

WARFIGHTER WAR CARD KEYWORDS

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

Add +x/+y - Appears in some Attack modifier card text. Add “x” to the Attack roll (if you are rolling more than 1 Attack die, add “x” to each of them), and “y” to the Defeat Cover roll.

Example: Add +3/+1 means to add 3 to the Attack roll and 1 to the Defeat Cover roll.

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

Attachments - These cards enhance a Weapon or Equipment card. The card an Attachment can be attached to is noted on its card.

Example: A “Armor Attachment” can only be added to a card that has “Armor” as a Keyword.

Behind - The Locations between an Army and the Mission card, including the Mission card.

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

Beyond - The Locations between an Army and the Objective card, including the Objective card.

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

Cmdr (keyword type) – The Hostile has a notable commander. The Hostile card has bonuses built-in to its values. When you Eliminate the Hostile, you gain the noted bonus.

Cmdr (+1 Action) - If Eliminated by a Player Army card or Support Army card, that Army gets an extra Action this Turn.

Cmdr (-x Supplies) - If Eliminated by a Player Army card or Support Army card, remove the noted number of Supplies from Hostiles. Remove one Supply at a time, from the Hostile with the most Supplies.

Cmdr (Again) - If Eliminated by a Player Army card or Support Army card, another Army gets to take its Turn before the next Hostile acts.

Cmdr (Retreat) - If Eliminated by a Player Army card or Support Army card, move one non-immobile Hostile one Location closer to the Objective.

Deploy (x) (y) - Search the Hostile deck, draw the first card that matches the noted (x) XP value. Place the Hostile in the noted Location (y).

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

Eliminate x - To Complete the Objective, you must Eliminate the

Card Titles: Many Keywords refer to card titles. The referred to card title must exactly match the card text.

Keyword (keyword type) notation: There are several keywords of this type. This rule applies to all of them.

noted Hostile card.

Eliminate Hostiles - To Complete the Objective, there can be no Hostile cards in the Objective at the end of an Army Turn. Also, you must Eliminate all Hostile cards with an “Objective Hostile” counter, even if they are not in the Objective card.

Engineer Obstacle (Ob) x – Generate the noted number of Engineer points to gain the listed benefits. Engineering points are usually generated by Engineer Armies using the die roll chart on their cards. If the Engineer roll does not generate enough points to overcome the Obstacle, record the points generated with counters. Continue to accumulate points until the Obstacle is overcome.

Example: Engineer Ob 2: Regain 2. If you generate 2 Engineer points, select one of your Armies to Regain 1 Manpower. If you only generate 1 point, record the point with a counter. If you later generate another point, the Obstacle will be overcome.

Example: From the Fighting Positions Action card...

“Engineer Ob 1: Select an Army to gain +1/+0 Attack and +1 Cover while in this Location.”

If you generate 1 Engineer point, select an Army. That Army gains the noted bonuses while it is in the same Location of the Army that played this Action card.

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

First – The Army/Hostile acts during the First phases. See rules for details.

Front-most - The Army in the Location card farthest from the Mission Card.

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

+x Hand Size - The Army's Hand Size is equal to their current Health, plus this number.

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

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

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

Immobile - The card cannot Move or be Moved to a different Location. It remains in effect even if every remaining Reticle is Suppressed.

Immobile x - The card cannot Move or be Moved to a different Location after its Manpower is reduced to the noted number.

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

Infra (structure) – The first time you have Armies in this Location and there are no Hostiles in this Location, gain the noted number of Supplies and allocate them to any of your cards that can hold Supplies. Reduce the Location's Infra by 1 for every Attack you conduct into the card that does not have a stated Range 0 Attack. If an Attack does not state its Range, it reduces Infra.

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

Example: An Objective has Keep Clear 3. At any point after the Objective has been Activated, you must end an Army Turn, the next Army Turn, and the next Army Turn with no Hostiles in the Objective card, in order to complete the Objective.

Last– The Army/Hostile acts during the Last phases. See rules for details.

Limit x per Army - An Army can only have the indicated number of cards or counters with this same title or Keyword at a time.

Example: "Limit 1 per Army". An Army can only have 1 of the card at any given time.

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

Low(est) RP - Instead of drawing a Hostile Targeting counter, the Hostile automatically Targets the Army card with the lowest Resource Point value.

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

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

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

No x - Restricts the use or options of cards with the noted Keyword. If a Hostile is to Enter or be Placed in a restricted card, redraw.

Examples: "No Armor" on a Location card means Armor cannot Enter or be Placed in this Location.

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

Penetration x / Pen x - Adjust the noted value to the Army's Defeat Cover rolls.

Example: Add 1 to your Defeat Cover roll when attacking with an M67 Grenade.

Pin – Add +2 to the Attack rolls and +1 to the Defeat Cover rolls

against this card. Armies may remove a Pin by spending an Action or with a card effect. Hostiles remove a Pin through card effects, such as those appearing on their Attack charts.

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

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

Rear-most - The Army in the Location card closest to the Mission card.

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

Regain - Add the counters, effect, or cards to the Army, Hostile, or Action as appropriate. May not exceed Printed maximum.

Regain – If the card has less than its maximum Manpower, remove the noted value of Hit counters from its card. The card cannot exceed its normal maximum Manpower.

Reinforce (x-x) - Some Hostile cards have this Keyword. Draw a Hostile card during the Hostile Reinforce step. If the Hostile card's Experience value matches one of the values listed, place the Hostile card in the same Location. If a Hostile card with the Reinforce ability enters play due to another Hostile card's Reinforce ability, do not draw a Reinforcement card for it during the turn it enters play. If the Mission card requires Body Count, instead of drawing and checking if XP matches the listed value, check if the number of reticles matches the listed value.

Example: You draw a Reinforce card for a Large Truck, and it is a Leader. Do not immediately draw a Reinforce card for the Leader.

Example: The Mission card requires Body Count. A Hostile card says, "Rein: 1-3" The top-most Hostile card in the Hostile deck is worth 5 XP that has 2 reticles. Draw and place the Hostile card.

Resource Point (RPs) - The basic unit of cost in Warfighter. Armies, Skills, Weapons, Expendables, Ammo, etc have a Resource Point cost.

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

Retreat – Move the Hostile one Location closer to the Objective card. Or, Move the Army one Location to the Mission card. If a card Retreats, it cannot move again during the same Attack phase.

Scout x - When you enter a location, add the total number of noted Pins to hostiles in your location, and/or remove the total number of noted pins from armies within 1 of your location. ie Scout 2 = a total of 2 adds/removes

Screened by (x-x) - All Hostiles of the designated range of values in the same Location card must be Suppressed or Killed before the Screened Hostile can be Attacked. If multiple Hostiles have the Screened Keyword, the lower value Hostiles screen the



higher value Hostiles. If both are of equal value, randomly decide which Hostile screens the other. Remains in effect even if every remaining Reticle is Suppressed. A Hostile card never Screens itself.

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

Screens (x) - This card must be Suppressed or Killed before the Hostiles with the noted XP value in its Location can be Attacked. A Hostile card never Screens itself.

Start with... - The purchasing Army gains the specified XP, Skill, or Gear, at no Resource Point cost. Gain specified bonus regardless of when you obtain the card.

Example: A Weapon has Printed "Start with 2 XP." I obtain this Weapon 3 turns into the Mission, upon obtaining this Weapon, I gain 2 XP.

-Supply (keyword type) – Armies and Hostiles use Supplies to perform various activities. For Must -Supply keywords, you must pay the Supply before the card is allowed to perform the action. For Pre -Supply keywords, the card must pay the Supply before rolling for the Attack. For -Supply keywords, the card pays the Supply after rolling for the Attack. Hostiles always pay the Supply to activate this effect.

Must -Supply: Attack – The card must pay a Supply to perform each Attack.

Must -Supply: Move – The card must pay a Supply to perform each Move.

Pre -Supply: +1 Attack die – Roll one extra Attack die, and use any of the dice rolled for resolving the Attack.

Example: The Attack normally rolls 2 dice, and you add this ability and roll a third die. You can use any two of the dice for resolving the Attack.

Pre -Supply: R0-1 – If the hostile has an action and there are no targets at Range 0, and there is a target at Range 1, the hostile pays a Supply to boost its Range from 0 to 0-1 for all actions during its turn, and then attacks.

-Supply: +1 Action, once/Turn – Pay the Supply to perform an extra Action. Limit once per Turn.

-Supply: Defense x+ - Stop 1 Hit or Pin from any source. If an effect inflicts both a Hit and Pin, a Hostile stops the Hit. Player can choose to stop either the Hit or Pin. If an effect inflicts more than 1 Hit, Defense will only stop 1.

-Supply: Redirect – After rolling for the Attack, you may allocate the attack to this card instead of the intended target card. The intended target card must be in the same Location as this card.

-Supply: Rein (x-x) – Pay a Supply to draw for Reinforcement.

XP - An abbreviation of "Experience Points". Appears on some Army cards. The Army begins the Mission with the noted number of XPs.



