WARFIGHTER CARD KEYWORDS
MAY 2024

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

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

Example: A card's text notes that the Hostile card is "Screened by Gunmen". The card would not be Screened by "Gunman" or "Elite Gunmen" cards.

Reference words: Some Keywords have the "Reference" notation in their description. These Keywords do not have a game rule, but are referred to by other cards.

Example: The Keyword "Ranged" on Weapon cards does not have an associated rule. It is referenced by other cards, such as the Action card "Steady Aim".

1-Handed - The Melee Weapon requires only 1 hand. You may also use a Shield.

2-Handed - The Melee Weapon requires 2 hands. You may not use a Shield.

Active/Acted - Active refers to Hostiles and Hostile Attacks that have not yet acted this Turn. Acted refers to Hostiles and Hostile Attacks that have acted this Turn.

If a Hostile performs more than one Attack each Turn, the Hostile and each of its Attacks is either Active or Acted.

Example: A Hostile card that only performs one Attack is Active until it performs that Attack each Turn.

Activity - A measure of the enemy's activity level during a Shadow War Mission. Subtract this number from the Noise.

Add x - This notation appears in some Attack modifier card text. Add "x" to the Attack roll.

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.

Adjacent - When you discard a Location marker card, search the Location deck, and place the Location card noted by the Front-most Location in your hand, and then shuffle the Location deck. If the noted Location is already in play, draw the next Location card as normal.

Example: The Front-most Location card is "Street", and notes "Adjacent House". You then discard a Location marker card. Instead of drawing the next Location card, search the Location deck, and place the "House" card in your hand.

Again - Perform another Attack on the same Soldier. If the Soldier is Downed by the previous Attack, draw a Hostile Targeting counter for a new Soldier, and perform another Attack.

Aid - Reference.

Aim x - After rolling for an Attack, you may allocate the Aim value to any of the Attack or Defeat Cover dice.

Example: The Weapon rolls 3 Attack dice and has Aim 2. After rolling, you may add a total of 2 points to the 3 Attack dice and Defeat Cover die.

Airborne Only - Only Airborne Soldiers may equip this Gear.

Aircraft - Reference. Remains in effect even if every remaining Reticle is Suppressed. Cards with the Aircraft Keyword also have the Vehicle Keyword.

Aircraft (-x) - Appears on fixed-wing and rotary-wing Vehicle cards. When an Aircraft is suffering an Attack, subtract the noted number of dice from the Attack dice. If an Attack is left with 0 Attack dice, the Attack automatically fails.

Example: You perform a 3-die Auto Attack against an Aircraft (-1). Instead of rolling 3 dice, you only roll 2 Attack dice.

Alarm (x) - Appears on night combat Hostile cards. Place a Going For Alarm counter on the Going For Alarm track for this Hostile card. This is the number of Actions you may perform before the Hostile card Sounds the Alarm. Remains in effect even if every remaining Reticle is Suppressed.

All - Affects all Soldiers in the Location card. Compare the Hostile's one Defeat Cover roll against each of the Soldiers' Cover values. Do not modify the Attack roll by the Be Hit modifiers of other Soldiers in the Location. If an Attack can be cancelled, each Soldier affected must pay the cancel cost.

Example: An Attack reads, "1, All (1 XP). Each Soldier to be affected must pay 1 XP, or suffer 1 Hit.

All - The effect refers to all Hostile cards in play, even the Hostile cards in different Location cards.

Always draw for Rein./Always Reinforces/Always Rolls for Rein. - Draw or roll for Reinforcement cards for this Location every turn, even if there are no Soldiers in this Location. Do not draw for an Objective until it is Active.

Ambush - Place all Soldiers in the Striking Area. Soldiers cannot perform Actions on the Turn this card is Placed.

Any Soldier X - Some cards note a Keyword or condition a Soldier must have to use the card. Any type of Soldier meeting the condition or Keyword, including Non-Player Soldiers and Squad Soldiers may Equip the card. However, Non-Player Soldiers and Squad Soldiers still have a Loadout of 0. This means they must have an Any Soldier Gear card that gives them Loadout (ie a Backpack).

If the card does not include a condition or Keyword, then any Soldier may Equip the card.

Example: A Weapon card has the notation "Any Soldier: HtH +1". Any Soldier, including Non-Player Soldiers and Squad Soldiers with an HtH of +1 or higher may Equip the card.

Arc - Reference.

"Hostile type" Arrive - Some Location cards note a specific type of Hostile that must be placed in the Location when a condition is met.

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

Example: A "Rifle Attachment" can only be added to a card that has "Rifle" in the title or as a Keyword.

Attract x - Add the noted number of Hostiles to the Hostile card. The new Hostile also Attacks this Turn if the Attract was rolled during the Hostile Attack step.

Example: A Giant Centipedes Hostile card has an Attack result of "Attract 1". Add 1 Giant Centipede to the Hostile card.

Attract x Minions - Add the noted number of Hostile card's Minions to its Minion card. The new Hostile also Attacks this Turn if the Attract was rolled during the Hostile Attack step.

Example: "Attract 1 Minion" and the card lists "Giants Rats (N)" as the Hostile's Minions. Add 1 Nuisance level Giant Rat Hostile to the Giant Rat's card.

Attract x Hostile card - Draw the next specified type of Hostile card.

Barrier - Reference.

Be Hit +/-x - Apply the modifier to your Attack rolls targeting the Hostile or Soldier. Remains in effect even if every remaining Reticle is Suppressed.

Example: Your Attack Hits on a 7 and you are Attacking a Hostile with "Be Hit +2/+0". You only need to roll a 5.

Behind - The Locations between a Soldier and the Mission card, including the Mission card.

x Behind - Place the Hostile the indicated number of Location cards Behind the noted Soldier. Include Insertion and Extraction Locations if they are present in the Mission. If that isn't possible, place the Hostile as far behind the Soldier as possible.

Beyond - The Locations between a Soldier and the Objective card, including the Objective card.

x Beyond - Place the Hostile the indicated number of Location cards beyond the noted Soldier. Include Insertion and Extraction Locations if they are present in the Mission. If that isn't possible, place the Hostile as far beyond the Soldier as possible.

Bipod - Some Weapons have the Bipod Keyword. You may pay 1 Action to Deploy the Bipod in a Location. Your Bipod remains Deployed until you Move to a different Location, or pay 1 Action to undeploy it.

Black Market (Risk X, $X) - A Keyword appearing on some restricted Gear. You may only purchase these items if the game you are playing uses the noted monetary system. Each time you purchase one of these items, roll a die. If you roll the Risk value or lower, you are caught by the authorities. If caught, you do not pay for the item or receive the item, and you must pay the noted fine.

Blessed - Reference.

Blunt +/- - Appears on Hostile cards. Apply the noted modifier to Blunt Attack rolls targeting the Hostile card.

Boat - Cards with this keyword can only be used in Water Locations. Soldiers or Vehicles with this keyword can Move from any Water Location to any Water Location. They can still only Move once per Turn.

+/- Body Count - Some cards modify the number of Body Count a Hostile card or a whole Location offers Soldiers for each EKIA inflicted on a Hostile card.

Example: A Hostile card drawn says, "+1 Body Count per EKIA." For each reticle Eliminated, that Soldier gains 1 more Body Count to Bank or Keep.

Bolt Action - A Bolt Action Weapon can Attack once per turn as normal. Every additional Attack each Turn requires a discard. Player Soldiers can discard Action cards to pay this cost for Non-Player Soldiers.

Example: One of your Non-Player Soldiers has a Bolt Action Weapon. He performs an Attack as normal. You want him to Attack again, so you discard an Action card from one of your Player Soldiers to pay for the Attack, and you resolve the Attack. You then have your Player Soldier pay 1 XP to play a Snap Shot for the NPS as well as discarding an Action card, so that your Non-Player Soldier can perform a third Bolt Action Attack this turn.

Breach - The act of overcoming a Door, usually by way of an Attack or Pick.

Break - Appears on Gear cards. Expend the Gear if the noted condition occurs. In the case of die rolls, use the unmodified roll. Some cards will also have a condition to cancel the Break.

Example: An Old Shortsword notes "Break 1 or 1 XP". The Shortsword Breaks on an umodified Attack roll of a 1. If a Break occurs, you can cancel the Break by paying 1 XP.

Charge - Indicates the number of times the Gear can be used. Expend 1 Charge with each use. If the Gear performs an Attack, the Hero must spend an Action to perform the Attack. When the Gear is reduced to 0 Charges, Expend the Gear.

Civilian - Reference.

Class - The archetype of a Hero.

Example: Fighter, Cleric, Thief, Wizard, Battle Mage, Fire Wolf.

Close Quarters Combat (CQC) - If a Soldier's Attack does not Eliminate the Hostile card (see below if the Hostile card has Double-Reticles), the Hostile card performs a Counter-Attack against the Soldier. Treat this as a normal Attack. This is in addition to any other Attacks and actions performed by the Hostile card during the Turn.

Example: Your Soldier Attacks a Hostile card with 3 Reticles, and inflicts 1 EKIA. The Hostile card Counter-Attacks the Soldier using its 2 Reticle Attack column.

An Unaware Shadow War Hostile automatically becomes Aware when Attacked in a Close Quarters Combat Location.

Example: You perform a Suppressed Attack against a Shadow War Hostile, and you inflict 1 EKIA and 1 Suppressed on 2 of its 3

Reticles. The Hostile then Counter-Attacks the Soldier using its 1 Reticle Attack column.

After a Soldier resolves an Attack against a Double-Reticle Hostile card, the Attacked Hostile performs a Counter-Attack against the Soldier that just Attacked it, it is was not Eliminated by the Attack, and if it is able to Attack the Soldier. This does not change the Hostile's Targeting counter

Example: A Soldier Attacks a Double-Reticle Hostile card. There are 3 Hostiles with 4 Health each. The Soldier's Attack inflicts 2 Wounds on one of the Hostiles. That Hostile performs a Counter-Attack against the Soldier.

Example: A Soldier Attacks a Double-Reticle Hostile card. There are 4 Hostiles with 2 Health each. The Soldier's Attack inflicts 2 Wounds on one of the Hostiles. That Hostile does not Counter-Attack.

If a Soldier's Attack against a Double-Reticle Hostile inflicts an effect to more than one Hostile, each Hostile affected performs a Counter-Attack against that Soldier.

If you pay the Action(s) to move into Striking range in a Close Quarters Combat (CQC) Location, you remain in Striking range until you leave the Location. You may Engage any Hostile cards in that Location in HtH combat without paying the Striking Engagement cost for each Hostile card. You return to Range 0 when there are no Hostile cards in your Location.

Example: While in a CQC Location you pay the Striking Action cost to move to Striking range. There are 3 Hostile cards in the Location. You may engage any of them with HtH Attacks. A 4th Hostile then enters the Location. You may also Engage that Hostile in HtH combat.

Closest - The nearest Soldier or Hostile to the specified card.

Collateral Damage - You cannot use Explosion, Spray, Auto, Fire, or Proximity Attacks in the Location card.

Commander - Roll 1 extra Attack die for all Hostiles in play that can Attack. Use the higher of the rolls.

Coins - Reference. When gained, immediately use Gold counters to record the Coins gained. You may always "make change" as needed with Coins.

Example: You find 5 Gold Coins in a Hostile's Treasure. You immediately record the Coins gained with a 5 value Gold counter. You then purchase 2g of Torches. Swap out the 5g counter for a 3g counter.

Covert - Reference.

Cutlery - Reference.

Critical Site - Hostiles in a Location with a Critical Site cannot Leave unless they are unable to Attack any Soldier in their Range. Ignore Movement and Fade sentences on Hostile cards in Active Critical Site Locations. Place all Hostiles drawn for a Location with this keyword in this Location, ignore placement rules.

Example: I activate the Objective in the 5th Location space and all my Soldiers are in the 4th Location space. I draw Hostile cards and some Hostile cards can only Attack at Range 0. During the Hostile Turn, these Hostiles Move out of the Objective and

Move into the 4th Location space to attack the Soldiers on the following Turn.

Crush - The card may perform HtH Attacks against Vehicles and Structures. Hostiles with the Crush and Flying Keywords may perform HtH Attacks against Aircraft.

x CX - The Player Soldier has Combat Experience (CX). At the start of the Player Turn, draw Action cards equal to the CX value. After drawing cards, immediately discard down to your current Hand Size.

Example: A Player Soldier has a Health of 6 and 2 CX. At the start of the Solder turn, the Soldier holds 4 cards and draws 2 cards for CX.

Example: A Player Soldier has been reduced to a Health of 3 and has 4 CX. At the start of the Soldier Turn, the Soldier holds 2 cards. He draws 4 cards, and then discards down to 3 cards.

Deadly Environment - During the Environ Step, also roll once for each Hostile card in Locations with Environ rolls. If the Hostile card fails the Environ roll, the Hostile card suffers 1 Suppress.

Defeat Cover - A bonus added to a Weapon's Defeat Cover roll.

Defense - Reference.

Deliver - Equip the noted Gear, move it to the specified card, and leave the Gear in that card.

Deploy - Some Weapon options and Weapon cards require the Soldier to pay 1 Action to Deploy them.

Example: The Bipod on an M1918 and the Tripod of an M1919 require 1 Action to Deploy.

Destroy - This result eliminates the card.

Example: If a Suicide Bomber rolls a Destroy result, the Soldiers in that card take Damage, then the Suicide Bomber card is removed from play. The Hostile's target gains the Experience.

If a Suppress effect cancels the Hostile's Action, the entire Action is canceled, and the Hostile is not Destroyed.

Detect - The Soldier has the Detect ability. Only Soldiers with the Detect Skill can attempt Detect rolls. Roll the noted number or higher to succeed in the Detecting situations noted on Location and Objective cards.

Divide - If the Hostile has 2 or more remaining Health, add a new Hostile of the same type to the Location. Divide the original Hostile's current Health between the 2 Hostiles as evenly as possible. Allocate any counters or effects placed on the original Hostile on to the Hostile as well. The newly placed Hostile does not Attack the Turn it appears.

Example: A Hostile with 1 Health Divides. Ignore. It cannot Divide.

Example: A Vulned Hostile with 5 Health Divides. There are now two Hostiles, one with 3 Health, one with 2 Health. Both are Vulned.

Disarm - The Soldier has the Disarm ability. Only Soldiers with the Disarm Skill can attempt Disarm rolls. Roll the noted number or higher to succeed in the Disarming situations noted on Location and Objective cards.

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.

Discipline - A measure of a K9 Soldier's ability to stay on task.

Distain - Each time a Soldier rolls a 1 for an Attack roll against the Hostile, add 1 to the Hostile's Attack rolls until the Hostile is Eliminated. Remains in effect even if every remaining Reticle is Suppressed.

Distraction (x) - Indicates the minimum number of Explosion dice needed to create the Distraction.

Divine Powers x - The number of Divine Power cards the Soldier selects at the start of a Mission. Treat this Soldier as having the Divinity Keyword. Select a Deity to Follow when the Soldier is created.

Divinity - Reference.

Divinity X - Upon eliminating the Hostile, distribute the noted number of Divinity points to Soldiers with Divinity.

Divinity X - The cost in Divinity points to use a Divine Power Skill.

Door to... X - Doors are an obstacle you must overcome to proceed to gain a benefit. Doors are usually overcome by the Pick Skill, or inflicting Hits. Remains in effect even if every remaining Reticle is Suppressed.

Dual - Some Weapon cards have this Keyword. The card is treated as being two 1-Handed Weapons. If the Soldier Attacks with this card one or more times during a Turn, the Soldier gains 1 extra Attack Action during the Turn with this card.

Dungeon - Reference. Cards with the Dungeon Keyword also have the Structure, Interior, Isolated, and Obstructed Keywords. "Support' cards cannot be used in a Dungeon Location.

Edged +/- - This Keyword appears on Hostile cards. Apply the noted modifier to Edged Attack rolls targeting the Hostile card.

Electricity - Reference. Appears on cards that use electricity to inflict damage.

Electricity +/- - This Keyword appears on Hostile cards. Apply the noted modifier to Electricity Attack rolls targeting the Hostile card.

Elevated - Attackers in an Elevated Location ignore the Obstructed limitation on Location cards.

Eliminate x - To Complete the Objective, you must Eliminate the noted Hostile card.

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

Eliminate - When the Hostile suffers their last Wound/EKIA and are removed from the Board. Gain 1 Body Count for each reticle remaining on the Hostile card. Other cards or effects may modify the Body Count gained.

Embedded (x) - Designates the Hostile card as always being Present with the noted Objective card. Do not include Embedded Hostile cards in the Hostile deck.

Example: The North Korean Shadow War "Escaping VIP" Objective card notes a Hostile "Helicopter" card being Present. The "Helicopter" card has the Keyword "Embedded (Escaping VIP)", linking it to the "Escaping VIP" Objective.

Enduring - The Soldier is immune to Environ effects.

Engage - The number of Actions you must pay to close to Hand to Hand combat with a Hostile in your Location.

+/- Entrance Cost - Adjust the Location's Entrance discard cost by the indicated number.

+x XP Entrance Cost - Soldiers must pay the noted XPs to Enter the Hostile's Location.

Environ(ment) x+ - A Keyword appearing on extremely inhospitable Location cards. Soldiers may suffer harm when in these Locations. Inhospitable environments include: Cold, Hot, Fever, etc. To avoid suffering harm, you must roll the indicated number or higher. Do not gain protection from Armors or Shields.

Equip (or Use) - Some Gear cards prohibit some Soldiers from Equipping (using) them, or specifies only certain Soldiers may Equip (or use) them.

A Player Soldier may carry any Gear card, within their Loadout limit, however, they may be prohibited from Equipping (using) it and gaining its affects.

Example: A Gear card notes it can only be Equiped/Used by a Soldier with a Resource value of 20+. Any Player Soldier may carry the item, but only those with an RP value 20+ gain any benefits from the card.

Evade (XP) - You may pay the indicated number of Experience Points during the Soldier Turn to discard the Hostile card. You do not gain XP for discarding the card. You cannot Evade an Objective Hostile. Remains in effect even if every remaining Reticle is Suppressed.

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

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

Explosion - The Weapon can inflict more than 1 Hit or Suppress with each Attack.

Fallback Position - Reference. A Keyword that appears on Holding Action Objective cards.

Fast - A Hostile card with the Fast keyword may act during the Soldier Turn. If a Soldier spends an Action, this Hostile activates and performs its Hostile Turn. A Fast Hostile can only activate once per Turn. If it did not activate during the Soldier Turn, it will activate during the Hostile Turn as normal. Fast Hostiles perform the "Close Range" step before performing the "Attack" step. Remains in effect even if every remaining Reticle is Suppressed.

Fearless - A Hostile card with the Fearless Keyword is not affected by Suppress results. Remains in effect even if every remaining Reticle is Suppressed.

Find - Immediately upon Eliminating the Hostile card any Player Soldier or Team Soldier in the Hostile's Location can Equip the noted Gear. Normal Equipping limitations apply. If Find is on a

Location, any Player Soldier or Team Soldier in the Location can Equip the noted Gear the first time there are no Hostiles Present. Normal Equipping limitations apply.

Fine - Reference.

Fire - Reference. Appears on cards that use heat or fire to inflict damage.

Fire +/- - Appears on Hostile cards. Apply the noted modifier to Fire Attack rolls targeting the Hostile card.

Fire - The Soldier is resistant to Hot and Fire, but vulnerable to Cold and Ice. Add 2 to its Environ Hot rolls. When Attacked by a Hostile that can inflict Fire Attacks, subtract 2 from the Hostile's Attack roll. Subtract 2 from its Environ Cold rolls. When Attacked by a Hostile that can inflict Ice Attacks, add 2 to the Hostile's Attack roll.

Fix - Some cards have the Fix Keyword. These cards remove the damage inflicted on friendly Vehicles. Vehicles cannot remove damage using Heal effects.

Flying - Reference.

Focus x - Add the noted number of Focus counters to the Soldier card. You may discard Focus counters to pay the cost of Casting Spells, as noted on Spell cards. Regain one discarded Focus counter during the Hero Recovery step if there are no Hostile cards in your Location. The Soldier can also spend Actions to regain Focus counters. Regain one Focus counter for each Action spent.

Example: A Soldier has a Focus of 3, and currently has used all of them. During the Soldier Turn, they spend 2 Actions to regain 2 Focus. During the Recovery step, there are no Hostiles in the Soldier's Location, and the Soldier regains a 3rd Focus counter.

Some card effects give a Soldier Focus counters. If a Soldier discards a Focus counter that is in excess of their Focus value, Expend the counter. You cannot regain it.

Example: A Soldier has Focus 1 Printed on their card so they have 1 Focus counter. They gain 1 Focus counter, bringing them to 2 Focus counters. The Soldier discards a Focus to cast a Spell. Since this counter is in excess of their normal Focus, Expend it. You cannot Regain it.

Fodder: Gain 1 XP for each Hit you inflict on a Hostile in the Location. Do not gain XP for Hits inflicted on Overlords.

Follower - Some Soldier cards have this Keyword. When you select a Follower at the beginning of a Mission or Campaign, also select a Player Soldier to be the Follower's Liege. That Player Soldier must have the Liege Skill card. Followers usually have Skills or Abilities noted on their cards they can use to aid their Liege.

You may select a Follower for a Mission or Campaign without having a Liege.

If the Follower has a Deity noted on their card, the Follower must have the same Deity as their Liege.

Fortification Mission - A type of sub-Mission. See rulebook for details.

Front-most - The Soldier(s) in the Location card farthest from the Mission Card.

Fuel - Fuel is used by Flamethrowers. Expend 1 point of Fuel for each die rolled to Attack. Flamethrowers do not have a Reload number, and cannot be Reloaded.

Gain - Add the counters, effect, or cards to the Soldier, Hostile, or Action as appropriate. May exceed Printed maximum.

Example: A Fighter has a Printed Toughness of 2. They have 2 Toughness and then Gain 1 more due to a card effect, increasing their Toughness to 3.

Guard Roll - Roll a die and add a set of the Objective Hostile's to the Guard counter track on the Tactical Display sheet.

Guardian (+x) - Some Hostiles have this Keyword. If the Hostile card begins the Hostile Turn with remaining Health in the 2nd Health column: remove it from the Location, treat the Hostile card as being Eliminated, place the Hostile card in the Mission Objective Location, it gains the noted number of Health and the Minion Keyword. If the Hostile card is already in the Mission Objective card, ignore this Keyword.

Gear - An all-encompassing term that includes: Weapon cards, Equipment cards, as well as Ammo, Grenades, etc.

Gem - Reference.

Hack x+ - The Soldier has the Hack ability. Only Soldiers with the Hack Skill can attempt Hack rolls. Roll the noted number or higher to succeed in the Hacking situations noted on Location and Objective cards.

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

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

Hardy - Soldiers expend Hardy counters of the appropriate type to fend off the harmful effects of being in a Location with an inhospitable Environment. "Hardy Any" means the Hardy counters can be used to fend off any type of Environment.

Has Cover X at Range X - This card replaces their normal Cover with the noted Cover when attacked at the noted Range. Remains in effect even if every remaining Reticle is Suppressed.

Health: The number of Wounds a Soldier can suffer before being Downed. Adjusting this value also adjusts the Soldier's Hand Size, unless noted otherwise.

Heavy - Reference.

Highest RP - Instead of drawing a Hostile Targeting counter, the Hostile automatically Targets the Soldier 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.

HtH - An abbreviation for "Hand to Hand". Some Hostiles have the "HtH" Keyword, meaning they start Engaged in Hand to Hand combat with the Targeted Soldier.

HtH +/-x - Modify the Attack rolls of Hostiles with this Keyword as noted against Soldiers in Striking Range in the Hostile's Location.

HtH Attack Modes - There are many types of HtH Attack Mode listed on HtH Weapon cards, including: Standard, Skillful, FInesse, Bash, Cleave, etc. These are all Reference Keywords.

Humble - This Keyword appears on Soldiers with Divine Powers. The Soldier gains 1 fewer Divinity when gaining Divinity.

Example: An Acolyte of Odin the Wise gains 2 Divinity for each Wound inlficted with an HtH Attack. A Soldier with Humble would only gain 1 Divinity for each Wound inflicted.

Example: An Acolyte Ra performing an Attack gains 2 Divinty from their Vulns and 3 more from the Hostile's Vulns. Instead of gaining 5 Divinity, they gain 4.

Ice - Reference. Appears on cards that use cold or ice to inflict damage.

Ice +/- - Appears on Hostile cards. Apply the noted modifier to Ice Attack rolls targeting the Hostile card.

Immobile - The card cannot Move or be Moved to a different Location. 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 Health is reduced to the noted number.

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

Inanimate - A Hostile card with the Inanimate Keyword is not affected by Suppress results. Remains in effect even if every remaining Reticle is Suppressed.

Indirect Fire - A type of Attack. Indirect Fire Attacks ignore Obstructed limitations. This Keyword appears on some Weapon and Hostile cards, and is referenced by Action cards, Skill cards, and Gear.

Ingredient - Reference.

In Play - A card that is still present in the game regardless of the card's status.

Example: A Hostile card that has all its Reticles Suppressed is still In Play.

Inspire - Remove 1 Suppress counter from each Hostile card in play at the start of the Hostile Attack step.

Interior - Vehicles, Light Vehicles, and Aircraft may not be Placed In or Enter Interior Locations.

(to) Interior - Some Hostile cards have an "Interior", a separate combat area within the Hostile card itself. Interior areas are usually separated from the normal Hostile card by a Door. Once the Door is Breached, you may pay the Location's HtH Action cost to enter the Interior area. Once in the Interior, you may perform HtH and Range 0 Attacks and the Hostile card has the noted Cover value.

Example: A Hostile card reads "Door (Cover 7, 2 Hits) to Interior (Cover 1)." In order to get to the Interior, you must Breach the Door by inflicting 2 Hits against Cover 7, and pay the Location's

HtH Action cost to Move to HtH. Once you do, you can perform HtH and Range 0 Attacks and the Hostile card has a Cover of 1.

Vehicles and Light Vehicles cannot be Placed in, or Enter, the Interior.

Isolated - Attacks originating from outside the Location cannot attack a target in the Location. Attacks originating in the Location cannot attack targets outside the Location. The Isolated constraint applies to Attacks, but does not block other effects such as Reveal or Evade.

Attacks generated by an effect not located in an Isolated Location cannot Attack into the Isolated Location.

Example: The MQ-9 Reaper or Mortar Support are not placed in any Location, and cannot attack into an Isolated Location.

Jams - This indicates the Weapon is more susceptible to Jamming if you are using the Weapon Jam Optional rule. These Weapons Jam if 1 or more of your Attack rolls are 1 above the Weapon's Reload number.

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

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

Kill - The Hostile's target will be Killed.

Kill, All - All Soldiers in the Location will be Killed.

Kill, Discard - Kill the Targeted Soldier, and discard the Hostile card.

x Knowledge (KN) - Draw the indicated number of Action cards at the start of the game, and keep them separate from your Soldier's hand of cards. You may play these cards as normal during the Mission. They do not count toward your Hand Size limit.

Left Flank - Reference. A Keyword that appears on Hold the Line Mission cards.

Liege - Reference.

Light - Reference.

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

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.

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

Example: "Limit 1 Armor per Soldier". The Soldier can only have 1 card with the Armor Keyword at any given time.

+/- Location Card - Adjust the Objective's position on the Location track by the indicated number. If the Mission has more than one Objective card, adjust them all by this number. If the Objective has this keyword, adjust the Objective's Location(s) at

the start of the Mission. Ignore if this would Move the Objective onto a Location spot that already contains a Mission/Location/Objective card.

Example: "+1 Location card." means to move the Objective 1 Location card farther away from your Mission card.

Lore - The Soldier's ability to succeed with Lore rolls to gain the noted benefit.

Lowest RP - Instead of drawing a Hostile Targeting counter, the Hostile automatically Targets the Soldier card with the lowest Resource Point value.

Luck x - Add the noted number of Luck counters to the Soldier card. You may discard Luck counters after any Soldier Attack, Skill, Gear, Item, or Ability die roll to modify a die roll. Each Luck counter expended adds 2 to the die roll. Regain one discarded Luck counter during the Hero Recovery step if there are no Hostile cards in your Location. The Soldier can also spend Actions to regain Luck counters. Regain one Luck counter for each Action spent.

Some card effects give a Soldier Luck counters. If a Soldier discards a Luck counter that is in excess of their Luck value, Expend the counter. Do not regain it.

Example: A Soldier has Luck 2 and has 2 Luck counters. They gain 1 Luck counter, bringing them to 3 Luck counters. The Soldier discards a Luck to modify a roll. Since this counter is in excess of their normal Luck, Expend it. You cannot Regain it.

Example: A Hostile rolls an Attack against the Soldier. The Soldier cannot use Luck as this is a Hostile roll, not a Soldier roll.

Maintain x - During the Hostile Move step, a Hostile will not Move closer to its Targeted Soldier 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 Soldier if its Range to the Targeted Soldier is less than its Maintain Range notation. If the Hostile is at Range 0 to the Targeted Soldier, 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 Soldier. It does not Move closer during the Hostile Move Step.

Malfunction - If the Malfunction result is rolled, the Hostile card is immediately Killed. The Hostile's targeted Soldier gains the Hostile card's Experience. Gain 1 Body Count for each reticle remaining on the Hostile card. Other cards or effects may modify the Body Count gained.

Mana - Reference.

Mana +x - When Casting a Mana Spell, the Soldier gains the noted bonus on d10 rolls.

Mana Attack - Reference.

Mend - Pay the noted cost to Regain your Gear's Sturdiness at the noted cost on the card.

Mine - Cards with this Keyword cannot Target Flying or Aircraft Hostiles.

Minefield - Reference.

Minion - Draw the noted Minion Hostile card and put it into play in the Overlord's Location. Always keep Minion cards in the same Location as their Overlord cards.

x Hostile card - Draw the next specified type of Hostile card.

add Minions - Add a number of Minions to the Objective's Minion card equal to its noted number of Printed Minions.

Example: A card has an instruction to "add Minions". The Objective's Minion card is an Orc Spearmen with 3 Hostiles, and has the notation "plus 6 Spearmen". Add 9 Spearmen to the Minion card.

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

Missile - Reference.

Mode - An option on your Weapon showing how many dice you will roll during an Attack, and how your Attack will affect its Target.

-x Money - The Soldier must discard the specified amount of Money. Make change as needed.

Example: A Hostile's Attack result is "1, -$250". The Soldier suffers 1 Wound and must discard $250.

Mortalis "x" - If the Weapon's Attack inflicts a Wound, it inflicts 1 extra Wound if the unmodified Attack roll is the indicated number.

Example: A Weapon card notes (Mortalis "10"). You roll for an Attack and roll a 10 on the Attack die (before applying any modifiers), and your Defeat Cover die defeats the Hostile's Cover. Your Attack inflicts 1 extra Wound.

Multiple Objectives - A type of Mission card. Select the specified number of Objectives and assign them to the noted Location positions. You have the noted Resource Points and Time to complete all the Objectives.

Example: Multiple Objectives: #3, #7, #10. Resources: 100. Time: 22. Loadout: -1. Mission text: Reduce the Entrance cost of all Locations by 1. To perform this Mission, you select 3 Objective cards and place them in Locations 3, 7, and 10. You have 100 RPs and 22 Turns to complete all the Objectives. Your Soldiers suffer -1 Loadout throughout the Mission, and all cards have their Entrance cost reduced by 1.

Must have X in previous Location - Some Objective cards note a specific Location card that must be played in the previous Location space in order to Activate the Objective card. Before the start of the Mission, Recon the noted Location card and add it to any Player Soldier's hand of cards.

Must Play - Show this card to the other players when you draw this card. The next time any player plays a card of this type, it must be this card. If more than one Must Play card is held by players, play them in the order drawn.

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

No Aircraft - Aircraft cards cannot be placed in, or enter, this Location.

No Cover - The Attack automatically Defeats the target's Cover.

No Jam - Weapons with this Keyword do not check for Jamming when you use the Weapon Jams optional rule.

No Vehicle - Vehicle cards cannot be placed in, or enter, this Location.

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 Vehicles" on a Location card means Vehicles cannot Enter or be Placed in this Location. "No Aircraft" on a Weapon card means the Weapon cannot Attack Aircraft.

Observed - When you perform an Attack from, within, or into, this Location, 1 other random Hostile in this Location Goes For Alarm.

Obstructed - Attacks originating in a Location on one side of the Obstructed Location cannot pass through the Obstructed Location to hit a target on the other side of the Obstructed Location.

Example: Location card #6 is Obstructed. A Hostile with a Range of 2 is in Location card #5. It cannot attack a Soldier in Location card #7.

Old - Reference.

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

Only - The card can only affect the noted type of target.

Example: Vehicle Only. The card can only target Vehicles.

Example: A Divine Power Skill with "Undead Only" can only target Hostile cards with the Undead Keyword.

Example: A Soldier has "Only Weapons with Loadout 0-2". When Equipping Weapons, the Soldier may only Equip those with a Loadout of 0 to 2.

Overkill - When drawing Hostiles for a newly placed Location, if this Hostile's value exceeds the Location's Hostile value, discard the Hostile and continue drawing Hostiles as normal.

Example: The Location has a Hostile value of 7. You have already drawn 5 points of Hostile cards. You draw a 4-value Hostile with the Overkill Keyword. Since its value will exceed the Hostile value of the Location, you discard it and continue drawing Hostile cards.

Overlord - A Hostile that has one or more Minion cards.

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

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

Pick x+ - The Soldier has the Pick ability. Only Soldiers with the Pick Skill can attempt Pick rolls. Roll the noted number or higher to succeed in Pick situations noted on Location and Objective cards.

Place - Place the card in the noted Location or Objective card. A Hostile card still counts toward the total Hostile value of the Location or Objective card it was drawn for. If the Hostile card was drawn for a Location, and placed in the Objective or

another as yet unplaced Location, it does not count toward its placed card's Hostile value. A Placed Hostile enters play active, even if the Location or Objective has not yet been Activated.

Example: The Hostile will "Place Front-most". Place the Hostile in the Front-most Soldier Location.

Example: I draw a 2-value Hostile card for Location #4. Its text notes that it is to be Placed in Location #5. Location #5 does not yet have a Location card. The card's 2 value counts toward Location #4's Hostile value, but not toward Location #5's future Hostile value.

Place in x - When drawn, draw a Hostile Targeting counter, and then place the Hostile card in the noted Location.

Example: The Ambusher notes "Place in Rear-most". I place the Ambusher card in the Rear-most Soldier's Location.

If a Mission has more than one card that meets the criteria, place in the next appropriate Location card with a Soldier and the Objective card.

Pointed - Reference.

Pointed +/- - Appears on Hostile cards. Apply the noted modifier to Pointed Attack rolls targeting the Hostile card.

Potion - Reference. Use Equipment rules. A Soldier may only have one Potion in affect at a time.

Pre-Req(uisite) X - You must have purchased the noted card(s), or meet the noted condition, before you can purchase the card.

Present - This Keyword designates specific Hostile cards that will always be placed in a Location or Objective card. Before the start of the Mission, look through the Location and Objective cards, find the Present cards noted on the Locations and Objectives, and place them off to the side. Place the noted Present Hostile card when you play its Location, or Activate its Objective card. The card is in addition to the Hostiles normally drawn for the Location. You may only choose an Objective if the Hostile Nation has the designated Present card. Ignore Hostile Placement text.

Example: The Objective has a Present "Sniper". At the start of the game, find a "Sniper" card and place it in the Objective. When you Activate the Objective, also Activate the Sniper, in addition to drawing all the Hostile cards normally drawn for the Objective.

Optional Rule: If you want to use this Objective for a Nation that does not have the designated card, select a Hostile card that you think best matches the designated card.

Printed - The noted word or value must be printed on referenced card. It cannot be achieved with modifiers from other cards.

Example: A Skill card requires the Player Soldier card to have a Printed Move of 3+. The Player Soldier card has a Move of 2, and has a Gear that gives it +1 Move. The Player Soldier could not use the Skill card.

Protected - This Hostile can only be Targeted if there are no other Hostile cards in their Location.

Proximity - The Weapon's Attack inflicts the noted number of Hits on the Hostile card. These Hits can carry over to the other reticles on the card.

All card text limitations on Explosion Attacks also limit Proximity Attacks (such as Collateral Damage).

Example: You inflict a 3 Hit Proximity Attack on a Hostile card. The Attack inflicts 3 EKIAs on the Hostile card.

Purchase XP - Some Weapons and Equipment cards have an XP cost in addition to their Resource Point cost when you purchase them.

Push - Some Attacks have this effect. Move the target one farther away from the Attacker. This will move the target from Striking to Range 0, Range 0 to Range 1, etc.

Rails (x) - You can attach the noted Loadout value of Attachments to the Weapon without paying their Loadout cost.

Example: A Rifle has Rails (2). The Rifle's first 2 Loadout points of Attachments do not count against the Soldier's Loadout limit.

Rank - A type of Skill card. Limit 1 Rank card per Soldier.

+/- Range - Adjust the Range for all Attacks by and against the Hostile. Remains in effect even if every remaining Reticle is Suppressed.

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.

Ranged - Reference.

Ranging x XP - If the Hostile is placed during the Hostile Reinforcement step, you may pay the noted XPs to have it not Attack during that Hostile Attack step. It Attacks as normal after that step.

Example: You draw an Anti-Vehicle with "Ranging 3 XP" during the Hostile Reinforcement step. If you pay 3 XP, the Hostile will not Attack during this Turn's Hostile Attack step.

React/Reaction: You may use the card effect when the specified situation occurs. Doing so does not cost an Action.

Rear-most - The Soldier(s) 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 Soldier's hand of cards, and then shuffle the deck.

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

Regen x - Each Hostile Heals the noted number of Hits during the Hostile Remove Suppresses/Unvuln step (up to their Printed Health). Remains in effect even if every remaining Reticle is Suppressed.

Example: A Hostile card has 5 Health and a Regen of 2. You inflict 3 Hits on it during the Soldier Turn. During the Hostile Remove Suppresses/Unvuln step, remove 2 of the Hits.

Example: A Hostile card has 3 Hostiles, each with a Health of 4, and Regen 1. You inflict 2 Hits on 2 of the Hostiles. Each of the 2 Hostiles Heals 1 Hit during the Removes Surpresses/Unvuln Hostile step.

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.

Reload - The firearm equivalent of Stumble. You can not Attack with the firearm until you spend 1 Action Reloading. Stumble Action cards and Skills do not affect Reloading.

Repair - Some Hostile cards have the Repair Keyword. If they are in a Location with a Resolved counter during the Hostile Attack step, roll a die as noted on their card. If their roll is successful, change the Location's status from Resolved to Unresolved, and reverse the effect they Responded to.

Example: A Location card has "Console Station (Hack, +1), Success: Retreat Meltdown Unstoppable counter by 3, and "Technicians" Arrive (1-5)."

During the Hostile Reinforcement step, you roll and a Technicians Arrives. You place a Technician card in the Location.

During the Hostile Attack step, you roll for the Technicians, and they succeed in their roll.

The effect of the Soldier's action was to Retreat the Meltdown counter by 3. Due to the Technicians' success, you advance the Meltdown counter by 3.

Replenish - When Entering a Town, Regain all Ability uses.

Example: A Fighter with 4 Toughness uses Enters a Town with only 1 Toughness. They regain 3 Toughness. The Wizard with 5 XP uses Enters into Town with 0 XP. They regain 5 XP.

Requires - Some Weapons Require a second card to be in their Location before they can Attack. Such Weapons will note the Required card. The Required card can be carried by the same or a different Soldier.

Example: The USA M1919 Machinegun Requires the M1919 Tripod. This means the M1919 Tripod must be in the M1919 Machinegun's Location, and be Deployed, before the M1919 can Attack.

Resource - Gear that is used by another card.

Resource Point (RPs) - The basic unit of cost in Warfighter. Soldiers, Skills, Weapons, Expendables, Ammo, etc have a Resource Point cost. Note: 1 Resource Point will purchase a

number of Ammo counters equal to the number of Ammo counters printed on a Weapon's card. If you receive Resource Points of Ammo during a Mission, you gain 6 Ammo counters that can then be distributed to one or more Weapons.

Restore - A more powerful ability to Heal Wounds, even Treated Wounds. Also, the ability to Heal Wounds even if the Soldier has been reduced to or below 0 Health.

Example: An Attack inflicts 2 Wounds on a Soldier. A Heal attempt is made, but only Heals 1 of the Wounds. The 2nd Treated Wound cannot be Healed during the Mission. You then use a card to Restore, and it Restores 1 Wound. The Treated Wound is Healed.

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

Right Flank - Reference.

x Rnd (Random) - The Hostile's Attack inflicts the noted number of Wounds, one Wound at a time, on random Soldiers. Only include Soldiers the Hostile is able to Attack. Include the original Soldier Attacked when determining the random Soldiers. If the Hostile inflicts more than one random Wound, randomly determine each Soldier to suffer each Wound. Treat each random Wound as being a different Attack. Use the Hostile's original Defeat Cover roll for all Attacks.

Example: A Hostile inflicts an Attack of "2, 3 Rnd". There are 3 Soldiers the Hostile can Attack. The Targeted Soldier (#3) suffers 2 Wounds. You randomly determine Soldier #1 suffers 1 random Wound. You randomly determine Soldier #3 suffers a new Attack for 1 Wound. You randomly determine Soldier #1 suffers a second Attack for 1 Wound.

Example: A Hostile's Attack inflicts "1, 2 Rnd Fire". The Hostile inflicts 1 Wound that does not have the Fire Keyword, and 2 Random Wounds that have the Fire Keyword.

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.

Scroll - Reference. Use Equipment rules.

Self-Defense - Weapons with this Keyword can be used to cancel Range 0 Hostile Attacks targeting your Soldier, including Range 0 All and Rnd Attacks that are not Targeting your Soldier, but will affect your Soldier. To do so, flip the Weapon's Ammo counter to its Empty side.The Weapon must be able to Attack. You can only use Self-Defense once each Turn, even if you have more than one Self-Defense Weapon. Self-Defense cannot be

used to cancel Attacks from Vehicles, Aircraft, or Hostiles with Crush. Use Self-Defense after you roll for a Hostile card's Range 0 Attack against your Soldier. Your Weapon must be able to meet or exceed the Hostile's Cover to cancel the Hostile's Attack.

Self-Defense Weapons can perform Attacks when at Striking Range.

Shadows X+ - The Soldier has the Shadows ability. Roll the noted number or higher to succeed with a Shadows roll.

Single Shot - The Weapon cannot be used more than once per game turn. It Reloads without spending an Action at the end of each game turn.

+/- Size - Add or subtract the Size value from your Attack rolls when Attacking the Hostile or Objective. Remains in effect even if every remaining Reticle is Suppressed.

Spray - The Weapon can inflict more than 1 Hit or Suppress with each Attack.

Start with... - The purchasing Soldier 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.

Stealth - Some Melee Weapons have this Keyword. See the Hand to Hand - Shadows skill section of the rulebook for details.

Striking - A Range within Range 0.

Example: A Fighter Enters a Location and is now at Range 0 to a Hostile card. They pay the Action cost to Enter into Striking Range with that Hostile card.

Strong - Reference.

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

Stumble - The Hand to Hand equivalent of Reload. You cannot perform Hand to Hand Attacks until you spend 1 Action regaining your footing. Reloading Action cards and Skills do not affect Stumble.

Sturdiness - The amount of Hits an Armor can suffer until it is Destroyed.

Summon - A temporary effect usually brought into play by Mana or Divinity. The Soldier that brings them into play is referred to as the Summoner.. A Summon card cannot be used again while a previous Summoned effect from the same Summoning card is in play. If more than one Summoned is brought into play, the values on the card apply to each Summoned.

Example: The card Summons 3 Cobras. Each Cobra is a Summoned. Each Cobra receives 1 Action, 1 Health, and costs 1 XP to Retain each Turn.

Each Summon card has noted limitations and costs...

Soldier: While in play, treat these Summoneds as a Soldier. Summoneds are always in the same Location as their Summoner. When the Summoner Moves, the Summoneds

instantly also Move. When a Hostile is Targeting the Summoner, the Summoner may redirect the Attack to a Summoned before the Attacker rolls. All Attacks affect Summoneds as if they were Soldiers.

Linked: The Summoning ends if the casting Soldier leaves their current Location.

The Summoned effect can act the Turn it is Summoned. Remove the Summoned effect from play if the Summoned effect has the Soldier Keyword and is reduced below 1 Health. The Soldier can freely remove the Summoned effect from play during the Soldier Turn. The Soldier's Mana/Divine Power modifies the Summon effect's die rolls.

Example: The Soldier has a Mana modifier of +2. The Summoned Enchanted Falcon rolls to Attack. Apply the +2 to the Falcon's Attack roll.

If a Summoned does not have a value noted, treat it as having value 0.

Example: The Summon Cobra does not have a Movement value. Treat them as having Movement 0.

Support - Reference. Appearing on some Action cards and Gear cards.

Suppress - A temporary effect inflicted by an Attack.

Suppressed - When you inflict an EKIA on a Hostile with a Suppressed Weapon Attack, in addition to placing an EKIA counter, also place a Suppressed counter on the Hostile card.

Suppressed Noise x - Notes the number of Noise points generated by the Attack.

Swarm +x - If there are 2 or more Hostiles Targeting the same Soldier, those Hostiles gain the noted bonus to their Attack rolls.

Example: A Hostile card has the Keyword "Swarm +3". There are 2 Hostiles Targeting a Soldier. Both Hostiles add 3 to their Attack rolls.

Swoop x: After performing an Attack, move this Aircraft the noted number of Locations Beyond or Behind it's current Location. Include Insertion and Extraction Locations if they are present in the Mission. If that isn't possible, place the Hostile as far beyond the Targeted Soldier as possible.

Target - Defines the types, values, positions, etc of Soldiers that a Hostile will random choose when Attacking.

Example: The Hostile will "Target Front-most". When drawing the Soldier Target counter for the Hostile, only draw for Soldiers that are in the Front-most Location.

Targeted - When a Hostile draws a Hostile Targeting counter, that Soldier is the Hostile's Targeted Soldier.

Team Pre-Req - At least one Soldier must have purchased the noted Skill card before you can purchase or acquire the new card.

The Front - Reference.

Thrown - Reference.

Time Limit - You only have the noted number of Turns to Destroy the Objective. Once the Objective is Activated, place a counter on the card at the end of each Soldier Turn. If the number of counters on the Objective equal its Time Limit before you Destroy the Objective, your Mission fails. Your Mission ends in failure if the Mission Time expires, even if the Objective's Time Limit has not expired.

Turn Limit - Cards with this note are only Active in the Mission for that number of Turns. You can only play a card with "Turn Limit" during the Soldier Turn.

Example: A Vehicle Soldier states "Turn Limit 2." When the Timer counter is on the 5th space, I bring in the Vehicle. As a Soldier, the Vehicle adds its Hostile Targeting counters to the cup for as long as it is in the Mission. When the Timer moves to the 3rd space, remove the Vehicle from the Mission, including any Body Count and XP it had. Body Count the card Banked stays on the Mission card.

Vehicles purchased for Campaigns are treated as Soldiers and can be brought in once each Mission. Any Damage the Vehicle suffers stays on it after leaving the Mission.

Toughness x - Add the noted number of Toughness counters to the Soldier card. You may discard Toughness counters instead of suffering Wounds from a Hostile's Attack. Regain one discarded Toughness counter during the Hero Recovery step if there are no Hostile cards in your Location. The Soldier can also spend Actions to regain Toughness counters. Regain one Toughness counter for each Action spent.

Some card effects give a Soldier Toughness counters. If a Soldier discards a Toughness counter that is in excess of their Toughness value, Expend the counter. Do not regain it.

Example: A Soldier has Toughness 1 and has 0 Toughness counters. They gain 3 Toughness counters, bringing them to 3 Toughness counters. The Soldier discards a Toughness to stop a Wound from a Hostile's Attack. Since this counter is in excess of their normal Toughness, Expend it. You cannot Regain it.

Trigger-Happy (x) - Each time you place a Pauses or Going For Alarm counter on the Hostile card, place the noted number of Meltdown Damage counters on the Mission card. Remains in effect even if every remaining Reticle is Suppressed.

If you do not place a Pauses or Going For Alarm counter due to the Enemy Status counter being in the On Alert space, you still place the Trigger-Happy counters.

Triggered - You cannot use Triggered Weapons during the Soldier Turn, unless you are targeting a Vehicle or Structure. Without spending an Action, you can use a Triggered Weapon to Attack a Hostile card when the Hostile card is placed in, or enters, your Location. Triggered cards cannot Target Flying or Aircraft Hostiles.

Example: During the Soldier Turn, you spend an Action to Attack a Vehicle with an M2 Munition.

Example: A Hostile moves into your Location during the Close Range step. You expend a Triggered Weapon and Attack the Hostile without spending an Action.

Example: A Hostile appears in your Location due to a Reinforce draw. You expend a Triggered Weapon and Attack the Hostile without spending an Action.

Triggered Weapons can also be used as a Distraction. When you deploy a Triggered device, declare if you are deploying it as a Weapon or as a Distraction.

Tripod - Some Weapons have the Tripod Keyword. You may pay 1 Action to Deploy the Tripod in a Location. Your Tripod remains Deployed until you Move to a different Location, or pay 1 Action to undeploy it.

Unarmed - Reference.

Unharmed - A card meets the Unharmed condition if it has never suffered any Wounds/EKIAs/Suppresses.

Example: A Hostile card drawn says, "If Unharmed, Fade, then gain 2 XP." As long as that Hostile card has not suffered any Wounds/EKIAs/Suppresses, it will Fade during the Fade step and a Soldier chosen by the player gains 2 XP.

Undead - Reference. Cards with Undead automatically also have the Fearless and Enduring Keywords. Remains in effect even if every remaining Reticle is Suppressed.

Vamp - Some Hostile cards have this Keyword in their Attack chart. The Hostile inflicts the indicated number of Hits on the Soldier, and also gains that same number of Health. Use Health gained to first Heal the Hostile of Hits it has suffered, once the Hostile is fully Healed, add to the Hostile's normal maximum Health. The Hostile can exceed their starting Health.

Example: A Hostile that starts with 2 Health has suffered 1 Hit. The Hostile Vamps a Soldier for 2 Hits. The Soldier suffers 2 Hits, the Hostile heals its 1 Hit, and then gains 1 Health above its maximum. The Hostile now has 3 Health.

Vehicle - Reference. If a card has both the Vehicle and Turn Limit keywords on it, do not draw Anti-Vehicle Hostile cards. Remains in effect even if every remaining Reticle is Suppressed.

Vehicle Priority - When selecting a Target, only select from Vehicles. If there are no Vehicles in play, select as normal.

Vuln - When a Hero/Hostile suffers a Vuln, future Attacks against them add 2 the Attack and 1 to the Defeat Cover rolls per Vuln on that Hero/Hostile. Vulns do not apply to Hero Explosion Attack rolls.

Example: A Fighter is Attacking Orcs, one Orc has a Vuln counter, the other two Orcs do not. The Fighter declares they are Attacking the Orc with a Vuln. The Fighter would normally need an 8 on the Attack roll and 3 on the Defeat Cover roll. With 1 Vuln, the Fighter now needs a 6 on the Attack roll and a 2 on the Defeat Cover roll.

War Dog - Reference.

Waste - Expend the noted resource and gain no benefit.

Example: A card reads "The Soldier must Waste one Action before performing an Attack."

Water - Reference.

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

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

Years - Some cards have a start Year, such as Vehicles and Weapons. Service Record cards note which year their battle happened. Such cards can only participate in Missions taking place during that year and later. If a Reinforcing Vehicle cannot take part in the Mission, simply discard it and redraw.

Example: A Vehicle has a Year of "1939+". This means it can take part in any Mission taking place in 1939 or after.