

Warfighter: Private Military Company New Recruit Manual



Copyright 2019
Van Veresen Games (DVG)

V1.0.0

Table of Contents

1. Important Information.....	4
1.0 An Overview of this Manual.....	4
1.1 Contents of The Box.....	4
1.1.1 Cards.....	5
Soldier Cards and Vehicles.....	5
Weapons, Equipment and Skills.....	7
Action Cards & Stress Cards.....	10
Locations.....	10
Contracts.....	11
Missions & Objectives.....	11
Hostiles.....	12
Company Types.....	12
Offices.....	13
Enhancements.....	13
Company Assets (Licenses).....	13
Competitors.....	14
1.1.2 Counters.....	14
1.1.3 Board.....	16
1.1.4 Business Form.....	16
2. Running Your PMC.....	17
2.0 Results Table.....	17
2.1 PMC Setup.....	18
2.1.1 Money & Overhead.....	18
2.1.2 Company Type.....	18
2.1.3 Compounds and Offices.....	18
2.1.4 Enhancements.....	18
2.1.5 Licenses.....	19
2.1.6 Soldiers, Gear and Skills.....	19
2.1.7 Final Setup.....	20
2.2 Monthly Sequence – Start the Month.....	21
2.2.1 Accounts Payable.....	21
2.2.2 Contract Bidding.....	21
2.2.3 Begin Weeks.....	21
2.3 Resolve Week.....	22
2.3.1 Allocate Teams.....	22
2.3.2 Engagements.....	22
2.3.2.1 Escalate.....	22
2.3.2.2 Engage.....	22
2.3.3 End of Mission.....	22
2.3.3.1 Soldier Promotion.....	23
2.3.3.2 Mission Result.....	23
2.4 Monthly Sequence - End of Month.....	23
2.4.1 Accounts Receivable.....	23
2.4.2 Paperwork.....	23
3. Playing a Mission.....	24
3.0 Setting Up the Mission.....	24
3.1 Gearing Up.....	24
3.2 The Important Things.....	25

3.2.1 Keywords.....	25
3.2.2 Hostile Effectiveness.....	25
3.2.3 Range.....	26
3.2.4 Dicey Matters.....	26
3.2.5 Downed Soldiers.....	26
3.2.6 Aborting a Mission.....	26
3.2.7 Mission Types.....	27
3.3 Overwatch Phase.....	28
3.4 Soldier Turn.....	29
3.4.1 Environment.....	29
3.4.2 Actions.....	30
3.4.2.1 Remove 1 Suppress (Action).....	30
3.4.2.2 Discard and Draw (Action).....	30
3.4.2.3 Play an Action Card (Free*).....	30
3.4.2.4 Move (Action).....	31
3.4.2.5 Attack (Action).....	31
3.4.2.6 Reload (Action).....	33
3.4.2.7 Play a Location Card (Free*).....	33
3.4.2.8 Activate the Objective (Free).....	34
3.4.2.9 Trade Between Soldiers (Free).....	34
3.4.2.10 Engage in Hand to Hand.....	34
3.4.2.11 Deploy Bipod (Action).....	34
3.4.2.12 Mid-Mission Healing (Action).....	34
3.4.2.13 Use Overwatch Counter (Free).....	35
3.5 Hostile Turn.....	35
3.5.1 Reinforcement Draw.....	35
3.5.2 Attack.....	36
3.5.2.1 Soldier Down.....	36
3.5.3 Close Range.....	37
3.5.4 Remove Suppress Counters.....	37
3.5.5 Advance Mission Timer.....	37
4. Miscellany.....	38
4.1 “Betty”.....	38
4.2 Continuing To A New Campaign.....	38

1. Important Information

1.0 An Overview of this Manual

This Warfighter: Private Military Company manual (to be referred to as PMC hereafter) has been made in the interest of introducing new players to the game. While it is a somewhat complex game, it's made leagues more difficult to learn by the Warfighter Universal Rulebook, which is a good *reference* but bad *learning material*.

This book is not meant to *replace* the Universal Rulebook, but *supplement* it. Hopefully, by the time you have digested this manual, you will be able to use the Universal Rulebook to look up rules questions instead of this manual. If the Universal Rulebook has a rule that this manual gets wrong or does not have, the Universal Rulebook is king.

With that said, the purpose of this manual is to help new players learn how to play the game of Warfighter from start to finish. If you have any questions or suggestions for improving the manual, I'm always available on the DVG Discord under the name BlueMaxima.

Gameplay tip: Every now and again I'll pop in to tell you a nugget of wisdom learned from playing the game, to hopefully make your learning experience much smoother. Feel free to ignore my advice and just dive right in, though!

1.1 Contents of The Box

Your box should come with a fair few things:

- The Warfighter Universal Rulebook and Keywords Reference
- 280 cards of varying types
- Several sheets of punch-out counters
- Three ten sided die, one six sided die and one twenty-sided die
- The fold-out game board
- A sheet for tracking campaign progress

We'll explain each component in depth in the next few sections of the manual. I'd also recommend a tray for sorting the counters for ease of play, and three opaque bags or cups you can draw from without looking inside.

Note that this manual does not cover expansion content, we are focusing entirely on the contents of the base box, with one or two exceptions.

1.1.1 Cards

The most important part of Warfighter are the cards, that determine your soldiers, what they're fighting with, who they're fighting and where they're fighting. This section will give you an in-depth look at each card, so that you have an idea of what you're doing before we move into gameplay mechanics.

Soldier Cards and Vehicles



LVL2 Squad Soldier

LVL4 Non-Player Soldier

LVL6 Player Soldier

Squad Vehicle

Soldier Cards represent your hired mooks sent on their dangerous missions. In Warfighter PMC, Soldiers have Levels, akin to role-playing games, that determine their capabilities. The higher the level, the higher their capabilities.

- **Squad Soldiers** are as weak as Soldiers get; their attack numbers are predetermined, they can take the least amount of damage, and they can't be customized, but their benefit is that they are *incredibly* cheap to hire and keep around, not to mention they can be *kept* cheap when promoted if you remain reputable.
 - **Betty** is a unique case in that it's a Vehicle; controlled in the same way as a Squad Soldier, but with its own unique capabilities we'll tackle later in this manual.
- **Non-Player Soldiers** take a step up in flexibility, coming with pre-set equipment that can't be changed, and are usually more capable than their lower-level versions.
- **Player Soldiers** are the most flexible, being able to take any Gear and Skills, and are usually the strongest as a result, but this comes at the highest cost among Soldiers. They are also the only Soldier that can draw Action Cards, making them vital to winning the mission, as you need to find Locations to progress via drawing them from the Action deck, and Action Cards themselves are useful battle tricks that can turn the tide in bad situations.

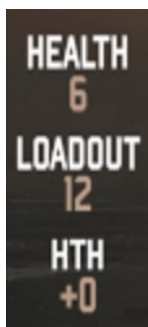
Let's take a closer look at the Soldier cards.

The table at the top of the box shows that he has 4 Health to start, and this gives him 2 Actions. The beige text signifies Weapons and Equipment; in this case, he receives an MP5 or a Tar-21, your choice, and a Light Kevlar Equipment card. The underlined text signifies Skills; in this case, he receives the Rifleman skill. He also has Keywords; in this case, a red keyword (a negative one) and a white keyword (a positive one). Reference the Keywords Guide for details on these.

You can see the Soldier's Cover in the bottom left (surrounded by the semi-circle), which shows his ability to take a shot and not be wounded/suppressed, his default Movement Value below the upwards arrow, which gives him a bonus during Movement, and his Nationality in the top left, which determines what Weapons/Equipment/Skills he can equip (in Warfighter PMC, this is exclusively a "PMC" Nation). In the top right, you will see his cost in RP, below that his Hero Points (which he needs to level up), and the Reputation level your PMC needs to avoid paying him more when he is improved to this level.

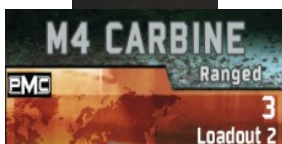


When you buy a Player Soldier, you may buy any Weapon, Equipment or Skill for them, but Non-Player and Squad Soldiers cannot change their included loadouts, with some minor exceptions that are noted on cards (see the "Light Kevlar" Equipment for an example) unless it would overwrite another card (you cannot replace an "Unarmored" card which states Soldiers must equip it if it's printed on their card with "Light Kevlar").



Player Soldiers may equip anything belonging to their Nation and any non-Nation card they want from the Weapons, Equipment and Skills available, but they cannot exceed their Loadout value, at the left-bottom of the Soldier card. Loadout cost is determined by the cost of a Weapon or Equipment, so a cost of 2 means a Loadout cost of 2.

However, some can have separate Loadout costs, like the M4 Carbine, left.



Weapons and Equipment also given as a freebie for buying a Player Soldier counts towards Loadout. Skills do not count towards Loadout and are purely a Resource Point drain.

All Player Soldiers have two Actions available to them; Non-Player/Squad Soldiers are the same unless specified like Big Mac above, who has 2 Actions until he has 2 Wounds. Give each Soldier Action counters as noted when they are on a Mission; place them on their non-Used side.

Weapons, Equipment and Skills



Weapon

Equipment

Skill

Skill (Negative)

Your Soldiers need to be equipped with **Weapons, Equipment** and **Skills**.

- **Weapons** go pew pew and shoot Hostiles, and it really doesn't get much simpler than that. The base box comes with plenty of guns for the job, from all-rounders like the M4 and M16, MP5s for close range combat, an M249 SAW for heavy suppressing fire, the M14 for long-range kills, and even Uzis, tripmines and grenades.
- **Equipment** is just as important, as it gives you better armor, first aid, improvements for your guns and Soldiers' capabilities and more.

Note: Warfighter refers to Weapons and Equipment in tandem as "Gear".

- **Skills** are passive buffs that are very handy to have around: the example above gives you an extra Action, immensely valuable. But they can give you more tricks to play with, such as better aim, better rolls on lockpicking, and the ability to negate negative Skills (which give bad effects, and can only be taken by Soldiers that have them printed on their cards).

Over the next few pages we'll tackle each of these cards in-depth.

Weapons

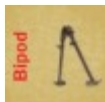
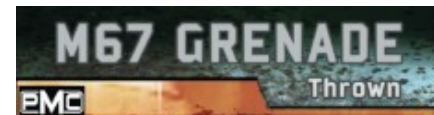
This is my rifle. There are many like it, but this one is mine.

The first table refers to the Weapon's ability to shoot. Lower numbers are better, so in this case, the Tar-21 Rifle will Kill on a roll of 5 and up (60%) at Range 0, while at Range 1 it takes a 9 and up (20%). It Reloads on 2 and lower, so a 20% chance every Attack Die rolled.

The second table refers to the Fire Modes, which is how many Attack Dice can be rolled at a time with this gun. This gun can roll 1 Attack Die at a time during a Semi Attack, or it can roll 3 Attack Dice during an Auto Attack. The Mk2 Grenade rolls Explosion dice specifically; this is an Explosion attack.

The box in the bottom right refers to how much Ammo the gun starts with. In this example, you get 5 Ammo counters. One of the ammo counters starts "loaded" – placed face up on the ammo box. Keep the rest nearby.

Cards also have an attack type, which determines what Action Cards can be used on it. As an example, the Tar-21 above is a Ranged attack, but the Mk2 Grenade is a Thrown attack.



The M14 and M249 also have Bipods, which use the Bipod counter. As an Action, a Soldier may deploy it, gaining the benefit listed on the card. If the Soldier Moves, the Bipod is undeployed and it must be deployed again for the benefit.

The final set of words on the right is the Weapons' attributes, which are generally Keywords. For the sake of easy learning, I'll list out the most common Weapon keywords here (but please, be sure to reference the Keywords Reference):

- Penetration: Improves your Defeat Cover roll, making it easier to get Kills.
- Spray: Get more than 1 Kill per Attack. (M249)
- Expended: Remove the counter from play after using the Weapon. (Grenades)
- Suppressed: An EKIA also delivers a Suppress. (MP5)
- Self-Defense: If you're Attacked by a Range 0 Hostile, you can cancel the Attack by flipping a loaded Ammo counter to Empty. (M9)

Equipment

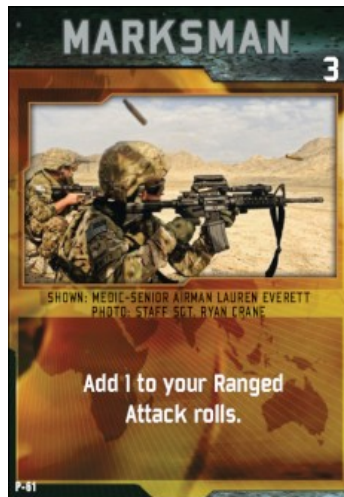


Equipment works pretty much the same way as Weapons when it comes to purchasing them; the Resource Points and Loadout Points work the same way. However, Equipment gives a passive bonus or active ability to the Soldiers that have them in some form or another.

In the case of cards that have a box akin to the Ammo box on a Weapon, place the matching counters on that Equipment with the listed number; in the case of the First Aid Kit, you get four Bandages. If you expend all your counters, discard the card; you may no longer use the Equipment.

All Equipment states when it can be used and what effect it has.

Skills



Skills are the easiest to understand by far; they simply cost the points listed on the card, have no Loadout cost, and give you a passive buff that's constant or provides a benefit at a set point. If you have a few left-over Resource Points, you should always buy a Skill or two.

Action Cards & Stress Cards



Action Cards are cards that are drawn by Player Soldiers, and they are really, really useful. The most important is the Location Marker, as this lets you find **Locations** that allow you to travel from your insertion point to the objective you're trying to accomplish.

But all the others are important too, as they can let you pull tricks to get out of really sticky situations. Being able to always hit a shot, pass an Action to another Soldier or ignore Hostiles making your route trickier can come in handy. However, there are also PMC Stress Action cards that are shuffled into the Action Card deck; they can cause ill effects if drawn at the wrong time.

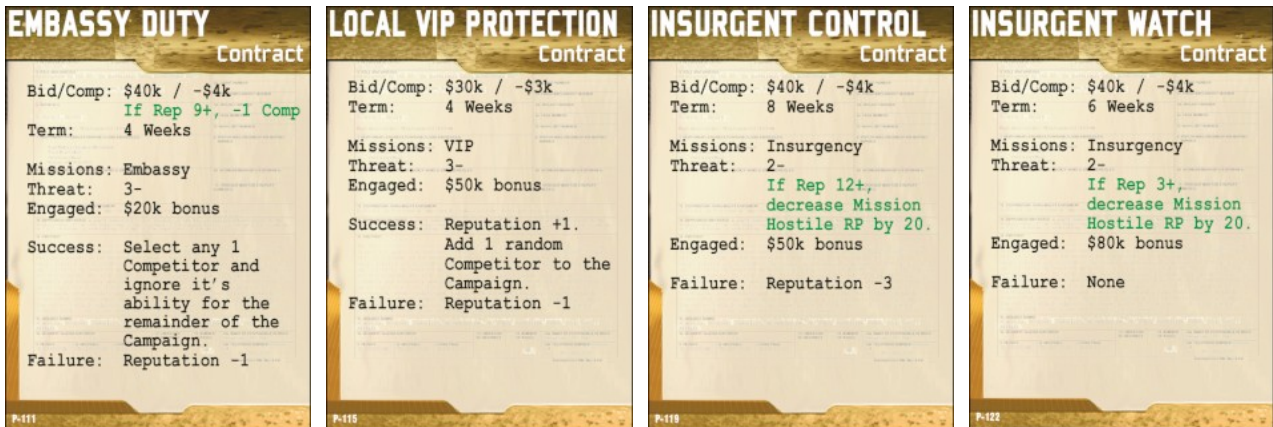
Locations



Locations are drawn when you gain Location Markers from the Action Deck, and they're the trail of places you visit on your way through Baghdad. Choosing where to go and when is a big part of keeping under the radar. You'll notice a few things on them that I'll point out now:

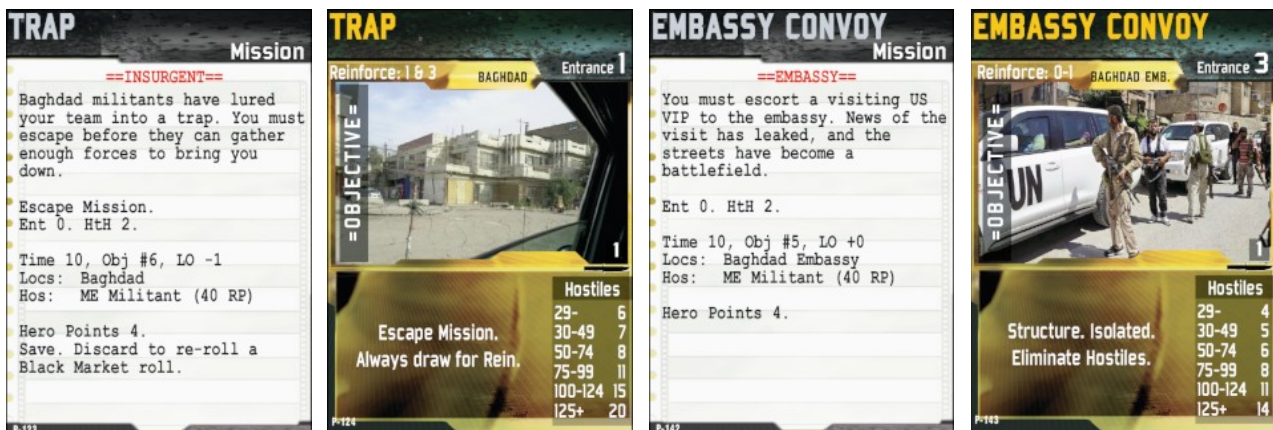
- The Hostiles table in the bottom-right signifies how heavily patrolled these regions are. The Stifling Street isn't massively guarded, but the Wide Street is.
- The Entrance Costs in the top-right determine how hard it is to get into a Location; you're gonna have a hard time getting through Stifling Streets, but the Wide Street is easy to traverse.
- The Reinforce field determines how often reinforcements show up. You're gonna get a lot more Hostiles on the Wide Street than the Bombed-Out Street.

Contracts



Contracts are the main way you make money throughout the Campaign; they contain details on their (top-down) Completion bonuses and how much it drops for repeated rounds of bidding, how long they continue for, their Mission type, Threat roll requirement, bonus for each Mission taken on, and any bonuses that you'll earn for succeeding, and penalties for failing. Some text is in green or red; this implies bonuses or requirements.

Missions & Objectives



Mission

Objective

Mission

Objective

When a Contract is Engaged, you'll draw from a deck made of the type of Mission cards specified on the Contract, and find the matching Objective card in order to create your Mission. The Mission will specify the type of Mission, the details such as distance to reach the Objective, time to complete the Mission, any penalties to carry weight, how many Hostiles you'll fight, and rewards for finishing the Mission specifically.

Hostiles



Hostile



Epic Hostile



Legendary Hostile

Hostiles are the bad guys you'll be facing. They range in hostility from simple Fanatics to dangerous Light Machine Gunners up to a massive set of Insurgents. Their behavior is in the middle-bottom text box, while their XP value (both while being deployed and when they are killed) is in the top right, and their Cover is in the bottom left. Their reticles – which all need to be killed to eliminate the Hostile – cover the picture on the card. The more reticles are covered, the less effective the Hostile is; for example, EKIAing or Suppressing two Hostiles on the Armed Mob will cause them to be less likely to land a successful attack.

Three Hostile decks are included in the base box; Normal, Elite and Legendary. While the Campaign starts with nothing but Normal Hostiles, every Month will introduce a new Elite and Legendary Hostile to the deck, making repeated Missions more dangerous.

Company Types



Company Types determine your initial cash influx, how many Contracts you draw, and your monthly Reputation and Overhead costs.

The bigger you go, the more complex the game becomes as you need to take on more Contracts to stay afloat.

You only get two in the base box, but expansions come with more to push it even bigger.

Offices



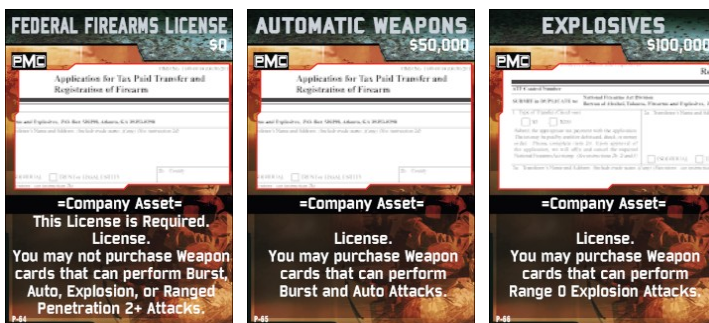
Your Office determines the amount of salary you can pay Soldiers each Month, while your Compounds determine how many Soldiers you can field at any one time. Bigger Offices and Compounds cost more to field each Month, and also cost more to manage Enhancements.

Enhancements



Enhancements can be equipped to their particular Compound or Office. Again, like with Offices and Compounds, it costs more for the higher-end Enhancements, with expensive Enhancements on expensive Compounds/Offices potentially spiralling to massive costs.

Company Assets (Licenses)



Licenses determine what Gear you're allowed to buy. You always start with the Federal Firearms License, but you can buy the other two available Licenses at the start of the Campaign or every Month, at which point you maintain them for the entire Campaign.








Competitors



You'll go up against multiple competitors outbidding you on Contracts throughout the Campaign. They also add potential bad conditions for you throughout the Campaign.

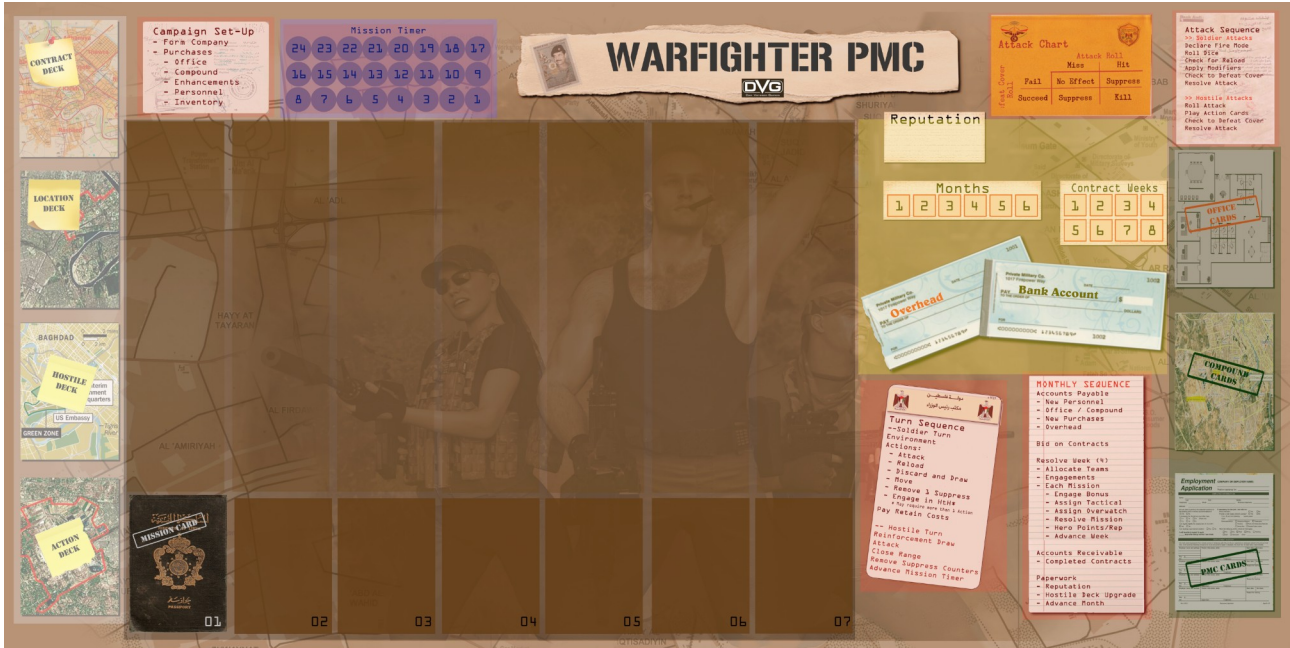
1.1.2 Counters

The box comes with a lot of counters that are used throughout the game. Akin to the previous section I'll just provide a quick outline here; more details will be given when these counters are more appropriate.

	These Soldier Identification counters come in pairs; one to determine what Soldier is what number, and the other to keep track of where he is on the board.
	Action counters determine how many Actions your Soldiers can take during a Soldier Turn.
	Throughout Missions, certain cards will stress out your Soldiers, leaving you with downsides...but the upside is, this Stress Action counter is provided, giving your Soldiers more to do on the next turn.
	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.
	Ammo counters show how much ammo you have left for your firearms, and whether or not the firearm is empty and needs to be reloaded.
	These counters all represent weapons or equipment that are <i>expended</i> – i.e. thrown away after a single use, and are used on their particular cards or as instructed throughout the game.

	These Wound counters are taken by Soldiers if Hostiles attack them. They are flipped to their other side if they are treated, but not completely, and removed if they are treated completely.
	These XP tokens keep track of a Soldier's total XP count from mission prep or killing Hostiles. They have multiple uses throughout the Mission.
	These Target counters are drawn from a cup and placed on Hostiles when they're drawn from the Hostile deck; they'll hunt down the Soldier with the matching Soldier Identification counter.
	You use these counters to keep track of Objective Hostiles that need to die for the mission to be accomplished.
	These double-sided Suppress and EKIA counters are for having suppressed a Hostile reticle or a Soldier, and having killed a Hostile reticle respectively.
	The Bipod is included for the M1918A2 Machine Gun, which allows it to get more kills once deployed.
	Hardy counters are used to keep track of how resistant a Soldier is to the heat of Baghdad while on a Mission.
	Money. Moolah. Makes the world go round. Cold, hard, cash.
	Reputation sings the praises of your PMC, allowing you to take harder Contracts and pay your men less.
	This counter is used to track Months passed in the Campaign.
	Contract pairs are used to track which Contracts you're on, and how long they've been going on for using the Week tracker on the board.
	Overwatch tokens are special benefits you get for having an Overwatch team during a Mission while you're on a Contract.
	Contracts get more dangerous the more time they go unengaged, and Escalation tokens detail the benefits you get for them being more dangerous.
	These two pairs of tokens allow you to field a support vehicle during Missions to support your Soldiers.

1.1.3 Board



The red areas are quick references for gameplay; we'll go over everything these outline in this manual. The white area to the left is where shuffled decks will be placed and drawn from throughout the game. The blue area is where you will track the amount of time remaining in individual Missions.

The yellow area is where you track details of your PMC campaigns; your PMC's Reputation, the amount of Months that have passed in the campaign, a tracker for how long Contracts have been ongoing for, an area to track how much you pay in monthly upkeep, and where you can keep all the money you've earned so far.

The green area is where you'll keep your cards related to your PMC; the Office, Compound and Company cards, with their respective enhancements.

The darkened area is where the game will be played; the Mission, Objective, and Locations between them will all end up here, along with your Soldier Identification counters. You can see numbers in the bottom right corner of each slot; this is the Location number (often referred to by the game as Location # or Loc #). Hostile cards will be played above this row, above the Locations they occupy. Hostiles may extend off the top of the board.

Private Military Company - Business Formulation																					
Company Name		Company Type																			
Owner Name		Address																			
Location (City, Country)		LLC																			
Company Design		Organization																			
Reputation	Overhead	Contract	New Points	Company Inventory																	
Revenue	EXPENSES	Loc	Units																		
<table border="1"> <thead> <tr> <th>Conditions</th> <th>Overhead</th> <th>Contract Details</th> <th>Overhead</th> </tr> </thead> <tbody> <tr> <td>Office Details</td> <td></td> <td>Contract</td> <td></td> </tr> <tr> <td>Office</td> <td></td> <td>Enhancements</td> <td></td> </tr> <tr> <td>Enhancements</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>						Conditions	Overhead	Contract Details	Overhead	Office Details		Contract		Office		Enhancements		Enhancements			
Conditions	Overhead	Contract Details	Overhead																		
Office Details		Contract																			
Office		Enhancements																			
Enhancements																					
Exp.	Buy Price	Contract	LLC	Cost																	
Office	\$1000	\$2000	\$500	\$1000																	
Equip	\$1000	\$2000	\$1000	\$1000																	
Contract	\$2000	\$4000	\$5000	\$2000																	
Overhead	\$2000	\$4000	\$2000	\$1000																	
Cost	\$2000	\$4000	\$2000	\$1200																	

1.1.4 Business Form

The Business Form is a vital part of running your PMC. It's how you record your personal details, Soldier progression, Gear in your possession, the reputation, and your Office / Compound and their enhancements, along with how much this all costs to run every month.

If you run out of Business Forms, you can always download new ones via BoardGameGeek or the DVG website.

2. Running Your PMC

Your PMC will run over the course of six in-game months, in which you'll bid on contracts, hire Soldiers, equip them with Weapons, send them out on Missions and earn/lose Reputation. This chapter goes over how to start your new PMC, and how to run it week by week, month by month. You'll perform the game in this order:

- Setup a new PMC (Chapter 2.1)
- Start the Month (Chapter 2.2)
 - Perform four Weeks (Chapter 2.3)
 - Perform a Mission, if needed (Chapter 3)
- End of Month (Chapter 2.4)
- Return to Start the Month

Once the Campaign is complete, check how much Money you have against this table to see how well you did! PMCs don't run on fumes though; if you *ever* need to pay money and don't have the cash in hand to pay it, you immediately lose.

2.0 Results Table

	Sole Proprietor	Partner	LLC	Corporation
Dismal	<\$165k	<\$250k	<\$350k	<\$450k
Poor	\$165k	\$250k	\$350k	\$450k
Adequate	\$240k	\$340k	\$460k	\$600k
Good	\$345k	\$465k	\$610k	\$850k
Great	\$525k	\$665k	\$835k	\$1.2M

2.1 PMC Setup

(Note: this covers all of the Campaign Set-Up steps on the game board.)

You gotta in fill a few sheets before you can fill a few wallets.

Take one of the included Business Forms in the box, or use a downloadable form (extra forms are available on DVG's website and BoardGameGeek). We'll need to make a few choices, but everything in the top left of the form – the names, location, slogan and the box, meant for a logo - are purely for flavour.

2.1.1 Money & Overhead

There are two boxes on the board called Bank Account and Overhead. Bank Account refers to the amount of cash you have on hand, while Overhead is the monthly costs of running your PMC. Any time you would gain or spend Cash, place or remove it from the Bank Account cheque, and keep a running total of your overall Overhead using Cash counters in the Overhead cheque.

2.1.2 Company Type

Sole Prop., Partnership, LLC and Corporation are all the types of PMC that are available, although you'll only have a Sole Proprietor or Partnership available to you in the base box. Note that the bigger your company, the bigger your Overhead. Make your choice, note down the type, take Cash equal to your Starting Money and begin your running total of Overhead.

Gameplay tip: Start as a Sole Proprietor! Keep things simple for your first PMC.

2.1.3 Compounds and Offices

You must now pick a Compound and Office. Compounds determine how many Soldiers you can keep in your retinue, while the Office determines how much overhead you can maintain each month. Smaller, less effective cards cost less Overhead each month, but are less effective.

Gameplay tip: While you're stuck with your choices here for the Campaign, it isn't a huge problem; it simply determines how "big" of a game you want to run.

2.1.4 Enhancements

For each Category of Enhancements you have, you must pick one for your Office and Compound. In the base game, this is simply a Lawyer and an Infirmary for your Office and Compound respectively. The Office and Compound cards you chose specify the cost of an Enhancement, while the Enhancements themselves are a multiplier on that cost. The better Enhancements cost more, while the worst ones can go into the negative. You *can* swap these out at the beginning of each Month.

Example: I pick the Savvy Lawyer for my Office Enhancement and the Primitive Infirmary for my Compound Enhancement. My Low-Rent Office and Small Compound give me \$3K Overhead, the Savvy Lawyer Enhancement gives \$12K (\$4K x 3) Overhead, and my Primitive Infirmary gives me \$-4K Overhead (\$4K x -1), so the overall cost of my Overhead for my Office and Compound is \$11K a Month.

Expansion tip: You only have two Enhancement Categories in the base box, but expansions add a bunch more.

2.1.5 Licenses

Licenses determine what you can and can't buy. You always start with the Federal Firearms License, so take it now; it basically determines that you can't buy more than single-shot firearms. In order to use bigger guns and explosives, you'll need to buy the two high-end Licenses. This can be done now by paying Cash, but you'll have an opportunity to buy them at the beginning of each Month, at which point you'll maintain them for the entire Campaign.

2.1.6 Soldiers, Gear and Skills

You'll need to buy a few footmen to start your PMC work.

You can buy any PMC at any Level by spending Money equal to their RP Value multiplied by 1000, and you get all the Gear and Skills listed on their cards for free. While purchases are one time, this also adds Overhead equal to the amount you just paid to serve as their monthly salary.

You may also freely buy Gear you have the License for at a cost of 1000x their RP Value, and you may assign them to any Player Soldier or hold onto them for later usage. You may also buy Skills, but they must be assigned to a Player Soldier after purchase. Non-Player and Squad Soldiers are locked to their Gear and Skills. Soldiers cannot freely give Gear printed on their cards to other Soldiers.

Note the following points, though:

- You'll need at least one Player Soldier in order to actually run Missions.
- You can't buy a Soldier if you don't have the License for his gear.
- If you buy a Soldier with an "-or-" choice between two pieces of Gear, you must select one or the other for the Soldier to receive.

Note that some Gear has a Black Market cost; you can attempt to buy the item in question if you do not have the license, but if you do, you must roll a 10-sided die, and if the result of the roll is the listed Risk, you must pay the listed Money and you don't receive the Gear.

2.1.7 Final Setup

Place the Month counter at 1.

Separate the three Hostile decks – Normal, Epic and Legendary – and shuffle the Normal deck, placing it on the Hostile Deck space on the board. Keep the other Hostile decks nearby.

Make individual piles of each Mission type and shuffle them individually.

Make a pile of your Objective cards. You'll be searching through them, so don't bother shuffling them.

Make your Action Deck by shuffling all the PMC Stress and Action Cards together.

Shuffle the Contract deck and place it on the Contract Deck space on the board.

Shuffle and draw 2 Competitor cards; these will add some condition to your Campaign, and attempt to outbid you on Contracts.

Separate the two Location decks, shuffle them, and place them off to the side.

Put your Office, PMC and Compound card on the spaces on the right side of the board. Keep all of your other cards nearby as they'll probably be useful later.

Get three opaque cups; place the Overwatch counters in one cup, the Escalation counters in another, and keep the third nearby.

Record everything you've done so far (if you haven't already) on your Business Form in the appropriate places.

2.2 Monthly Sequence – Start the Month

Follow these steps in order to begin a month of the Campaign.

2.2.1 Accounts Payable

You may fire any PMCs you wish, removing their cards and any of their printed Gear from the Campaign; they cannot be hired again for this Campaign if you do. You may also buy any PMCs, Gear, Skills and Licenses you wish for their listed RP costs x 1000. You may change your Office and Compound Enhancements at no upfront cost.

Adjust your Overhead to compensate for any new PMCs you hired or Enhancements you changed at this point.

You must now pay your total Overhead in Cash. Don't forget; if you don't have the money to pay your Overhead, your Campaign is a failure!

2.2.2 Contract Bidding

Draw Contracts from the Contract Deck equal to the number on your Company Card; this is the spread of Contracts you can bid on this Month. If you draw a Contract that would go beyond the end of your Campaign, discard it and draw again until every Contract is in your Campaign's remaining time.

Once you have your Contracts, you may bid on Contracts that you meet the listed requirements for. However, your Competitors will jump in as well.

If you want to bid on a Contract, roll a ten-sided die for each Competitor. If a Competitor rolls below their listed number, they drop out of the bidding. If all Competitors drop out, you've won the Contract. Otherwise, you may drop out, discarding the Contract, or continue onto a new round of bidding; all remaining Competitors roll again, but at a penalty of -1 to their rolls. Continue rounds like this until all Competitors have dropped out, increasing the penalty against them by -1 each round.

When you win a Contract, place Cash onto it equal to the Bid. However, for every extra round of bidding there was, remove Cash from this equal to the "Comp." value. Place a matching Contract counter set, one on the Contract itself, and one on the Contract Weeks part of the board, to track how long the contract has been going for.

You may bid on as many of the available Contracts as you like; when you're done, discard any remaining Contracts.

2.2.3 Begin Weeks

At this point in the Month, repeat chapter 2.3, Resolve Week, four times. At the end of the fourth Week, proceed to chapter 2.4, End of Month.

2.3 Resolve Week

2.3.1 Allocate Teams

At the beginning of each Week, you may assign any combination of Soldiers and Gear to any Contract you're participating in. Each Contract must have at least one Player Soldier, or the Contract is a failure; immediately discard the Contract and its counters, its Cash, perform any effects under "Failure" on the Contract, and any Escalation counters return to the Escalation cup. Any Gear provided by a Soldier card that requires Ammo or is Expended is automatically refilled to the level listed on the card; any individually bought Gear with Ammo is refilled, but Expendables must be bought again. You may assign Wounded Soldiers to Contracts, and therefore Missions, but they do not remove those Wounds.

2.3.2 Engagements

For each Contract you have, roll a ten-sided die. If the result is lower than or equal to the Threat on the Contract, minus any Roll numbers provided by Escalation counters, perform Engage (2.3.2.2), otherwise perform Escalate (2.3.2.1). Once all Contracts have been rolled for, proceed to chapter 2.3.4.

2.3.2.1 Escalate

No Mission occurs; instead, draw a counter from the Escalation cup and place it on the Contract. These Escalation counters will cause a Mission to be more likely next Week and give you bonuses, but in exchange they'll make the Mission harder. When you roll this Contract's Engagement roll next week, you'll subtract the Roll number on all Escalation counters from the result.

2.3.2.2 Engage

You're going on a Mission! Perform these steps in order:

- Gain the listed Engage Bonus in Cash immediately. This happens every time you go on a Mission.
- Gain any bonuses in Cash and Reputation listed on Escalation counters immediately. Keep the counters on the Contract for now; don't return them to the cup.
- Begin a Mission as detailed in Chapter 3; perform chapter 2.3.3 once the Mission is over.

2.3.3 End of Mission

Allocate the Mission's listed Hero Points, plus any from Escalation counters that were on the Contract pre-Mission, to any Soldiers that survived the Mission – you must allocate all of them and promote any (2.3.3.1) that have reached their Hero Point limit.

If any Soldiers were Downed that had Gear bought for them and was subsequently dropped, and that Gear wasn't recovered by another Soldier, return it to the box. If that Gear was recovered by another Soldier, you may return it to your Inventory to be reassigned next Week.

2.3.3.1 Soldier Promotion

If a Soldier has reached their listed Hero Points, they level up. Take the next level of that Soldier and replace the original, giving that Soldier Gear and Skills listed on their card and removing Gear and Skills no longer listed. Player Soldiers keep Gear and Skills independently bought for them.

Soldiers may require Raises; on their card they will list a Reputation value. If your Reputation is equal to or higher than this number, nothing happens. Otherwise, the monthly upkeep of this Soldier is immediately raised to their new RP cost; add to your Overhead equal to the difference.

If the Soldier has Gear you are not licensed for, you must remove the Soldier from the Campaign immediately. They cannot be recruited again during this Campaign.

2.3.3.2 Mission Result

If you succeeded in the Mission, the Contract continues; return to Engagements (2.3.2). If your Tactical Team's total RP cost of Soldiers and Gear was equal to half or less the total RP from the Mission and Escalation counters, you gain an extra Reputation now.

If you failed the Mission, the Contract is a failure; discard the Contract and its counters, any Cash on it, any Escalation counters, perform any effects listed under "Failure" on the Contract, and return any used Soldiers and Gear to your supply. They may be redistributed to other Contracts next Week.

2.3.3.3 Cleanup

Return any in-play Hostiles and Locations to their respective decks and shuffle them. Return any in-hand and discarded Action cards to the Action Deck and shuffle it. Discard the Mission card to its' discard pile, and return the Objective to the Objective Deck. Remove the Timer and Inactive (if present) counter from the board. Return to Engagements (2.3.2).

2.4 Monthly Sequence - End of Month

2.4.1 Accounts Receivable

At the end of each Month, if any Contract has reached the end of its Term, you have completed it successfully. Collect any Cash on the Contract and perform anything listed under the "Success" heading on the Contract, then discard it and its counters.

2.4.2 Paperwork

Add two Epic Hostile cards and one Legendary Hostile card to the Hostiles deck and shuffle it; this makes the Campaign harder over time.

Adjust your Reputation by the Monthly Reputation listed on your Company Type card.

Advance the Month counter by one space on the board. If this would result in the Month counter moving past 6, the Campaign is complete; check the table at 2.0 to see how well you did.

3. Playing a Mission

3.0 Setting Up the Mission

To start setting up a Mission, perform the following steps in order. Note that each of these may be modified by the Contract, Mission or Objective; read their cards carefully.

- Draw a Mission from the Mission Deck specified by the “Missions” field on the Contract, and place it on Location #1 on the board. (If you need to draw a Mission and the deck is empty, take any discarded Missions, shuffle them into a new deck, and draw from this deck.)
- Find the identically-named Objective in the Objective deck, and place it on the “Obj #X” Location on the board as listed on the Mission. Place the Inactive counter on it.
- Place the Timer counter on the Timer section of the board at the “Time ##” value listed on the Objective.
- Make a note of the total of the number listed in the Hos: field, in brackets (XX RP). Add this number to any RP numbers listed on the Contract’s Escalation counters. Add these numbers together to calculate your “Total RP”.

3.1 Gearing Up

With your Mission now available to you, you can start thinking about what Soldiers are entering the fray. You may now set up your Soldiers for the Mission based on what Soldiers and Gear were allocated to this Contract at the beginning of the Week.

At this point in the setup, you need to assign a Tactical Team and an Overwatch Team for the Mission. You must have at least one Player Soldier on the Tactical Team. The Overwatch Team does not count towards Total RP, but more Soldiers on the Overwatch Team means more special effects you can take advantage of during the Mission. You do not need an Overwatch team...

Gameplay tip: But you should always have one if you can.

The amount of Resource Points you have available to use is equal to Total RP. You do not need to spend all the Resource Points given to you, but you cannot exceed Total RP. Total RP will determine how many 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 and Skill.

Once you have calculated Total RP, make a note of it somewhere, and return any Escalation counters on the Contract to the cup. If any of those counters mentioned Hero Points, make note of this too.

Gameplay note: Unlike every other version of Warfighter, you don't calculate the amount of Hostiles you draw based on your Soldiers' loadout, so feel free to use everything you have, if you so desire. However, if you spend half or less of Total RP on your Tactical Team, it'll give you a Reputation; so the challenge becomes whether to go in underequipped or overequipped.

For the Tactical Team, Soldiers that have Gear and Skills printed on their card receive that gear for free, and they do not count towards the total RP spent. Gear not provided to a Soldier but allocated to a Contract can be set to any Player Soldier, but this does cost RP. Skills applied to a Player Soldier cost RP. A Player Soldier cannot exceed their total Loadout (see Player Cards under Chapter 1.1.1).

For each Soldier you have assigned to your Tactical Team, take a pair of matching Soldier Identification Counters; place one near the Soldier’s cards, and another on the Mission card. Then take all of their matching Target counters and place them in the third, unused cup; this is the Target cup. Proceed to Chapter 3.3.

Note: some Missions require special setup; this is detailed in Chapter 3.2.7.

3.2 The Important Things

3.2.1 Keywords

Many cards have Keywords, which determine some or all the behaviors of a card. When you see a word by itself that doesn’t seem to have any definition, refer to the Keywords Reference that’s included in the box. You will need to reference this practically all the time, so keep it close by.

Note that keywords are updated constantly, so if you’re relatively new to the series or your copy is somewhat old, check BGG or the DVG website for an updated set of keywords.

3.2.2 Hostile Effectiveness

Hostiles become less effective as EKIA or Suppressed reticles are added to them. While just one Suppressed reticle is enough to keep an enemy from moving, they will still attack you if they aren’t fully Suppressed.

An attack’s effectiveness is determined by the table – the numbers at the top of the table say how many uncovered reticles are needed to use this column of the table. In this case, Suppressing or EKIAing two of these reticles is enough to stop the Armed Mob from hitting more than 20% of the time.

This can also apply to other text on the card; see the “Entrance Cost”

Keyword has two numbers, separated by a slash? These follow the same rules as the columns; if you have uncovered reticles equal to the numbers in the left column, use the left number, and so on. In this case, Suppressing two reticles is enough to remove the Entrance Cost penalty completely.

Hostiles also have Keywords; most Keywords are active at all times; *unless* all reticles are Suppressed or EKIAed. Refer to the Keywords Reference for what Keywords do not work this way.



3.2.3 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. Range 1, Range 2 and so on are that many locations away horizontally from said Location.

Example: In the image, left, Soldier #1 is Range 2 from the Lone Soldier Hostile, Soldier #2 is Range 1, and Soldier #3 is Range 0. Soldier #2 and #3 are in Range of Attacks from the Lone Soldier, #1 is not.

3.2.4 Dicey Matters

“0”s on a ten-sided die are counted as a result of 10.

3.2.5 Downed Soldiers

A Soldier that is Downed in any way (whether by the Overwatch counter or by being attacked by a Hostile) is removed from the current and future Campaign permanently; return him and all his counters and cards to the box. Adjust your Business Sheet and Overhead, as you no longer have to pay his salary each month. You can never hire this Soldier again.

3.2.6 Aborting a Mission

Gameplay tip: There are no game rules allowing you to abort a Mission gone bad immediately, so this is more of a game strategy. If you absolutely need your men to survive a Mission gone real bad, the strategy to do is to place them all on a single Location and let the Time run out, as Time doesn't kill all your Soldiers. This, however, does require them to survive against whatever Hostiles may wander along until Time runs out.

3.2.7 Mission Types

Warfighter PMC has multiple Mission types that change the way the game is played. While notes will be made as to how these Missions are different in the below chapters, this chapter will serve as a quick reminder as to how these Missions work if you need it.

Escape Mission: Escape Missions are a tiny bit different from Regular Missions in that you start in the Objective, and make your way to the Mission, instead of the other way round. Escape Missions are on the Objective card, instead of being on a Mission card like a regular Mission. As soon as all Soldiers are on the Mission card, the Mission is a success.

- **Special Setup Instructions:** When placing the Soldier Identification Counters during setup, place them in the Objective card instead of the Mission card. Do not place an Inactive counter.

Raid Mission: A Raid Mission combines a normal Mission and an Escape Mission. First, you perform a regular Mission, then you perform an Escape Mission back to your original Mission card.

Hold the Line Mission: A Hold the Line Mission is a purely defensive Mission, where the Objective is to have no Hostiles in play at the end of each Soldier Turn until time's up. If any Hostiles are alive at the end of a Soldier Turn, it counts as a failure.

- **Special Setup Instructions:** Draw and place a random Location for each Location between the Mission and Objective, without drawing Hostiles for them. You may place your Soldier Identification counters in any Location to start, including the Mission and Objective, instead of placing them all in the Mission card. Do not place an Inactive counter.
- **Special Rules:** Any cards that would *add* Time to the Mission instead *reduce* it.

Holding Action Mission: A Holding Action Mission is similar to a Hold the Line mission, but all the Hostiles will attempt to invade the Objective card; you fail if the Objective is occupied by a Hostile at the end of a Soldier Turn.

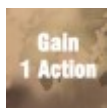
- **Special Setup Instructions:** When placing the Soldier Identification Counters during setup, place them in the Objective card instead of the Mission card. Draw and place a random Location for each Location between the Mission and Objective, without drawing Hostiles for them. Do not place an Inactive counter.
- **Special Rules:** Any cards that would *add* Time to the Mission instead *reduce* it.

3.3 Overwatch Phase

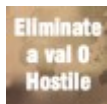
For every 10RP or fraction of 10RP each individual Soldier on the Overwatch Team has printed on their card, draw a single Overwatch counter from the Overwatch cup and place it on that Soldier. Do not count any Gear or Skills that Soldier has towards this total. Once you're done, proceed to Chapter 3.4.

Example: My Overwatch Team for this Mission is Smith, Level 5 and Peterson, Level 3. Smith has 15RP on his card, so he takes 2 Overwatch counters, one for 10 and one for the remaining fraction, while Peterson only takes 1 Overwatch counter for his 5 RP fraction.

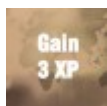
The Overwatch counters may be used at their specific times, as stated below in this table, after which you return them to the Overwatch cup:



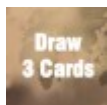
Soldier Turn: Give any Soldier an extra Action for this Soldier Turn.



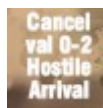
Soldier Turn: Discard any Hostile with an XP value of 0.



Any time: Spread 3 XP across any Soldiers you wish.



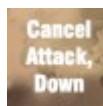
Any time: Any one Player Soldier draws 3 Action Cards.



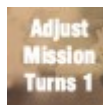
Hostile Turn: When you draw a Hostile with an XP value of 0-2, discard it immediately.



Hostile Turn: Select up to 4 XP worth of Hostile cards in one Location; do not Move them this turn.



Hostile Turn: During an Attack on a Soldier after rolling the dice, Down the Overwatch Soldier and cancel the Attack.



Advance Mission Timer: Move the Timer one space forward or backward.

Once your Mission is set up and your Soldiers are equipped, you may begin playing the mission. Draw a hand of Action cards for each Player Soldier equal to their current Health, and start from the beginning of the Soldier Turn.

Missions plays out like this:

- Your Soldiers start out on the Mission card.
- Player Soldier(s) will draw Location cards to play in the empty slots between the Mission and Objective.
- Soldiers will move between these Locations to get to the Objective.
- Once they reach the Objective, they must Activate the Objective to Move onto it and complete it by fulfilling the requirements on the Objective card.
- When the Objective is completed, the game immediately ends in victory.

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

Gameplay note: While this is the standard of most Missions, some Missions change these rules, and these are detailed in chapter 3.2.7.

3.4 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.

Holding Action Special Rules: If any Hostile cards are in the Objective at the end of the Soldier Turn, the Mission is a failure.



At the beginning of the Soldier Turn, refresh all Soldier Actions by flipping them off the “Used” side, if they aren’t off that side already. Any Soldier that played a PMC Stress card on the previous turn receives their Stress Action now, or loses that Stress Action if they gained it last turn.

3.4.1 Environment

For each Soldier that is on a Location with an Environ: keyword, roll a ten-sided die. If your Soldier does not meet or exceed the number listed, you choose whether they gain a Suppress or a Wound. Otherwise, nothing happens, carry on.

Some Equipment / Skills give you Hardy: XXX counters, where XXX is the name of a keyword. If you fail your Environ roll and the Hardy counter matches the keyword, you may discard one Hardy in order to ignore the results of the roll.

Gameplay tip: Sometimes, you want to take the Wound so that a Soldier has a spare action available to them. This could mean the difference between failing and succeeding.

3.4.2 Actions

In this step, you may perform Actions in any order with any Soldier available to you. In most cases, these Actions will cost one of your Soldier's Action counters. We'll mention this by having an (Action) in the Action title. If you use one of these Actions, flip the counter over to its *Used* side; it cannot be used for another action until the next Soldier Turn. In this manual, we'll list actions in the order you should consider taking them (for the most part – it's important to remain flexible!)

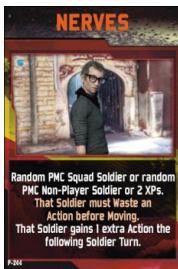
3.4.2.1 Remove 1 Suppress (Action)

While a Soldier is suppressed, they are incapable of performing any other actions until they are unsuppressed. Spending 1 Action will remove a suppress from the Soldier and allow them to perform Actions if they are unsuppressed as a result.

Gameplay tip: You may want to consider Discarding and Drawing before removing Suppresses, as there is an Action card that can remove a Suppress without spending an Action.

3.4.2.2 Discard and Draw (Action)

A Player Soldier may discard as many Action cards from their hand as they wish, then draw Action cards to their hand up to their current Health. Discard any Location Markers that are drawn, and draw a card from the Location deck to replace them.



If a Player Soldier draws a PMC Stress card, left, they immediately apply the effect on the card, then discard the card.

Gameplay tip: If you don't have any Locations in your opening hand, it's usually a good idea to discard your entire hand in order to dig through the deck for them. You aren't going anywhere without a Location or two.

3.4.2.3 Play an Action Card (Free*)



Most Action Cards are free to use and are discarded after using them, but some cost an Action to use, in which case simply flip the Action counter as normal. 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.

Some text in Action Cards is surrounded (by brackets). This means the card can be *upgunned* by spending 1 XP from any Soldier's XP pool, at which point you perform the all of the bracketed text instead of the regular card text.

3.4.2.4 Move (Action)

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

To Move, a Soldier must meet the Entrance Cost of a Location. The Entrance cost of a Location is stated in the top right corner of the Location. There may also be an extra penalty to the Entrance Cost, whether that be 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. Player Soldiers must discard Action cards from their own hand and nowhere else. Non-Player and Squad Soldiers may discard Action cards from the hands of any Player Soldier. Every card discarded this way adds 1 to the Soldier's Movement Value for the Move.

Gameplay tip: There's a common Action card called Advance that adds 3 to your Movement Value for a single Move. Consider holding one or two for those hard to reach places.

When a Soldier has met or exceeded the total Entrance Cost, they may move their Soldier Identification counter to the Location.

3.4.2.5 Attack (Action)

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

Attacking takes place in multiple steps that should be followed in order. The board has a reminder as to the order, if you need a reminder.

Declare Attack

To Declare an Attack, pick a Hostile that is within range of one of your Weapon cards that has an Ammo counter that isn't Empty, or a weapon with the Expended keyword that has counters remaining. This is your Targeted Hostile and chosen Weapon for the Attack. You cannot attack a Hostile that is not within range of any of your Weapons. This is the time that you play Action Cards that modify your Attack in some way.

For Squad Soldiers, this is slightly different; refer to the table on their card, check how much Health they have left, check the Range of the Hostile, and that will tell you your Kill number.

Declare Fire Mode

Pick a Fire Mode as listed on your chosen Weapon for the attack. This determines how many dice you roll. (This does not happen for Squad Soldiers.)

Gameplay tip: More dice means more chances to land that killing blow, but you stand a higher chance of needing to reload.

Roll 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 dice is the Defeat Cover roll. You only ever roll one Attack

Roll in a Squad Soldier Attack.

Check for Reload

If any of the ten-sided dice are equal to or lower than the Reload number on your Weapon, flip the currently loaded Ammo to the Empty side of the counter. This weapon cannot be used again until you perform a Reload action. Perform the rest of the Attack. (This does not happen for Squad Soldiers.)

Optional rule: If you feel like punishing yourself a bit more, you may play with the optional Jam rule, which requires two Actions to Reload a Weapon instead of one. See the back of the Universal Rulebook for more info.

Apply Modifiers

Any modifiers from the Equipment applied to Weapons, Skills, and played Action Cards are now added to the rolls.

*Note: This does mean that modifiers do **not** count for checking Reloads.*

Check to Defeat Cover

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

Resolve Attack

Look at your final Attack Rolls.

If all of your Attack Rolls have 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.

If one or more of your Attack Rolls have 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 Attack Rolls were higher than the Kill number, the shot leaves a Suppress on the Hostile. Place a Suppress on one of the Hostile's reticles.

If both an Attack Roll was higher than the Kill number *and* the Hostile's cover was defeated, you have scored an EKIA. Place a EKIA counter on one of the Hostile's reticles. If this results in EKIA counters being equal to the reticle number on the Hostile, discard the Hostile, and gain its value as XP on the Soldier that performed this Attack.

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 gain another Suppress, nothing happens. However, if you get an EKIA and all reticles are Suppressed, you flip one of those Suppress counters to EKIA.
- You only ever add 1 Kill to a Hostile during an Attack Roll, *unless* the Weapon used for the Attack has the Spray keyword (the M249 in the base box), or the Fire Mode of the Weapon is Explosion (Grenades in the base box). In either case, you add EKIA counters to the Hostile equal to the amount of Attack Dice that equal or exceed the Kill number.

3.4.2.6 Reload (Action)

If an Attack resulted in a Reload result, causing an Ammo counter to be flipped to the Empty side, you can Reload as an Action to discard said Empty counter to the box, replacing it with any of the other Ammo counters available to the Weapon as placed there before the mission, Empty-side face down.

3.4.2.7 Play a Location Card (Free*)

If you have a Location card in a Player Soldier's hand, you may play it to the next empty Location slot. If you have a Location adjacent to the Objective, you may not play a Location. You may only play one Location per Soldier Turn. You may play a Location from any Soldier's hand of Action cards, but at least one Soldier needs to be in the right-most placed Location.

Location cards have a cost, which is written on the card itself. "Free to play" costs nothing, it can simply be played. "1 Action", "3 Actions from Any Soldier" and "1XP to play" are all self-explanatory.

When a Location is played, refer to the Hos value listed on the Mission card, and look at the Hostiles table in the bottom-right of the Location card, finding the relevant range for your Mission's Hos value, referring to the number in the right column. Draw Hostiles from the Hostile deck and place them in the same column as this Location. Every time you draw a Hostile, refer to the Hostile Value in the top right, and add it to an ongoing total. When the total value of Hostiles drawn this way equals or exceeds the number on the table you referred to earlier, stop drawing Hostiles.

Give each placed Hostile a random counter from the Target cup; this is now their Targeted Soldier.

If you need to draw Hostiles but the 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. As a result of that, if a Hostile is to be placed behind the Mission, place them on the Mission. If a Hostile would be placed beyond the Objective, place them on the Objective.

Special Instruction for Escape Missions: If a Hostile has the keyword "front-most" or "rear-most", reverse their usual Location positioning, so that "front-most" Hostiles are closer to the Mission card, and "rear-most" Hostiles are closer to the Objective card.

Special Instruction for Holding Action / Hold the Line Missions: All Hostiles do not execute "Timer", "Place" or "Maintain" keywords.

If a Hostile is drawn that has the Event marker on the right side of the card, draw an Event card from the Event Deck immediately before drawing more Hostiles, and place it in the same Location as the Hostile. Some may activate immediately, some may leave a persistent effect on the Location.

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

3.4.2.8 Activate the Objective (Free)

The Objective starts out Inactive in a game of Warfighter, and it cannot be moved into or interacted with by Soldiers. When a Soldier is Adjacent to the Objective, 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 may now be interacted with.

Be sure to check for Keywords on the Objective itself, as they go off now.

Gameplay tip: 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.

3.4.2.9 Trade Between Soldiers (Free)

Player Soldiers may freely hand Weapons, Equipment and Ammo back and forth between each other, assuming they do not exceed their Loadout value. Non-Player Soldiers may receive Ammo equivalent to their Weapon's calibre from a Soldier with the same calibre weapon, but they must never exceed the amount of Ammo the Weapon has listed. Player Soldiers may also drop Weapons and Equipment on a space for another Player 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.

3.4.2.10 Engage in Hand to Hand

Gameplay tip: Hand-to-Hand attacks are really, really not that useful in Warfighter due to the amount of actions required and general inefficiency compared to using guns. There is also a ton of changes coming to hand-to-hand at the time of writing this manual. As a result, we won't be covering how they work in this manual; you're better off sticking with shooting. They are currently covered in page 42 of the Warfighter Universal Rulebook as of March 2021's edition, but this may change with updated revisions.

3.4.2.11 Deploy Bipod (Action)

As mentioned above in the Weapons section, you can spend an Action to deploy a Bipod, gaining any listed benefits on the Weapon card. If you Move, the Bipod is undeployed, and must be deployed again.

3.4.2.12 Mid-Mission Healing (Action)

If a Soldier has a First-Aid Kit Equipment, they may perform an Action to roll a ten-sided die to heal any Soldier in their Location, provided they have a Bandages counter.

Declare the Wound to be healed, then roll the die. If you heal equal to, or more, points compared to the Wound counter, discard the Wound counter.

If you roll less, calculate how many points are left on the Wound by subtracting the Wound total from the roll's total, and replace the current Wound counter with a new Wound counter, equal to the total, then flip the new counter to the bandaged side; you cannot attempt to heal this Wound for the remainder of the Mission.

Example: A Soldier with the Corpsman Skill card tries to heal another Soldier in their Location of a 3 Wound counter. They roll the die and get a 7. This heals the 3 Wound counter by 2; they discard the 3 Wound counter, take a 1 Wound counter, flip it to the bandaged side and give it to the Soldier.

3.4.2.13 Use Overwatch Counter (Free)

Use any Overwatch Counters as outlined in Chapter 3.3, but during their specific times.

3.5 Hostile Turn

The Hostile Turn is an entirely AI and dice-driven turn in which Hostiles will spawn, move, attack, and the rest of the game's systems are handled. You'll follow this turn to the letter as you play (and the board 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.

3.5.1 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. If the Location has "Rein: None", do not follow these steps.



Draw the top card of the Hostile deck and compare it to the Rein: value in the top left corner of the Location. If the Hostile Value matches any of the range, the Hostile is added to the Location and given a random Target from the Target cup, otherwise it is discarded.

Holding Action Special Rules: Draw a single Hostile card for each Location, ignoring Reinforce, then perform the above steps as normal. All Hostiles do not execute "Timer", "Place" or "Maintain" rules.

Hold The Line Special Rules: All Locations always Reinforce, even if there are no Soldiers. All Hostiles do not execute "Timer", "Place" or "Maintain" rules.

3.5.2 Attack

Hostiles that have at least one Unsuppressed reticle attack whatever Soldier they are Targeting if they are in Range. Hostile Attacks work in a relatively 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 *uncovered* reticles the Hostile has, and reference the roll on the Attack Die to the column of the Hostile attack chart equal to the uncovered 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.

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

Example: This Epic Harassing Mob, with one Suppressed counter, attacks a Soldier that has Cover 2, and rolls a 6 on the Attack Die and 3 on the Defeat Cover Die. The Attack Die references the left column, as there are 3 uncovered reticles. The Attack would result in 1 Wound, given to the targeted Soldier.

If they had one more Suppressed / EKIA reticle, it would instead refer to the right column, and this attack would only cause a Suppress, as the Defeat Cover die was still successful.

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



The image shows an action card titled "EPIC HARASSING MOB" with a yellow border. At the top right, it says "MIDDLE EAST / MILITANT" and has a "2" in a yellow circle. The card features an illustration of three soldiers in a combat stance, with reticles overlaid on them. Below the illustration is a table with the following content:

4-3	2-1	Attack (Range 0)
Roll	Roll	
4-	6-	Miss
5+	7+	1 Wound

Below the table, the card text reads: "Place 1 Behind Rear-most. Maintain 1. Advance the Timer counter by 1 at the end of each Soldier Turn." At the bottom left, there is a small icon of a die and the text "P-278".

3.5.2.1 Soldier Down

If a Soldier has 0 Health or less remaining after a Hostile Attack, they are Downed – removed from the game, basically. Remove their counter from the board, discard any Action Cards they were holding (if any), and all of their Weapons, Equipment, Ammo and Skills are returned to the box. Remove the downed Soldier's target counters from the Target cup and board; all Hostiles targeting this Soldier receive new Targets from the Target cup. If a Soldier is removed from the game this way, they cannot be hired for the rest of this Campaign, or any further Campaigns if you continue to a new Campaign (4.2).

3.5.3 Close Range

For each Hostile with no Suppress counters that is not within Range of its Target, move that Hostile one Location closer, or further away, from the Target so that it can either get within Range or get closer to being in Range.

If a Hostile is within Range of a Soldier, but it cannot Attack its Target due to the game state (i.e. a keyword), move the Hostile closer to the Target.

Hostiles can move into “empty Locations” (i.e. Location slots without an actual played Location card), unlike Soldiers.

Holding Action Special Rules: Roll a 10-sided die for each Hostile. If the number on the die is at least 2 higher than the Entrance cost of the Location to their right, they enter that Location. (This does not occur if the Hostile is Suppressed.)

Gameplay tip: 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.

3.5.4 Remove Suppress Counters

Remove one Suppress counter from each Hostile card.

Gameplay tip: Have a huge Hostile that you're extremely worried about? Suppress the hell out of it. Dakka dakka dakka. It'll take multiple turns to get back to full strength.

3.5.5 Advance Mission Timer

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

Escape Mission Special Rules: If this is the end of the first Hostile Turn, draw and add Hostiles to the Objective as if it was just Activated.

Hold the Line Special Rules: If any Hostile cards are in play, the Mission ends in failure.

Gameplay tip: You have a little bit of time to fool around in most cases, but more than two or three Soldier Turns spent fiddling in the same spot will leave you really strapped for time when it comes to finishing the objective.

4. Miscellany

4.1 “Betty”



Betty can be taken as a “Squad Vehicle” – it plays by the same rules as a Squad Soldier. It has two Actions, and can Move and Attack like a regular Squad Soldier, rolling on the table, always rolling three Attack Dice instead of just one. The Attack has Spray, which means more than one EKIA may be delivered per Attack.

Betty has 2 Health, but becomes Immobile (can’t move) at 1 Health. Betty cannot be healed with the First Aid Kit. You can load 15 points worth of Gear on Betty, which moves with it and can be taken by any Player Soldier freely during the Soldier turn.

The “Noise“ value is irrelevant in Warfighter PMC.

4.2 Continuing To A New Campaign

If your first Campaign is a Sole Proprietor, you can proceed to a new Campaign at the end of the first to make a longer, harder game for yourself.

At the end of your Campaign, if you have money equal to or over the Starting Money of the next tier of Business, you upgrade to that Tier for the new Campaign. Repeat this every time you start a new Campaign.

Your Reputation resets to zero at the beginning of the next Campaign, but you may pay \$100,000 per Reputation, up to the Reputation you had at the end of your previous Campaign, to maintain that Reputation.

Check if PMCs need Raises at the beginning of this new Campaign as detailed in Soldier Promotion (2.3.3.1) as a result of losing Reputation.

You may re-hire any previously fired, not Downed, Soldiers in this new Campaign.

Follow chapters 2.1.3 through 2.1.7.