed.

## Doors



Some Fortification cards have a "Door to Interior". You can Attack the Fortification card as normal, rolling against its Defeat Cover, or you can attempt to Breach its Door.

One way you can Breach a Door is by Attacking it. A Soldier must be in the Fortification's Location card to Attack its Door. The Door's Cover and Hits needed to Destroy it are listed on the Hostile card. Do not add the Hostile's Size when Attacking a Door.



*Example: The Elite Observation Post has a Cover value of 12. You can Attack it as normal and attempt to overcome its Cover value, or you can move a Soldier into its Location and have the Soldier Attack the Observation Post's Door, which only has a Cover of 9. If you inflict 2 Hits on the Door, you Breach the Door. The Door allows you to perform*

*Interior Attacks against the Observation Post. The Observation Post's Interior only has Cover 2.*



Instead of inflicting Hits on the Door, some Doors can be Breached with a successful "Pick" roll. Such Doors have the "Pick x+" notation in their text. To Pick, move a Soldier with the Pick ability into the Fortification's Location. Once in the Location, spend an Action to Pick the Door's lock. If successful, you

Breach the Door. You can attempt to Pick the lock multiple times. Some locks have a modifier to your Pick roll.

## Breached

Once the Door is Breached, Soldiers in the Location Attack the Fortification using the much lower Cover value noted in the Door information.



*Example: The Elite Barracks' Door has a Pick notation, so it can be Picked. You move a Soldier with Pick 9+ into the Barracks' Location. The Door has "Pick +0". You roll to Pick the Door's lock. You will succeed on a roll of 9 or higher. You roll a 9, and succeed. You Throw a couple Grenades into the Barracks' Interior, Defeating its Interior Cover of 1, and inflicting the 6*

*Hits needed to Eliminate the Barracks.*

Once Breached, you may perform Range 0 Attacks, or pay Actions as normal to Engage in HtH.

Vehicle and Aircraft Attacks must always Defeat the Hostile's normal Cover value.

**SHORE INVASION MISSIONS**



A Shore Invasion Mission is a special kind of Mission first appearing in Expansion #43.

Shore Invasion Missions begin with your Soldiers in a Landing Craft in the Mission card. You must fight your way out of the Mission card, through the Surf, across the Beach, and destroy the Shore Defenses.

**SET-UP**



To set-up your Mission, select:

- A Shore Mission card for Location #1.
- A Shore Objective for Location #4.
- A Landing Craft Equipment card, and place it next to the Mission card.
- Purchase your Soldiers and Gear as normal, except you may not purchase or use Smoke Grenades during the Mission.
- Then...
- Draw a random Surf Location card for Location #2.
- Draw a random Beach Location card for Location #3.
- Draw Shore Defenses Hostile cards for the Shore Defenses Objective card.

**Fortifications**

If you are using the Fortification expansion, draw a Fortification card for the first Hostile card for the Shore Defenses Objective.

Do not use a Fortification Objective. Use the Shore Assault Objective.

**THE MISSION**

You are now ready to begin.

Any Soldiers in the Mission card suffer the limitations listed on the Landing Craft card.

Hostiles do not start in, or Enter, Location cards #1, #2, or #3. Place, or keep, such Hostiles in the Shore Objective card.

Draw all Reinforcement Hostiles from the normal Hostile deck.

The Shore Defenses Objective card and Shore Defenses Hostiles begin the Mission Active.



## SET-UP

Separate the Medal cards by Nation. You will only need the Nation cards for the specific Nation you are commanding during a Mission. Place all the other Medal cards off to the side.

Shuffle your Nation's Medal cards and place the deck face down next to the Tactical Display.

## THE MISSION

Always use Elite Hostiles when you are using the Medals Expansion.

### Drawing a Medal Card

Draw the top card when the Mission meets the condition specified on the back of its card. Draw only one card even if the next card in the deck has the same condition.

*Example: A Medal card's back has the condition "Draw when you play a Location." You play a Location card and draw the card. If the next card also has the "Draw when you play a Location" condition, do not draw it until you play another Location card.*

### Potential Medal Recipient

Once you draw the Medal card, randomly determine which of your Soldiers is in a position to receive the Medal. All Soldier types (Player Soldiers, Non-Player Soldiers, and Squad Soldiers) may receive Medals.

### Earning the Medal

If the Soldier completes the requirements listed on the Medal card, they gain the noted benefit.

Immediately apply the benefit to the Soldier. It is possible for a Soldier to earn a benefit that they would not normally be eligible for.

*Example: A Squad Soldier earns a benefit that awards him 2 RP of Skills. Select 2 RP of Skills for that Soldier.*

*Example: An NPS earns a Medal that allows him to "Once per Mission, Find 1 Grenade." Even though he is an NPS and his Gear is normally pre-determined, he can Find, and use, the Grenade.*

The Medal cards come with sheets of Medal stickers. Peel off the appropriate Medal sticker and apply it to the Soldier card.

Each Medal has an RP value. Take this into account during Soldier RP checks, such as when Lightening the Load.

These stickers stay with the Soldier until he suffers a Downed or KIA result. Take into account the RP value of Medals when selecting Soldiers for future Missions.

### "Eliminate"

Some Medals have the "Eliminate" condition. This means the Soldier must be the only Soldier to inflict all Suppression and EKIA results on the Hostile card. If any other Soldier, or card played by another Soldier, inflicts a Suppression or EKIA on the Hostile card, the Soldier is no longer eligible to receive the Medal for that Hostile card.

*Example: To receive a Medal, the Soldier must Eliminate an enemy Sniper card. If any Soldier, other than the selected Soldier, inflicts a Suppress or EKIA on the Sniper, the Soldier is no longer eligible to receive the Medal.*

If the Medal specifies a Turn limit, and the condition is not met within the noted limit, shuffle the Medal back into its Nation's Draw deck.

*Example: The French's "Military Medal" specifies that 2 EKIA must be placed on a Rifle Team this turn. If the Soldier only places a single EKIA this turn, the Medal is discarded, with the Hostile remaining in play.*

### "Draw and leave face down..."

Draw the card, but leave it face down. Move it off to the side. Reveal it, when the condition is met.

### "Draw a Hostile..."

If the Hostile does not have Place instructions, Place it in the Front-most Location card. The Hostile Targets Soldiers as normal.

## VEHICLES



Squad Vehicle cards, Anti-Vehicle Hostile cards, and Driving cards first appeared in Expansions #36, #37, #38, and #39.

You can now purchase and operate Squad Vehicles as part of your team. This added capability is balanced by the presence of Anti-Vehicle Hostiles that appear during the Mission.

Every Nation has its own set of Squad Vehicle cards, Anti-Vehicle cards, and Driving cards, which can be identified by the Nation's flag.

Treat Vehicle cards as being Squad Soldier cards for the purposes of card effects, unless specified otherwise on the card.

*Example: If a Hostile card Targets the Soldier with the Highest RP value, include Vehicle cards in the selection.*

*Example: A card inflicts 1 Wound on a random Vehicle. Do not include non-Vehicle Soldiers in the random selection.*

## SQUAD VEHICLE CARDS

You purchase and use Squad Vehicle cards the same way as you purchase and use Squad Soldier cards. Each Vehicle card represents a specific Vehicle. Each Vehicle's values vary slightly to take into account the skills of that specific crew as well as the quirks of that specific Vehicle. The new aspects of Squad Vehicle cards are detailed below.

**1 - Noise:** The amount of Noise the Vehicle creates. The higher the number, the more Noise it creates. In general: 1 = Jeeps, 2 = Half-tracks, 3 = Light Tanks, and 4 = Medium and Heavy Tanks.

**2 - Cannon:** Some Vehicles are equipped with a Cannon. Use the Attack chart and keywords as normal. The new Keyword "Prox" for "Proximity" appears for many Cannons, and is defined on the Keywords sheet.

*Example: A Cannon has the keywords "Single Shot, Pen 3, Ranged Attack". This means it can only use the Cannon once per Turn, it has Penetration 3, and it is a Ranged Attack.*

**3 - MG:** Many Vehicles are equipped with a Machine Gun. Use the Attack chart and Keywords as normal.

*Example: A Machine Gun has the Keywords "Auto: 3 dice, Spray, Pen 2, Ranged Atk". This means that when it Attacks, it will perform a 3-die Auto Attack and you check each die roll to see if it inflicts a Hit. It has Penetration 2, and is a Ranged Attack.*

**4 - S. Arms:** Some Vehicles are able to carry soldiers which can perform Small Arms Attacks. Use the Attack chart and Keywords as normal. The new Keyword "Atks = Health" appears for all Small Arms. This means the Vehicle can perform a number of Small Arms Attacks each Soldier Turn equal to its current Health, without spending Actions.

*Example: A Half-track has a Health of 4 and has a Small Arms' Attack chart with the "Atks = Health" Keyword. Every Turn, the Half-track can perform 4 free Small Arms Attacks. If the Half-track suffers 2 Wounds, it can then only perform 2 Small Arms Attacks each Turn.*

**5 - Keywords:** Squad Vehicle cards introduce several new Keywords, which are defined on the Keywords sheet.



If you had drawn the Anti-Tank Gun with a Noise range of 3-4, you would have placed the Anti-Tank Gun 2 Location cards beyond the Front-most Location.

**7 - XP:** The XP gained from Destroying the Hostile.

**8 - Keywords:** Anti-Vehicle cards introduce several new Keywords, which are defined on the Keywords sheet.

## DRIVING CARDS

Driving cards are part of the Anti-Vehicle deck of cards. Instead of being an enemy group of Soldiers or a Vehicle, these represent random vehicle-rated events.

**1 - Nation:** As with the other cards, these cards are also Nation specific.

**2 - Noise Range:** This works the same as the Noise Range on Anti-Vehicle cards.

**3 - Card Text:** Each card has text detailing the card's effect.

## ANTI-VEHICLE CARDS

Anti-Vehicle cards represent the enemy's anti-vehicle capabilities. These cards are specially designed to engage your Squad Vehicles in combat.

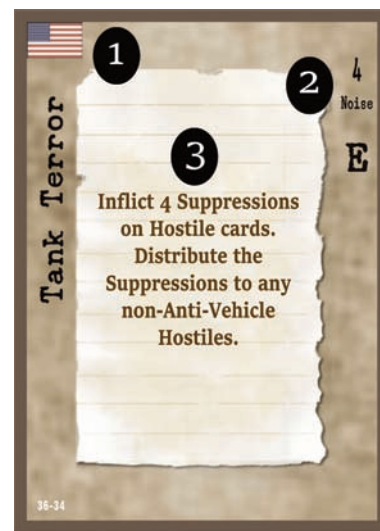
During Set-Up, shuffle the enemy Nation's Anti-Vehicle cards to form a deck, and place it next to the Tactical Display. All Anti-Vehicle cards are Elite difficulty.

*Example: You set-up a Mission and select Japan to be the Hostile Nation. Shuffle the Japanese Anti-Vehicle cards and place them next to the Tactical Display.*



**6 - Noise Range:** During the Hostile Reinforcement step of each Turn, draw an Anti-Vehicle card for each Squad Vehicle. If the Squad Vehicle's Noise rating falls into the Anti-Vehicle's Noise range, then place the Anti-Vehicle in its specified Location. If the Squad Vehicle's Noise rating does not fall into the Anti-Vehicle's Noise range, then discard the Anti-Vehicle card.

*Example: You are drawing an Anti-Vehicle card for an M4 Tank Vehicle with a Noise rating of 4. You draw the Anti-Tank Rifle Team Anti-Vehicle card with a Noise range of 2-3. Since 4 is not in the range 2-3, you discard the Hostile.*



This section details the rules for playing the game with a supernatural flavor, featuring undead enemies, as introduced in Expansion #42. If this is of no interest to you, you may skip this section.

## BACKGROUND

Nazi experimentation into the occult has released horrors upon the world. Axis soldiers have risen from the dead, unleashing a new phase of WWII across the globe!

## NEW MECHANICS

Expansion #42 introduces new rule mechanics to the Warfighter world.

### Double-Reticles



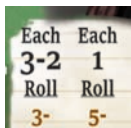
Some Undead Hostiles have a new type of reticle with 2 numbers. These cards have 2 or more powerful Hostiles that require more than 1 Hit each to Destroy.

The large number shows the number of Hits you must inflict to Destroy each Hostile. The smaller number to the bottom-right shows the number of Hostiles on the card.



*Example: You must inflict 3 Hits on each Hostile, and there are 2 Hostiles on the card.*

Keep track of the Hits and Suppressions inflicted to each Hostile separately.



Double-Reticle Hostiles have the “Each” notation on their Attack charts. This means you draw a Hostile Targeting counter for each Hostile, and you roll an Attack for each Hostile.

If a Double-Reticle Hostile card is out of Range to all its Targeted Soldiers, and its Targeted Soldiers are in different Location cards, Move the Hostile card towards the closest Targeted Soldier during the Hostile Move steps. If the Hostile is in Range of a Targeted Soldier, re-draw all Targeting counters for Soldiers that are out of the Hostile’s Attack Range. Keep redrawing until all Targeted Soldiers are in the Hostile’s Attack Range.

Draw a new Targeting counter if a Targeted Soldier is Downed. If there are Soldiers within the Hostile’s Attack Range, redraw until you draw a Targeting counter for a Soldier within Attack Range.



*Example: Each Imperial Warrior has a Health of 3, and there are 2 Imperial Warrior Hostiles on this card.*

*The 1st Warrior is Targeting Soldier #1 and has suffered 2 EKIA, reducing its Health from 3 to 1. This Warrior will now Attack using the “1” column on its Attack chart.*

*The 2nd Warrior is Targeting Soldier #4, and has suffered 1 EKIA. This Warrior Attacks using the “3-2” column on its Attack chart.*

*Each Warrior rolls on its Attack chart during the Hostile Attack step.*

If you inflict more than 1 Hit with an Attack (for example a Grenade), you may distribute the Hits as you like between the Hostiles on the card.

### Suppressions

Treat each Suppression as an EKIA for purposes of Attack column. Also, if a Hostile has suffered a total number of EKIAs and Suppressions equal to its Health, it cannot act this Turn.

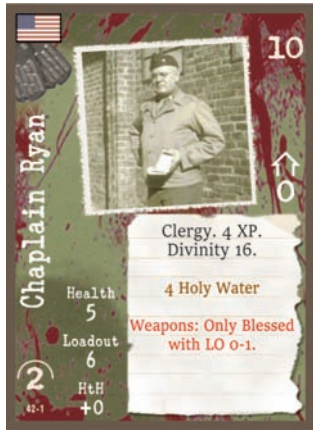
*Example: An Imperial Warrior has suffered 1 Hit and 1 Suppression. It Attacks using the “1” column.*

*Example: An Imperial Warrior has suffered 2 Hits and 1 Suppression. It cannot Attack.*

Remove all Suppressions as normal at the end of the Hostile Turn.

Note: For the purposes of these examples, we are placing Suppressions on the Imperial Warriors. The Undead usually have the Fearless keyword, making them immune to Suppression.

## Divinity



Some Soldiers, such as Clergy, have Divine Powers.

Such Soldiers start each Mission with the noted number of Divinity points.

Clergy can only Equip a limited selection of Weapons, as noted on their cards. They can use other Gear as normal.

*Example: A Clergy has the text "Weapons: Only Blessed with LO*

*0-1". This means that the Clergy Soldier can only use Blessed Weapons that have a Loadout of 0 or 1. He can use non-Weapon Gear as normal.*



Each Clergy also starts with a School of Theology he follows. Select any one of the Theology cards for your Clergy Soldier.

Theology cards list your Clergy's Divine Power cards, and other adjustments to their Powers and abilities.

Only Clergy Soldiers can select and use Theology cards.



Each Divine Power Skill card notes the number of Divinity points expended to use the Power. If a Soldier does not have enough remaining Divinity to use a Power, the Power cannot be used.

Using a Divine Power costs 1 Action.



Some Divine Power cards are used in Reaction.

Each card has the Reaction Keyword and notes the condition under which it can be used.

Using a Reaction Power still costs Divinity, but does not cost an Action.

The only way to gain more Divinity points is to Eliminate Hostiles that have a Divinity value.

When the group Eliminates a Hostile with a Divinity value, divide the Divinity between the group's Clergy Soldiers however you like. A Clergy Soldier may exceed their original Divinity points.

*Example: The Soldiers gain 3 Divinity for Eliminating the Imperial Warriors. There are 2 Clergy Soldiers in the Mission. The players decide to give 2 Divinity points to one Clergy Soldier, and 1 Divinity point to the other.*

## Blessed



Some Weapons have the Blessed keyword. These Weapons have superior values and a higher Resource point cost.

Blessed Gear can be used as normal by any Soldiers.

## PLAYER CAMPAIGNS

You can link several Missions together to form a Campaign.

To do this, select a Region and Hostile type as normal, then select the Mission cards you want to use in your Campaign.

Arrange the Mission cards in order from fewest Resource Points to most Resource Points. You will conduct the Missions in that order.

## SELECTING SOLDIERS

Purchase your Player Soldiers as normal, but there is one restriction: you cannot purchase Skill cards at this time.

You will use these Player Soldiers throughout the Campaign.

As long as a Player Soldier is fit for duty, he must participate in a Mission.

You are free to purchase Weapons, Ammo, and Equipment as you like for each Mission after purchasing your Player Soldiers. None of their Gear carries over to the next Mission.

You may also purchase Non-Player Soldiers and Squad Soldiers on a Mission-by-Mission basis as normal.

## THE FIRST MISSION

Shuffle all the Objective cards for your Region and draw the first one. You now have the Mission and Objective of your first Mission.

Play through the Mission as normal.

At the end of the Mission, your Player Soldiers earn Mission Points equal to the Objective's Location number.

*Example: The Objective card is in Location #4, the Team earns 4 Mission Points.*

You are free to divide these Mission Points however you like between the Player Soldiers.

You may only purchase Skill cards with these points. Each Mission Point equals 1 Resource Point when purchasing Skills. Each Soldier may also save their Points, and accumulate Points to purchase Skills at a later time between Missions..

If a Soldier suffers a KIA or Medical Discharge, that Soldier cannot be used again during the Campaign.

## THE FOLLOWING MISSIONS

As you complete each Mission, set aside that Mission and Objective card. You will not use them again.

If you ever fail to complete a Mission, your Campaign ends and you use the rules below to determine your level of success.

Remove all Wounds from your Player Soldiers between Missions.

If a Player Soldier, Non-Player Soldier, or Squad Soldier suffers a KIA or Medical Discharge, remove him from the Campaign.

Use the next Mission card, and randomly draw an Objective card from those remaining.

When preparing for a Campaign, pay the base Resource cost of each Player Soldier, then purchase your Gear, Non-Player Soldiers, and Squad Soldiers as normal.

You may also purchase additional Player Soldiers. As with the original Player Soldiers, you cannot purchase Skill cards for them before their first Mission. After their first Mission, you can buy Skills for them using Mission Points as normal. These Soldiers remain in the Campaign unless they suffer a KIA or Medical Discharge.

## MISSION ADJUSTMENTS

Do not count the point values of Skill cards towards your Mission Resource limit when you are preparing for a Mission.

Roll a die after each Mission. The result adjusts all the remaining Missions for the Campaign. There is no limit to the number of times an effect can be rolled each Campaign.

<b>Roll</b>	<b>Adjustment</b>
1-2	Move the Objective card 1 Location further away from the Mission card.
3-4	Add 1 to the cost of all future Skill card purchases.
5-6	Subtract 1 from the Mission card Time.
7-8	Subtract 1 from the Loadout of all Player Soldiers.
9-10	Add 3 to the Objective card's Hostile value

## LEVEL OF SUCCESS

At the end of your last Campaign Mission, total your Victory Points to determine the effect your Campaign had on the world.

## Scoring Points

Gain and lose Victory Points (VPs) at the end of each Mission as follows:

- Gain VPs equal to the Objective card's Location.
- Lose 1 VP for each Non-Player Soldier or Squad Soldier that is Medically Discharged.
- Lose 2 VPs for each Non-Player Soldier or Squad Soldier that is KIA.
- Lose 2 VPs for each Player Soldier that is Medically Discharged.
- Lose 3 VPs for each Player Soldier that is KIA.

<b>VPs</b>	<b>Reach of Campaign's Importance</b>
6-	No effect
7-15	Tactical
16-26	Operational
27-34	Theater
35+	Strategic

## OPTIONAL RULES

You can choose to use each of these rules at the start of the Mission.

### SAVING ACTION CARDS TO ENTER

You may put aside Action cards from your hand to pay the discard cost of the next Location you enter. If you have any saved Action cards left over after paying the cost, discard them. These cards do not count toward your Health limit of Action cards, and they cannot be used for anything else.

### WEAPON JAMS

When using Burst or Auto Fire Mode, if 2 or more of your Attack rolls are 1 above your Reload number, your Weapon suffers a Jam and cannot be used again until the Jam is cleared. You must spend 1 Action to clear a Jam.

*Example: Your M1918A2 Machine Gun has a Reload number of 2. You fire in Auto mode and roll a 3, 6, and 3. It suffers a Jam.*

As with Reloads, check for Jams before adding Attack modifiers. It is possible to have a Weapon Jam, yet still Suppress or Kill a Hostile with the Attack.

When firing in Auto Mode, it is possible for a Weapon to both Jam and need to be Reloaded.

If you use this rule, gain 1 extra Resource point for each Soldier that purchases one or more Weapons with Burst or Auto Fire Modes.

## RANDOM MISSION GENERATION

Instead of selecting a Mission card and Objective card, you can select a random Mission and Objective card from the same Region.

## COMBINING HOSTILE DECKS

You may shuffle together the Elite and Frontline decks for a Nation's Hostile cards to generate a set of Hostiles that are harder to defeat than a Frontline deck, but easier to defeat than an Elite deck.

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### KICKSTARTER

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### EXPANSION PACKS

You can add the Expansion packs into the core game to play even bigger Missions with more variety.

Each card has a small notation in its lower left corner detailing which game set it is part of, and its unique card number. This makes it easy to separate the cards back to their original decks.

“WP” designates a card from the core set of Warfighter Pacific cards. A “14” designates a card from the 14th Expansion, and so on. An “a” indicates that it is a revision of that card and replaces the original.