

Warfighter World War II

New Box Addendum

For the New Recruit Manuals



0. The Point of this Manual

I'm the writer of the Warfighter New Recruit Manuals. I've been sitting on these extra paragraphs for some time, but due to extenuating circumstances I'm not able to make proper New Recruit Manuals for the new Warfighter WW2 boxes. However, there isn't enough from these new boxes to make full manuals entirely needed, as they follow 98% existing rules that are covered by the old manuals. So this manual exists to "fill in the gaps", per se; tell you everything you need to know that's new from these boxes compared to the old boxes, so that you can use the Europe or Pacific manual in one hand and this in the other.

I apologize that the images in this addendum manual are not of great quality; I'm taking some of these pictures directly from the Universal Rulebook, they may be of lower quality as a result, and some examples are from the Europe and Pacific boxes, but the specifics should be the same across all boxes.

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1. New Soldier Type: Team Soldier

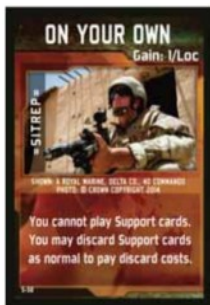


A Team Soldier is identical to a Player Soldier in every way, except they are not allowed to draw or hold Action cards; there is a helpful, red-colored reminder of this on every Team Soldier card. They're also a fair amount cheaper than an equivalent Player Soldier to make up for this. Otherwise, treat them like a Player Soldier, and buy all the Gear and Skills you want for them.

2. New Mission Type: Multiple Objectives

Some Mission cards have “Multiple Objectives”, but there are no changes to the gameplay outside of needing to Activate and accomplish every Objective instead of just the one. In Setup, simply pick an Objective for each Location number listed on the Mission card and place it there; use the Inactive marker on the first Objective, then the second, and so on.

3. SitRep Cards



SitRep cards add new conditions, positive or negative to your Mission. They can be applied to any Mission during Setup. There is a penalty (for positive effects) or improvement (negative effects) listed in the top right. In the case of On Your Own (right), you gain 1 Resource Point for each Location you'll need to go through, so in a Location #4 mission, you'll gain 4 Resource Points.

4. Service Record Cards



Service Records are a special kind of card that can be bought for Soldiers while gearing them up for the Mission. The top right of the card, alongside listing the RP cost (no Loadout cost) also lists the types of Soldiers it can be bought for. You'll also notice a month and year; you cannot give Soldiers Service Records that have overlapping timeframes.

The list of abilities below give a letter and a number; this determines how many Service Record counters of each letter you place on this card during setup.

To use a Service Record ability, you need to meet the conditions listed on the ability itself. If you do, and you still have a Service Record counter of that letter on the card, you may return that counter to the box to use the listed ability.

Note that some abilities, usually listed in all red, are activated when the ability itself says so for their effect, and not triggered manually by the player.

5. Vehicles

North Africa includes Vehicles. Vehicles can be brought along on a Mission and are treated as Squad Soldiers – all of their relevant stats are listed on the card and they cannot be customised. If a card asks you to pick between Soldiers, unless specifically told otherwise, include Vehicles in that pool of electable targets.



Many of the Vehicles stats should be familiar – their Move, Cover and Cost are all in relatively the same place, and the Year is when the Vehicle can be used (no using this tank in 1939). There are some new stats worth noting though, mainly in the bottom set of bold text:

Actions: How many Actions this Vehicle can take on a turn.

Health: How many hits this vehicle can take before it's destroyed.

Immobile: When this Vehicle has hit this level of Health, it can no longer Move.

Loadout: While a vehicle cannot *use* Gear bought for it, you can buy Gear for the Vehicle during mission setup, and it said Gear is stored in the Vehicle for Soldiers to take at their leisure.

+X Size: She's a big boy – Hostiles get a bonus to their Attack Dice equal to the number.

Has Cover X: When Hostiles are this close to this Vehicle, they'll have an easier time hitting it – treat this number as the Cover of the Tank when anything attacks at Range 0.

The attacks this Vehicle can perform are listed in the table above these stats; you'll notice a Range, an Attack, and some keywords below. In the case of the above, the Cannon is a Ranged attack that can either shoot for Range 1 and 2 at lower hit rates for more damage, or 1, 2 and 3 at higher hit rates, and if it hits, it'll do 3 Hits (3H) which can be EKIA or Suppress as per normal Attack rules (or 2 Hits (2H) for the lower row), with the "Prox" keyword being short for Proximity, which is effectively the equivalent of Spray or Explosion for Vehicles. This attack can only be used once per turn (Single Shot) and has Penetration 3. The MG rolls three dice, has Penetration 2, Spray and hits on 5, 7 and 9. Only does one hit, though. Some cards may also have Small Arms attacks, which can be performed as many times as the Vehicle has health remaining.

Vehicles cannot be healed in the way normal Soldiers can; a card must be able to "Fix" a Vehicle.

Some Missions list "Interior" as a Keyword; Vehicles can't be brought on these Missions.

Some Hostiles have "Target Priority Vehicle" on them; they will always attack a Vehicle if available, otherwise they will target randomly like any other Hostile.

5.1 Vehicles with Expansions

Both Vehicles in the North Africa core box have the Light Vehicle keyword. If you are just playing with the base box of North Africa, this is all you need to worry about. However, if you got the All-In Pledge and plan on playing with new Vehicles, they may have Vehicles that aren't Light Vehicles. This requires the deployment of the Anti-Vehicle Deck. Note the following changes:

During setup, if you use Vehicles on your Mission, shuffle any Anti-Vehicle cards and Driving cards of your Nation into a single Anti-Vehicle Deck.

For *each Vehicle* you have on the Mission, draw a card from the Anti-Vehicle deck during the Hostile Reinforcement step. If the card's Noise range (in place of the normal XP value, which is just below the Noise Range) includes the Noise of the Vehicle it was drawn for, play it in the Vehicle's Location – treat it like a regular Hostile.

If you draw a Driving card, treat it like an Event, following the text on the card itself if the Noise of the Vehicle falls in the range of the Noise Range on the card.

6. Hand-to-Hand Combat

A Soldier may engage in Hand-to-Hand (abbreviated from now on as HtH) with any Hostile at Range 0. In order to engage a Hostile in HtH, the Soldier needs to pay the Striking Action Cost. This is below the art on all Location cards, above the Hostile table.



To pay this cost, the Soldier needs to pay Actions. For Locations with a cost of 2 or up, the Soldier can set aside Actions on one Soldier Turn, then pay the rest of the total on the next, but the Soldier cannot perform any other actions until the Action cost is paid in full; otherwise, all saved Actions are lost.

When all Actions are paid, you may use the matching Soldier Identification Counter's numbered Striking counter to mark the Hostile the Soldier is engaging in HtH with. If that Hostile is Targeting another Soldier, change the Target counter to the Soldier that just engaged in HtH. One Soldier can only be in HtH with one Hostile at a time, but multiple Soldiers can be in HtH with one Hostile.



Your Soldier is now in "Striking Range", a new kind of Range. Some Actions change for Soldiers in Striking Range (any unmentioned Actions still work as normal):

- They may specifically Attack their engaged Hostile in HtH, or they may Attack any *other* Hostile following normal Attack rules.
- They may Move to another Location, however Moving will result in moving out of Striking Range and into Range 0 in the new Location; remove the Striking Counter from the Hostile.
- They may return to Range 0 by paying the Striking Action Cost once again, in which case, remove the Striking Counter from the Hostile.

A Soldier also returns to Range 0 for free if the Hostile they're in Striking Range with is discarded.

At any time on the Soldier turn, a Soldier with the Shadows ability may make a Shadows roll on a ten-sided die; if the roll meets or beats the Soldier's Shadows skill, for the rest of the Soldier Turn if that Soldier Attacks with a HtH weapon, they gain any Stealth bonuses listed on that Weapon (in the form of bonuses to their Attack Roll / Defeat Cover Roll respectively). If the Soldier Moves after succeeding this roll, the bonus is lost.

HtH Attacks play similarly to regular Attacks. We'll go through the steps of a regular Attack, only pointing out the changes to the regular process.

Declare Attack: As part of the process, you may pick a HtH weapon your Soldier has, a Weapon with the Self-Defense keyword (use its Range 0 numbers), or the Unarmed Combat card in order to go fisticuffs. Note that HtH weapons and Unarmed Combat specifically (Self-Defense Weapons do not count) cannot Attack Structures, Vehicles or Aircraft. You can't stab an M1 Abrams!

Declare Fire Mode: HtH Weapons and Unarmed Combat have "Modes" instead of "Fire Modes", and the difference is that you need to spend XP to use more effective modes. Choose a Mode in the same way you would a Fire Mode, spending the listed XP cost. Note the "H" column is your base Attack Roll, with the top number being the base line and the lines below being bonuses to that roll, and the "P" column is Penetration, with the top number being the baseline level / penalty and others below being bonuses for that level of XP.

Roll Dice: No changes, roll just one Attack and Defeat Cover Roll.

Check for Reload: I don't *think* knives or fists can reload. Self-Defense Weapons are another story.

Apply Modifiers: If the Soldier successfully made the Stealth roll before, they get their bonuses now, along with any other relevant bonuses such as on the Soldier's card, Gear, skills or Location.

Check to Defeat Cover: No change.

Resolve Attack: No change. If you hit both rolls, EKIA, if just one, Suppress, otherwise nothing happens. If this is Shadow War, EKIA and Suppress results cause the Hostile to enter Going for Alarm. If the Hostile is discarded as a result of this Attack, the Soldier moves back to Range 0 for free.

Some notes:

- A Soldier cannot enter Striking Range with a Hostile being Screened, but if a Hostile Screens the Hostile the Soldier is in Striking Range with (either via entering the Location or becoming unsuppressed), the Soldier can move back to Range 0 or into Striking Range with the Screening Hostile at no cost.
- Simultaneously, if a Screening Hostile engaged in Striking with a Soldier is no longer Screening any Hostiles (either suppressed or discarded), that Soldier may freely move to Striking Range any of the previously Screened Hostiles or back to Range 0.

Clarification on the above two points: Think of it as a brave Hostile sweeping in to defend his brothers; you need to take out the defender before you can hit his quarry, and you can either retreat or press the attack on the brave defender for free if he shows up, and same if you defeat the defender – press the attack on the previously Screened Hostile, or retreat.

- Any Hostile with a Soldier in Striking Range that is Targeting another Soldier when it Moves during the Hostile Turn instead changes Targets to the Soldier that's in Striking Range. (If multiple Soldiers are in Striking Distance of one Hostile, decide randomly.)

Clarification: This locks down Hostiles being assaulted in HtH; they aren't going anywhere.

- Any Hostiles Attacking a Soldier in Striking Range use their Range 0 text for their Attack.