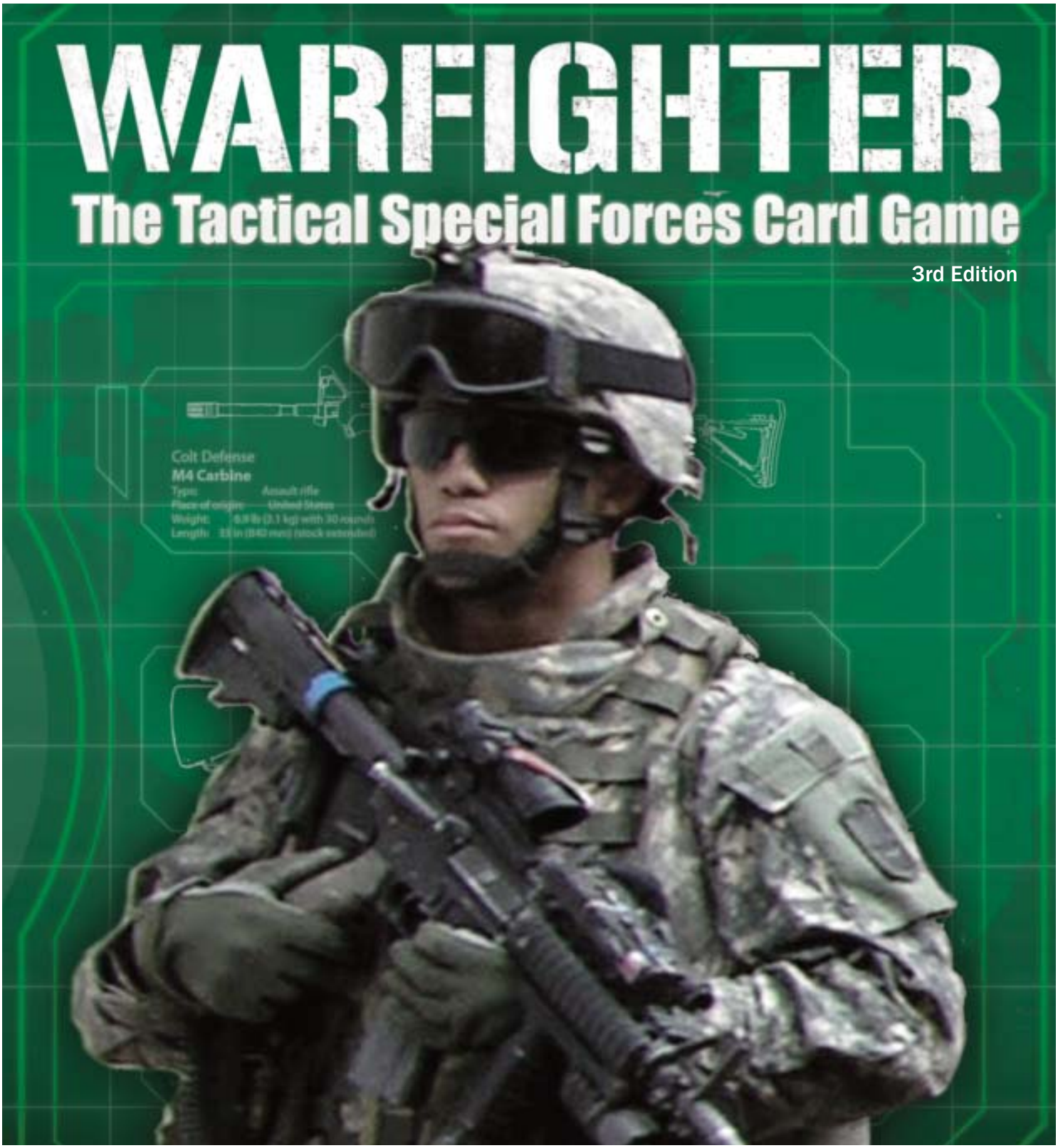
WARFIGHTER

The Tactical Special Forces Card Game

3rd Edition



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GAME OVERVIEW

Warfighter the tactical Special Forces card game is a fast-paced card game depicting a small group of highly trained and skilled Special Forces against different types of Hostiles in different regions of the world.

You select the Region, the Hostiles, the Mission, the Objective, your Soldiers, their Skills, Weapons and Equipment.

Your soldiers must complete a mission in enemy territory. They will carefully make their way from the Mission card, through the enemy occupied Location cards to reach their Objective. They only have the Weapons and Equipment they brought with them to battle the Hostiles they encounter. Your planning and attention to time and resource allocation will determine your soldier's success.

All players work as a co-operative team, and the game rules control the hostile forces. You win or lose the game as a team.

You win by achieving the Objective of the Mission within the specified time.

You lose by running out of Time or if all your soldiers have been Downed or Medevac'd out.



The core game has US soldiers and weapons pitted against three Regional Hostiles; Jungle Drug Cartel, Middle Eastern Insurgents and Middle Eastern Military. Expansions add soldiers and weapons from different nations and additional Soldiers, Weapons, Equipment, Locations, Missions, Objectives and Hostiles.

It is best to read the entire rulebook before playing the game.

If you want to get straight into the action, then you could play along with the example game, or watch the example game at www.dvg.com

COMPONENT OVERVIEW

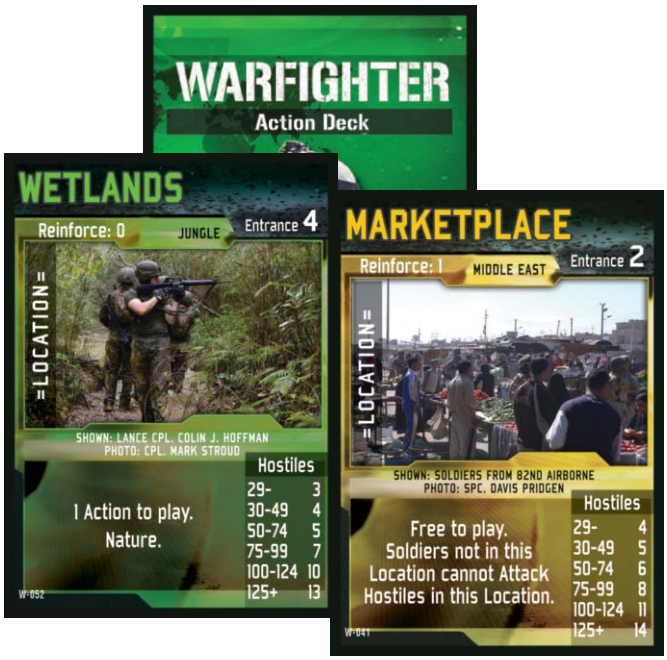
Tactical Display Sheet



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

Location Action Cards

Jungle and Middle East Regions



The Location cards detail the environment you travel through on your way to your Objective. Separate the Location Action Cards by Region.

Mission Cards

Middle East, and Jungle



The Mission card details what your Resources (Resource Points) are, where your Objective is, how much Time (Time track) and how much more or less than normal you can carry (Load Out). Separate the Location Mission Cards by Region.

Objective Cards

Jungle and Middle East Objectives



The Objective cards detail the conditions that must be met to complete the Mission. Separate the Location Objective Cards by Region.

Hostile Cards

Jungle Cartel, Middle East Insurgents, and Middle East Military



The Hostile cards detail the threat to your team in the environment you travel through on your way to your Objective. Separate the Hostile Action Cards into Jungle Cartel, Middle East Insurgents, and Middle East Military.

Soldier Cards

Player Soldier, Non Player Soldier (NPS), and Squad Soldiers

The Soldier cards detail the abilities of the Nations Soldiers that you can select for each mission. There are three types of Soldiers;



Squad Soldiers come as they are.



Non Player Soldiers (NPS) come with Weapons, Skills and Equipment and will share ammunition with other soldiers.



Player Soldiers have an Action Card hand and can be equipped with the Weapons, Skills and Equipment of your choice. A player can play more than one Player Soldier, Non-Player Soldier, or Squad Soldier.

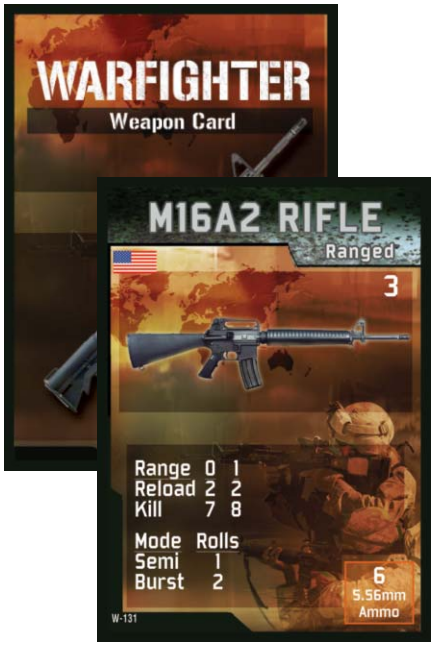
Your team selection will be critical to your Mission success.

Skill Cards



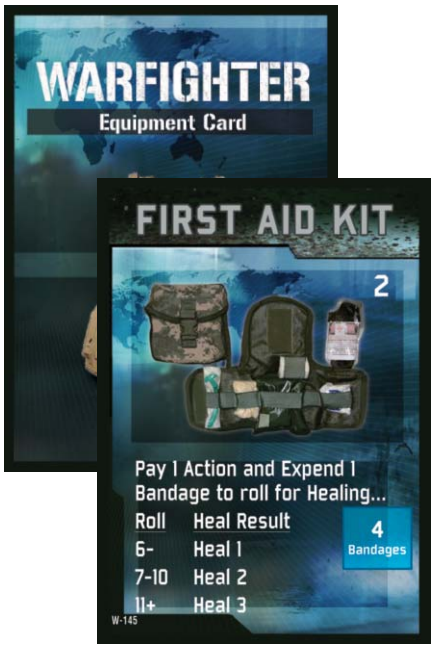
The Skill cards details skills that your Player Soldiers may have to improve their, or the teams, abilities.

Weapon Cards



The Weapon card details the weapons capabilities, cost both in Resource Points and in Load Out, and amount of ammunition that comes with them. Player Soldiers may freely transfer Weapons during play.

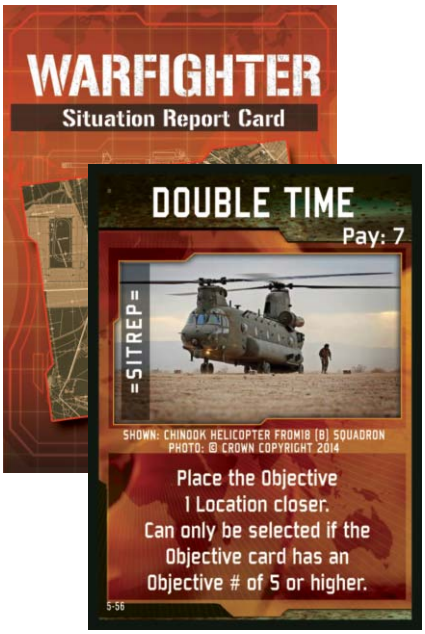
Equipment Cards



The Equipment card details the equipment's game effect, cost both in Resource Points and in Load Out, and if it is expended during play. Player Soldiers may freely transfer Equipment during play.

Situation Report Cards

(These appear in expansions)



Situation Report cards do not appear in the core game. They provide positive or negative effect that affects your entire Mission. You may select one of these cards when you are selecting your Mission card. You are not required to select a Situation Report card for your Mission.

Action Cards



The Player Soldiers draw, hold, discard and play Action cards during the game. Each Action card details its game effect. The Location Action Cards for the Region that you have chosen will be shuffled with the Action Cards to form an Action Deck. Do not shuffle in Location Action Cards from any other Region.

Bullet Dice

3 10-sided, and 1 6-sided



Roll 10-sided dice for all die rolls, except when rolling to Defeat Cover. Roll a 6-sided die to Defeat Cover. Some Weapons, Skills and Equipment modify the number you roll on the dice. If you wish to use standard dice (not included in the game), you can roll regular 10 and 6 sided dice.

Timer Counter



Place the Timer Counter on the Mission Timer on the Tactical Display Sheet on the table. The mission that you select will tell you exactly where. At the end of each Hostile Turn you will move the timer towards 1, when the timer moves off 1 your mission fails.

Inactive Counter



Place the Inactive Counter on the Location track on the Tactical Display Sheet on the table. The Inactive Counter will be placed on the Objective card when you have selected it.

Soldier Identification Counters



Each Soldier Identification Counter has a number on it, there are two of each of these numbered counters, one is placed on the Soldiers card, the other on the Location Card that they are in on the Tactical Display Sheet.

Hostile Targeting Counters



Each Hostile Targeting Counter has a number on it. There are four of each of these numbered counters. Only Hostile Targeting Counters with the same number as the Soldier Identification Counters are used in each game to determine which Soldier the Hostile is targeting.

Action Counters



Each Soldier usually has two actions per Soldier turn; as the Soldier uses an action flip the Action Counter to the “USED” side. At the start of the next Soldiers turn flip them back.

Experience Counters



Each Experience Counter represents one or two Experience Points (XP). Soldiers can start with Experience Points or gain and spend them during play. You gain Experience Points (XP) when you Kill the last Hostile on a Hostile card.

Suppress/EKIA Counters





Placed each time a Hostile suffers an Enemy Killed In Action (EKIA) or Suppress from your soldiers attacks these counters track the effect on the Hostiles Card.

Wound Counters





Each time a soldier is wounded these Wound Counters are used to track the reduction in the Soldiers Health, the reverse of these counters are used to track wounds that cannot be removed.

Bandage Counters



Four Bandage counter comes with each First Aid Kit Equipment Card, a Bandage Counter is discarded when it is used (Expended).

Ammunition Counters





Most weapons come with ammunition, when the weapon is reloaded the “Empty” Ammunition Counter is discarded.

SET-UP

Perform these steps to set-up the game for play:

1. SELECT NATIONALITIES

• Select the nationality of your Soldiers (Core Game USA only), the relevant Weapon Cards and the Skill and Equipment Cards.

• Select the Region of the Mission (Jungle or Middle East).

• Select the Region’s Locations Mission and Objective Cards,

• Select the Regional Type Hostiles (Jungle Drug Cartel {easiest}, Middle East Insurgents or Middle East Military {hardest}) Cards.

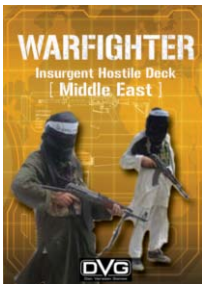
2. Create the Battlefield

• *Deploy the TACTICAL DISPLAY SHEET*



Place the Tactical Display Sheet on the table. You will place your card decks, cards, and counters on this Sheet during the game.

• *Deploy The Hostiles*



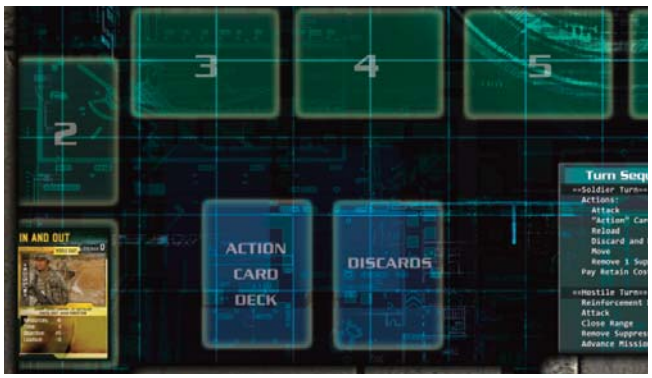
Shuffle all the Hostile Cards of the Region Type that you chose earlier. Place them face down on the Hostile Cards Area on the Tactical Display Sheet. As locations are placed and Reinforcement happens you will draw hostile cards from that area to oppose your soldiers.

• *Select Your MISSION*



Choose one of the Mission cards from your selected Region.

Place it on the “Mission Card” area on the Tactical Display Sheet.



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



Place the Timer Counter on the Mission specified Time on the Time Track on the Tactical Display Sheet. For Example if the Mission card specified "Time: 11", then place the Timer Counter on the "11" on the Timer Track of the Tactical Display Sheet.

If the Mission Card specifies "Recon (card type)" then find the specified action card and put it aside to add to a player's initial hand of action cards.

If you have an expansion that includes these cards you may, but do not have to, also select one Situation Report Card that will apply to this mission.

• *Select Your OBJECTIVE*

Choose an Objective card from your selected Region.

Place it on the Number specified on the Mission Card.

Example: The In and Out Mission card specifies "Objective: #5". Place the selected Objective Card on "5" on the Tactical Display Sheet. Place the other Objective cards aside, you will not use them during this Mission.



Place the Inactive Counter on the Objective Card on the Tactical Display Sheet.

• *Prepare the Action Cards*



Shuffle all the Location Cards of the Region Type that you chose earlier, in with the other Action Cards.

Place them face down on the Action Card Area on the Tactical Display Sheet.

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

3. Prepare your Soldiers

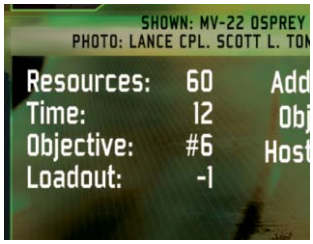
The decisions you make here will go a long way to determining if you will be able to complete your mission, it is thus vital to spend some time on this.

You purchase Soldiers, Weapons, Equipment, and Skills with the Resource points noted on your Mission card.

Distribute the Resource points between players any way agreeable to all the players.

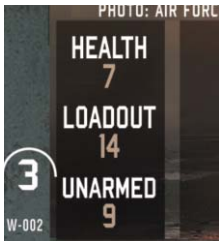
You do not have to spend all the Resource points.

Resources: The Resources specified on the Mission Card is the maximum number of Resource Points that you can spend on Player Soldiers (including their Skills, Weapons and Equipment) and on Non Player Soldiers (NPS) and Squad Soldiers.



For Example if the Mission card specified "Resources: 60", then you can spend no more than 60 Resource Points in total. How you allocate the resources between multiple players is entirely in your hands.

Loadout: The Loadout modifier specified on the Mission Card applies to each of your Player Soldiers modifying the amount of weapons, ammunition and equipment that they can carry into their mission.



Example: If the Mission card specifies "Loadout: -1", then a Player Soldier with 14 Loadout points would only be able to carry 13 Loadout points of weapons, equipment and spare ammunition on this mission.

Once you have selected and prepared your soldiers, select a pair of Soldier Identification Counters for each, one counter for the Mission Location Card and one on the Soldiers Card. Now select 4 Hostile Targeting Counters for each of your Soldiers with that Soldier's Identification number on it, place these in a cup or similar, during play the Hostiles will target the Soldier whose number is drawn.



Example: I choose Player Soldier Baker, and given him an M16A2 Rifle, the Close Combat Skill, a Canteen and 3 M67 Grenades for a total of 26 Resource Points. I add Squad Soldier Rowe to my team for an additional 6 Resource Points and Non-Player Soldier Saorrono for 9. Saorrono freely comes with an M4 Carbine. I have a team with a value of 41 Resource Points.

4. Initial Action Cards

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



Draw for each Player Soldier the number of Action Cards equal to the Player Soldiers Health.

Keep these hands of cards separate for each Soldier. Action cards can only be given to other Player soldiers in specific conditions.

Location Action cards are important as they provide the Path Way to the Objective card that your Soldiers Move along.

If the Mission Card specifies “Recon (card type)” then the specified action card is added to a player’s initial hand of action cards.

SEQUENCE OF PLAY

Perform the following steps until the mission is completed successfully or the players fail:

SOLDIERS TURN

SOLDIERS ACT

There is no set order to which soldier acts and when, the only limitation is that an act that has been done cannot be taken back.

A soldier with one or more Suppress counters is limited to playing Action cards or Removing 1 Suppress Counter.

Most Soldiers have 2 Actions that can be spent each soldier’s turns.

Player Soldiers can:

• Play an Action Card from their hand - If the Action Card is a Location card has an “Action” cost, it costs the Soldier one or more Actions to play the card. Only one Location card can be played by any soldier in a Turn. Stealth and Support Action Cards require additional Action Cards to be discarded by the playing player soldier.

• Discard and Draw - Spend 1 Action to discard any number of cards from your Hand and Draw up to your Soldier’s current Health value.

• Lighten the Load when Medevac – Discard Weapons, Equipment or Ammunition.

• Pass or Drop or Pick up Weapons or Equipment – In Current Location.

Non Player Soldiers (NPS) and Player Soldiers can:

• Pass or Drop or Pick up Ammunition – In Current location.

• Reload - Spend 1 Action to Remove an Empty Ammo counter from a Weapon. If the Weapon has another Ammo counter, the Weapon is Reloaded and can be used.

Any Soldier can:

• Activate Objective – Any Soldier in a location adjacent to the Objective.

• Remove 1 Suppress - Spend 1 Action to remove 1 Suppress counter inflicted on your Soldier. If a Soldier has 1 or more Suppress counters on his card, he cannot choose any other Actions until they are removed.

• Attack - Spend 1 Action to Attack any Hostile card that is in Range.

• Move - Spend 1 Action to Move into an adjacent Location card. No more than 1 Move can be done by a Soldier in the Soldier Turn. Pay the Location's Entrance discard cost before entering the Location, player soldiers cannot discard for other player soldiers, but can discard for Non Player Soldiers (NPS) and Squad Soldiers.

• Medevac a Soldier out of the Mission - Any Soldier that has been reduced to 2 or 1 Health.

Note: Other Soldiers generally cannot use their Actions to perform these Actions for you.

Once all players have finished acting and the objective hasn't been completed then:

SOLDIERS PAY RETAIN COSTS

Any soldier may pay the XP cost to retain Support cards in play, if not retained the Support card(s) is discarded.

HOSTILES TURN

Soldiers may only interrupt the Hostiles Turn to play Action Cards or use Weapons or Equipment that specifically allows for them to be used in the Hostile Turn.

HOSTILES REINFORCEMENT DRAW

• Draw one Hostile card for each Location card with a Soldier or with an Always Reinforce condition.

• Draw one Hostile card for each Hostile card with a Reinforce condition

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

Do not draw a card for Hostile cards with a Reinforce condition that were drawn this Hostiles turn.

HOSTILES ATTACK

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

HOSTILES CLOSE RANGE

• 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.

If a Hostile card has 1 or more Suppress counters, it does not move.

HOSTILES REMOVE SUPPRESS COUNTERS

• Remove one Suppress counter from each Hostile card.

HOSTILES 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.

VICTORY

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

Do not complete the game turn.

The game ends in failure if you run out of game turns, or when the last member of your team has 0 Health remaining.

DETAILS OF HOW TO PLAY

There are several types of cards included in the game. You can tell them apart by their card backs.

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

CARD TEXT AND DECKS

When the card text contradicts the rulebook text, the card text takes precedence.

When a deck is depleted, gather the discards of the deck, shuffle the cards, and form a new deck.

MISSION CARDS



1 - Name of Mission - Does not affect game play.

2 -Region Information - 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. All Soldiers start 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 - The placement of the Objective card along the Tactical Display Sheet's Mission Path.

7 - Loadout - Subtract this number from the Loadout limit of each Player Soldier.

Example: a Player Soldier has a Loadout of 12. The Mission has a Loadout penalty of -1. The Soldier's Loadout is reduced to 11.

8 - Special Notes - Any Special notes relating to the Mission.

OBJECTIVE CARDS



1 - Objective Requirement – The conditions that must be met to complete this Mission.

Some Objectives have key words describing what you must do to complete the Mission. These are found in the Key Words section of this rule book.

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

3 - Hostiles - The total value of Hostile cards that appear when you play this card based on your Team's current Resource point value.

Example: The Mission card has an Objective number of 5. You would place the Objective card on the Mission Path in the 5th space (counting the Mission card space as 1).

SITUATION REPORT CARDS



1 - Resource cost - The cards have a Resource cost, or gain, shown in the top-right.

This is the number of Resource points you must pay, or gain, when you select the card. The points can be shown as a simple number, or they can be based on the Objective's Location card.

Example: "Pay 4", means you must spend 4 of your Resource points to select this card.

Example: "Gain 2/Loc", means that if the Objective card is in Location 7, you gain 14 extra Resource points when you select this card.

2 - Game Effect - The effect applies for the entire mission, only one Situation Report (SitRep) card is allowed per mission.

ACTION CARD DECK

You (any Player Soldier) hold Action cards in your hand. When you play one, apply the effects of the card, and then discard it in the discard pile on the Tactical Display Sheet.

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.

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 the "Discard and Draw Cards" Action of the Player Turn.

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 say "You [any soldier]". This means the card can be played by one player soldier to effect himself or when upgunned (see below) to instead effect another soldier.

Example: Play a Reloading card during the Soldier Turn in order to Reload a Weapon for yourself or any other soldier without spending an Action.



Some Action cards say "You" without the addition of "[any soldier]". This means the card can only effect the player soldier that plays it.

Example: Play a STEADY AIM card for yourself only.



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.

This is the only time you can play an Action card outside the Soldier Turn.

Example: Play a TAKE COVER card when your Soldier is about to suffer Wounds.

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





You gain Experience Points (XP) when you Kill the last Hostile on a Hostile card.



Some Action cards have a discard cost in the top right corner. The player soldier that plays the card must discard this number of Action cards to play the card.

Upgunning

Upgun - Whenever there is a bracket [ ] in an Action card's text you can choose to play the Action card as normal.



Or, you can pay 1 Experience Point to "Upgun" the Action card. Upgunning an Action card lets you use the bonus effects in all of the card's brackets.



Example: A Steady Aim card allows you to add 2 to your Attack roll. If you choose to "Upgun" the card, you use the benefit in the brackets and add 4 to your Attack roll instead of 2.

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



Paying 1 Experience point Upguns all the Brackets on a card.

Example: You can play an On Point card for your Player Soldier and reduce a Location's Entrance cost by 2. Or you can Upgun it to reduce the Entrance cost by 4, and you can play it for either your Player Soldier, or another Soldier.

Example: You pay 1 Experience Point to play a Reloading card for another Player Soldier or Non-Player Soldier.

Trait Matching

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



Example: You are using an M16A2 with the Ranged trait. You can use the Steady Aim Action card to improve your attack.

You could not use a Steady Aim to improve a Ka-Bar Knife's Attack because it does not have the Ranged trait.

Location Action Cards

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

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.

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

Only 1 Location card can be played by the team each Soldier Turn.

You may only play Location cards during the Soldier Turn.

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



1 - Name of Location - Does not affect game play.

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 cannot discard for other player soldiers, but can discard for Non Player Soldiers (NPS) and Squad Soldiers.

Example: You must discard 4 Action cards from your hand before you can enter a Location card with an Entrance cost of 4.

4 - The cost to play a Location card is noted on its 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.

Action: The Soldier playing the Location must spend 1 Action to play the card.

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

5 - Hostiles - When you place a Location card, draw Hostile 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.

Example: Your team begins the game with 113 Resource Points. When you place the Side Street Location card, you draw Hostile cards until you have drawn 10 or more Experience points of Hostile cards.

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 on-going total of the Hostile card's Experience Points you have drawn. When you draw a card bringing your Hostile card's total Experience Points equal to, or greater than, the Location card's Hostile value, stop drawing cards.

Example: The Side Street Location card has a Hostile value of 5 when your team has a Resource value of 50 to 74. You draw Insurgents (value 3), a Militant (value 0), Gunmen (value 1), and a Sniper (value 3). You 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.

Support Action Cards



Some Action cards have the Support trait noted next to their discard cost. These cards can be kept in play for several turns.

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

No other player soldier can discard cards to meet this requirement.

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

Example: You play a Mortar Call Action card (found in the Support Expansion), and you have the Explosives Skill. Your Skill does not modify the Mortar Call die rolls even though the Mortar Call inflicts Explosion Attacks.

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.

Any Soldier can help pay the XP Retain cost of a Support card.

Example: You have discarded 2 cards to put a Sniper Support card into play. You use it to Kill a Hostile on a Hostile card with a value of 0 or 1. At the end of the Soldier Turn, you and another Soldier each spend 1 Experience Point to Retain the Sniper Support card for another turn.

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

Stealth Action Cards

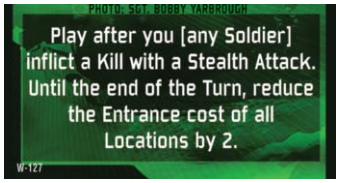


Some Action cards have the Stealth trait noted next to their discard cost.

Stealth Action cards focus on the sneaky and silent aspects of warfare.

Discard the noted number of Action cards (top right corner) to play the Stealth card.

No other player soldier can discard cards to meet this requirement.



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

HOSTILE CARDS



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

1 - Name of Hostile - Some Hostile cards reference the Name of other Hostile cards for game purposes.

Example: The Middle East Insurgent RPG Team card is Screened by Gunmen cards.

2 - Region Information - All Hostile cards must be from the same Region as your Mission and Objective cards, and be of your chosen Hostile type.

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 to fill a new Location card. Also, a Soldier gains this number of Experience Points from Killing the last Hostile on a Hostile card.

4 - Number of Hostiles on a card - Each Reticle designates a Hostile target.

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

Example: The Jungle Smugglers card has 3 Reticles, so you must inflict 3 Kills to eliminate the card.

5 - Attack Range and Attack Chart - Hostiles use the chart on their card to inflict various effects on your team.

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 Reticle that is not Suppressed and not Killed on the card.

6 – Special Ability - Some Hostile cards have Special Ability text at the bottom of their card. This text is only active if there is at least one Hostile Reticle that is not

Suppressed and not Killed on the card.

Example: If the Sniper is not Suppressed or Killed, your Soldiers must pay 3 extra discards to enter his Location.

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

Event Cards



There are several Event cards within each Hostile deck. Each has a value in its top right corner. Treat these cards as being the same as Hostile cards when drawing cards for a Location or Reinforcement. If the Event affects a Location, place the Event card next to the Location it was drawn for.

Some Event cards note that you can pay Experience Points to cancel the Event.

These XPs must be paid immediately, once all Hostile cards are drawn. They may be paid by any Soldiers.

1 - Name of Hostile - Some Hostile cards reference the Name of other Hostile cards for game purposes.

2 - Region Information - All Hostile cards must be from the same Region as your Mission and Objective cards, and be of your chosen Hostile type.

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 to fill a new Location card. You do not gain XPs from Event cards.

4 – Game Effect – some game effects are resolved when the card is drawn, others continue to apply in that location.

Soldier Cards

There are three types of Soldiers; Player Soldiers, Non Player Soldiers and Squad Soldiers.

Player Soldier Cards



Player Soldiers usually have 2 Actions each Soldier Turn and a hand of Action Cards.

1 - National Flag – Soldiers can usually be from one nation and use their own nation's weapons.

2 - Name of Soldier - Only one copy 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 shows the number of discards the Soldier freely pays toward a Location card's Entrance cost. No other Player soldier can discard cards for you.

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 - Defeat 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 - 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 you ever have 0 remaining Health, your Soldier is Down (incapacitated) and can no longer participate in the Mission. Discard all his Action cards.

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

Example: An M16A3 Rifle costs 5 Resource points. It also has a Loadout weight of 5.

Example: An M4 Carbine has a Resource cost of 3, but, as noted on its card, only has a Loadout weight of 2.

8 - Soldier's Unarmed Skill - Soldiers can always use an Action to attack a Hostile at Range 0, even if the Soldier does not have a Weapon. However, Unarmed Combat

Attacks cannot target Structures, Aircraft or Vehicles.

Example: Baker performs a successful Unarmed Attack on a roll of 10 or higher.

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

NON-PLAYER SOLDIER CARDS



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 - National Flag – Soldiers can usually be from one nation.

2 – (NPS) Name of Soldier - Only one copy of each 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 Non-Player Soldiers do 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: Non-Player Soldier Foster is Entering the Side Street Location card.

The Side Street has an Entrance cost of 4 and Foster has a Movement Skill of 2. Other Player Soldiers must discard 2 Action cards so Foster can enter the Side Street Location.

5 - Defeat 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. A Non-Player Soldier receives fewer Actions each Soldier Turn when he suffers Wounds. The numbers in the top row show the Soldier's current Health. The numbers in the "Actions" row show how many Actions the Soldier receives.

Example: Foster begins with 4 Health. While he has 4 or 3 Health he receives 3 Actions each turn.

When his Health is reduced to 2, he receives only 2 Actions. When his Health is 1, he receives 1 Action.

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

7 - Soldier's Skills, Weapons and Equipment - A Non Player Soldier has only the skill, weapons and equipment listed.

Whoever is playing the Non-Player Soldier can choose which of his 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 and Non Player Soldiers.

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

8 - Soldier's Unarmed Skill - Soldiers can always use an Action to attack a Hostile at Range 0, even if the Soldier does not have a Weapon. However, Unarmed Combat Attacks cannot target Structures, Aircraft or Vehicles.

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

SQUAD SOLDIER CARDS



Squad Soldier cards have an Attack chart.

They do not have Action cards, Weapon cards, Skill cards, or Equipment cards.

They can only use the information on their cards.

1 - National Flag – Soldiers can usually only be from one nation.

2 – (Squad) Name of Soldier - Only one copy of each Soldier card can be purchased for a Mission.

3 – Resource Cost – The cost in Resource points to select this complete soldier.

4 - Movement - Since Squad Soldiers do 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 Rowe is Entering the Side Street Location card.

The Side Street has an Entrance cost of 4 and Rowe has a Movement Skill of 2. Other Player Soldiers must discard 2 Action cards so Rowe can enter the Side Street Location.

5 - Defeat 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 each turn decrease, and his chances to successfully attack also decrease.



Example: When Squad Soldier Rowe has 3 Health, he has 2 Actions to use during the Soldier Turn. His Kill number is a 7 at Range 1, and a 5 at Range 0. When his Health is reduced to 2, he only has 1 Action, his Kill number is an 8 at Range 1, and 6 at Range 0. All of his Attacks are considered to be Ranged Attacks.

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

Squad Soldiers never run out of Ammo, nor ever make Unarmed attacks.

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

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

Weapons, Skills, and Equipment

What your soldiers take with them into the mission is usually all that they will have to succeed or fail.

There will not usually be another opportunity to equip your Soldiers during a mission.

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

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 M16A3 rifle but there is only 1 M16A3 card in the game. Both players can purchase and use the Weapon. Have 1 player use a different card as a stand-in for his M16A3.

WEAPON CARDS



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.

1 - National Flag – Soldiers can usually only be from one nation. You may not normally choose cards with another nation's Flag. If a card does not have a Flag, Soldiers from any Nation may use it.

If your team has Soldiers from different nations, you can select the Weapon cards from any of the nations represented in your team.

2 - Name of Weapon – Affects some Equipment cards. Some Equipment cards can only be attached to certain Weapon types.



Example: The ACOG Sight can only be Attached to Weapon cards with the word "Rifle" ,"Carbine" , "SMG", or "Machine Gun" in the title.

3 - Resource and Loadout Cost - The cost in Resource points to equip your Soldier with this weapon. This value is also the Weapon's Loadout weight.

4 - Weapon Trait - All weapons have a trait, such as: Ranged, Thrown, and Unarmed.

These traits are referenced on Action cards, Equipment cards and Skill cards. If the Weapon you are using matches its trait with a card that modifies that trait, you gain the noted benefits.

Example: You are using an M16A3 with the Ranged trait. You can use the Steady Aim Action card to improve its Attack.

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.

During 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 - Special Rules (if any) - Any Special notes relating to the Weapon. Additional traits can also be found here, such as: One Shot, Expended, etc.

7 - 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.

A Weapon will have one or more Fire Modes:

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

Burst - Roll 2 10-sided dice. A Burst attack represents one or more groups of 3 bullets.

Auto - Roll 3 10-sided dice. An Auto attack represents one or more strings of 10 bullets.

8 - Ammo - Ammo type and quantity the Weapon starts the Mission with.

Weapon Ammo

Each Weapon uses a specific type of Ammo.

When you purchase a Weapon, place the specified number of Ammo counters specific to that Weapon onto the Weapon card.



Example: the M16A3 Rifle begins the Mission with six 5.56mm 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 use 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.

You can freely pass Weapon cards between Player Soldiers in the same Location card as long as the weapon does not exceed the receiving Soldier's Loadout.

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

You may not pass Weapon cards to or from Non-Player Soldiers or Squad Soldiers.

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 M16A3 you gain an additional 6 Ammo counters for a cost of 1 Resource point and 1 Loadout point.



Example: You play a Speed Ball Action card. You use 1 of the 5 Resource points to get 6 Ammo for your M4 Carbine.

Purchasing Extra 40mm Grenades

You can also purchase extra 40mm Grenades for Player Soldier Grenade Launchers before a Mission beyond what the Weapon can carry. Each individual extra 40mm Grenade purchase costs 1 Resource point and 1 Loadout point.

Example: It would cost you 2 Resource points and 2 Loadout points to buy 2 extra 40mm Grenades for an M203 (M16).

Example: You play a Speed Ball Action card. You use 2 of the 5 Resource points to get 2 40mm Grenades for your M203 (M4).

Your M203 (M4) can hold 3 Grenades, but you only have 1 remaining. You use 2 Resource points to fill the weapon. This does not cost you any additional Loadout points. You then use 1 more Resource point to buy a third Grenade. Since this is more than the Weapon can hold, it costs you 1 Loadout point.

EQUIPMENT CARDS



When you purchase an Equipment 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 unless expended, passed, dropped or discarded.

1 - Name of Equipment – Does not affect game play.

2 - Resource and Loadout Cost - The cost in Resource points to equip your Soldier with this Equipment. This value is also the Equipment's Loadout weight unless noted otherwise.

3 - Card Effect - Pay any costs to gain the Equipment card's effect. The card's effect can only be used during the Soldier Turn unless the card specifies otherwise.

Example: The ACOG Sight adds 1 to your Rifle, Carbine, SMG or Machine Gun Attack rolls. You get the bonus whenever you perform an Attack with the Weapon.

You can freely pass Equipment cards between Player Soldiers in the same Location card during the Soldier Turn as long as the Equipment does not exceed the receiving Soldier's Loadout.

You can freely drop Equipment cards in a Location. The cards remain in the Location in the case other Player Soldiers want to pick them up. If one Soldier, or Weapon, benefits from a piece of Equipment, and then drops it, another Soldier, or Weapon, can pick up the card, but cannot benefit from it during the same game turn.

Example: You cannot use an ACOG Sight on two different Weapons during the same Mission turn.

You may not pass Equipment cards to or from Non-Player Soldiers or Squad Soldiers.

The number of Equipment cards in the game does not limit what your team can purchase.

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.

Name of Skill - Some Skill cards reference other Skill card titles.

Example: In order to purchase Operator 2, you must purchase Operator.

Resource Cost - The cost in Resource points to equip your Player Soldier with this Skill.

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.

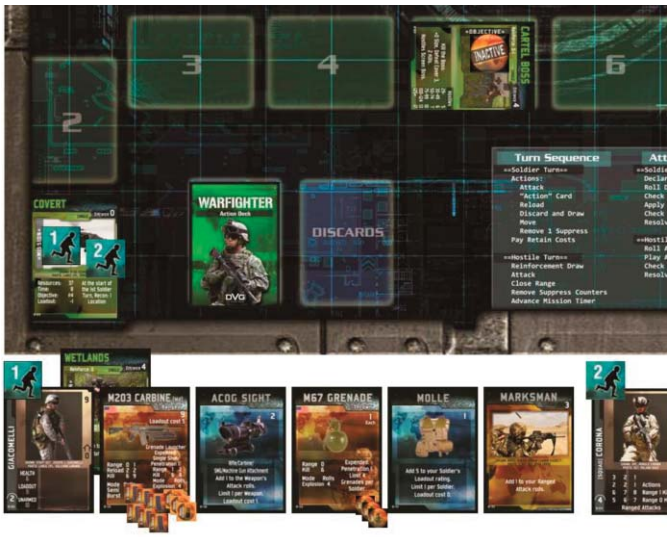
You cannot pass Skill cards between Soldiers.

The number of Skill cards in the game does not limit what your team can purchase.

Some Non Player Soldiers come with listed skills, these

work exactly as for Player Soldiers.

TEAM SELECTION EXAMPLE



We've created an introductory Team for the Mission example.

Mission: Covert (Jungle)

Objective: Cartel Boss (Jungle)

Soldiers: Giacomelli (Player Soldier) M203 Carbine (M4), ACOG Sight, 3 M67 Grenades, Marksman, MOLLE

Corona (Squad Soldier)

Recon: Wetlands Location

Here are some tactical tips: Use your Grenades against Hostile cards with groups of bad guys. The ACOG Sight and Marksman Skill gives Giacomelli +2 on all his M4 and 40mm attack rolls, so you have a good chance to engage Hostiles at both Range 0 and 1.

You will probably need 2 or 3 turns to Kill the Hostiles and Cartel Boss in the Objective card, so don't linger in the first couple Location cards.

COUNTERS



Once you have chosen your team, assign each Soldier a number. Place his four Hostile Targeting counters in a cup.

Example: You have Chosen Player Soldier Baker, Non-Player Soldier Saorrono, and Squad Soldier Corona. You assign Baker to be #1, Saorrono #2, and Corona #3. You place the four copies of #1, #2, and #3 into a cup.



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 is yours.



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



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

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

SOLDIER'S MOVEMENT ACTION



Your Soldier(s) 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.

A move uses one of the players actions, unless an action card specifies otherwise.

SOLDIER PLACING A NEW LOCATION

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 card, you must spend Actions to Discard and Draw until someone draws a Location card.

To play a new Location card, there must be a Soldier in the front-most Location.

Any Player Soldier can play a Location card. When you play a Location card, immediately draw Hostile cards based on the team's Resource point value.

Soldier's Move



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

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

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

A player soldier's discard for their movement can only come from his own hand of action cards.

A Non Player Soldier or Squad Soldier's movement can come from any player soldier's hand of action cards

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

Example: All the Soldiers are in the Side Street Location card. You play the Marketplace Location card (free to play), place it adjacent to the Side Street card, and draw Hostile cards. You then choose to spend an Action to Discard and Draw Action cards.

You then spend an Action and discard 2 Action cards to move your Soldier into the Marketplace card.

HOSTILE PENALTIES

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



Example: A Location has an Entrance cost of 3. There is a Sniper and Insurgent in the Location. The Sniper adds 3 to the Entrance cost and the Insurgent adds 2 more. A Soldier must discard 8 cards to enter the Location.

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

Example: When an Insurgent does not have any Reticles Suppressed or Killed, it uses the first "4-3" column. It also adds +2 to the Entrance cost.

When the Insurgent suffers 2 Suppressions or Kills, it uses the "2" column. It now only adds +1 to the Entrance cost.

When the card suffers 3 Suppressions or Kills, it uses the "1" column, and no longer adds to the Entrance cost.

This makes it vital to Suppress or Kill some Hostiles to reduce the cost to Enter a Location.

Soldier's Attack Action

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, no matter how many dice are rolled, only inflict 1 Kill or 1 Suppress result, unless the Attack is Explosive (see below).

Squad soldiers use thier Attack Chart and 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's die 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 Rolls



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



To Attack with a Weapon, roll a number of 10-sided dice based on your Fire Mode as well as one 6-sided die to Defeat the target's Cover. There are 3 possible results;



Kill: If any of your Attack rolls equal or exceed the Weapon's Kill number at that Range - and - your Defeat Cover roll equals or exceeds the Hostile's Defeat Cover number, you Kill the Hostile.



Suppress: If any of your Attack rolls equal or exceed the Weapon's Kill number for that Range - or - your Defeat Cover roll equals or exceeds the Hostile's Defeat Cover value, but not both, you Suppress the Hostile.

Miss: If all of your Attack rolls are less than the Weapon's Kill number for that Range - and - your Defeat Cover roll is less than the Hostile's Defeat Cover number, you Miss the Hostile.



By cross-referencing your Attack Roll and Defeat Cover Roll results, the Attack chart shows the 3 possible outcomes for every Attack.





Example: You have an M4 Carbine and you are shooting at Hostile Gunmen at Range 0 (they are in your same Location). You need an Attack roll of 6 or higher and a Defeat Cover roll of a 3 or higher.



Attack Example #1 - You select Burst mode, roll 2 Attack dice, and get a 4 and 9.

You also roll a Defeat Cover roll of a 5. You inflict 1 Kill on the Gunmen card.



Attack Example #2 - You select Semi Mode, and roll a 4, and you roll a Defeat Cover of 5. You Suppress 1 Gunman.



Attack Example #3, You select Burst Mode and roll a 3 and 4, and your Defeat Cover roll is a 2. You missed the Gunmen.

Attack Example #4 - You select Semi Mode, and roll a 9, and a Defeat Cover roll of a 1. You Suppress 1 Gunman.

Attack Example #5 - You select Burst mode and roll a 7 and 10. You also roll a Defeat Cover roll of a 3. You inflict 1 Kill on the Gunmen card.

Each Reticle on a Hostile card represents one Hostile.

When you inflict a Suppress, place a Suppress counter on one of the Hostile card's Reticles.

If a Hostile card has multiple Reticles, only one Hostile is Suppressed with each Suppress result.

If your Attack inflicts a Kill, place an EKIA (Enemy Killed in Action) counter on a Hostile card's Reticle to record the Kill.

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

Example: You use your 2 Actions to attack an Insurgent Hostile card with an M16A2 rifle, and your first shot results in a Kill. You place an EKIA counter on one of the Insurgent Reticles. You then Attack again getting a Suppressed result. You place a Suppressed counter on one of their other Reticles.



Each Reticle can only have one EKIA or one Suppress counter. If you inflict a Suppress and all the Reticles already have an EKIA or Suppress counter, your Attack 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 card.



Place the Experience counters on the Soldier card that performed the final Kill.

Each Star is equal to 1 Experience Point.

Example: Giacomelli inflicts the 4th and final Kill on an Insurgents card. Discard the Insurgent card and add 3 Experience Points to Giacomelli's Soldier card.

Explosives

Explosive weapons, like hand grenades and mines have the "Explosion" Fire Mode.

Roll the indicated number of Attack dice for an Explosive Weapon.

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

Unlike other Attacks, each die has a chance to inflict a Miss, Suppress, or Kill. Resolve each Attack roll as a separate Attack against the Hostile card.

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

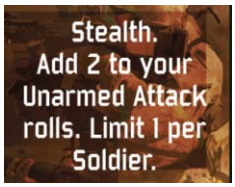


Example: You throw an M67 Grenade at an Insurgent card. You roll a 5 for your Defeat Cover (+1 for Penetration increasing it to a 6), and is successful. Your Attack rolls are: 2, 4, 6, and 9. You inflict 2 Kills and 2 Suppressions.

Example: You throw an M67 Grenade at a Gunmen card. Your Defeat Cover roll is a 1 (+1 for Penetration increasing it to a 2), and fails. Your Attack rolls are: 2, 6, 7, and 9.

You inflict 3 Suppressions, but the third Suppression has no effect.

Stealth Combat



Some Weapons have the Stealth trait.

The first time each Soldier performs a Stealth Attack during a game turn, he automatically gets a Defeat Cover roll of a 6.

Unarmed Combat

You can spend an Action to perform an Unarmed combat attack. Roll a 10-sided die and a 6-sided die as normal.

An Unarmed attack can only be made at Range 0.

A Soldier may only perform 1 Unarmed combat attack each Soldier Turn.

Unarmed Combat Attacks cannot target Structures, Aircraft or Vehicles.

If an Unarmed Combat Attack produces a Suppress result, treat it as having No Effect.

Example: Your Soldier has an MP5 (Suppressed) Weapon with the Stealth trait, a Ka-Bar Knife with the Stealth trait, and an M16A2. Your first Action of the Soldier Turn is to fire the non-Stealthy M16A2 using a Snap Shot and you resolve its Attack.

You then fire the MP5. Since this is your first Stealth Attack of the turn, you automatically get a Defeat Cover die roll of a 6.

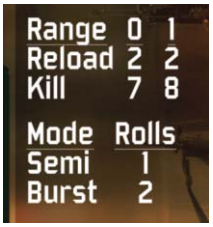
You then Attack with the MP5 again. Even though it is a Stealth Weapon, you roll its Defeat Cover die as normal because you already performed a Stealth Attack this turn.

Another Soldier then performs an Attack with his M4 Carbine with the Suppressor Attachment, making it a Stealth Attack. He then attacks again with the M4, and it is not a Stealth Attack.

He then Attacks with his Ka-Bar Knife, even thought the Ka-Bar Knife has the Stealth trait, it would be the soldier's third stealth attack for the turn and so would need to roll to Defeat Cover.

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.



Example: The M16A2 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, the weapon runs out of Ammo during the Attack.

Example: Your M4 runs out of Ammo on a roll of 2 or less on any Attack roll. If you fire in Burst mode at a Light Machine Gunner and roll a 1 and 9 for your Attacks, and you roll a Defeat Cover roll of 4.

You Kill the Light Machine Gunner, and your M4 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 +4 on this Attack roll against the Gunmen with your M4 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 +4 modifier to bring your Attack roll to a 6. The result of your Attack is 1 EKIA Gunman, and you also run out of Ammo.

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 card is Killed.

If the Hostile card's target moves out of a Hostile card's Range, the Hostile card will not Attack until it is back in Range.

A Soldier can have more than one Hostile card targeting him.

If a Soldier is Downed, draw a replacement Hostile Targeting counter for each Hostile card that was targeting him. Remove all the Downed Soldier's Hostile Targeting counters from the cup.

Example: You have 3 Soldiers in the Mission. You enter a Location and draw Gunmen, a Sniper, and Militants. You draw 1 counter from the cup for each Hostile. You draw a counter "#2" for the Gunmen, a "#1" for the Sniper, and another "#1" for the Militant.



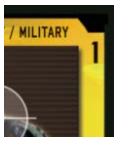
When you Kill a Hostile card return its Targeting counter to the cup.

HOSTILE TURN

REINFORCEMENT DRAW

Draw one Hostile card for each Location card with a Soldier, unless specified otherwise.





Reinforce Value - During the Reinforcement Draw phase of the Hostile Turn, you must draw a Hostile card for each Location card with a Soldier in it. Each Hostile card has a value in its upper right corner. When you draw a Hostile card, compare that value against the Reinforce point value on the Location card. If they match, add the Hostile card to that Location.

Example: Your Location card's Reinforce value is a 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. If it is not a 0 or 1, discard the Hostile card.

Example: The Private Homes Location has a Reinforce value of 0. You draw a Suicide Bomber with a value of 2. Discard the Suicide Bomber card.

Example: The Private Homes Location has a Reinforce value of 0. You draw a Militant with a value of 0. Add the Militant card to the other Hostile cards in the Private Home Location card, and draw a Hostile Targeting counter from the cup for the Militant.

Continue to the Hostile Attack step.

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

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 Attacks its targeted Soldier if the Soldier is at Range 0, 1, or 2.

CLOSE RANGE

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.

If a Hostile card has 1 or more Suppress counters, it does not move.

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

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

Some Hostiles do not Attack your Soldiers, but instead apply a detrimental effect. If the Range from the Hostile to its targeted Soldier is greater than 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 Middle East Military "Scout" prevent you from playing certain cards. If he is more than 2 Location cards away from his targeted Soldier, move him 1 closer.

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.

HOSTILE ATTACKS

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

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

Do not include Suppressed or Killed Hostiles into the strength of the card's attack.



Example: If you Suppress two Hostiles on an Insurgents card, they will attack using the column for 2 remaining Insurgents. An attack roll of 7- 9 inflicts 1 Wound.

No more than one Suppress counter can be placed on a Reticle. If all Reticles already have an EKIA or Suppress counter, ignore any additional Suppress results inflicted on the Hostile card.

The more active Hostiles on the card, the better their damage will be.

Example: If 3 or 4 Insurgent targets are alive and Unsuppressed when an Insurgent card attacks, the Insurgents inflict 1 Wound on a roll of 5-8, and 2 Wounds on a roll of 9 and higher.

If 1 Insurgent is Killed and 1 is Suppressed, there are only 2 active Insurgents. The Insurgents inflict 1 Wound on a roll of 7- 9, and 2 Wounds on a roll of 10 and higher.

Weapon Range and Attack Chart



Roll a die and consult the Hostile Attack chart to see the result of the Attack.

Each type of Hostile card has a unique Attack chart.

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

Roll both dice at the same time.

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

Examples:



The Hostile's Attack roll indicates 2 Wounds, and it's 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 Defeat 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 Defeat Cover. The Soldier suffers a Miss.



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

Wounds

Each Wound inflicted by a Hostile reduces the Soldier's Health by 1.



Record the Wounds a Soldier suffers by placing Wound counters on the Soldier's card.

When a Soldier has been Wounded, there is only so much a field dressing can do.

Place a Wound counter on your Wounded Soldier card equal to the number of Wounds he has suffered.

Each time he takes Wounds, place a separate Wound counter on his Soldier card.

Example: Holte Suffers a 1 point Wound from a Militant Attack and a 2 point Wound from an Attack by Insurgents. Place 2 separate Wound counters on Holte, a counter with a 1 and a counter with a 2. Holte must be Treated for each Wound separately.



A Soldier can Heal any Soldier in his same Location if he is able to make a Heal roll, such as with a First Aid Kit. You can only attempt to Heal a Wound once.



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



Replace the Wound counter with a Treated Wound counter. The Treated Wound counter shows that the Wound cannot be treated again.

Example: Covert has Suffered a 2 point Wound. Samaniego uses his First Aid kit to Heal 1 point of Covert's Wound. Replace the 2-Wound counter with a 1 point Treated Wound counter. This shows he is still suffering from 1 Wound, and that Wound can not be reduced again during the Mission.

Example: A Soldier suffers a 2 point Wound Later in the game you play a Shake It Off to reduce it to a treated 1 point Wound. The 1 point Wound cannot be treated again.

If a Heal result completely Heals a Wound, discard the Wound counter, and disregard any unused Heal points left over.

DOWNED

If a Soldier is reduced to 0 Health or less, he is Down and cannot be Healed. A Downed Soldier can no longer participate in the Mission. Immediately remove his counter from the Tactical Display and discard his Action cards. The Soldier has been Evacuated (Medevaced) out of the Mission.

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

You may also voluntarily Medevac a Soldier out of the Mission that has been reduced to 2 or 1 Health. You may choose to Medevac Soldiers out of the Mission at any time during the Soldier Turn.

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

This is the only time you recalculate your Resource point value.

Example: If a 15 Resource point Non-Player Soldier is Downed, your team, which started with 55 Resource points, would now be worth 40 Resource points. When drawing Hostiles for the Side Street Location card, you would only draw until there are 4 or more Hostile card Experience points in the Location card.

Take into account the Resource point value of all your 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 only have 2 Grenades when you recalculate, count them as only being worth 2 points.

Lightening the Load

When you are recalculating you may discard Equipment, Weapons, and extra Ammo to reduce your Team's total Resource point value. If you discard Gear in this



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 M67 Grenade to reduce your value to 74.

Completing the Objective



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

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

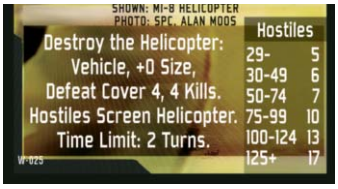
Example: During a Going Deep Mission, the Objective will be in the 9th space. If your Soldier is in the Location in the 8th space, you can Activate the Objective card.

Activating the Objective card is the same as playing a new Location card. Draw the Objective's Hostile cards when you activate the Objective card.

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 card to win the game.

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



Example: You throw a Grenade at the VIP Helicopter and inflict 2 Kills. Both Kills inflict damage on the Helicopter.

Other Objectives note a specific number of targets, each of which must be Destroyed with separate Attacks. These targets will note there are 2 or more buildings, vehicles, etc. that must be Destroyed.

Suppresses and Kills from a single Attack do not affect other targets.



Example: The Drug Huts Objective notes there are 3 Drug Huts that must be Destroyed. The card also notes that you must inflict 1 Kill on each Hut with an Explosion Attack to Destroy it.

You throw a Grenade at a Drug Hut and inflict 2 Kills. You only Destroy 1 Drug Hut. The 2nd Kill has no effect. You must target each of the 3 Huts with a different Attack to Destroy each of them.

Another Soldier then fires a 40mm Grenade at another Drug Hut and inflict 3 Kills. He Destroys 1 Drug Hut.

Your Team must Destroy 1 more Hut to complete your Mission.

Some Action card text allows the card to target Hostile cards.

These Action cards cannot attack the target in an Objective card. They can however attack the Hostile cards in an Objective card.

Example: A Mortar Call Action card cannot target the Helicopter in the VIP Helicopter Objective, but it can target a Hostile card in the VIP Helicopter's card.

MEDEVAC OUTCOME

When the Mission is over, roll to determine the status of each Medevac'd 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	Soldier's Status
8+	Able to return to Duty
6-7	Medical Discharge
5-	KIA

Mod.	Soldier's Condition
+4	Medevaced with 2 Health.
+2	Medevaced with 1 Health.
+0	Medevaced with 0 Health or less.
+2	If the Objective was completed

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.

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

SELECTING SOLDIERS

Select 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 the 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

Play through the Mission as normal.

At the end of the Mission, the Team earns Campaign Points (CPs) equal to the Objective's Location number.

Example: If the Objective card was in Location #4, the Team would earn 4 CPs.

You are free to divide these Campaign Points how you like between the Player Soldiers.

You may only purchase Skill cards with these points. Each CP equals 1 Resource Point when purchasing Skills. Each Soldier may also save their points and buy Skills between future 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, place the Mission and Objective cards aside. 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.

If a Player 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.

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. 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. There is no limit to the number of times an effect can be rolled each Campaign.

Roll	Adjustment
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:

- 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.

VPs	Reach of Campaign's Importance
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 M4 Carbine has a Reload number of 2. If you fire in Burst mode and roll a 3 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 instead select a random Mission and Objective card from your Region.

CREDITS

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ACKNOWLEDGEMENTS

PHOTOGRAPHS

Many Soldier, Mission, and Objective cards list the name of the photographer and a description of the subject found on that card. This information does not affect game play. Several of the Soldier photos are current members of the military and were submitted by themselves or their families.

KICKSTARTER

This game began as a kickstarter.com project and we are very grateful to the backers who pledged their support to fund the game. Many thanks to all of you!

BULLET DICE

Due to generous Kickstarter funding, we were able to create custom Bullet Dice for the game.

The 10-sided dice are based on the dimensions of a 5.56mm round and the 6-sided dice are based on a 9mm round.

EXPANSION PACKS

You can add the Expansion pack cards into the core game cards 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.

“W” designates a card from the core Warfighter set of cards. A “1” designates a card from the 1st Expansion, and so on. An “a” indicates that it is a revision of that card and replaces the original.



SAMPLE MISSION

I decide to play a Mission in the Jungle Region against the Drug Cartels. I could play with other people, but I'll be playing this game solo. I select the Covert Mission and Cartel Boss Objective. I prepare the Action card deck by removing any previous Location cards that happen to be still there from my last game. I shuffle in all the Jungle Location cards.

I place the Covert card in the Mission card space and the Cartel Boss in the 4th space along the Path. I place the Inactive counter on the Cartel Boss Objective card.

I have 37 Resource points to spend, and I must complete the Mission in 8 turns. I select the following cards for my mission: Giacomelli (Player Soldier), M203 Carbine (M4), ACOG Sight, 3 M67 Grenades, Marksman Skill, MOLLE, and Corona (Squad Soldier).

I select Soldier ID counter #1 for Giacomelli and #2 for Corona. I place one copy of each ID counter next to their Soldier cards, and a second copy of their Soldier ID counters on the Covert Mission card. I place 6 5.56mm ammo counters and 3 40mm Grenade counters on the M203 (M4). I place 3 M67 counters on the M67 card. I place 2 Action counters by Giacomelli's card and 2 Action counters by Corona's card. I next grab the 4 Hostile Targeting counters for Soldier #1 and 4 counters for Soldier #2 and place the 8 counters into a cup. I place the Mission Timer counter on the "8" space on the Timer track.

I shuffle the Action card deck and deal Giacomelli 6 Action cards. I am ready to start the mission.

Turn #1

Due to the Covert card's Recon notation, I get to look through the deck for a Location card. I select the Wetlands Location card, add it to Giacomelli's hand, and then shuffle the Action deck.

I play the Wetlands Location card from my hand and place it on the Path space next to the Covert card. This costs Giacomelli 1 of his 2 Actions. I flip one of his Action counters to its Used side. I immediately draw Hostile cards for the Wetlands, and I draw: Hired Muscle (2), Thug (0), and Rocket Team (2). This equals the 4 points of Hostile cards I need to draw for the 30-49 Hostile range on the Wetlands card, so I stop drawing Hostile cards. I place the Hired Muscle next to the Covert Mission card due to his special note. I place the Thug and Rocket Team next to the



Wetlands card with the Thug in front of the Rocket Team to show the Thug is screening the Rocket Team. I draw a Hostile Targeting counter for each Hostile card: a #2 for the Hired Muscle, a #1 for the Thug, and a #1 for the Rocket Team.

I begin spending my team's remaining Actions.

I spend Corona's 1st Action to Attack the Hired Muscle, and I flip one of his Action counters to its Used side. I roll a 10-sided die for his Attack and a 6-sided die for his Defeat Cover. At Range 0, Corona needs a 5 or higher on his Attack die and must roll a 3 or higher on his Defeat Cover die to Defeat the Hired Muscle's Cover. My rolls are: 9 for the Attack and 4 to Defeat Cover. Both rolls succeeded, so I inflict a Kill on the Hired Muscle. His card only has 1 Reticle, so the Kill eliminates the card. I discard the Hired Muscle card and place 2 XP counters on Corona's card. I return the #2 Soldier Targeting counter to the cup. I spend Corona's 2nd Action to Attack the Thug. At Range 1, he needs to roll a 6 to Attack and a 2 to Defeat the Thug's Cover. I roll a 1 and 3. Only the Defeat Cover roll succeeded, so I Suppress the Thug. Note that Squad Soldiers never run out of ammo and never have to Reload. I place a Suppress counter on the Thug card. Corona is out of Actions for the turn.

I spend Giacomelli's 2nd Action to fire a 40mm Grenade at the Rocket Team at Range 1. Normally, the Thug would Screen the Rocket Team and I could not attack them, but Corona Suppressed the Thug. Hostile cards do not Screen while Suppressed. I would normally need to roll a 6 and 3 to succeed. Giacomelli gets +1 to Attack with his M203 (M4) due to his Marksmanship Skill and another +1 to Attack due to the ACOG Sight. So, now I only need to roll a 4 and 3. The 40mm Grenades have +1 Penetration so I only need to roll a 4 and 2. I really want this Attack to succeed, so I play Steady Aim from Giacomelli's hand. I now need a 2 and 2. Just to make sure this works, I spend 1 XP from Corona to Upgun the Steady Aim card, so now it gives me a +4 to Attack instead of just a +2. I now need to roll a 0 and 2. Because it is a 40mm Grenade Attack, I roll 4 Attack dice. The Attack rolls don't matter since they will all succeed, so I don't bother to roll them. I roll a 4 for the Defeat Cover. I then compare each Attack roll to the Defeat Cover roll to see if each inflicts a Miss, Suppress, or Kill. All the Attack rolls succeed, and the Defeat Cover succeeded, so I inflict 4 Kills on the Rocket Team. 2 Kills eliminate the Rocket Team and the other 2 Kills have no effect. I discard the Rocket Team and place 2 XP on Giacomelli's card. I discard a 40mm Grenade counter.

Giacomelli is out of Actions, so I play a Move Out card for him. This allows him to Move without spending an Action. I still need to discard cards to pay the Wetlands 4 Entrance cost. He has a Movement value of 0, so he does not reduce the cost. I play an Advance card to pay for 3 of those discards. I then discard another card to finish paying for the Entrance cost. I move the #1 Soldier counter from the Covert card to the Wetlands card. I do not play any more cards.

I have no Support cards in play, so I skip the Retain step.

It becomes the Hostile's half of the Mission Turn. I check for Hostile Reinforcements. Corona's Location does not have a Reinforcement value, so I do not draw for his Location. Giacomelli's Location has a Reinforcement value of "0". I draw the next Hostile card, and it is Hired Muscle, value 2. Since its value is not 0, I discard the Hired Muscle

card.

It is the Hostile Attack step. The Thug could normally Attack Giacomelli, but he is Suppressed, so no Hostiles Attack. I go on to the Hostile's Close Range step. There are no Hostiles out of Range, so I skip the step. I remove the Thug's Suppress counter during the Remove Suppress Counters step. This completes the turn. I advance the Mission Timer counter to the "7" space.

Turn #2

I begin the 2nd turn by flipping all the Action counters back to their ready sides.

I start by spending Giacomelli's 1st Action to Attack the Thug with his M4. I select Burst Fire Mode and roll 2 Attack dice. I need Attack rolls of a 6 or higher and a Defeat Cover roll of 2 or higher. He has +2 to Attack (due to Marksmanship and ACOG), so I only need 4s and a 2. I roll an 8 and 1 for the Attack dice, and a 5 for the Defeat Cover. I Defeat his Cover, and the Attack roll of an 8 Kills the Thug. The Attack roll of 1 results in a Reload. So, my Attack Kills the Thug and I ran out of ammo during the Attack. I flip the top 5.56mm counter to its Empty side, discard the Thug card, and gain 0 XP. I will need to spend an Action to Reload the M4 before I can use it again. I can still use the 40mm Grenades because they use separate ammo. I play a Reloading card. This allows me to Reload the M4 without spending an Action. I discard the top 5.56mm counter from the Weapon, revealing the next ammo counter.

I move Corona into the Wetlands. This costs Corona 1 Action. Corona has a Movement value of 3 and the Wetlands have an Entrance cost of 4. I discard Giacomelli's last card to pay the Entrance cost. I move the Soldier counter #2 from the Covert Location to the Wetlands card.

I spend Giacomelli's 2nd and last Action to Discard and Draw. There are no cards to discard and I draw 6 cards to fill his hand to full.

There is nothing to spend Corona's 2nd Action on, so I leave it unspent.

Giacomelli drew the Trail Location card during his Discard and Draw Action. I could play it now since I can play it for free, but doing so would be bad because the Trail's Hostile cards would immediately enter play and start attacking me during the Hostile Attack step.

During the Hostile half of the turn, I draw a Reinforcement card for the Wetlands. I draw a Drug Runner value 1 and discard it. There are no Hostile cards in play, so I skip the Attack, Close, and Remove Suppress steps. I advance the Timer counter.

Turn #3

I play the Trail Location and draw Hostile cards: Slow Going event (2), Sniper (3), and Smugglers (3). Since the Smugglers equaled or exceeded the Location's 6 Hostile value, I stop drawing cards. I place the Slow Going next to the next Location, the Cartel Boss Objective, to remind me to increase its Entrance cost. I draw Hostile Targeting counters: a #1 for the Sniper and a #2 for the Smugglers.

Moving into the Trail right now is difficult because the Sniper is adding 2 to its Entrance cost.

I spend Giacomelli's 1st Action to fire a 40mm Grenade at the Sniper. The 4 Attacks rolls are: 1,1, 2, and 3 (all gain +2 for Marksmanship and ACOG). All Miss. The Defeat Cover roll is a 1 (+1 for Penetration) and also Misses. The Sniper suffers no effect. Being Single Shot, I cannot use the 40mm Grenades again this turn. I discard a 40mm Grenade counter.

I spend Giacomelli's 2nd Action to fire the M4 at the Smugglers in Burst Mode. At Range 1, I need 9s and a 2. 7s and a 2 due to Marksmanship and ACOG. I roll: 10 and 3 to Attack, and a 5 to Defeat Cover. I inflict 1 Kill on the Smugglers.

I move Corona into the Trail card as his 1st Action. I need to pay the discard cost of 5 (3 from the Trail, 2 from the Sniper). Corona's Movement value pays for 3, and I discard 2 cards for him. I move the Soldier #2 counter into the Trail Location.

Corona then uses his 2nd Action to fire at the Smugglers. He rolls a 7 Attack and a 1 Defeat Cover, Suppressing. I place a Suppressed counter on a Smuggler Reticle. This ends the Soldier half of the Turn.

I start the Hostile Turn by drawing Reinforcement cards. The Trail has a Reinforcement of a 0 or 1. I draw a Thug (0), and place it next to the Trail Location. I draw a Hostile Targeting #2 for the Thug. I draw a Drug Runner for the Wetlands, and discard it. My situation has turned bad very quickly.

I now resolve the Hostile Attacks. I choose to start with the Sniper. He targets Giacomelli and rolls an Attack 8 and a Defeat Cover 5. This will inflict 2 Wounds. I play a Take Cover in reaction. I spend 1 of Giacomelli's XP and cancel the Attack. I could not play a Suppress card because the Thug is Screening the Sniper, so I cannot legally attack the Sniper even though he is in Range and the M4 is loaded.

Next, I roll for the Thug's Attack. He rolls a 7 and 3. The Attack roll is successful, but the Defeat Cover roll does not overcome Corona's Defeat Cover. Corona suffers a Suppress, so I place a Suppressed counter on his card.

I roll for the Smuggler's Attack. 2 of the 3 Smugglers

cannot Attack because 1 is dead and 1 is Suppressed. I use the "1" column on the Smuggler card, because there is only 1 Attacking Smuggler, for the attack. He will inflict 1 Wound on a roll of 6 or higher. He rolls a 9 and 5. This will inflict 1 Wound on Corona. I play a Suppress card in reaction. I can legally target the Smuggler with the M4 because the M4 is loaded and in range of the Smuggler. I discard a 5.56mm ammo counter and cancel the Attack. I also spend 1 XP from Giacomelli to Upgun the Suppress card to be able to play it for another Soldier.

There is no need to Close Range because the Hostile cards are all in Range of their Targets, and I remove 1 Suppress from the Smugglers. I advance the Mission Timer to the 5.

Turn #4

I play a Shake it Off card to remove Corona's Suppress. I must pay 1 XP from Corona to Upgun the card to allow me to play it for Corona.

Corona spends an Action to Attack the Thug, he rolls a 10 and 4, Killing the Thug. Corona then Attacks the Sniper, rolling an 8 and 6, Killing him. Corona gains 3 XP.

Giacomelli spends an Action to Discard and Draw. He now holds 6 cards. He spends an Action to move into the Trail. I discard 3 cards to pay the Entrance cost. I then play a Snap Shot to throw an M67 Grenade at the Smugglers. He does not get Attack bonuses from his Marksmanship or ACOG. His Attack rolls are: 1, 4, 7, and 9. His Defeat Cover roll is a 4, plus 1 for Penetration. This inflicts 2 Kills and 2 Suppresses. This eliminates the Smuggler card and he gains 3 XP. I discard an M67 counter.

I then resolve the Hostile half of the turn. No Reinforcement arrives, and I advance the Timer counter to the 4.

Turn #5

I want to be well prepared when I enter the Objective card. I spend an Action to Discard and Draw. I discard a Stealth Kill card because I do not have a Ranged Stealth Weapon, so I will never be able to play it. I draw my hand to 6 cards. I then discard 2 of the new cards and spend my 2nd Action to Discard and Draw again.

I then resolve the Hostile half of the turn. No Reinforcement arrives, and I advance the Timer counter to the 3.

Turn #6

The Cartel Boss Objective card is the next card along the Path and I have a Soldier in the Location adjacent to the Objective card's space, so I can Activate it. I declare that I am Activating the Objective and I draw its Hostile cards: Smugglers (3) Targeting #1, Leader (2) Targeting #2, and Look Out (1) Targeting #2.

I would like Corona to enter the Objective, but it is costly to do so. The Entrance cost is 4, plus 2 for the Look Out, plus 2 more for the Slow Going, for a total cost of 8 discards. Even with Corona's Movement of 3, I would still need to discard 5 cards.

I play a Sniper Support card. I must discard 2 cards to pay its Support discard cost. I then use the Sniper Support to



Kill the Look Out. I discard the Look Out and gain no XP.

I spend an Action from Giacomelli to Discard and Draw to 6 cards.

I play a Squad Entry card and discard 1 card to pay its Support discard cost. This allows me to move Corona into the Objective without spending an Action. I discard 3 cards to pay the Entrance cost.

When Corona moves, I play On Point and I pay 1 XP from Giacomelli to Upgun it. This allows Corona to play the card and reduce the Entrance cost of the Objective by 4. I place the On Point card next to the Objective as a reminder.

Corona spends an Action to Attack the Smugglers. He rolls an 8 and 1, Suppressing one of them. He then spends an Action to Attack them again and rolls a 1 and 2, Suppressing a second Smuggler.

Giacomelli uses his 2nd Action to Attack the Leader with his M4. He rolls a 3 and 3, which becomes a 5 and 3, Missing.

This ends our Actions. I pay 2 XPs from Corona to Retain the Sniper Support just in case we need it next turn. I decide not to pay the Squad Entry's Retain cost, so I discard it.

I then resolve the Hostile turn. I draw Reinforcement cards. No Reinforcement arrives for the Trail, but a Thug does arrive in the Objective and Targets Soldier #1. I must also draw for the Leader's Reinforce "0" ability. No Reinforcement arrives.

When I start the Hostile Attack step, the Leader's Inspire notation activates, so I remove 1 Suppress counter from the Smugglers.

The Smugglers Attack Giacomelli. Since 1 of them is Suppressed, I roll on the "2" column and roll a 6 and 5. This inflicts 1 Wound and Defeats my Cover. I place a Wound "1" counter on Giacomelli's card. The Leader Attacks Corona and rolls a 2 and 2, Missing. The Thug is out of Range from Giacomelli, so he doesn't Attack.

I then move Hostiles. The Thug moves from the Objective card to the Trail. I then remove a Suppress counter from the Smugglers. I advance the Timer counter to the 2.

Turn #7

Giacomelli spends an Action to Discard and Draw. I would normally draw to 6 cards, but Giacomelli has suffered 1 Wound, so I only draw to 5 cards.

Corona spends an Action to Attack the Leader. I also play a Prepared Fire card and spend 1 XP to Upgun it to be able to play it for Corona. This gives him an automatic Defeat Cover roll of a 6. His Attack roll is a 9. He Kills the Leader, and gains 2 XP.

Corona then uses his 2nd Action to Attack the Smugglers. He rolls and inflicts a Kill.

I then use the Sniper Support to Kill the Thug.

Giacomelli then uses his 2nd Action to fire a 40mm Grenade at the Smugglers. He rolls for the Attack and Kills all the Smugglers, gaining 3 XP. I discard his last 40mm Grenade.

Giacomelli plays a Move Out to enter the Objective without paying an Action. The Entrance cost is 6, but the On Point reduces it to 2. I discard 2 cards.

I must Kill the Boss noted on the Objective card to complete the Mission. The Boss does not Attack us, but he has a Defeat Cover of 3, and requires 2 Kills. He is also Screened by all the Hostiles in the Objective card.

I pay 2 XP from Giacomelli to pay the Sniper Support's Retain cost.

I then resolve the Hostile's turn. No Reinforcements arrive in the Objective card. I advance the Timer counter to the 1. I only have 1 more turn to complete my Mission.

Turn #8

I spend Giacomelli's 1st Action to draw up my hand to 5 cards.

Corona spends an Action to Attack the Boss. He Misses. He Attacks again and inflicts a Suppress. This has no effect because the Boss doesn't Attack, so Suppresses have no effect on him.

Giacomelli fires his M4 at the Boss in Burst Mode and rolls a 1 and 9 to Attack, and a 6 to Defeat Cover. He inflicts 1 Kill and runs out of ammo. I don't have enough Actions to both Reload and Attack again with the M4. I play a Snap Shot card. This gives me a free Attack. I have an Unarmed skill of 10, and I roll a 10 for my Unarmed attack and a 5 for the defeat cover, Killing the Boss.

This successfully completes the Mission and my team returns to base.

QUICK REFERENCE

SEQUENCE OF PLAY

SOLDIER'S TURN

SOLDIERS ACT

Most Soldiers that are not suppressed have 2 actions that can be spent in any order each soldier's turn.

Player Soldiers can:

• Play an Action Card from their hand - If the Action Card is a Location card has an "Action" cost, it costs the Soldier one or more Actions to play the card. Only one Location card can be played by any soldier in a Turn. Stealth and Support Action Cards require additional Action Cards to be discarded by the playing player soldier.

• Discard and Draw - Spend 1 Action to discard any number of cards from your Hand and Draw up to your Soldier's current Health value.

• Lighten the Load when Medevac – Discard Weapons, Equipment or Ammunition.

• Pass or Drop or Pick up Weapons or Equipment – In Current Location.

Non Player Soldiers (NPS) and Player Soldiers can:

• Pass or Drop or Pick up Ammunition – In Current location.

• Reload - Spend 1 Action to Remove an Empty Ammo counter from a Weapon. If the Weapon has another Ammo counter, the Weapon is Reloaded and can be used.

Any Soldier can:

• Activate Objective – Any Soldier in a location adjacent to the Objective.

• Remove 1 Suppress - Spend 1 Action to remove 1 Suppress counter inflicted on your Soldier. If a Soldier has 1 or more Suppress counters on his card, he cannot choose any other Actions until they are removed.

• Attack - Spend 1 Action to Attack any Hostile card that is in Range.

• Move - Spend 1 Action to Move into an adjacent Location card. No more than 1 Move can be done by a Soldier in the Soldier Turn. Pay the Location's Entrance discard cost before entering the Location, player soldiers cannot discard for other player soldiers, but can discard for Non Player Soldiers (NPS) and Squad Soldiers.

• Medevac a Soldier out of the Mission - Any Soldier that has been reduced to 2 or 1 Health.

SOLDIERS PAY RETAIN COSTS

Any soldier may pay the XP cost to retain Support cards in play, if not retained the Support card(s) is discarded.

HOSTILES TURN

Soldiers may only interrupt the Hostiles Turn to play Action Cards or use Weapons or Equipment that specifically allows for them to be used in the Hostile Turn.

HOSTILES REINFORCEMENT DRAW

• Draw one Hostile card for each Location card with a Soldier or with an Always Reinforce condition.

• Draw one Hostile card for each Hostile card with a Reinforce condition

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

Do not draw a card for Hostile cards with a Reinforce condition that were drawn this Hostiles turn.

HOSTILES ATTACK

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

HOSTILES CLOSE RANGE

• 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.

If a Hostile card has 1 or more Suppress counters, it does not move.

HOSTILES REMOVE SUPPRESS COUNTERS

• Remove one Suppress counter from each Hostile card.

ADVANCE MISSION TIMER

• Move the Timer counter down the track by one space.

WIN OR LOSE

You immediately win when you achieve the Objective of the Mission within the specified time.

You immediately lose by running out of Time or if all your soldiers have been Downed or Medevac'd out.

REMEMBER

Unless specified otherwise all bonuses and negatives are applied to the dice roll.

If in doubt about a rule, look first at the cards wording, then look in the keyword pages, then the relevant area in the rules.