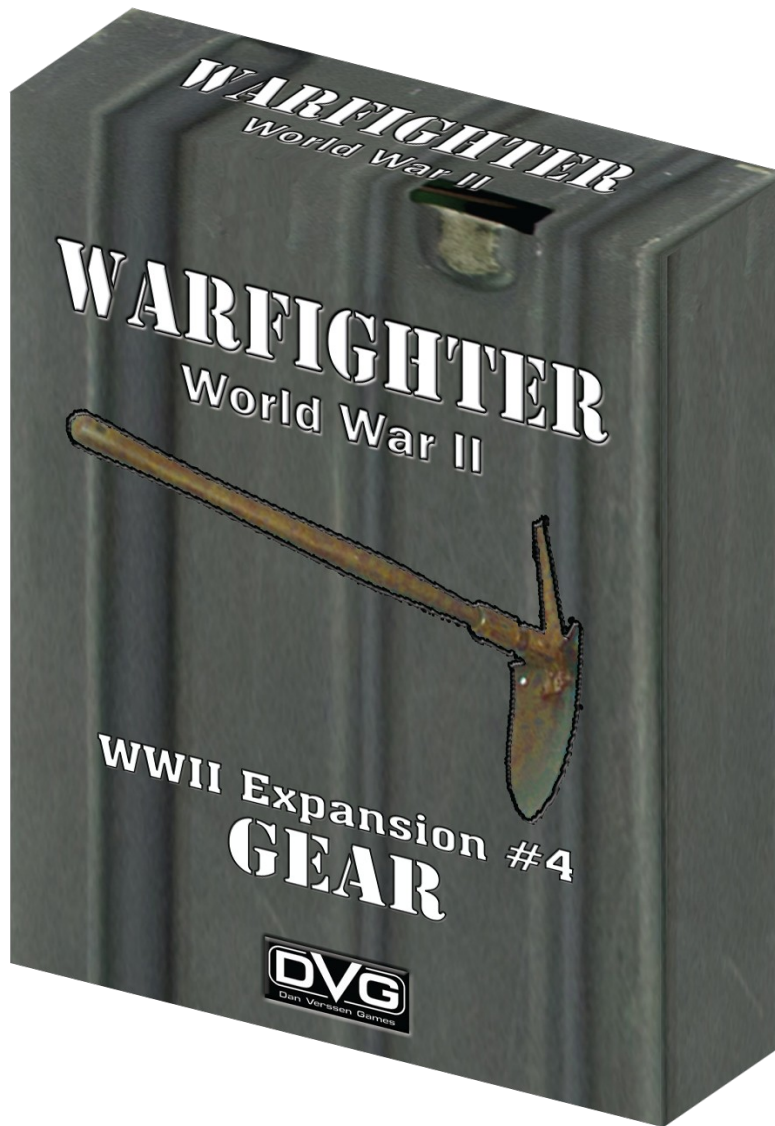


WARFIGHTER

Advanced Operations Manual



Purpose of this Manual

So you've played your first few Warfighter games, and you want to move onto more exciting pastures. This manual will help you do just that. The following is an index of existing expansions with the rules they add individually, and then an alphabetical listing of those rules for easy lookup and reference.

Expansion List

This list of expansions will tell you what rules to look at when you have that specific expansion.

If you do not see a rule in this manual, check the Keywords Reference.

If an expansion isn't listed on this list, you can assume the New Recruit Manual will cover all the rules you need to know.

Note that for each expansion, please read the following rules no matter what expansion you have.

- Regions

WWII Exp #05 - Ammo Box:

- Service Record
- Service Record Counters

WWII Exp #12 - Poland #2:

- Service Record

WWII Exp #20 - France #1:

- Service Record

WWII Exp #24 - US Airborne:

- Ability Check
- Airborne Missions
- Service Record

WWII Exp #25 - German Airborne:

- Ability Check
- Airborne Missions
- Service Record

WWII Exp #32 - Finland #1:

- Ability Check

WWII Exp #34 - Canada #1:

- Ability Check
- Multiple Objectives

WWII Exp #35 - Canada #2:

- Hold the Line Mission
- Holding Action Mission
- Multiple Objectives

WWII Exp #36 - Vehicles #1,

WWII Exp #37 - Vehicles #2,

WWII Exp #38 - Vehicles #3,

WWII Exp #39 – Vehicles #4:

- Vehicles

WWII Exp #40 - UK Airborne:

- Ability Check
- Airborne Missions
- Multiple Objectives
- Service Record

WWII Exp #41 - Unique Nation Skills:

- Ability Check

WWII Exp #42 – Undead:

- Undead
- Multiple Reticles

WWII Exp #43 – Shore Invasions:

- Shore Invasion Missions

WWII Exp #44 – Medals

- Medals

WWII Exp #45 – Fortifications

- Fortification Missions
- Doors

WWII Exp #46 - Maquis / French Resistance:

- Ability Check
- Doors

WWII Exp #47 - Mokra #1:

- Ability Check
- Vehicles

WWII Exp #48 - Mokra #2

- Ability Check
- Service Record
- Vehicles

WWII Z Exp #49 - Castle Frankenstein

- Ability Check
- Doors

WWII Exp #50 - Bastogne:

- Hold the Line Mission
- Holding Action Mission

WWII Exp #52 - Dieppe:

- Ability Check

WWII Exp #54 - Enigma Machine:

- Ability Check

WWII Exp #55 – Raate Road

- Holding Action Mission

WWII Exp #57 - Narvik:

- Ability Check
- Doors

WWII Exp #58 - Castle Itter:

- Hold the Line Mission
- Holding Action Mission
- Vehicles

WWII Z Exp #59 – Dagon:

- Ability Check
- Doors

WWII Exp #62 – Saint-Lô

- Holding Action Mission
- Service Records
- Vehicles

WWII Exp #82 - Raid on Saint-Nazaire:

- Situation

Rules List, A-Z

Ability Check

Shadows 9+ Soldiers with printed Keywords followed by a number and a + are abilities that can be rolled for when required, typically by a card.

These rolls are done with a ten-sided die. If the roll equals or exceeds the number printed on the Soldier's card, the roll is successful. Otherwise, the roll is a failure.

(Hack +1), Bonuses or penalties can be provided by the Ability Check. A "-X" is a negative modifier, while "+X" is a positive modifier; add or subtract these to the result of the roll when performing the check.

Success: Discard the next Hostile card drawn. If an ability check provides a **Success** heading, it is executed if the check is successful. If the card provides a **Fail** or **Failure** heading, it is executed if the check is failed. If the check has neither of these headings, assume the rest of the text is only executed in a Success.

Ability checks with a Success condition may be attempted by any Soldier on the Location during the Soldier Turn. This costs an Action. A Fail or Failure check is only checked once. Benefits from a Success can only be gained once.

Some ability checks may be Upgunned if the ability on the Soldier's card has a number in [square brackets] following the normal number. This provides a better chance at succeeding at the ability check.

An ability check can only be performed with Soldiers that have that ability. If a Soldier would roll a check for an ability they do not have on their card, do not roll. Instead, execute any Fail heading. If the Fail heading is a Trap, assume a 1 was rolled, and cannot be increased by any means.

Ability checks with a Failure condition on a Location are to be rolled for as soon as a Soldier

enters the Location, even if the Soldier doesn't have the ability required to roll printed on their card. If a Fail ability check is added to a Soldier's Location, the check must be attempted immediately before continuing the game. The ability check is considered to automatically fail if a Soldier does not have the ability needed to perform the check.

Airborne Missions

Setup:

- Select an Airborne Mission card.
- Choose an Objective and use the Location and Hostile Decks from the Europe Location.
- Your Team can only use Airborne Soldiers.
- Choose to use the Glider Equipment card or equip all Soldiers with the Parachutes Equipment card, following their effects.
- Shuffle the Enemy Lines and Landing Zone decks. If you have multiple Enemy Lines and Landing Zone decks from expansions, you may shuffle them together.

Mission:

- At the beginning of the first Soldier Turn, draw a Landing Zone card and execute its effects.
- At the beginning of every Soldier Turn after the first, draw and resolve an Enemy Lines card.

Doors

Door (Cover: 8, 1 Hit, Pick -1),

Certain cards have the keyword Door. The Door can either be Attacked as a separate target on the Hostile card, or Picked if the Pick keyword is there.

To Attack the Door, you Attack it separately from the Hostile itself using any Weapon, and noting the Cover value for the Door for the Defeat Cover roll. Place any gained EKIA's separately from the EKIA's on the Hostile itself. Doors cannot gain Suppresses. Once the Door gains EKIA's equal to the Hits listed in the Keyword, the Door is Breached.

If the Door has a Pick value, a Soldier with the Pick Ability can perform a Pick Ability Check by spending an Action. If the Ability Check is a success, the Door is Breached. Pick ability checks on Doors can be attempted multiple times.

If a Door is Breached either of these ways, a Soldier in Striking Range with this Hostile can Attack the Hostile at the Cover value listed on the Door, instead of the Cover value printed on the Hostile itself.

Fortification Missions

Setup:

- Select a Fortification Objective card. (The Mission is a Mission of your choice.)
- Find the Present Fortification Hostile card and place it in the same Location # as the Objective.
- Shuffle the Fortification Hostile cards and draw one for each card between the Mission and Objective, keep them to the side for now. You may examine them anytime during the Mission, but shuffle them face down into a Fortification Deck afterwards.

Mission:

- The first Hostile drawn for a new Location is drawn from the Fortification Deck.
- If a Hostile has Overkill and would be discarded, draw from the unused Fortification Hostile cards until one can be placed.

Hack

See “Ability Check”.

Holding Action Mission

Setup:

- Place The Front and Fallback Position in the Mission and Objective respectively. You must use this Mission and Objective in-set.
- Draw random Locations for each empty Location slot between them.
- Do not place an Inactive counter on the Objective.
- All Soldiers start on the Objective.

Gameplay:

- Any cards that would add Time to the Mission instead reduce Time.
- The “Timer”, “Place” or “Maintain” keywords on any Hostile cards are not executed.
- At the beginning of the Soldier Turn, draw a single Hostile for each Location, not including the Mission and Objective.

- The Reinforcement Draw step is performed as normal.
- During the Close Range step, roll a 10-sided die for each Hostile. If the number is at least 2 higher than the Entrance cost of the Location to the right, move the Hostile one Location to the right, ignoring the regular Close Range step.
- If any Hostiles are in the Objective at the end of the Soldier Turn, the mission ends in failure.

Hold the Line Mission

Setup:

- Place the Left and Right Flank Mission and Objective cards in their respective spots.
- Draw random Locations for each empty Location slot between them.
 - If any Locations have Reinforce: None, draw another Location and replace it.
- Do not place an Inactive counter.
- Soldiers may start in any Location.

Mission:

- Any cards that would add Time to the Mission instead reduce time.
- The “Timer”, “Place” or “Maintain” keywords on any Hostile cards are not executed.
- All Locations always Reinforce.
- If any Hostiles are in play at the end of the Soldier Turn, the Mission ends in failure.

Medals

You must use Elite Hostiles if available when using Medals.

During setup, shuffle your Nation’s Medal Deck and place it nearby.

During the game, draw a single Medal when you meet the condition on the back of the top card of the Medal Deck. Choose randomly what Soldier receives the Medal.

The Medal contains instructions to follow and a goal to achieve.

If the Soldier or the Team completes the goal on a Medal, they get the listed benefit of the Medal - use the sticker sheet included to add the medal's Sticker to the Soldier. This increases their RP cost for Lighten the Load calculations and later Missions.

The medals are lost when the Soldier is Downed.

If a Medal has the "Eliminate" goal, the Soldier in question must be the only Soldier to cause Suppresses and EKIA's on the Hostile.

Medals may have a turn limit; if the turn limit is exceeded, shuffle the Medal back into the Medal Deck.

Some Medal cards say "Draw and leave face down" – take them off the deck and leave them nearby, but don't reveal until the rest of the condition is fulfilled.

If a Medal card says to "Draw a Hostile" and that Hostile has no Place keyword, draw and place the Hostile in the Front-most Location. Treat it as a regular Hostile otherwise.

Multiple Objectives

Setup:

- Place Objectives in each Location # according to the Mission card.
- Place the Inactive counter on the left-most Objective.

Gameplay:

- When an Objective is Activated, move the Inactive counter to the next Objective to the right. (If the Activated Objective is the final Objective, return it to the supply.)
- All of the Objectives must be completed.

Multiple Reticles



Some Hostile cards contain a x2 or more indicator like to the left. This represents Hostile cards that contain more than one Hostile that needs to be defeated.

To play with Multiple Reticles, draw a Hostile Targeting Counter for each Hostile on the card (so draw 2 for the example above).

Track each EKIA and Suppress counter on one of the Hostiles separately.

Each Hostile on a Hostile Card Attacks individually, following the table in the effect box and becoming less effective per amount of EKIA and Suppresses they have, following normal rules.

Before any Hostiles Attack, if one or more of the Hostiles is in Range of their Target but at least one is not, redraw the Hostile Targeting Counter for that Hostile until they have a Target that is in Range, then start resolving Attacks.

If a Soldier is Downed, the redrawn Hostile Targeting Counters due to that end up being out of range of a Hostile on this kind of card, and that Hostile hasn't Attacked yet, redraw its Hostile Targeting Counter until the Target is in Range.

When Hostiles Close Range, this Hostile card only moves if it is out of Range of any Soldier being targeted by a Hostile on the card. The Hostile card moves towards the closest Soldier it is targeting.

When a Hostile has EKIA counters equal to the Reticle number, the Hostile does not act or count for any of the above rules. When all Hostiles on the card are in this state, discard the card and gain the Experience as per normal rules.

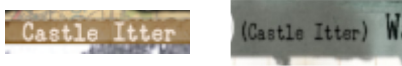
If you inflict more than one EKIA on this card (Spray/Explosion) you can spread the EKIA's across the Hostiles.

Pick

See "Ability Check".

Regions

Certain cards have Regions.



Cards of the same Region – Missions, Objectives, Hostiles and Locations – all must be played in-set, and cannot be mixed.

You cannot play Castle Itter Locations with Bastogne Missions, Objectives and Hostiles.

If a card lists no Region, or the Region matches your base box, assume it can be mixed in with the Missions, Objectives, Hostiles and Locations of the base box of your game.

Expansion Hostiles may also have their own Nationalities, which should be paired with cards of the Region with the same name. However, if a card has a Region, the Region takes priority. If a card has a Nationality and no Region, assume it uses the base box Missions, Objectives and Locations.

On the other hand, if a Region from an expansion only has Missions and Objectives, you should use the Elite Hostiles, Event Deck and Location Deck from the base box. If any Decks come in that Region's Expansion, use them too.

Saint-Lô comes with an Anti-Vehicle Hostile Deck; I'd use that Deck instead of the default one that came with the Vehicles expansion.

Service Record



Service Records can be bought for Soldier types listed below the cost in the upper right corner of the card, not just Player Soldiers.

Service Records have dates; you cannot buy two Service Records that happen during the same date.

Each ability gains an amount of matching Service Record counters. The count is listed on the card itself, and the number of counters can be different for each ability.

You may use non red-text abilities when listed; remove a Service Record counter of the matching type when you do. The timing is listed on the ability; if there is no timing, assume that the ability can be used during the Soldier Turn. You cannot use an ability if you have no Service Record counters of that type.

When a condition is met on a **red-text** ability, remove a Service Record counter and perform the effect. Red text usually implies a negative ability.

Shadows

See “Ability Check” and “Shadows Check”.

Shadows Check

A Soldier with the Shadows Ability can make a Shadows Ability Check on any time during the Soldier Turn. If they succeed, they are considered to be “In Shadows” for the rest of the Soldier Turn.

This check can only be attempted once per Soldier Turn. At the end of the Soldier Turn, the Soldier is no longer In Shadows.

If a Soldier is in Shadows and they Attack with a Weapon that has a Stealth bonus, they may add the Stealth bonus to any Attack (left of the slash) and Defeat Cover (right) die rolls respectively.

Stealth +5/+2.

Shore Invasion Missions

Setup:

- Choose a Shore Mission for the Mission card.
- Choose a Shore Objective for the Objective card.
- Choose and play two random Surf Location cards for Location #2 and #3.
- Draw Hostiles for the Shore Objective.
- The Objective starts Activated, don't place an Inactive counter on it.
- Choose a Landing Craft Equipment card and put it next to the Mission.
- Smoke grenades are not allowed.

Mission:

- Soldiers in the Mission card must follow the text on the Landing Craft.
- Hostiles never leave the Objective card.
- Draw all Reinforcement Hostiles from the Hostile deck of the Mission's Region.

Note:

- You may use the Fortification expansion with Shore Invasion Missions. Draw a Fortification card for the first Hostile card for the Shore Defenses, but change no other setup steps.

Skill (Nation)

Nation Skills are Skills that are locked to certain Nationalities.

Situation

Situation cards can be used to add extra conditions to Missions in their Region. Simply pick one to use, Gain or Lose the listed resources in the top-right corner of the card, and the effect on the card stays in effect for the entirety of the Mission.

Undead

The Undead expansion adds the Clergy Keyword for Soldiers. During Setup, you may pick a Theology card for Soldiers with the Clergy Keyword, and that Soldier takes any listed Powers on that card and applies any effects listed on the Theology card.

A Cleric can cast a Power for an Action and the listed Divinity cost. If the Cleric does not have enough Divinity, the Power cannot be cast.

Some Powers have the Reaction keyword. These Powers may only be cast at the timing listed on the card. They do not cost an Action to Cast, only the listed Divinity Cost.

Vehicles

They are treated as a Squad Soldier in setup and during gameplay – they can be bought and are played in the same way as a Squad Soldier.

Cards that would effect Squad Soldiers effect Vehicles, unless a card specifically says that it effects Vehicles.

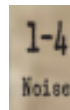
Vehicles cannot be taken on Missions or enter Locations with the Interior keyword. Vehicles cannot be taken on Shadow War missions.

Vehicles may be damaged by Hostiles. Vehicles can have damage removed by cards that have the "Fix" keyword, not "Heal" as for Soldiers.

If every vehicle in your Team has the keyword "Light Vehicle", ignore the Anti-Vehicle Deck rules.

Anti-Vehicle Deck

During setup, shuffle the Anti-Vehicle Deck of the Hostile Nation you are facing and keep it nearby. Each Nation has a different Anti-Vehicle Deck.



During the Hostile Reinforcement Step of each turn, draw an Anti-Vehicle Hostile card for each Vehicle in play. If the Noise of the Vehicle being drawn for is in the Noise Range of the drawn Anti-Vehicle Hostile, it is played as specified on the card, or in the Vehicle's Location in that order of priority. Specifically draw the Vehicle's matching Hostile Targeting Counter from the Target Cup and place it on the Anti-Vehicle Hostile.

Driving Cards exist in the Anti-Vehicle Hostile Deck; these are Events, but purely for Vehicles. The Noise range works the same as the Anti-Vehicle Hostiles; if the Noise matches, execute the text on the card and then discard it.