

Warfighter: Chtorr *New Recruit Manual*



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WELCOME TO WARFIGHTER!

A matter for men.

Hello, and welcome to Warfighter! Warfighter is a dice-and-card wargame about choosing a *Team* of soldiers and sending them on dangerous combat *Missions*. You pick the *Soldiers*, their *Weapons*, *Equipment* and *Skills*, and lead them through treacherous *Locations* and dangerous *Hostiles*, until you reach and accomplish the *Objective*. Work alone on your *Missions*, or bring along friends.

Warfighter has titles that vary across a variety of Eras and Settings; in one game you'll be the best of the best the spec ops world has to offer during the day or night, in another you'll be storming the beaches of Normandy and beyond in World War II, and in yet another you'll be guiding fantasy heroes through the darkest of dungeons. And they're all cross-compatible; if you own one game, you can take the *Soldiers* from there to another Era and Setting.

This is the New Recruit Manual, a document designed to get you into a *Mission* as fast as possible. Read this document from beginning to end, and you'll be playing a game in no time. This book will sidestep all the rules outside of your core box, to keep the focus on learning the game.

If you have any questions about Warfighter, feel free to drop into our communities on Facebook at "DVG – Warfighter" or Discord at [this invite link](https://discord.gg/3Pr2RSZY5w) (https://discord.gg/3Pr2RSZY5w). We'll be more than happy to answer any questions you might have or point you in the right direction. These communities are also where you'll find the latest rulebooks, updates on the game, and announcements for new Warfighter games and expansions.

Keep your eyes open for italic text like this: I'll use it to give you some hints for first-time players, hopefully to help you make your experience smoother. Feel free to ignore my advice if you like!

Credits

Game Design	Kevin Verssen
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Game Research	Kevin Cave
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Rulebooks	Ben "BlueMaxima" Latimore
Expansion Creation	Kevin Verssen, Ben Smith, Holly Verssen, Kevin Cave
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1. CONTENTS OF THE BOX

In this section of the manual we'll go over everything you'll receive inside the game box.

- The Warfighter: Chtorr New Recruit Manual (you're reading it!)
- The Warfighter Keywords Guide (usable across Warfighter, not just Chtorr)
- 168 cards of varying types
- Two punch-out counter sheets
- A mounted Tactical Display board
- 4 ten-sided dice and 1 six-sided die

Punch out each counter sheet and keep identical counters together. *You may need multiple baggies or a plastic tray for the counters.*

You will also need a single, opaque cup or other method of drawing random counters.

1.1 Cards

Warfighter is driven by its cards; they determine the entirety of your Team and their capabilities, and the Mission and Objective you are sent to accomplish. In this section we'll make a quick summary of each card to familiarize you with each component.

Note that if a card and this manual have contradicting rules, the card always takes priority.

1.1.1 Soldiers



Player Soldier



Team Soldier

Soldier Cards represent the soldiers you are sending to clear out Hostiles. For every Soldier in the game, you buy the Weapons, Equipment and Skills they begin the Mission with. Some Soldiers also come with their own Weapons, Equipment and Skills printed on their cards, which are free when that Soldier is Purchased.

There are two types of Soldiers. You'll need at least one Player Soldier, as they get to draw Action Cards, where you will find Locations to move your Team forward in the Mission. Action Cards also serve as battle tactics to help turn the game around if things get tough. Team Soldiers don't get to draw Action Cards, but they're usually cheaper and more effective in other areas. You can tell a Soldier is a Team Soldier at a glance thanks to the red **No Action Cards** text, or the abbreviations in the top left corner of the card – PS for Player Soldier and TS for Team Soldier.

We suggest 2 Player Soldiers in your Team for the flexibility on the Action Cards, but half the fun of Warfighter is experimentation; try everything from one super-strong Player Soldier to a sprawling set of one Player and four Team Soldiers.

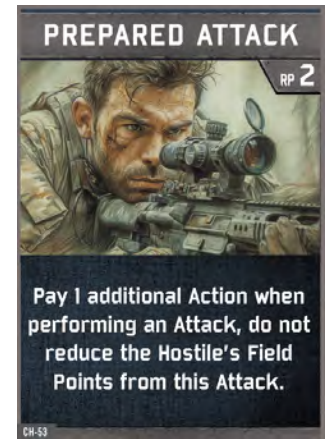
1.1.2 Weapons, Equipment & Skills



Weapons



Equipment



Skills

These three card types can be purchased for your Soldiers to take on their Missions. The right choice of cards for the Mission can make the difference between success and failure.

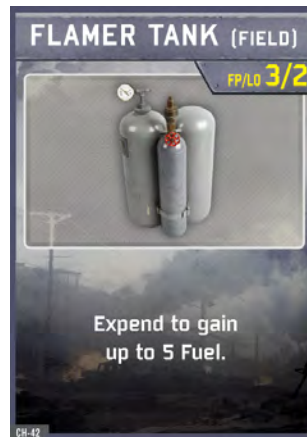
- The Chtorr box comes with a variety of **Weapons** for the Missions ahead, from your basic M4 right up to flamethrowers and grenade launchers.
- **Equipment** can be just as important; from ammo boxes and weapon attachments to bandages and radios, these passive or expendable cards can be just what you need in certain situations.

Warfighter refers to Weapons and Equipment as “Gear”.

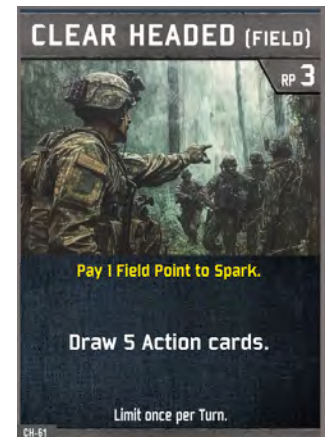
- **Skills** can either be passive effects that improve the inherent capabilities of a Soldier, or active abilities that can be triggered.



Weapons



Equipment



Skills

There are also Field Weapons, Equipment, and Skills, which have (Field) in the name and gold text on the card (in the cost or effect box).

1.1.3 Vehicles



You're not alone in the ruins of the old world. Warfighter Chtorr includes multiple vehicles that can fight alongside your Team. While they have uniquely powerful attack capabilities or unique effects, they can only be Called In for a limited time during the Mission.

1.1.4 Missions & Objectives



Mission



Mission



Objective



Objective

The **Mission** cards define how many resources you have to spend on your Soldiers, the time you have to complete the Objective, how far away the Objective is and how loaded up your Soldiers can be. There can also be special conditions or Mission types that change the way the Mission plays.

Meanwhile, the **Objective** cards determine what needs to be done to complete the Mission, such as burning a nest, holding a base, or destroying a Lone Worm. Once the Objective is completed, the game immediately ends in success.

A game of Warfighter plays out very differently based on which Mission and Objective you play; *Chtorrans* paired with *Get Moving* will play out quite differently compared to *Forest Insertion* with *Roast the Tree*.

1.1.5 Hostiles



Hostile Cards

Hostiles are the alien invaders that actively seek out your Team of Soldiers and Attack them to prevent you from completing the Objective. Their behavior is determined by the effect box at the bottom of the card, and the number in the crosshair shows how many hits need to be inflicted to eliminate the card (this can represent a group of aliens or one particularly big and strong one). The top right corner of a Hostile card is the Hostile Value, which shows how many Experience points are earned when the Hostile is Eliminated.

Hostiles also have an amount of **Field Points**, shown in the top left corner of the card, which are used to resupply you with Field Gear in the middle of the game or to spark (use) Field Skills. However, attacking Hostiles with certain kinds of Attacks can reduce the Field Points you earn.

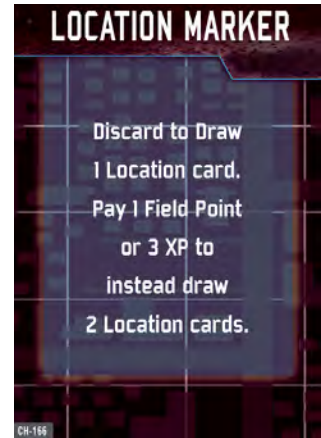
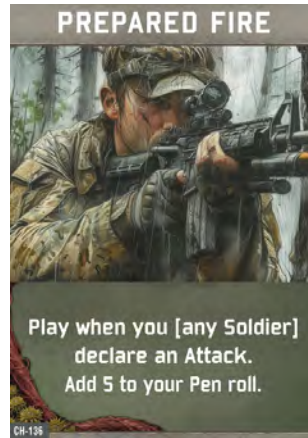
1.1.6 Locations



Locations

Locations are drawn over the course of the game by Player Soldiers and played between the Mission and the Objective for your Team to move through. Locations are varied, with different effects, difficulty to enter, amount of Hostiles that will be drawn, and more.

1.1.7 Action Cards



Action Cards

Action Cards are drawn by Player Soldiers, and can be discarded to help Soldiers move, or used as battle tactics. There are also Location Markers, which are used to draw Location cards during the Mission.

1.2 Counters

Counters are used to track many things during the Mission; here's a list of each counter you get in the box and what they are used for.



Soldier Identification Counters come in pairs; one stays on a Soldier card to identify their number, and the other goes on the board to show what Location they are in.



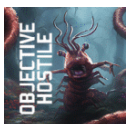
Action Counters are used by Soldiers to perform Actions during the Soldier Turn.



Use this Vehicle Turn Counter to track the remaining Turns a Vehicle has left before being removed from the Tactical Display.



Ammo Counters show whether or not your Weapons are Loaded and how much ammo you have left for them.



Objective Hostile Counters keep track of what Hostiles are put into play by the Objective. These are mainly used for the "Eliminate Hostiles" Objective Type, as a reminder of which Hostiles need to be Eliminated to complete the Mission.



EKIA (Enemy Killed in Action) and SUPP (Suppress) Counters keep track of how many Reticles on a Hostile have been killed or Suppressed.



Hostile Targeting Counters are used to track which Soldier is being Targeted by a Hostile Card.



The Inactive counter keeps track of the Objective and whether it has been reached and activated yet.



The Timer counter keeps track of how many Turns the Mission has left.



Bipods are used on certain Weapons, either as a requirement or to give you a benefit when it is used.



Wound Counters are used to track how much damage Soldiers have taken. The green side represents a Wound that has been treated.



Experience Counters are earned by Soldiers for eliminating Hostiles and can be used for Skills, paying for Location play costs, upgunning, and other effects.



Field Points can be used to call in Field Gear and Spark Field Skills during the Mission.



Fast Hostiles can move and attack out of normal turn order; use Fast Counters to track which ones have and haven't acted yet.



Slow counters are applied to Hostiles through Cryo-based Attacks, and make follow-up Attacks easier to hit.



These Counters are used as Expendable Counters; placed on a card matching their visual, and removed when used.

1.3 Tactical Display

Here's the game board (known as the Tactical Display) as it looks unfolded.



The left side of the board contains the Mission Timer, which will be used to track the amount of turns that remain in the Mission. Three deck placement slots to the right of the Timer track are used for the Location, Hostile and Action Card Decks.

To the right of the decks, the bottom of the Tactical Display contains slots for the Mission, Location and Objective cards. Each slot has a Location number (often referred to in the game as Location # or Loc #), with the number starting from 1 for the chosen Mission card slot and incrementing by 1 for each space to the right. When Hostiles are drawn from the Hostile Deck, they'll be placed above these slots to indicate what Location they are in. The vertical board size does not limit the amount of Hostiles; they may stretch above the Tactical Display in columns.

You may notice the columns are slightly wider than the cards; this is so you may store counters in the same column as their card without covering the card itself.

The rest of the Tactical Display contains setup and gameplay references. This manual will follow these references as closely as possible.

2. GAME SETUP

Setting up a game of Warfighter proceeds in two halves: picking a Mission and Objective to play, then preparing a Team of Soldiers to take on that Mission and Objective. The next few sections of this manual will show you how to do that.

2.1 Preparing the Mission

The first thing you need to do is select what *region* you're playing. The region determines what Mission, Objective and Hostile decks you'll be using. In the core game, you'll only have the Denver region; expansions can add more. You cannot mix together cards from different regions.

Take the Location and Hostile decks for your region and shuffle them both face-down, placing them on their respective Tactical Display spaces.

Next, choose your Mission and Objective. You may pick any combination of the provided Missions and Objectives, but note that some Missions and Objectives must be played in-set. You may also shuffle the Mission and Objective decks to get a completely random mission. Once you've picked a Mission and Objective, place the Mission in the Mission Card slot on the Tactical Display, and the Objective in the specified Location # on the Tactical Display based on the Mission card's Objective field.

If the Objective has a "Present" card or an "Embedded Objective" card listed, place that card in the same column as the Objective. Any cards accompanying the Objective in this way are not considered to be played and do not have any effect on the Mission until the Objective is Activated.



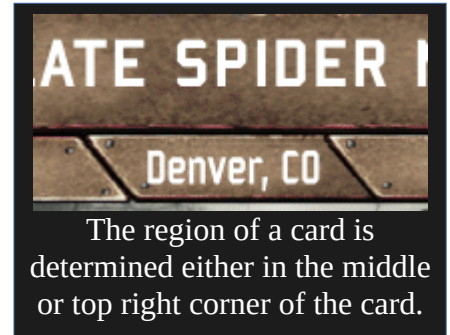
Place the Timer counter on the Mission Timer, on the number in the Time field of the chosen Mission card.



Place the Inactive Counter on the Objective.

Keep all other counters nearby in a general supply.

At this point, you're ready to start choosing your Team (2.2).



2.1.1 Mission Types

There are multiple types of Missions in Warfighter Chtorr that can affect how the game plays out. Note that if a Mission has no specific Mission type as listed below, no rules are changed and simply play as this manual says.

Escort Mission: An Escort Mission requires you to take a certain card during Setup, escort it to the Objective, and defend it along the way.

- During Setup, you must buy the card listed on the Mission Card for your Team (the “Escort Target”).
- During the Mission:
 - If the Escort Target is ever Downed, the Mission is a Failure.
 - Alongside completing the Objective, the Escort Target must reach the Objective card.
 - If the Mission is also an Escape Mission, the Escort Target must reach the Mission card instead.

Escape Mission: This mission involves working backwards from the Objective and reaching the Mission card. Note that this Mission type is on an Objective card, not a Mission card.

- During Setup, all Soldier Identification Counters start on the Objective, not the Mission. Do not place the Inactive counter on the Objective.
- During the Mission:
 - When all Soldiers reach the Mission card, the Objective is complete.
 - Cards that mention “Front-most” are placed ahead of the Soldiers (between the Mission card and the left-most Soldier) while cards that say “Rear-most” are placed behind the Soldiers (between the right-most Soldier and the Objective card).

Rescue Mission: A Rescue Mission causes some of your Team to be stranded in the Objective, and you need to reach them and bring them back to the Mission card in order to complete the Objective.

- During Setup:
 - You must play a Rescue Mission and Rescue Objective together.
 - Draw the listed amount of Soldier types at random from the Soldiers you own. These Soldiers are part of your Team, but are placed in the Objective to start the game. These Soldiers cost Resource Points. You may buy cards for these Soldiers as per normal rules. The rest of these rules will refer to these Soldiers as “Rescue Soldiers”.
- During the Mission:
 - The Rescue Soldiers on the Objective card cannot leave the Objective until a non-Rescue Soldier Moves into the Objective card, but may otherwise perform Actions normally.
 - The Mission will have a number, followed by a +. This determines the amount of Rescue Soldiers that need to enter the Mission card in order to complete the Objective. If too many Rescue Soldiers are Downed and this condition cannot be fulfilled, the Mission ends in failure.

2.1.2 Objective Types

The Objective needs to be completed, and the moment it is completed, you win the game. This section will detail all of the Objective Types included in the base box and how to run them. Note that some Objective cards have two of these Objectives; both must be completed.

Eliminate Hostiles:

- When the Objective is Activated, add an Objective Hostile counter to every Hostile card drawn for the Objective.
- If any Hostiles are drawn for the Objective during the Reinforcement step, give them an Objective Hostile counter as well.
- The Objective is completed when every Hostile that has an Objective Hostile counter has been removed from the Tactical Display **and** the Objective has **no** Hostiles at the end of a Soldier Turn, Objective Hostile or otherwise.



Eliminate Present XXX:

- During Setup, search for the named “XXX” Hostile Card from the Hostile deck, and place it to the side.
- When you Activate the Objective, take the placed aside card and put it into the Objective. Draw cards for the Objective as normal rules, do not count the placed card as part of the draw.
- When the Hostile Card is eliminated, the Objective is completed.

Keep Clear:

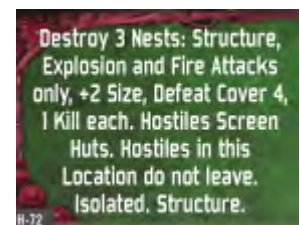
- At the end of each Soldier Turn, if there are no Hostiles in the Objective, use a counter on the Objective to show how many turns you have kept the Objective clear of Hostiles.
- If a Hostile is in the Objective at the end of the Soldier Turn, remove any generic counters used to count the amount of turns the Objective was clear.
- If you have kept the Objective clear for the amount of turns listed on the Objective, the Objective is completed.

Deliver XXX: A Deliver Objective requires the Team to buy and transport an Equipment card to the Objective.

- During Setup, you must buy the listed Equipment card for a Soldier on your Team, or acquire it via Field Points during the Mission.
- During the Mission, when a Soldier with the listed Equipment card reaches the Objective, the Objective is completed.

Destroy the XXX:

- These Objective cards can be Attacked directly following the normal Attacking rules, using the details on the card. If the Objective is given enough EKIA's equal to the number of “Hits”, the Objective is completed. (The Objective is not treated as a Hostile in any way otherwise.)



2.2 Setting up a Team

With your Mission and Objective clear, you can start thinking about how to load out your Team.

Warfighter uses a points system called Resource Points, which you use to buy Soldiers and cards to be equipped to those Soldiers. The amount of Resource Points you have available to spend is equal to the Resources listed on the Mission card. You do not need to spend all the Resource Points given to you, but you cannot exceed the total available Points. The amount of Resource Points you spend at this point determines the amount of Hostiles you will face during the Mission.

The Resource Point cost of every card is shown in the top right corner of each Soldier, Weapon, Equipment, Skill and Vehicle. You may buy any Weapon, Equipment or Skill multiple times, even if you only have one copy of said card – you may use a proxy or some other way of marking who has a copy. A Soldier cannot have more than one copy of a Skill, but Weapons and Equipment are fine. You cannot use a Soldier or Vehicle with the same name more than once on the same Team.

When you're ready, move to Section 2.3 to finish setup and start playing your Mission.

Note that any Field Gear (Weapons or Equipment that have (Field) in the name) cannot be purchased now, and must be bought mid-Mission. Field Skills however (Skills that have (Field) in the name) may be bought now, but do not have any effect until they are Sparked mid-Mission.

2.2.1 Soldiers

You will need to buy at least one Player Soldier (PS) for your Team in order to progress through the Mission, but you can take as many Player Soldiers, Team Soldiers (TS) and Vehicles (Veh) as you can afford for the Mission.

I personally lay out my Soldiers so that I can use vertically-aligned face-down cards I'm not using as 'proxies'.



You can tell what type of Soldier a Soldier Card is by looking in the top left corner of the Soldier card.



No Action Cards

Let's have a look at the Player Soldier "Shorty" for an in-depth example of a Soldier card.

Team Soldiers are identical in every way to Player Soldiers, except they do not have Action Cards and cannot draw Action Cards.

The top-right corner of the card lists the Soldier's Cost in Resource Points. "Shorty" will cost 9 Resource Points.

The Soldier's Soldier Type is in the top left.

The Soldier's Movement Value is on the right side of the card, below the Cost, below the upwards-pointing arrow. This determines how easily they may move between Locations during Missions; higher is better.

The Soldier's Terrain Cover is in the bottom left corner of the card underneath the semicircle. The higher this value is, the more likely the Soldier will walk away from a Hostile Attack without being Wounded.

Soldiers receive every card listed in their effect box (their Printed Gear) for no Resource Point cost. The **beige** text determines a Gear card; in this case, the Command Radio equipment. Underlined text is a Skill. White text is the Soldier's Abilities. Check the Keywords List for these. In this case, "Shorty" draws one extra Action Card, and starts the Mission with 1 Experience Point and 2 Field Points.

If a Soldier comes Printed with a Gear or Skill they normally wouldn't be allowed to use for whatever reason, they can use it as normal.

Player and Team Soldiers have three values in the left of their effect box.

- Health is how many Wounds a Soldier can take before they are Downed, and their default Handsize (amount of Action Cards they can hold when drawing). Wounds taken by the Soldier will reduce their Handsize (but do not force them to discard cards).
- Loadout is how much the Soldier can carry; the amount of Loadout Cost in Gear the Soldier is carrying can never go above this. Note that Loadout may be modified by the Loadout value on the chosen Mission Card, across all Player and Team Soldiers, and any Printed Gear on a Soldier's card still counts toward their total Loadout.
 - This means a combination of a Soldier's Printed Gear and Loadout penalties on certain Mission cards can cause some Soldiers to not be usable, and they may need to buy the Molle card.
- HtH adds to Attack Rolls when this Soldier Attacks with a Hand to Hand-Type Weapon in Striking Range. No Striking Range weapons are included in the Chtorr box; this is mainly for when Soldiers cross over to other core boxes, Eras or Settings.



2.2.2 Weapons

Weapons are used by Soldiers to Attack Hostiles during the Mission. To the right is an M16A2 Rifle, which we will reference as an example.

The top of the card shows the name of the Weapon, with its Nationality and Type (the M16A2 is Ranged). The Type can be referenced by other cards. The Nationality is relevant when crossing over to other eras and settings that would normally restrict you from buying Weapons.

Below the Type is the Cost and Loadout of the Weapon in Resource Points and Loadout Points.



In the bottom right corner of the card is the Ammo square, which determines how many Ammo counters the Weapon starts with. Stack all of the Ammo counters face-up on the Ammo box; the

Weapon begins “Loaded” with Ammo this way.

You may buy extra Ammo for a Weapon by adding 1 to the Resource Point Cost and Loadout of the Weapon. If you do, you may take another set of Ammo. This may be repeated multiple times. If you wanted to, you could pay a total of 4 RP and 4 Loadout to have an M16A2 with 12 Ammo.



Some Weapons have the Expended Keyword, like the M67 Grenade, left. As you may expect from a Weapon like a Grenade, when you attack with a Grenade, the counter for the Weapon is returned to the supply. You must buy Expended Weapon cards for their listed Cost (and Loadout) one by one. Add a counter to the card for each Expended Weapon or Ammo bought this way.



Some Weapons have a regular, Ammo-styled Weapon and an Expended Weapon on the same card. You get the listed counters on the Weapon when you buy the Weapon, and you may buy extra sets of Ammo as noted above for the Ammo

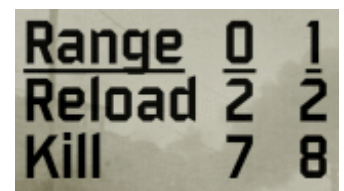


Weapon. You may buy extra counters for the Expended Weapon by spending 1 RP per counter.

Some Weapons have Keywords in their effect box on the right hand side, which affects the behavior of the Weapon. Expended is one of them, but there may be others. Reference the Keywords Guide.

Note that the “Penetration” Keyword is very important; it improves your Defeat Cover Rolls during your Attacks, making otherwise out of reach Hostiles just that little bit more vulnerable.

To the left of each effect box is the Weapon’s Attack Table and Fire Modes. The Attack Table lists the Range of the Weapon (which Locations the Weapon can Attack), the Reload value (if you roll this number or less on an Attack Die, you must Reload [3.2.2.5] your Weapon), and the Kill value (whether the Weapon hits the enemy). You use the column for the Range of the Hostile you are Attacking.



Mode	Rolls
Semi	1
Burst	2

The Fire Modes determine how many dice you roll during an Attack with the Weapon. When you Attack with a Weapon that has multiple Fire Modes, you may pick which Fire Mode you want to use. You roll the number of Attack Dice specified under the Rolls column. Using a Fire Mode with more dice means you are more likely to Reload, but also more likely to reach the Kill number on one of those dice.



Some Weapons have Bipod boxes; give these Weapons a Bipod counter. Unless stated otherwise, the Bipod starts on the Undeployed side. When the Bipod is deployed, the box states the benefit gained by the Weapon. When a Soldier Moves during the Mission, any Deployed Bipod on their Weapons is Undeployed.

Some Weapons, such as the M17 Flamer, come with two different Attack Tables, Fire Modes and Ammo squares, which means the Weapon has two

Range	0	1	Fire. Spray.
Reload	2	2	Expend. Pen 4.
Kill	7	8	Range 0
			Kill 6
Mode	Rolls		Mode
Semi	1		Burst
Burst	2		Rolls
			Burst
			Rolls
			Burst
			Rolls

Attacks it is capable of performing, each with its own Ammo. Each may have their own Keywords which affect how the Weapon performs. Fill both Ammo boxes with the counters stated. You cannot mix and match the Ammo counters on a Weapon like this (you can't use Fuel to reload a 5.56 gun).

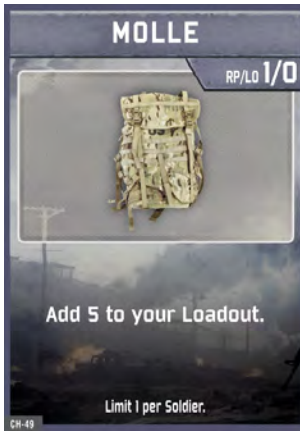


Weapon Attack Example

I use the M16A2 Rifle to Attack a Hostile at Range 1, using the tables on this page. I use the Kill number of 8 and the Reload number of 2. I choose to use the Burst Fire Mode, so I roll 2 Attack Dice (d10).

The results on the two dice are 1 and 8. The 8 equals the Kill number, so it may cause an EKIA or Suppress. The 1 is below the Reload number, so it causes the Ammo counter Loaded on the Weapon to flip to the Empty side after the Attack.

2.2.3 Equipment



Equipment cards are utilities which can be used throughout the Mission to benefit Soldiers.

Equipment is purchased the same way as Weapons - pay the Resource Point cost and make sure the Soldier has enough Loadout Points to carry it.

There are three kinds of Equipment. The first provides a general bonus across the entire Mission, and applies immediately as soon as the Equipment is bought. For the Molle, you can take advantage of the extra Loadout capacity while setting up your Team.

The second kind of Equipment is Equipment that is Expended, much like Grenades from the previous section. When a Soldier buys this Equipment, place the appropriate counters from the supply on the Equipment card. If there are no counters, you may use proxies, or in the case of single-use Equipment, simply return the card to the box when it is Expended.

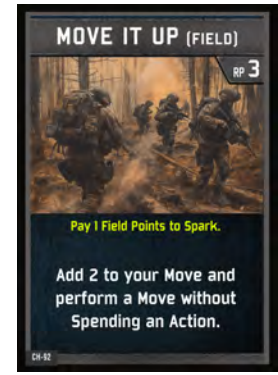
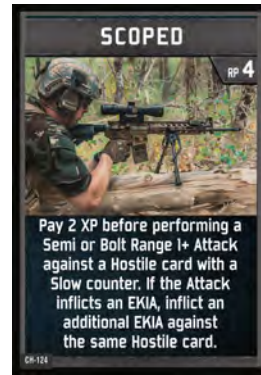


During the Soldier Turn, the Soldier with the Equipment can remove a counter from the Equipment card in order to take advantage of the Equipment's effect. For the Large Canteen, a Soldier may use it to draw 3 Action Cards or remove a Suppress.

The third type of Equipment are Weapon Attachments. These can be bought and Attached to Weapons that share a word in the Weapon's name and in the Equipment card's effect box. The ACOG Sight could be attached to the M16A2 Rifle but not the 590M Shotgun.

Attachments can be swapped between Weapons mid-Mission, as long as the Weapon the Attachment is on has not been used for an Attack this turn.

2.2.4 Skills



Skills are inherent effects and abilities that can be bought for Soldiers. They have their Name at the top, with the RP Cost next to the name. Unlike Gear, Skills do not have any Loadout cost. A Soldier may have as many Skills as they want, but no Soldier can have more than one Skill with the exact same name.

Skills will often provide either a passive benefit to actions performed by your Soldier, or an active ability that is always used in its listed situation. In the case of Fear Me, you may add any Suppresses to the Fearless Hostiles you Attack.

In the case of Precise Shots and Scoped, this is an active ability that can be performed any time during the Soldier Turn by the Soldier with the Skill (by paying the listed requirement).

Field Skills are bought at the beginning of the Mission, but require spending Field Points mid-Mission to "Spark" them, activating their ability as shown. You may Spark a Field Skill multiple times over the course of a Mission.

2.2.5 Vehicles

Vehicles can be a little complicated in usage and flexibility. I recommend playing a couple of Missions without them first. Feel free to skip straight to Section 2.3 ‘Completing Setup’ if this is your first time playing, and come back here later.



Vehicles can be brought along on Missions to up your firepower or utility; however, they only last for a limited time, so they must be used wisely.

Vehicles act like Soldiers; they can Move and Attack, and all of their relevant abilities are printed on their card.

Vehicle Cards are Soldier cards; their Name, Terrain Cover, Cost and Movement Value are all in the same place. It’s mainly the effect box that is different.

The bottom of the effect box of a Vehicle lists Keywords that determine the Vehicle’s behavior. In the case of “Thunderbolt”, it has 3 Health and 3 Actions, its Terrain Cover starts at 4, but drops to 3 if a Hostile Attacks it from Range 0.

Note: Even though Vehicles are not in your Team, they are bought with Resource Points at the start of the Mission, and count towards any Hostile draws when a Location is played / the Objective is Activated until they are Called In and leave the Team due to the Vehicle Turn Limit or being Destroyed.

2.2.5.1 Calling In a Vehicle

By far the most important Keyword on a Vehicle is **Turn Limit**. Vehicles do not start with the Team during the Mission; they remain off to the side and their Soldier Identification Counters are not placed on the Mission.

During the Soldier Turn, a Vehicle may be Called In. When a Vehicle is Called In, place one of the Vehicle’s Soldier Identification Counters on the Location of any Soldier, and place the Vehicle’s Hostile Targeting Counters into the Target Cup, and shuffle the Target Cup. The Vehicle is now in play and may perform Actions.

After the “Advance Mission Timer” step of the Hostile Turn, place a Vehicle Turn Counter, or increment one if present, on every Called In Vehicle. If the Vehicle Turn Counter’s number is equal to that Vehicle’s Turn Limit, the Vehicle is removed from the Mission; remove the Vehicle’s Soldier Identification Counter from the Tactical Display and remove the Vehicle’s Hostile Targeting Counters from the Target Cup. Any Experience and Field Points currently carried by the Vehicle is lost. The Vehicle may not be Called In again for the rest of the Mission.



When a Vehicle is removed during the Advance Mission Timer step or Destroyed by Hostile Attacks, perform a Lighten the Load calculation as if a Soldier had been Downed.

2.2.6.2 Vehicle Attacks

The Attack Table is handled somewhat differently to a Weapon. You'll notice Range, Attack and some Keywords. In the case of Thunderbolt, you have two Weapons to pick from when Attacking; the Cannon and the Machine Gun (MG).

Note that some Vehicles do not have Weapons; read the text on the card for what effect it will have.

Instead of the rows representing Fire Modes, the rows represent roll results. On Thunderbolt, the Cannon hits three times at Range 0 if a 9 or higher is rolled, or two times if a 7 or 8 is rolled. The "Prox" keyword means the equivalent of Spray or Explosion; you inflict multiple EKIA's or Suppresses on a single Hostile Card. The Pen. 3 increases the Defeat Cover Roll. If no amount of dice are stated for the Attack, roll one Attack Die.

2.2.6.3 Vehicle Miscellany

Vehicles cannot be Healed like a Soldier; cards that heal Vehicles must have the "Fix" Keyword.

Treat Vehicles as being Soldiers for the purposes of card effects that mention Soldiers, unless Vehicles are specifically mentioned on the card.



While setting up my Team, I buy "Thunderbolt" for 10 Resource Points. I give Thunderbolt the pair of #5 Soldier Identification Counters and the set of Hostile Targeting Counters with the same number, and I set them aside for later.

While the Timer counter is on Turn 7, I decide to deploy Thunderbolt. I add one of Thunderbolt's Soldier Identification Counters to the Location of the Soldier that Deployed Thunderbolt, and I add Thunderbolt's Hostile Targeting Counters to the Target Cup.

Thunderbolt spends an Action to move into another Location, and an Action to Attack a Hostile at Range 0 with Cover 4. I use the MG Attack. I roll 3 Attack Dice and a Defeat Cover Die. The results are 8, 6, and 4 with a 3 on the Defeat Cover

Die, which is upped to 5 thanks to Pen. 2. This places 2 EKIA's and a Suppress on the Hostile thanks to the Spray keyword; for the example, we'll assume this is enough to Eliminate the Hostile. Thunderbolt gains the Experience and a Field Point from the Hostile.

The Reinforcement Draw results in two Hostiles drawing Thunderbolt's Hostile Targeting Counters. The Hostiles Attack Thunderbolt during the Hostile Turn from Range 0 and causes Thunderbolt to take two Wounds. The Timer counter moves to Turn 6, and a Vehicle Turn Limit counter is placed on Thunderbolt.

Thunderbolt has 1 Health remaining, which triggers the Immobile Keyword, so Thunderbolt cannot Move. Thunderbolt performs Attacks this turn using its remaining Actions.

A Hostile Attacks Thunderbolt again, but the Attack only causes a Suppress. The Timer counter moves to Turn 5, a Vehicle Turn Limit counter is placed on Thunderbolt, and since the amount of Vehicle Turn Limit counters on Thunderbolt is equal to Thunderbolt's Turn Limit, Thunderbolt is removed from the Mission. I remove Thunderbolt's Soldier Identification Counter from the Tactical Display, all of the matching Hostile Targeting Counters from the Target Cup, and all of Thunderbolt's Experience and the Field Point is removed. Each Hostile that was Targeting Thunderbolt gains a new Target from the Target Cup. The Team performs a Lighten the Load calculation.

2.3 Completing Setup

Once you have your Mission set out and your Team equipped, follow the remainder of these steps, and then proceed to Section 3.

- Shuffle the Action Card deck. Place it on the Action Deck space of the Tactical Display.
- Give each Soldier on your Team a pair of Soldier Identification Counters; place one of the two on the Mission card and the other near the Soldier card.
 - Give each Vehicle two Soldier Identification Counters, but keep them both on their cards.
- Give each Soldier on your Team an amount of Action counters, Action side face up. A Soldier has two Actions by default, unless any of their cards say otherwise.
- Find the matching Hostile Targeting Counters for each set of Soldier Identification Counters you've given to Soldiers, and place them inside an opaque cup or other method of random drawing. This is the Target Cup.
 - Do not add any Hostile Targeting Counters attributed to Vehicles; keep them nearby.
- Soldiers gain Experience and Field Point counters if noted on their cards.
- Each Player Soldier draws a hand of Action Cards equal to their total Health and Handsize bonus.
 - If a Player Soldier draws a Location Marker Action Card, they may follow the text on the card immediately, before the game begins.



3. PLAYING THE MISSION

Once the Mission is set up and you have a Team, you can start the Mission.

Missions play out like this:

- Your Soldiers start out on the Mission card. Play starts from the Soldier Turn (3.2).
- Player Soldier(s) will draw Location cards (3.2.2.2) to play in the empty slots between the Mission and Objective (3.2.2.7).
- Soldiers will Move between these Locations to get to the Objective. (3.2.2.4)
- Once they reach the Objective, they must Activate the Objective before they can Move onto or complete it by fulfilling the requirements on the Objective card. (3.2.2.8)
- You win immediately when the Objective is completed.

And you lose if all your Soldiers are Downed, the Objective is failed, or you run out of Time.

3.1 Game Concepts

In this section of the manual, I'd like to highlight a few concepts and rules that will appear multiple times throughout the game. We keep these rules here so they are easy to refer back to later.

3.1.1 Dicey Matters

Ten-sided dice are used for all die rolls in the game, except for Defeat Cover Rolls during Attacks. If a ten-sided die roll has a result of 0, treat it as a 10.

3.1.2 Keywords

Many behaviors in this game are conveyed by Keywords on cards, which are words that do not have any definition included on the card itself. When you come across a word like this, look at the Keywords Sheet included in the box.

Note that Keywords are updated regularly; check the DVG website for an updated Keywords Reference.

3.1.3 Experience

When Eliminating a Hostile card, that Soldier gains Experience Points (XP) equal to the Hostile Value of the Eliminated card.

When Experience must be paid from a Soldier, Experience that any Soldier has earned can be used to pay for the cost.

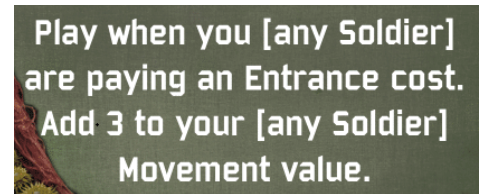
When a Soldier is Downed, all of that Soldier's Experience is lost.



3.1.3.1 Upgunning

When a card has text surrounded by [square brackets], this means the card can be Upgunned.

To Upgun a card, any Soldier may spend 1 Experience Point, even if the Soldier is not the one using the effect. Once a card is Upgunned, **all** text inside of [square brackets] on the card is used instead of the regular text.



3.1.4 Range

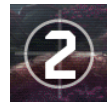


Most cards in the game refer to a “Range”. In Warfighter, Range 0 is considered to be “this Location”, i.e. where your Soldier or the Hostile is at that moment. Any Hostile and Soldier in this Location column is Range 0. Range 1, Range 2 and so on are that many locations away horizontally from your Location.

To the left, Soldier #1 is Range 1 from the Lone Worm Hostile, Soldier #2 is Range 0, and Soldier #3 is Range 2. Soldier #2 is the only one in Range of the Range 0 Attack of the Lone Worm, but the Lone Worm is not Targeting Soldier #2.

3.1.5 Hostile Behavior

In this section, we’ll discuss certain Hostile behaviors you should know before starting the game. Hostiles have a count in the bottom-right corner of their picture; this determines how many EKIA or Suppress counters a Hostile Card can hold. Each space for an EKIA or Suppress counter is called a “Reticle”, and each Reticle is “active” until covered by an EKIA or Suppress counter.



Just one Suppress is enough to keep an enemy from Moving during the Hostile Turn, but they will still Attack if any of the Hostile’s Reticles is active.

An attack’s effectiveness is determined by the table in the effect box – the numbers at the top of the table determine what column of the table is used based on the Hostile’s active Reticles. For the Night Stalkers, inflicting one EKIA or Suppress counter brings them to two active Reticles, which is enough to use the right column, reducing the chance of Night Stalkers inflicting “1 Wound” when Attacking.

This can also apply to other text on the card; see how the “Entrance Cost” Keyword has two numbers, separated by a slash? These follow the same rules as the columns; if you have active Reticles equal to the numbers in the left-most column, use the left-most number, and so on. In this case, one Suppress is enough to drop the Entrance Cost penalty to +1. Hostiles also have Keywords and other text at the bottom of their effect box; most Keywords and other text are active at all times; until all reticles are Suppressed or have suffered an EKIA. Some Keywords remain in effect at all times though; reference the Keyword Sheet for which Keywords work this way.



3.2 Soldier Turn

The Soldier Turn is where you perform Actions with your Soldiers in an attempt to complete the Mission. You may perform as many actions as you have the resources to perform, and you may end the Soldier Turn at any time, proceeding to the Hostile Turn.



At the beginning of the Soldier Turn, refresh all Soldier Actions by flipping them to their Action side.

3.2.0 Fast Hostiles Activate



Certain Hostile cards have the Fast Keyword and a Fast Counter. If the previous Action or Activity taken by a Soldier *caused one of their Action counters to flip to the Used Action side*, any Fast Hostiles that have not Activated this Soldier Turn may be chosen to be activated. You only activate one Fast Hostile after each Action counter flip; if there is more than one Fast Hostile, you choose which activates.



The Fast Hostile that was activated Closes Range (3.3.3) with its Target if it is out of Range, then if it is in Range of its Target, it Attacks (3.3.2) its Target. Flip the activated Hostile's Fast Counter to the Acted side; it cannot Act again for the rest of the Turn.

3.2.1 Actions & Activities

When Soldiers act, they may perform an Action or an Activity. In this Section, we'll mention this by having an (Action) or (Activity) in the section title.

You may perform Actions with any Soldier available to you in any order. In most cases, these Actions will cause you to flip an Action counter to the Used Action side (this is spending an Action. That Action cannot be used again until the next Soldier Turn.

An Activity has no inherent cost, but may come with extra costs attached. You must finish performing one Action or Activity before you can start another.

3.2.2.1 Remove 1 Suppress (Action)

While a Soldier is Suppressed, they are incapable of performing any other Actions. Spend 1 Action to remove a Suppress from the Soldier and allow them to perform Actions if they are now Unsuppressed.

3.2.2.2 Discard and Draw (Action)

A Player Soldier may spend 1 Action to discard as many Action Cards from their hand as they wish, then draw Action Cards to their hand up to their current Health (printed Health minus Wound counters) and Handsize bonus.

If you draw any Location Marker cards, you may perform the text in the effect box immediately.

3.2.2.3 Play an Action Card (Activity)



To play an Action Card, simply place it in the Action Card discard pile, and then perform the effect written on the card.

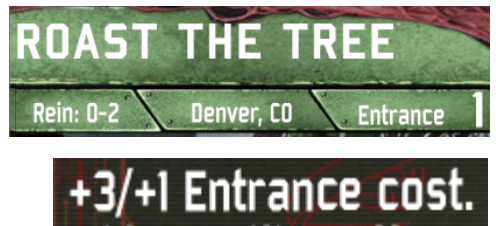
Most Action Cards are free to use and are discarded after using them. Most Action Cards can be used during the Soldier Turn, but not in the middle of another Action (you can't have a free Move in the middle of an Attack, for example). You may use multiple Action cards at a time. If an Action Card has a cost, it must be paid in full or the card cannot be used.

Some Action Cards provide an Action without needing to flip an Action counter (see Move Out, left). If you use this card for its free Action, this does **not** cause any Fast Hostiles to be activated, as an Action was not flipped.

3.2.2.4 Move (Action)

Soldiers take this Action to move between adjacent placed Locations. If there are no placed adjacent Locations to move to, a Soldier cannot Move. Soldiers may only ever Move once per Soldier Turn.

To Move, a Soldier's Movement Value must meet the Entrance Cost of a Location. The Entrance cost of a Location is stated in the top right corner of the Location card. There may also be an extra penalty to the Entrance Cost, whether it is on the Location itself or on a Hostile occupying that Location. You must meet or exceed the total of ALL of these numbers.



To meet this cost, a Soldier has a basic Movement Value. Soldiers may also discard Action cards to add to their Movement Value for a single Move. Player Soldiers must discard Action cards from their own hand and nowhere else. Any Player Soldier may discard cards for Team Soldiers. Every card discarded this way adds 1 to the Soldier's Movement Value for this Move.

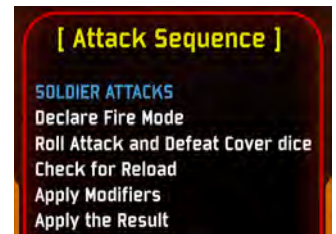
Player Soldiers may also set Action Cards aside for specific Soldiers, including themselves. Place Action Cards that are set aside this way near the Soldier in question. When that Soldier Moves, they discard all Action Cards placed aside for them and add 1 to their Movement Value for each. Once an Action Card is set aside in this way, it cannot be used for any other purpose. It is not in that Player Soldier's hand anymore; they may Discard and Draw normally, not counting put aside cards as part of their hand. *This can be useful if a Player Soldier is heavily Wounded and can't spend all of the cards needed to Move a Soldier in one hand of Action Cards.*

When a Soldier has met or exceeded the total Entrance Cost, they may move their Soldier Identification counter to the new Location. If the Soldier that Moved has a Weapon with a Deployed Bipod counter, flip the Bipod counter to the Undeployed side.

3.2.2.5 Attack (Action)

You Attack with a Soldier in order to remove Hostiles from your path to the Objective. You need to spend an Action to Attack.

Attacking takes place in multiple steps that should be followed in order. The Tactical Display has a reminder of this order as well.



Declare Attack

To Declare an Attack, pick a Hostile that is within range of one of your Weapon cards that has a non-Empty Ammo counter, or a Weapon with the Expended keyword that has counters on it. This is your Targeted Hostile and chosen Weapon for the Attack. You can only Attack a Hostile card within Range of your chosen Weapon. If a Weapon card has more than one Attack / Fire Mode tables, you may choose either to Attack with.

This is the time that you play Action Cards that modify your Attack in some way.

Declare Fire Mode

Pick a Fire Mode as listed on your chosen Weapon for the attack. This determines how many dice you roll. (Weapons with one Fire Mode do not perform this step.)

More dice means more chances to land that killing blow, but you stand a higher chance of needing to Reload, or use more Fire / Cryo ammo for those Weapon types.

Roll Attack and Defeat Cover dice

Roll as many ten-sided dice as your Fire Mode states, and one six-sided die. The ten-sided dice are your Attack Rolls, and the six-sided die is the Defeat Cover Roll. Only roll a single ten-sided and six-sided die for Vehicle Attacks.

Check for Reload

If any of the ten-sided dice are equal to or lower than the Reload number on your Weapon, and your Weapon uses Ammo, flip the currently loaded Ammo to the Empty side of the counter. This weapon cannot be used again until you perform a Reload action. Weapons that have the Expended keyword always return a counter or counters to the supply.



Apply Modifiers

Any modifiers from Equipment, Skills, Slow counters and played Action Cards are now added to the rolls. Modifiers do not count for checking Reloads.

Using three Steady Aim cards and rolling 1 on an Attack Die might reach the Kill number, but you'll still need to Reload.

Check to Defeat Cover

Note the number on the bottom left of the Targeted Hostile card; if your modified Defeat Cover roll equals or exceeds this number, you have defeated the Hostile's cover.

Apply the Result

Look at your final Attack Rolls.

If all of your modified Attack Rolls are lower than the listed Kill number on the Weapon used for this Attack, and you did *not* defeat the Hostile's Cover, you have missed the shot; the Hostile suffers no effect.



If one or more of your modified Attack Rolls are equal to or higher than the listed Kill number, but you did *not* defeat the Hostile's Cover, or if you *did* defeat the Hostile's cover but none of your modified Attack Rolls were equal to or higher than the Kill number, the Attack leaves a Suppress on the Hostile. Place a Suppress on the Hostile card.



If both an Attack Roll was equal to or higher than the Kill number *and* the Hostile's cover was defeated, you have scored an Enemy Killed in Action (EKIA). Place an EKIA counter on the Hostile card.

For regular Attacks, you only ever add one Suppress or EKIA counter. If the Attack was Spray or Explosion, these Attacks place a Suppress or EKIA for each Attack Die that Hit.

If the Attack is a Cryo Attack, the Weapon will specify whether to place Slow counters instead of EKIA counters, or along with EKIA counters.

If the Attack is a Spray, Fire or Explosion Attack, and the Hostile has Field Point counters, remove Field Point counters equal to the amount of EKIA counters placed on the Hostile from this Attack.

If this results in EKIA counters being equal to the reticle number on the Hostile, discard the Hostile, return its Hostile Targeting Counter to the Target Cup, the Soldier that performed this Attack gains Experience equal to the Hostile Value of the discarded Hostile, and takes any remaining Field Points.

There are some things to note about Attacks, see below:

- Each Reticle on a Hostile can only have one Suppress or EKIA on it at a time. If all reticles on a Hostile are already Suppressed and you add another Suppress, nothing happens. However, if you get an EKIA and there are no active reticles remaining, but there's at least one Suppress counter on the Hostile, you flip one of those Suppress counters to EKIA.
- If a non-Attack effect causes a Hostile to gain the last EKIA required to Eliminate them, give the Experience and Field Points to the Soldier who last caused an EKIA via an Attack on the Hostile.

3.2.2.6 Reload (Action)

If an Attack results in a Reload, causing an Ammo counter to be flipped to the Empty side, you can Reload by spending an Action to discard the Empty Ammo counter, revealing the next full Ammo counter.

[Attack Chart]		
Attack Roll (d10)		
	Miss	Hit
Fail	No Effect	Suppress
Succeed	Suppress	EKIA
Cover Roll (d6)		

3.2.2.7 Play a Location Card (Activity)

If a Location Card is in a Player Soldier's hand, it may be played in an Open Location slot. Any Soldier may be adjacent to an Open Location slot for a new Location to be played, not only the Soldier with the Location in their hand. If you have a Location adjacent to the Objective, leaving no Open slots between the Mission and Objective, you may not play a Location. You may only play one Location per Soldier Turn.

Location cards can have a cost to play, which is written on the card itself. "Free to play" costs nothing, it can simply be played. "1 Action" and "1XP" are self-explanatory. If you spend an Action in this way, this can cause a Fast Hostile to Activate.

1 Action and 1 XP to Play.

Hostiles	
19-	1
20-34	2
35-49	3
50-64	4
65-79	6
80+	7

When playing a Location card, the number of Hostiles that show up depends on the amount of Resource Points spent on your Team; find the range that encompasses the amount of Resource Points you spent earlier, and note the number to the right of it. Draw Hostiles from the Hostile deck and place them in the same column as the newly placed Location. Every time you draw a Hostile, refer to the Experience Value of the Hostile, and add it to an ongoing total. When the total Hostile Value of Hostiles drawn this way equals or exceeds the noted number on the Location, stop drawing Hostiles. If this number on the table is equal to 0 (either printed or due to card effect), draw exactly one Hostile card, and then stop.



Drawing Hostiles Example

I play a Location with the Hostile table above this example with a team worth 57. The amount of Hostile Experience Value (HV) I need to draw is 4.

I draw a Hostile with 1 HV (1).

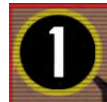
I draw a Hostile with 2 HV (3).

I draw a 4 HV Hostile with the Overkill Keyword, which would exceed the HV of the Location (7), so I discard that Hostile.

I draw a Hostile with 2 HV (5).

I've exceeded the required amount, so I stop drawing.

Give each placed Hostile a random Hostile Targeting Counter from the Target Cup; this is now their Targeted Soldier. Some Hostiles say they "Target X"; they do not draw randomly, but instead take a counter from the Target Cup to meet the listed requirements.



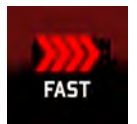
Place Field Points counters on drawn Hostiles equal to their Field Point value.

Hostiles drawn and placed in a Location slot with no Location card act normally. Hostiles drawn and placed in the Objective while it is Inactive also act normally.

If you need to draw Hostiles but the Hostile Deck is empty, shuffle the discards and place them as a new Hostile draw deck, and continue drawing Hostiles as needed.

When you place Hostiles, be sure to check for Keywords that may affect how the Hostile enters play. If a Hostile has the Fast Keyword, give them a Fast counter on the Fast side.

If a Hostile is to be placed to the left of the Mission, place them on the Mission. If a Hostile would be placed to the right of the Objective, place them on the Objective.



Locations may have Keywords on them; reference them now, just to be sure that you do not need to place any more Hostiles or other side effects.

Note that Location Cards are considered Action Cards while in a Soldier's hand; if you do not wish to play a Location, you may still discard the card for Move or Discard and Draw Actions.

3.2.2.8 Activate the Objective (Activity)

The Objective, and any attached Embedded / Present Objective cards, start out Inactive. When a card is Inactive, it is treated as if it doesn't exist – Soldiers cannot Move into an Inactive Objective, Present and Embedded Objectives have no effect on the Mission, etc. When a Soldier is Adjacent to the Objective and a Location hasn't been played this turn, they may Activate the Objective by removing the Inactive counter from it, and drawing Hostiles in the same way you would for a Location. The Objective and any Present or Embedded Objective cards may now be interacted with. Be sure to check for Keywords on the Objective and any cards there, as they go into effect now. Any Present cards placed to the side during Mission setup are placed in the Objective after Hostiles are drawn.

If you have time left in the mission, take the time to get all your Soldiers onto the previous Location, and attack it in one big swing...unless that's not your tactic. Be flexible.

3.2.2.9 Trade Between Soldiers (Activity)

Player and Team Soldiers in the same Location may freely hand Weapons, Equipment and Ammo back and forth between each other, assuming they do not exceed their Loadout value. Those Soldiers may also drop Weapons and Equipment on a space for another Soldier to acquire later.

Note that if a Weapon or Equipment has been used this Soldier Turn, it cannot be traded or dropped this Soldier Turn.

3.2.2.10 Deploy Bipod (Action)

Some Weapons have Bipod counters. A Soldier can spend an Action to deploy a Bipod (flip the counter) on one of their Weapons, gaining any listed benefits on the Weapon card. If the Soldier with a Deployed Bipod Moves, the Bipod is Undeployed (flip the counter), and must be deployed again.

3.2.2.11 Call In Vehicle (Activity)

A Vehicle may be Called In following the rules in 2.2.5.1.

3.2.2.12 Mid-Mission Healing (Activity)

If a Soldier has Healing Equipment or a Skill, they can use it to remove Wounds from a Soldier.

A Wound counter has two sides; the Wounded (red) side and the Healed side (green). Only the Wounded side can be healed mid-Mission; already Healed Wounds stay until the end of the Mission.



Declare the Wound to be healed, then follow any instructions listed on the card.

If you Heal equal to, or more, points compared to the Wound counter, discard the Wound counter.

If you Heal less, calculate how many points are left on the Wound by subtracting the Wound total from the Healed total. Replace the current Wound counter with a new Wound counter equal to that total, Healed side face up. You cannot attempt to heal this Wound for the remainder of the Mission.





Healing Wounds example

Last turn Doug suffered a 3 point Wound and a 1 point Wound. James has a Trauma Kit. James pays 1 Action and expends 1 Bandage to perform a Heal. He declares he is healing the 1 point Wound. He rolls a 7, Healing 2 Wounds. This is equal to or more than the 1 point Wound, so the 1 point Wound counter is discarded.

He then spends another Action and Bandage to perform another Heal roll. He declares he is healing the 3 point Wound. He rolls a 9. This Heals 2 Wounds, which is not equal to or more than the number of Wounds on the counter. He subtracts the 2 Heals from the 3 Wounds, replacing the 3 Wound counter with a 1 Wound Healed Counter. This Wound cannot be Healed again during this Mission.

3.2.2.13 Use Equipment (Activity)

All Equipment, unless stated otherwise, can be used freely during the Soldier Turn by performing the effects on the card.

3.2.2.14 Spark a Skill (Activity)

By spending Field Points as listed on a Skill, you can spend Field Points from any Soldier to Spark any Soldier's Field Skill. This activates the Skill, allowing its effect to be used as stated on the Skill.

3.2.2.15 Resupply Gear (Activity)

Any Soldier with Radio Equipment may Resupply any Field Gear by spending the amount of Field Points listed in the Cost of the Gear. The Soldier in question must have a Radio to perform a Resupply unless stated otherwise; different Radio Equipment may have different benefits on the Resupply.

The Soldier who did the Resupply chooses to either gain the Gear or drop it in the Location in which they performed the Resupply (in case they do not have the Loadout left to carry it). The Gear may be traded immediately to another Soldier as long as it has not been used this turn.

3.2.2.16 Lighten the Load (Activity)

You may freely discard Gear from Player or Team Soldiers in order to recalculate your Team's total Resource Points. Use the new total Resource Points generated this way for the rest of the Mission when Drawing Hostiles (playing Location cards and Activating the Objective). You must discard at least one point worth of Gear to do this manually.

If a Soldier is Downed, you perform a Lighten the Load automatically without needing to discard Gear.

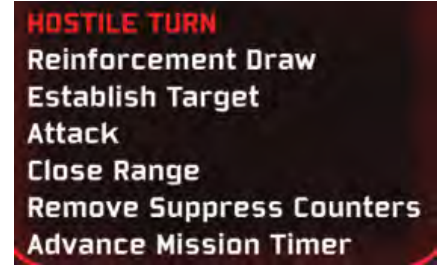
When a Vehicle is either Destroyed or removed from the game due to the Vehicle Turn Limit, perform a Lighten the Load automatically.

When you Lighten the Load, Field Gear is added to these calculations at a rate of 1 Field Point to 1 Resource Point.



3.3 Hostile Turn

The Hostile Turn is an entirely AI and dice-driven turn in which Hostiles will Reinforce, Attack your Soldiers, Move, and the rest of the game's systems are maintained. You'll follow this turn in order as you play (and the Tactical Display has a good reminder for you in what order to do this in). Once this set of procedures is over, you'll go to your Soldier Turn, until the time on the mission runs out.



3.3.1 Reinforcement Draw

For each Location that has a Soldier on it, and each Location that has “Always draw for Rein.” written on it, follow these steps.



Draw the top card of the Hostile deck and compare the Hostile Value to the Reinforce: value in the top left corner of the Location.

If the Hostile Value is the same as, or falls into the range of the Location's Reinforce value, the Hostile is added to the Location and given a random Target from the Target Cup, otherwise it is discarded.

If the Location has “Reinforce: None”, do not draw a Hostile card.

3.3.2 Establish Target



Hostiles have an Attack Range, which determines where they can Attack. However, Hostiles may end up in a position where they won't be able to Attack their Target this Hostile Turn, even if they

move a Location closer to their Target.

If a Hostile is not in Range of their Target this turn, they return their Hostile Targeting Counter to the Cup and draw a new Target that is within Range of their Attack. If there is more than one Soldier that can be Targeted like this, choose randomly. If this is impossible due to lack of valid Targets in the cup, the Hostile keeps their original Target counter.

If a Hostile is Fast, they will be able to Close Range to their Target, then Attack: keep this in mind when performing this calculation. If a Fast Hostile can Close Range and still not reach their Target for an Attack, provide them a new Target they can reach (prioritizing a Soldier in their current Location before they move, if possible).

3.3.3 Attack

If a Fast Hostile has not been Activated during the Soldier Turn, the Hostile performs a Close Range step during this step of the Hostile Turn.

Hostiles will Attack Soldiers if the following conditions are met:

- They are in Range of the Soldier with the Soldier Identification Counter matching their Hostile Targeting Counter.
- They have at least one active (no EKIA or Suppress counter) Reticle.
- No other effects such as Keywords prevent the Hostile from Attacking.

Hostile Attacks work in a similar way to your Attack action, however, they reference a table on the card itself to determine what Attack they perform.

Roll a ten-sided (Attack) die and six-sided (Defeat Cover) die. Check how many *active* Reticles the Hostile has, and reference the roll on the Attack Die to the column of the Hostile attack chart equal to the active reticles. Compare the Cover value of the targeted Soldier and the Defeat Cover die.

If the ten-sided roll is a Miss on the Hostile attack chart and the Cover roll did not defeat the target Soldier's Cover, nothing happens and the Attack ends.

If the Attack roll is not a Miss but Cover was not defeated or vice-versa, the Soldier is Suppressed – place a Suppress counter on the Soldier.

If the Attack roll is not a Miss and Cover was defeated, reference the table for the effect to be applied – it may be a Keyword.

If a Soldier is Wounded as a result, give them a *new* Wound counter equal to the Wounds inflicted. Every Hostile Attack that causes a Wound, causes a new Wound counter, equal to the value listed.

Note: You do not need to discard Action Cards as a Player Soldier if you are Wounded; you simply draw up to your current Health during a Discard and Draw.

Hostile Attack Example

This Lone Worm with one EKIA counter attacks a Soldier that has Cover 3, and rolls a 10 on the Attack Die and 1 on the Defeat Cover Die. The Pen bonus brings the Defeat Cover die up to 3. The Attack Die references the right column, as there is 1 active reticle. The Attack would result in 1 Wound, given to the targeted Soldier via a single 1 Wound counter.

If the Lone Worm had one less Suppressed / EKIA reticle, it would instead refer to the left column, and this attack would Kill the Soldier.



3.3.3.1 Soldier Down

If a Soldier has 0 Health or less remaining after a Hostile Attack or is hit with a Kill result from an Attack, they are Downed – removed from the game. Remove their Soldier Identification Counter from the Tactical Display, discard any Action Cards they were holding (if any), all of their Weapons, Equipment and Ammo are dropped in the Location they were downed (and can be picked up by any Player and Team Soldier). Any Experience or Field Points that Soldier has is returned to the supply. Remove the downed Soldier's target counters from the Target Cup and Tactical Display; all Hostiles that were targeting this Soldier receive new Hostile Targeting Counters from the Target Cup. You now perform a Lighten the Load activity for free, to determine the new value of your Team (and hopefully make the rest of the Mission easier).

3.3.4 Hostiles Close Range

If a Fast Hostile has not been Activated during the Soldier Turn, the Hostile performs an Attack step instead of the Close Range step during this step of the Hostile Turn.

A Hostile will only Move if it has no Suppress counters and is not within the listed Range of its Target. Move Hostiles one Location closer to their Target. Unlike Soldiers, Hostiles can move into Open Location slots.

Keep Hostiles that are a real threat Suppressed! One Suppress is enough to leave most Hostiles in the dust, and bigger threats are less threatening the more Suppressed they are.

3.3.5 Remove Suppress Counters

Remove one Suppress counter and all Slow counters from each Hostile card.

3.3.6 Advance Mission Timer

Move the Time counter on the Mission Timer one space downwards. If the Time counter would move lower than the 1 space at this point, the Mission ends in failure.

Add a Vehicle Turn Limit counter to any deployed Vehicles.

Fast Hostiles may activate again – flip their Fast Counters off the Acted side.

Return to the beginning of the Soldier Turn.

4. CAMPAIGN RULES

4.1 Introduction

Two Deployment Campaigns are available for Warfighter Chtorr. This section of the manual will cover the rules to play a Deployment Campaign (referred from here on as a “Campaign”).

The eventual outcome of the Campaign is written on the Campaign Map; if the Campaign’s Objective is completed, you win the Campaign. If your entire Team is Downed during a Mission, the Campaign ends in failure.

4.2 Campaign Components

Some components are updated or work differently in the Campaign and some new components are included as part of the Campaign; this section of the manual will cover those differences.

Soldier Cards



Soldier Cards are mostly the same in the Campaign, but with two notable differences.

Soldiers have Levels, which determine their effectiveness; higher levels have higher capabilities, but cost more initial Resource Points. The Level is indicated above the Soldier’s Terrain Cover value. Drew, left, is 5th Level.

A second number is below the Soldier’s cost in (parentheses). Soldiers can be leveled up during the Campaign for this cost in Hero Points. Drew, left, can be leveled up to his 6th Level card for 4 Hero Points.

Gear and Ammo that Soldiers expend during a Mission is not returned to them at the end of a Mission, even if printed on their card; you will need to spend Gear Points to refill their Weapons and Equipment.

Soldiers otherwise work the same as in a standalone Mission.

Tiers



Many cards in Campaigns are now sorted by Tiers. There are five separate Tiers – Nuisance (white), Common, Renowned, Legendary and Mythical. The difficulty of these cards increases in that order – Common Locations are more dangerous than Nuisance Locations. As the campaign goes on, higher Tier cards will be used, and the Campaign becomes more dangerous.

Town Cards



Town Cards are a new type of card that represent individual places visited over the course of a Campaign. The Town Card will have a specific Mission and Objective to play, and can provide bonus effects or drawbacks that can apply to the current Mission or the entire Campaign.

Keep Town Cards separated by their Tier and shuffle them individually.

Location Cards



Locations are now sorted by Tier. Separate and shuffle the Locations by individual Tier. You can see the Tier on the front of the Hostile card by referring to the color of the icon below the Rein: field, or on the back of the card.



Location Cards in the Campaign draw Hostiles in a similar form to the main game – drawing Hostile Cards until the Hostile Value of the cards meets or exceeds the shown number – but the number is set by the Location in the hexagon instead of being reliant on your Team's current RP.

Location Cards are otherwise identical to their non-Campaign cards.

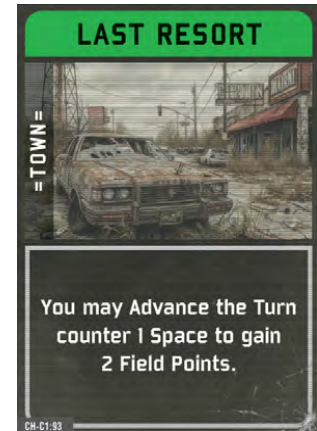
Mission and Objective Cards



Mission Card



Objective Card



Town Card

Mission and Objective cards now come in pre-set pairs, with the name of the Objective being listed on the Mission card. The bar on the right side of the Mission card names the Town that this Mission goes with; therefore, a Town, Mission and Objective are a “set”.



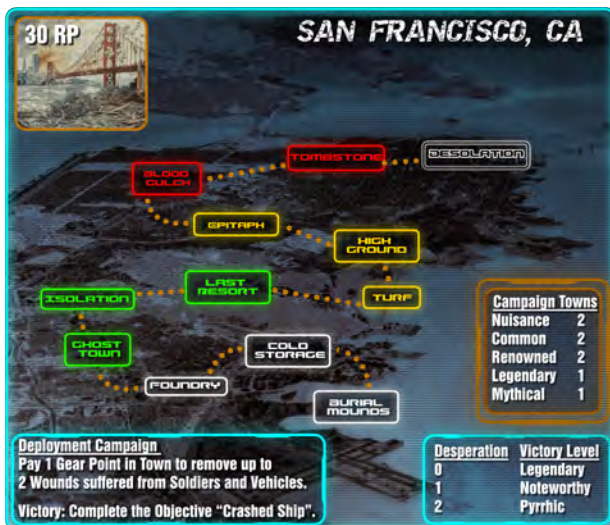
New fields on the Mission card include Hero and Gear Points earned for completing the Mission (used to upgrade and re-arm your Team throughout the Campaign), and a series of symbols indicating in what order Location cards are to be drawn and played, above the effect box, to the left of the Striking Cost.



Objectives have the same hexagon that Campaign Location Cards do, and work in the same way.

Keep each Mission and their listed Objective together, for easy reference when the Town card for that pair is drawn.

Campaign Map



Your Team will progress through the Campaign, moving from Town to Town, playing through Missions in order. You'll earn Hero and Gear Points along the way to upgrade your Team to face more intense challenges, until you either succeed in the Campaign's objective or your entire Team is Downed. The Campaign Map has a visual representation of working your way to the Campaign's objective.

The Campaign Map determines the parameters for the Campaign, such as the amount of Resource Points you start with, how to construct the Town Deck, and any special rules in play.

4.3 Campaign Setup

Select Campaign

Pick a Campaign by selecting its Campaign Map and placing it somewhere nearby.

Making the Initial Team



In the top left corner of the Campaign Map is the amount of Resource Points you start the Campaign with. Use these points to make the Team you will be starting the Campaign with, following the regular Team building rules, noting the following rule:

- Every Resource Point you don't spend now is turned into a Gear Point. Take Gear Point counters equal to the amount of Resource Points you don't spend. You retain these Gear Points through the Campaign; you may spend these points later. Resource Points are not relevant for the rest of the Campaign.

You will have two different point types during the Campaign. Hero Points are used to get new Soldiers, promote those Soldiers, and buy Skills for those Soldiers, while Gear Points are used to buy Weapons, Equipment and Ammo.

If you don't spend those Resource Points on Soldiers now, you won't be able to spend them for Soldiers later; it'll be entirely for Gear and Ammo.

Shuffle and Go

Shuffle each Location deck by their Tier and place them in their individual piles. Shuffle the Hostile Deck for this Campaign and keep it on the Hostile Deck space of the Tactical Display.

Campaign Towns	
Nuisance	2
Common	2
Renowned	2
Legendary	1
Mythical	1

The list of Towns that will be used is listed on the Campaign Map; you will use these numbers to build a Town Deck. To build the Town Deck for the Campaign, follow these instructions in order:

- Shuffle each Tier of Town Cards individually and place them in front of you.
- Draw the listed amount of Mythical Town Cards face down, and place those cards above the Town Cards to form the Town Deck.
- Draw the listed amount of Legendary Town Cards face down, and place those cards on top of the Mythical Town Cards drawn previously for the Town Deck.
- Draw the listed amount of Renowned Town Cards face down, and place those cards on top of the Legendary Town Cards drawn previously for the Town Deck.
- Draw the listed amount of Common Town Cards face down, and place those cards on top of the Renowned Town Cards drawn previously for the Town Deck.
- Draw the listed amount of Nuisance Town Cards face down, and place those cards on top of the Common Town Cards. This finishes the Town Deck.

Keep the remaining Town Cards off to the side; these will be used for Desperation Missions. Begin your first Campaign Turn.

4.4 Campaign Turn

Enter the Town

Draw the top card of the Town Deck and keep it nearby. Find the Mission that mentions the name of the Town Card and its matching Objective, and keep the pair nearby for later. Read the Town card: it may have an effect you perform immediately, or an effect that occurs during or after the Mission. Proceed to the next step.

Replenish

All Soldiers reset their Printed abilities - Experience, etc. - to what is printed on their card.

Soldiers lose all Field Points and Field Gear from a previous Mission, but maintain their Field Skills. Proceed to the next step.

Town Activities

You have multiple Activities that can be performed in Town, and you can perform each as many times as you have the Hero and Gear Points available to do so.

Map Activities: Each Campaign Map has text determining a special action you can perform in the bottom left corner of the board; simply follow its instructions.

Buy and Sell: You can buy any Gear that you can afford and sell Gear for its original RP cost. Gear bought this way comes with any counters listed in their effect boxes as per normal rules.

Weapons that use Ammo and Gear that uses counters must have counters equal to or higher than the number in the effect box before they may be sold.

Buy Ammo: Spend one Gear Point to buy an amount of Ammo counters for any Gear equal to the number in the Gear's effect box. If the Weapon is an Expanded Weapon, you gain 1 counter of that Ammo. If a Weapon has two Attack Tables, you can only buy one of those Ammo types at a time.

Improve Soldier: Spend Hero Points to either level up a Soldier or buy Skill Cards for a Soldier. The Hero Point Cost to level up is the number in (parentheses) on the Soldier's current Soldier card, while the cost in Hero Points for a Skill card is the RP cost. You can level up a Soldier as many times as you can afford.

If you level up a Hero and the new level gains or loses Gear of any kind, gain or lose that Gear. You don't gain anything for any lost Gear caused by this. Soldiers also gain any Skills immediately upon leveling up. If the new level has a Skill you already bought for the Hero, you get the cost of that Skill as Hero Points.

Buy Ammo example

My M13 Cryo has three Ammo counters and no Cryo counters. By spending a Gear Point, I gain six Ammo counters. I could spend a Gear Point to get 1 Cryo counter, but I wait.

During a Mission, I get 2 Cryo Tank Field Gear, refilling the Cryo Weapon on the M13.

At the end of the Mission, the 9 Ammo and 6 Cryo fills the card, allowing me to sell the M13 Cryo card for 6 Gear Points.

Purchase Soldier: Spend Hero Points to buy a new Soldier at the Soldier’s Resource Point cost; give them any cards they’re entitled to as listed in their effect box. This Soldier joins your Team immediately and can be used on the next Mission.

4.5 Playing a Campaign Mission

A Campaign Mission plays out the same way as a standalone Mission, but the following rules are different. Use the Mission and Objective that were set aside earlier when you drew the Town Card to set up the Mission; regular setup for a Mission does not change.

Locations

In a Campaign Mission, Locations must be drawn and played from specific Tiers and in a specific order, as shown by the Mission card.

When a Soldier would draw a Location card, the Soldier draws from the next Location Tier that would be played. The Soldier may draw multiple Locations from this Tier.

Once a Tier has the amount of Locations in play as listed on the Mission card, that Tier of Locations can no longer be played. For the example to the right, once a Nuisance Tier Location has been played, no more Nuisance Tier Locations can be played on this Mission.

If you have more of a Tier’s Locations in a Soldier’s hand that can be played, they can still be used as Action Cards to discard for Move Actions or other associated actions and activities.

Drawing Hostiles



When drawing Hostiles for an Objective card, refer to the number above and to the left of the effect box. Draw Hostiles as per the normal Hostile drawing rules until the Hostile Value of said Hostiles matches or exceeds the listed number.

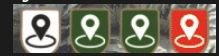
Downed

When a Soldier is Downed during a Campaign Mission, their Soldier Identification Counter remains on the board. All of their XP, Field Points and Action Cards are discarded, and any Hostile Targeting Counters are removed from the Target Cup and board and new ones are drawn for Hostiles as per normal rules.

While a Soldier is Downed, they may not act (use Actions, Activities, Gear or Skills) in any way, nor may they pass Gear to other members of the Team, although other members of the Team may take Gear from Downed Soldiers.

A Downed Soldier does not leave the Team; you may pay to Heal a Soldier from Downed in the next Town Activities step, if your Team survives. You keep any Gear that was on the Downed Soldier.

The “Patch Your Wounds” Mission requires a Nuisance, two Common, and a Legendary Location be played, in that order.



Playing Locations Example

The Patch Your Wounds Mission, example above, is being played. A Nuisance Tier Location must be played first. A Soldier draws a Location Marker, discards it, and draws a Nuisance Tier Location. This Location is not to his liking, so he eventually draws another Location Marker and draws another Nuisance Tier Location. The Soldier plays it. The other Nuisance Tier Location in his hand can no longer be played; he discards it to help pay the Movement cost to move into the new Location. The Soldier now draws Common Locations until there are two Common Locations in play.

4.6 Mission Result

Whether or not your Mission is a Success or you Retreat, the Campaign continues. The only time the Campaign ends is if your entire Team is Downed during a Mission.

Success

If the Mission was completed, you gain the listed Hero and Gear Points on the Mission card for your Team – take the relevant counters. Use them to level up Soldiers and purchase Gear / Skill cards during the Town Activities step.

Retreat

If one Soldier has at least 1 Health at the end of a Turn during the Mission, you may Retreat. Follow these steps:

- Do *not* gain the listed Hero or Gear Points. Those are for winners.
- Heal all Soldiers of all their Wounds.
- Gain 4 Gear Points.
- Discard the current Town.
- Perform the Replenish and Town Activities step again; do not reveal the next Town.

Desperation	Victory Level
0	Legendary
1	Noteworthy
2	Pyrrhic

At this point, you may play a Desperation Mission. To perform a Desperation Mission, choose a Town from the set-aside Towns from the Setup process, and perform the listed Mission and Objective as per normal Campaign rules. Although this lets you play another Mission, gaining extra Gear and Hero Points, it also reduces your overall Campaign score. Treat this Desperation Mission as a normal

Mission, following the instructions in Playing a Campaign Mission.

While a Desperation Mission is not good for your Victory Level, it does mean that you can replenish all of your troops and continue the campaign without being stopped by one bad Mission.

4.7 Repeat

Discard the current Town card. Return to the start of the Campaign Turn and repeat the sequence until the end of the Campaign, whether you succeed or fail. (And if you fail, try again!)