

WARFIGHTER WAR

The WWII Europe Strategic Combat Card Game

New General Manual

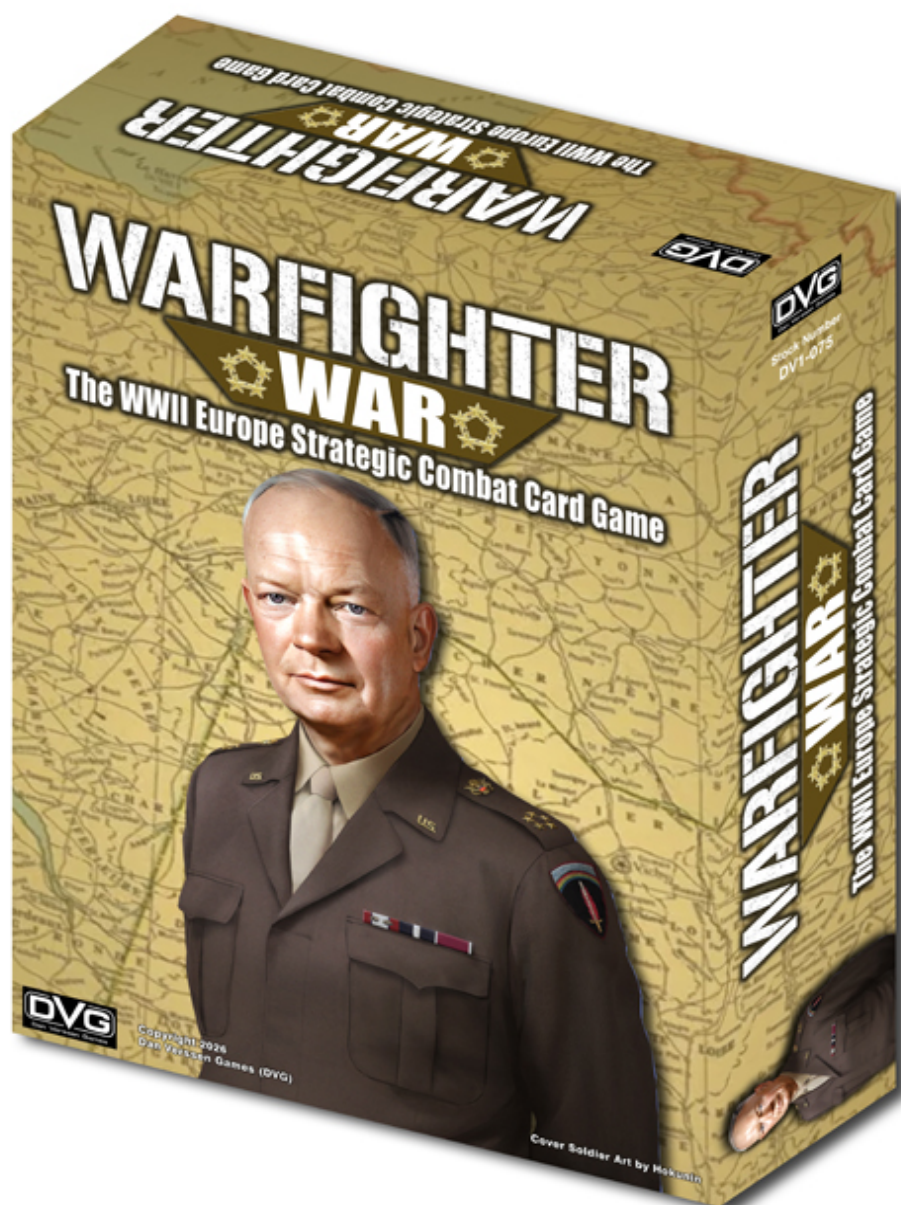


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Welcome to Warfighter!

We shall never surrender.

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

Warfighter War is a big change to the normal Warfighter tactical scale; missions in War represent distances of tens of miles, with each Army representing anywhere from a regiment to a company to a brigade. The familiar gameplay from “tactical” sized Warfighter games remains.

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

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

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

Credits

Game Design	Dan Verssen
Game Development	Ben Smith, Holly Verssen, Kevin Verssen
Game Research	Kevin Cave
Art	Kevin Cave, Holly Verssen
Rulebooks	Ben “BlueMaxima” Latimore
Expansion Creation	Kevin Verssen, Ben Smith, Holly Verssen, Kevin Cave
Card, Board and Counter Graphic Artist	Vladimír Dudáš, Holly Verssen

1. Contents Of The Box

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

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

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

1.1 Cards

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

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

1.1.1 Armies



Infantry Player Army

Armor Player Army

Mechanized Support Army

Artillery Support Army

Army Cards represent the groups of soldiers and hardware you are sending to complete the Objective. Every Army in the game has an effect box with an Attack Table (top) and Keywords (bottom) that describes their firepower and effects.

There are two kinds of Army, Player Armies and Support Armies. Player Armies are capable of playing Action Cards and having Attachments. Support Armies cannot do either of those, but are significantly cheaper than an otherwise identical Player Army.

The main difference is in the Manpower and Command values to the left of the effect box – if the Army has a Manpower and Command value to the left of their effect box, they are a Player Army, otherwise they are a Support Army. The backs of the cards will also specify the kind of Army.

Armies also have a Type, represented by a Keyword. Their Type does specify what the Army is most capable of:

- **Infantry** aren't great at dealing Hits, but can take a lot of them.
- **Armor** is fragile but can hit like a...well, tank.
- **Mechanized** are between Infantry and Armor in capability and quite mobile.
- **Artillery** are long-range and good at Pinning the enemy for follow-up attacks.

Learning the right combination of Armies for every Mission and how to use them effectively is half the fun of Warfighter.

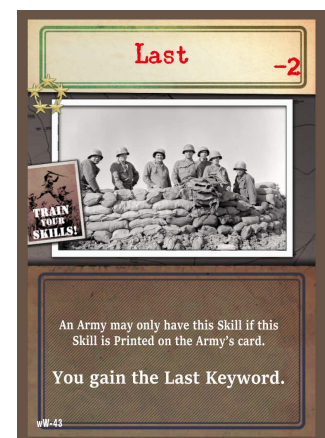
1.1.2 Attachments



Attachments

Attachments are Attached to Player Armies during Setup and can provide extra functions to said Armies, whether it be a source of Supply, another Attack, or defensive options such as minefields. The amount of Attachments that an Army can take is limited by the Army's Command Stat.

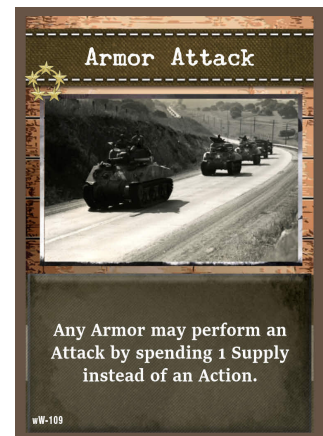
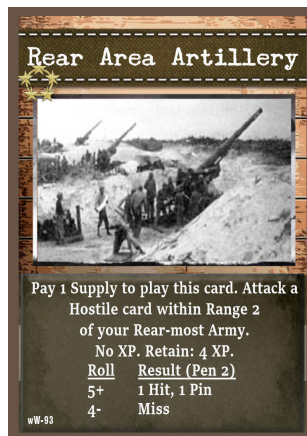
1.1.3 Skills



Skills

Skills can also be placed on Armies in order to give them passive benefits throughout the Mission. There are also Negative Skills, which (as stated on the card) are only given to Armies that have said Attachment printed on their card.

1.1.4 Action Cards



Action Cards

Action Cards are drawn by Player Armies and contain a variety of battle tactics to help turn the tide in their favor.

1.1.5 Missions & Objectives



Mission



Mission



Objective



Objective

The **Mission Cards** define how many resources you have to spend on your Armies, the time you have to complete the Objective, how far away the Objective is, extra Attachment potential, and how much the Hostile will resupply turn over turn. There can also be special conditions or Mission types that change the way the Mission plays.

Meanwhile, the **Objective Cards** determine what needs to be done to complete the Mission – this is always eliminating every Hostile that is played into the area, but also with secondary conditions attached, like needing to spend supplies or making the Mission longer.

A game of Warfighter plays out very differently based on which Mission and Objective you play; *Probe* paired with *Vital Hill* will play out quite differently compared to *Major Push* with *Large City*.

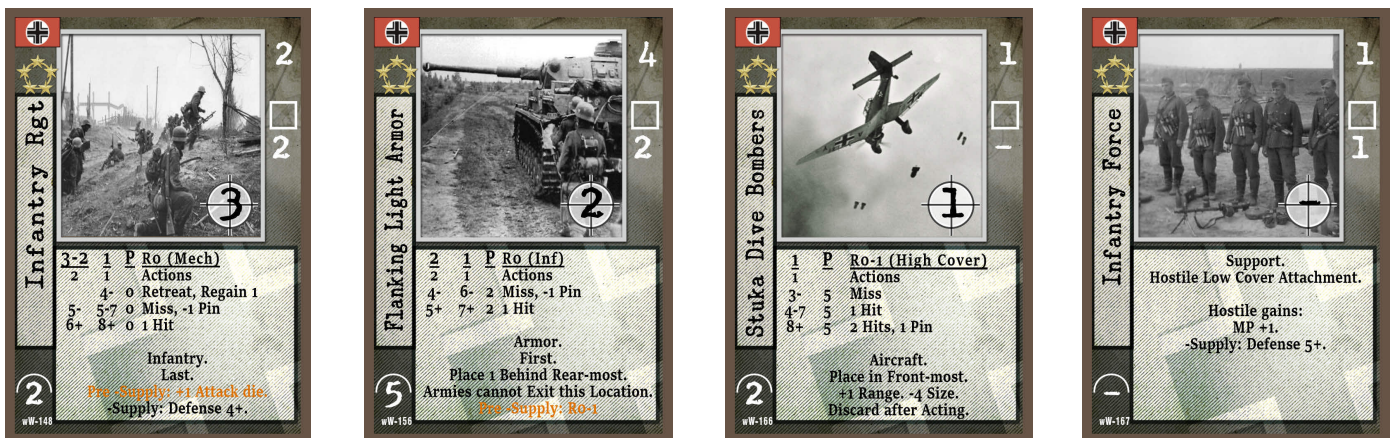
1.1.6 Locations



Locations

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

1.1.7 Hostiles



Hostile Cards

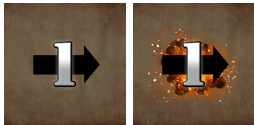
Hostile Attachment

Hostiles are the opposing force that actively seek out your Armies and Attack them to prevent you from completing the Objective. Their behavior is determined by the effect box at the bottom of the card, and the number in the crosshair shows how many Hits need to be inflicted to eliminate the card (this can represent anywhere from a regiment down to a platoon). The top right corner of a Hostile card is the Hostile Value, which shows how many Experience points are earned when the Hostile is Eliminated.

There are also **Hostile Attachments** which attach onto a specified Hostile Army and improve it in certain ways, noted by the Hostile Attachment Keyword in the effect box. *In the example, it's the Hostile Low Cover Attachment Keyword.*

1.2 Counters

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



Army Identification Counters come in pairs; one stays on an Army to identify their number, and the other goes on the board to show what Location they are in. The exploded side is for an Army that has been Downed by Hostiles.



Action Counters are used by Armies to perform Actions during the Play Turn.



Attack Action Counters are given by abilities and give the Army that has them an extra Action that can only be used to Attack.



Supply Counters are carried by both Armies and Hostiles, and used for special abilities or to pay for certain Actions.



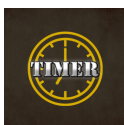
Objective Hostile Counters keep track of what Hostiles are put into play by the Objective.



Hit and Pin Counters are used to track how damaged or pinned down Armies are during the game.



The **Inactive/Active Counters** keeps track of each Location and the Objective and whether they are Active (in play).



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



Experience Counters are earned by Armies for eliminating Hostile Armies and can be used for many different effects.



Some Armies are capable of acting faster or slower than their counterparts, and these **First and Last Counters** track that.



Engineering Counters are used to track the progress of removing Engineering Obstacles on certain Locations.



These generic numbered counters can be used to keep track of anything in the game that doesn't use another counter.

1.3 Tactical Display

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



The blue area of the board contains the Mission Timer, which will be used to track the amount of turns that remain in the Mission.

The red area contains the spaces for the Location, Hostile and Action Card decks, which will be created during setup.

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

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

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

2. Game Setup

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

2.1 Preparing the Mission

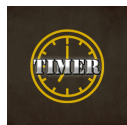
The first thing you need to do is select what *region* you're playing. The region determines what Mission, Objective and Hostile decks you'll be using. In the core game, you'll only have Europe as a region; expansions can add more regions. You cannot mix together cards from different regions.

First is to choose your Mission and Objective. You may pick any combination of the provided Missions and Objectives. You may also shuffle the Mission and Objective decks to get a completely random mission. Once you've picked a Mission and Objective, place the Mission in the Mission Card slot on the Tactical Display, and the Objective in the specified Location # on the Tactical Display based on the Mission card's Objective field. *For Probe, the Objective goes in the third column.*

Take the Location deck for your region and shuffle it face-down, placing the deck on the Location Deck Tactical Display space, then for each empty column on the Tactical Display, draw a Location Card from the deck and place it in that column, face-up. Once each column between the Mission and Objective is filled, place an Inactive Counter next to each Location Card and the Objective card.

You may choose your Hostile Deck. Note that in the base game you only have Germany, but expansions add other options for Hostile Decks. Shuffle your chosen Hostile deck and place it on the Hostile Deck Tactical Display space.

Shuffle the Action Card Deck and place it on the Action Card Tactical Display space.

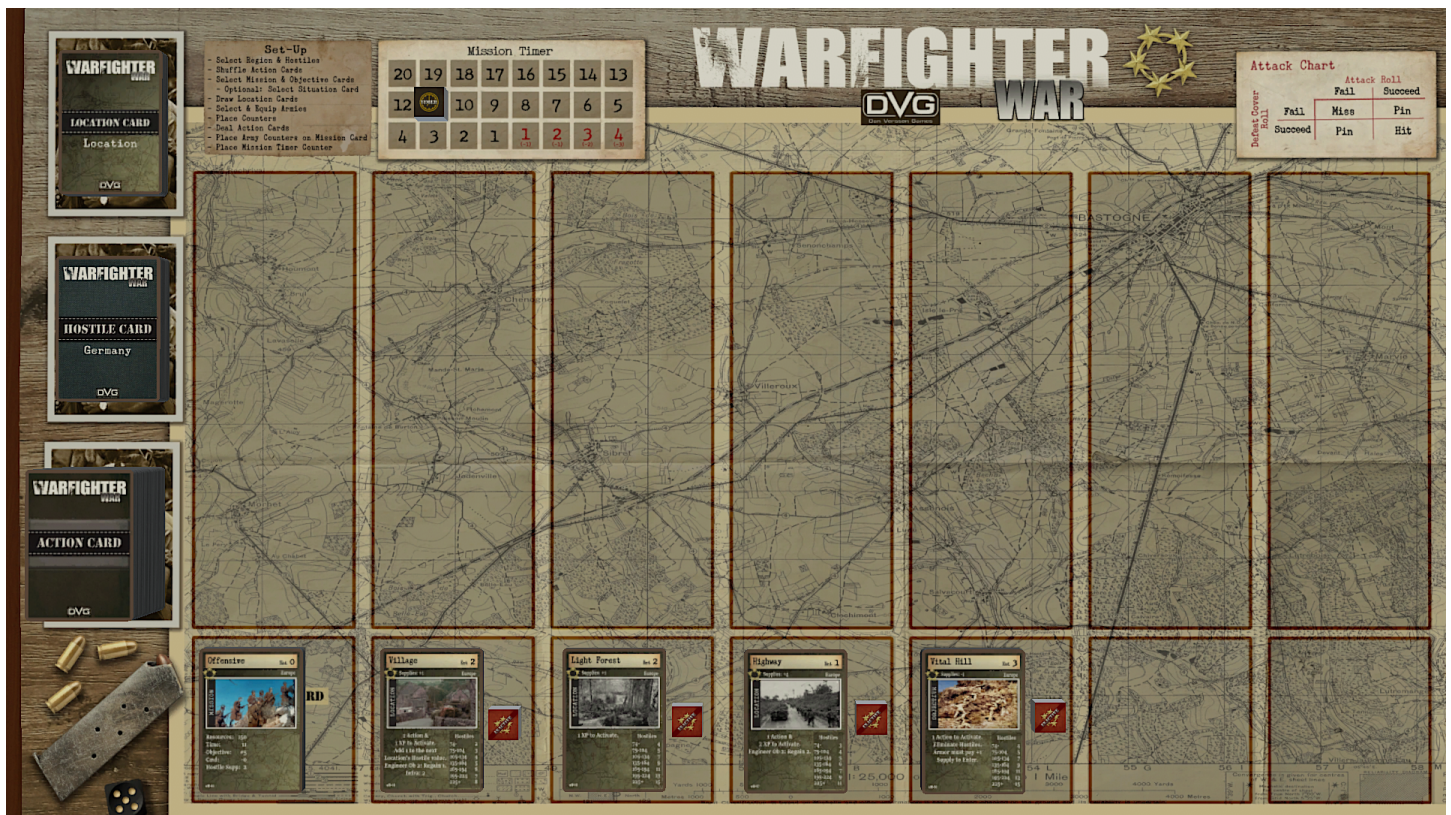


Place the Timer counter on the Mission Timer, on the number in the Time field of the chosen Mission card. Keep all other counters nearby in a general supply. *Probe gives you five turns.*



At this point, you should have a shuffled Hostile Deck, Location Deck, Action Card deck, a Timer counter, a Mission, an Objective, and Locations in each column between the Mission and Objective, with all but the Mission having an Inactive counter on them. If you do, you're ready to start choosing your Team (2.2).

A fully setup Mission should look something like the image below...



2.2 Setting up a Team

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

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

The Resource Point cost of every card is shown in the top right corner of each Army, Attachment and Skill. You may buy any Skill multiple times for different Armies, even if you only have one copy of said card – you may use a proxy or some other way of marking who has a copy. An Army cannot have more than one copy of a Skill. You cannot use an Army with the same name more than once on the same Team.

When you've picked out your Armies, move to Section 2.3 to finish setup and start playing your Mission.

2.2.1 Armies

You will need to buy at least one Player Army for your Team in order to progress through the Mission, but you may take as many Armies as you can afford.

Let's have a look at the 309th Regiment, right, for an in-depth example of an Army card.

The top-right corner of the card lists the Army's Cost in Resource Points. The 309th will cost 40 Resource Points.

Below that is the Supply Value - the Army begins the game with this many Supplies counters. The 309th has 5 Supplies to begin the game.



Note this number can be a dash, in which case the Army does not start with and cannot ever have Supplies.



Below the Supplies is the Movement Value. This determines how easily they may move between Locations during Missions; higher is better. The 309th's Movement Value is 2.

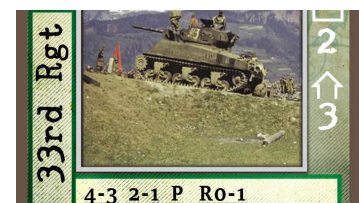
The Army's Terrain Cover is in the bottom left corner of the card underneath the semicircle. The higher this value is, the more likely the Army will withstand Hostile Attacks. The 309th has 3 Terrain Cover.

The 309th are a Player Army, due to the presence of the Manpower and Command values to the right of the Terrain Cover. Command is how many Resource Points worth of Attachments this Army may have. If the Army doesn't have a Command number, they may not have any Attachments. The amount of Command an Army has may be modified by the current Mission card (Going Again removes 1 from all Army Command values).

Armies have an effect box on the bottom half of their card. The top half is the Attack Table that determines how they Attack and their total Manpower. (While this is printed for Player Armies already, you need to determine the total Manpower of a Support Army by looking at the top of the table's leftmost column.)

The columns determine when, after taking certain amounts of Hits, the Army becomes less effective. For the 309th, they start with 2 Actions and a 6 To Hit, but when they take 3 Hits, bringing them to 3 or lower Manpower, they lose an Action and have an 8 To Hit instead.

Armies also have a Range, stated in the top of the right-most column. The 309th only have a Range of 0, but the 33rd Regiment (right) has a Range of 0 to 1.



Any entries below the Actions row of the table is the Attack Chart for when the Army performs an Attack Action. For the sake of a more accurate and complete example, we'll use the 48th Battalion for this.

The 48th Battalion has two results, in the rightmost column, for what it does when it Attacks and Hits successfully – 2 Hits, and 1 Hit. The numbers to the left determine what the Attack Die needs to roll in order to confirm this result, while the column is the current Manpower of the 48th Battalion. All Attack Charts also have a P column, short for Penetration, which adds that number to the Defeat Cover Die.

As an example, let's say the 48th Battalion is at its maximum Manpower, which is 2, and they try to Attack at Range 0. In order to get 1 Hit, they will need to roll a 6-10 on the Attack Die, and for 2 Hits, they will need to roll an 11 or higher. (It's impossible to roll an 11, but we'll cover that in a moment.) In both circumstances, they would add 3 to the Defeat Cover die, making it more likely to hit on that die.

However, if they had one less Manpower, bringing them to 1, they would need to roll an 8-12 for 1 Hit and 13 or more for 2 Hits, and if they were at Range 1 (R1) they subtract 2 from both the Attack and Defeat Cover dice, meaning they would need to hit 10-14 for 1 Hit and 15 or over for 2 Hits. *The 48th wants to be a bit more up-close and personal.*

The 48th can also spend a Supply from their own card to add an extra Hit to an Attack, or to gain an extra Attack Action once per Game Turn, and Pins on Hostiles / Action Cards from Player Armies can also potentially increase its likeliness to achieve 2 Hits, among other effects (making it possible to get a result higher than 10).

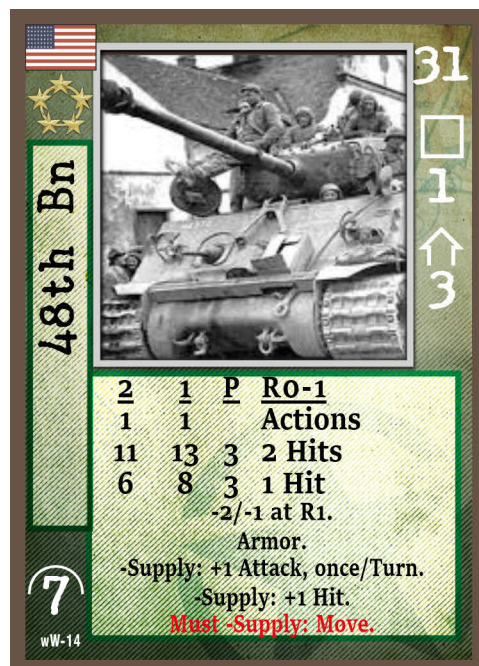
The rest of the card is Keywords. Keywords dictate the behavior and special abilities or detriments of an Army. Many of these are defined on the Keyword Sheet in the box. The first on most is the Unit Type; while mostly descriptive, some Armies can only use certain Attachments or Skills, and the Unit Type is a good summary of where that Army will be most capable:

- Infantry aren't great at dealing Hits, but can take a lot of them.
- Armor is fragile but can hit like a...well, tank.
- Mechanized are between Infantry and Armor in capability and quite mobile.
- Artillery are long-range and good at Pinning the enemy for follow-up attacks.

Many Keywords have the word “-Supply” (minus Supply); you may spend a Supply at the appropriate time in order to gain the listed bonus immediately. The 309th can spend a Supply to stop a Hit.

The **beige** text determines these abilities as well but the ability must be declared and Supply spent before the dice roll; the 309th can spend a Supply after a Hostile Attack to direct the Attack at itself instead of the original target, but it must do so before the Attack itself is rolled.

The **red** text is a cost that must be paid in order to perform an Action; the 307th Battalion, right, must spend a Supply in order to Attack normally.



2.2.2 Attachments



Attachments are bought and paired with Player Armies during setup in order to give them extra abilities. The cost in Resource Points and Command Points is in the top-right corner. Any effects are in the effect box and share mostly the same format as Armies, including needing to spend Supply from their attached Player Army for some effects (the Anti-Armor Rocket Teams need a Supply to Attack).

The number to the top-right of the effect box is the Manpower of the Attachment. Whenever the Attached Player Army would take a Hit, it may pass that hit onto the Attachment instead; when the Attachment gains Hits equal to its Manpower, it is discarded and cannot be used again for the rest of the Mission.

2.2.3 Skills



Skills are inherent effects and abilities that can be bought for Armies. They have their Name at the top, with the RP Cost next to the name. Armies may have as many Skills as they like, but an Army cannot have more than one Skill with the same name. Only some types of Armies may take certain Skills.

Skills will often provide either a passive benefit to actions performed by the Army, or an active ability. In the case of Quality Soldiers and Attack 2, these are passive benefits and are always active. In the case of Armor Attack Action, it provides the Army with an Attack Action counter.

Skills with **red names** are Negative Skills, which are only placed on an Army that has that Keyword and cannot be bought. They otherwise work identically to regular Skills.

2.3 Completing Setup

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

- Give each Army a pair of Army Identification Counters; place one of the two on the Mission card and the other near the Army card, explosion side face-down. Return any unused pairs to the box.
- Give each Army on your Team an amount of Action counters, Action side face up. The amount of Actions an Army gets is determined by their effect box, plus any bonuses from Skills and other effects.
- Each Player Army draws a hand of Action Cards. The amount drawn is equal to their starting Manpower plus any Handsized bonuses.
- Each Army gains Supply counters equal to the Supply Value on their card.
- Each Army that is First or Last is given a matching counter from the supply of counters.



3. Playing the Mission

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

Missions play out like this:

- Your Armies start on the Mission card. Play starts from the beginning of the Game Turn (3.2).
- Location cards are Activated to move off the Mission towards the Objective (3.3.7).
- Armies will Move between these Locations to get to the Objective. (3.3.1)
- Once they reach the Objective, they must Activate the Objective before they can Move onto or complete it by fulfilling the requirements on the Objective card. (3.3.7)
- You win immediately when the Objective is completed. In the base War box, this is Eliminating every Hostile that is drawn from the Hostile Deck with an Objective Hostile Counter. *Reach the target, eliminate the enemy.*

You lose if all your Armies are Downed. This can happen via Hostile Attacks, or if the Timer Counter reaches the red spaces, causing your Armies to become Exhausted (3.2.0.2).

3.1 Game Concepts

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

3.1.1 Dickey Matters

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

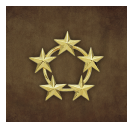
3.1.2 Keywords

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

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

3.1.3 Experience

When Eliminating a Hostile card, that Army gains Experience Points (XP) equal to the Hostile Value of the Eliminated card. When Experience must be paid from a Army, Experience that any Army has earned can be used to pay for the cost.



When an Army is Downed, all of that Army's Experience is lost.

3.1.3.1 Upgunning

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

You [any Army] may
Regain 1, or discard 2
Pin counters.

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

3.1.4 Supplies



Supplies are a resource held by Armies and Hostiles given at the start of the game, during the Supply phase of the turn, and when Locations are Activated.

Armies may never hold more Supplies than the Supply Value on their card - any excess is lost.

Player Armies cannot swap Supplies between themselves and other Player Armies, but they may swap Supplies with Support Armies in their Location, and they may spend Supplies for themselves or their Attachments.

If an Army is required to spend a Supply and can't, it immediately takes a Hit. If an Army is incapable of carrying Supplies and must spend a Supply, any Army may spend said Supply in its place.

3.1.5 Range



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

Warfighter War often shortens “Range” to R, so “R0-1” means “Range 0 through 1”.

Above, Army #1 is Range 1 from the Armor Rgt Hostile, Army #3 is Range 0, and Army #2 is Range 2. Both #1 and #3 are in Range of the Hostile's Attacks (the Armor Rgt is R0-1), but the Hostile will only target the Lowest RP Cost Army when Attacking.

3.1.6 Hostile Behavior

Hostiles (also called Hostile Cards) have a count in the bottom-right corner of their picture; this is the Hostile's Maximum Manpower. If a Hostile takes Hits equal to its Maximum Manpower through Army Attacks, it is eliminated and removed from the Tactical Display.



A Hostile Attack's effectiveness is determined by the Attack Chart in the effect box – the numbers at the top of the table determine what column of the table is used based on the Hostile's current Manpower (Maximum Manpower minus current amount of Hits). For the Artillery Bn, inflicting one Hit and bringing them to one Manpower is enough to use the right column, removing the chance of Artillery Bn inflicting "1 Hit, 2 Pins" when Attacking.

Hostiles also have a specific range and Army it will target. In the case of the Artillery Bn, it will Attack the Hostile with the fewest pins in Range 1 or 2 of itself. *Artillery like to pin down enemy forces, and can't hit anything directly on top of it.*



3.2 Game Turn

The Game Turn is where you perform Actions with your Armies in an attempt to complete the Mission, while Hostiles get the opportunity to strike back.



At the beginning of the Game Turn, refresh all Army Actions by flipping them to their Action side, if they aren't there already.

3.2.0 Environment / Exhaustion Step

3.2.0.1 Environment

While not relevant to the War base box, this step may become relevant in expansions, so for the sake of the reference it will be explained here.

For each Army that is on a Location with an Environ: keyword, roll a ten-sided die. If the roll does not meet or exceed the listed number, you choose whether the Army suffers a Hit or a Pin.

Some effect may give an Army a Hardy: XXX counter, where XXX is the name of an Environ Keyword. If an army fails the Environ roll and they have at least one Hardy counter matching the keyword, they may discard one Hardy counter to ignore the result of the roll.

3.2.0.2 Exhaustion

If the Timer Counter is on one of the minus steps (**red text**), each Army must lose the amount of Supply on the Timer Counter's space, or take a Hit for every Supply they could not pay.

If an Army has no Supplies printed on the card (designated by a – where the number should be) any Army may pay the Supplies needed for that Army.



3.2.1 Action Phases

Each Game Turn takes place over three Action Phases – First, Normal and Last.

Each Army and Hostile will be one of those three types – if they are First or Last, it will be stated by a Keyword on their card. Otherwise, they are Normal.

The first Action Phase is the First Phase, and all Armies and Hostiles that are First take their turn during this Phase. Then, once all of those have taken their turn, all Normal Armies and Hostiles will take theirs, then all Last Armies and Hostiles, at which point the game moves onto the Cleanup Steps.



If there are no Armies remaining to take their turn during a Phase while there are still Hostiles to take their turn, or vice versa, all of the Armies or Hostiles will take their turns in a row before moving to the next Phase. Otherwise, turns alternate, starting from the player.

If there is more than one Hostile Army remaining to take their turn during any Phase, the player picks which Hostile acts.

If an Army has an Attachment with an Action on it, that Attachment must take a separate turn to use its Action. This turn is taken in the same Action Phase as its Player Army. *A player could let their Attachment go first to Pin the target, making it easier for the main Army to Attack.*

Action Phases Example

There are 3 First Hostiles, 2 Normal Hostiles, and 1 Last Hostile.

There are 2 First Armies, 1 Normal Army with an Action Attachment, and 1 Last Army.

At the start of the First Action Phase on a new Game Turn, the player picks a First Army to act. Then, the player picks a First Hostile to take their turn. Then, the player picks their remaining First Army to take their turn. The two remaining First Hostiles take their turn sequentially in an order picked by the player.

Since all First Armies have acted, the Normal Action Phase begins. The player has the Normal Army act, then chooses a Normal Hostile to take their turn. Then, the player picks the Normal Army's Attachment to take their turn, and the last Normal Hostile takes their turn after that.

The Last Action Phase begins. The player has the Last Army act, and then the Last Hostile takes their turn.

When an Army takes their turn, they may spend all of their Actions, none of their Actions, or any amount in between. They may also perform any number of Activities, provided they meet the requirements for performing said Activities. When an Army is done performing all of its Actions, their turn ends. These Actions and Activities are described in Section 3.3.

When a Hostile takes their turn, they will spend all of their Actions either Moving or Attacking. This process is described in Section 3.4. Once the Hostile has spent all their Actions, their turn ends.

If an Army or Hostile were to gain more Actions, but have already taken their turn, they do not get to take ‘another turn’ to use those Actions.

If there are no Armies or Hostiles in a particular Action Phase, that Action Phase is skipped.

Once all three phases are complete, perform the Cleanup Steps.

3.2.2 Cleanup Steps

3.2.2.1 Pay Retain Costs

Some Action Cards have the keyword Retain: on them. For each Action Card with the Retain keyword in play, you may pay the cost listed with the Retain keyword now to keep them in play for the next Game Turn. If you do not, discard the Action Card.

3.2.2.2 Reinforcement

For each Hostile that has the Rein: keyword in play, perform those Keywords now.

3.2.2.3 Supply Phase

Check the Hostile Supp: entry of the Mission card. For each Hostile that is underneath its maximum amount of Supply, give the Hostile that has the least Supply counters 1 Supply. Prioritize Hostiles closest to Armies, then randomly if there is ties. Repeat this check an amount of times equal to the Hostile Supp: entry.

Some Hostile and Army abilities also give out Supply counters at this point; those are performed now. Unless otherwise specified, Hostiles follow the rules in the previous paragraph.

3.2.2.4 Advance Turn Counter

Move the Timer Counter one space downwards. If the Timer Counter is already on the -4 space, it simply does not move.

Return to the beginning of the Game Turn starting with Environment/Exhaustion.

3.3 Army Actions / Army Activities

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

To perform an Action, you must flip an Action counter belonging to the Army. This is spending an Action. That Action counter cannot be flipped again until the next Soldier Turn.

Attack Action counters may only be used for the Attack Action.

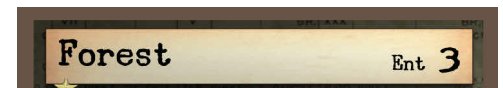
An Activity has no inherent cost, but may come with extra costs attached.

You must finish performing one Action or Activity before you can start another.

3.3.1 Move (Action)

Armies take this Action to move between adjacent (the column to the left or right) Active Locations. If there are no adjacent Active Locations to move to, the Army cannot Move. Armies may only ever Move once per Game Turn.

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



Permanently add 2 to this Location's Entrance cost at the start of each Turn.

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

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

When the Army has met or exceeded the total Entrance Cost, they may move their Army Identification Counter to the new Location.

3.3.2 Attack (Action)

An Army Attacks in order to remove Hostiles from your path to the Objective, and Hostiles Attack in order to stop your Armies. The process is identical for both Armies and Hostiles so this section serves to describe both.

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

Attack Sequence

- Declare Attack
- Roll Dice
- Apply Modifiers
- Check Attack and Defeat Cover
- Apply Miss, Pin, or Hit

Declare Attack

To Declare an Attack, pick a Hostile that is within range of your Army. This is your Targeted Hostile for the Attack. Hostile Armies choose their Target based on their Attack Table. This is the time to play Action Cards that modify the Attack in some way.

Roll Attack and Defeat Cover dice

Roll a single ten-sided die (the Attack Die) and a single six-sided die (the Defeat Cover Die). Some abilities give Armies the ability/cause Hostiles to roll more than one ten-sided die; if you do, only check the die rolled with the highest number.

Apply Modifiers

Any modifiers from Attachments, Skills, abilities on Armies/Hostiles and played Action Cards are now added to the rolls. Any Pin counters on the Army/Hostile *each* add 2 to any Attack Rolls and 1 to the Defeat Cover roll.

Check to Defeat Cover

Note the number on the bottom left of the Targeted Hostile/Army card; if the modified Defeat Cover roll equals or exceeds this number, the Target's Cover is defeated.

Apply the Result

Look at your final Attack Rolls.

If any of the modified Attack Rolls are lower than the Attack Chart on the Army/Hostile used for this Attack, and Cover was *not* defeated, the Attack Misses; the Army/Hostile suffers no ill effects.

		Attack Roll	
		Fail	Succeed
Defeat Cover Roll	Fail	Miss	Pin
	Succeed	Pin	Hit



If one or more of the modified Attack Rolls fall into the range of the Attack Chart, but Cover was *not* defeated, or if the roll *did* defeat Cover but none of the modified Attack Rolls were in the Attack Chart's ranges, the Attack causes a Pin. Place a Pin counter on the Army/Hostile card. There are no limits to the amount of Pins on an Army or Hostile.



If both the Attack Roll was in the Attack Chart's Range *and* the Hostile's cover was defeated, you have Hit the Target. Check the relevant range on the Attack Chart and it will say what to do; a Pin places a Pin counter on the Hostile, and a Hit places a Hit counter on the Hostile. Other effects can be expressed via Keywords, such as "Regain" – check the Keywords Sheet.

If an Attack on a Hostile results in the number of Hit counters being equal to the Maximum Manpower of the Hostile, the Hostile is Eliminated. Discard the Hostile to a discard pile for the Hostiles, and the Army that performed this Attack gains Experience equal to the Hostile Experience Value of the discarded Hostile.

3.3.3 Discard and Draw (Action)

A Player Army may spend 1 Action to discard as many Action Cards from their hand as they wish, then draw Action Cards to their hand up to their current Manpower (maximum Manpower minus Hits) and Handsized bonus.

3.3.4 Play an Action Card (Activity)



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

Most Action Cards can be used during the Soldier Turn, but not in the middle of another Action (you can't have a free Move in the middle of an Attack, for example).

You may use multiple Action cards at a time if relevant (such as using multiple copies of Accurate Fire).

If an Action Card has a cost, it must be paid in full or the card cannot be used.

Some Action Cards have the keyword Retain: on them. These cards stay in play for the entirety of the Game Turn, and can be paid for in order to be carried into the next Game Turn.

3.3.5 Regain 1 Supply (Action)

An Army may spend an Action to gain a Supply counter if they have less Supplies than their Supply Value.

3.3.6 Remove 1 Pin (Action)

An Army may spend an Action to remove a Pin inflicted by a Hostile from themselves.

3.3.7 Trade Supply (Activity)

A Player Army may trade Supply to one of their Attachments.

3.3.8 Activate a Location Card (Activity)

If an Army is adjacent to an Inactive Location, they may freely "Activate" the Location, drawing Hostiles and allowing that Location to be moved into. You may only play one Location per Soldier Turn.

Location Cards can have a cost to Activate, which is written on the card itself. "Free to play" costs nothing, it can simply be Activated. "1 Action" and "1XP" are self-explanatory. All Actions and XP must be spent from the Army Activating the Location.



Hostiles	
74-	1
75-104	2
105-134	3
135-164	4
165-194	5
195-224	6
225+	7

When Activating a Location card, the number of Hostiles that are drawn depends on the amount of Resource Points spent on your Team; find the range that encompasses the amount of Resource Points you spent during Setup, and note the number to the right of it. Draw Hostiles from the Hostile deck and place them in the same column as the newly placed Location (some Hostiles may go into another column – check their Keywords), giving them Supplies counters equal to the Hostile’s Supply Value (the same number as for Armies). Every time you draw a Hostile, refer to the Experience Value of the Hostile (top-right corner of their card), and add it to an ongoing total.



Continue drawing until the Experience Value of Hostiles drawn equals the exact number on the Hostiles table (or the modified value due to another effect). If you draw the exact number, stop drawing. If you draw a Hostile with enough Experience Value to overshoot the target value, discard it and continue drawing until you do draw a Hostile that matches the target value or undershoots.

Drawing Hostiles Example

I play a Location with the Hostile table above this example with a team worth 169. The amount of Hostile Experience Value (HV) I need to draw is 5.

I draw a Hostile with 1 HV (1).

I draw a Hostile with 2 HV (3).

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

I draw a Hostile with 2 HV (5).

I’ve reached the exact amount, so I stop drawing.

Hostiles drawn and placed in a Location slot with no Location card or an Inactive Location card act normally.

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

When you place Hostiles, be sure to check for Keywords that may affect how the Hostile enters play. Give any Hostiles with the First or Last Keyword matching counters.

If a Hostile Attachment is drawn, it is ‘Attached’ (slid under) the Hostile card matching the written conditions. If an Attachment is drawn but it has no possible Hostile to Attach to, place it off to the side and immediately Attach it when a matching Hostile comes into play. Attachments can’t Attach to Hostiles with “DOES NOT ACTIVATE” text in their effect box. Attachments maintain a separate Supply counter stack from their Attached Hostile, but otherwise provide their effect boxes and Hostile Experience Value to the Attached Hostile.

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

Locations may have Keywords on them; reference them now, just to be sure that you do not need to place any more Hostiles or other side effects. Keywords apply to both Hostile and Friendly Armies, unless specified otherwise by the card.

Locations also have a certain amount of Supply in the top left corner of the card; gain or lose that much Supply from any Army currently in play.

Activating the Objective is no different than activating a regular Location, with one difference; for each Hostile drawn, place a Objective Hostile counter on that Hostile. These Hostiles must be Eliminated in order to complete the Mission. When all Hostiles with an Objective Hostile counter are Eliminated, you win the game.

3.3.9 Roll for Engineer (Activity)

Some Locations have Engineering Obstacles (Engineering Ob), which will hinder you or help Hostiles throughout the Mission. Impassible River, to the right, does not allow Armies to Move into it without first disabling the Engineering Obstacle.

An Army with the Engineer Company Attachment can roll once per turn for their own Location or an Adjacent one, adding Engineering Points to a Location with an Engineering Objective. When there are Engineering Points equal to the value of the Obstacle, the Obstacle is defeated and everything after the colon now applies to the Location.

3.4 Hostile Actions

When a Hostile takes its turn during an Action Phase, it has a number of Actions as shown on its Attack Chart. *The Hostile to the right has 3 Actions normally, but if it has taken a Hit, it has 2 Actions instead.*

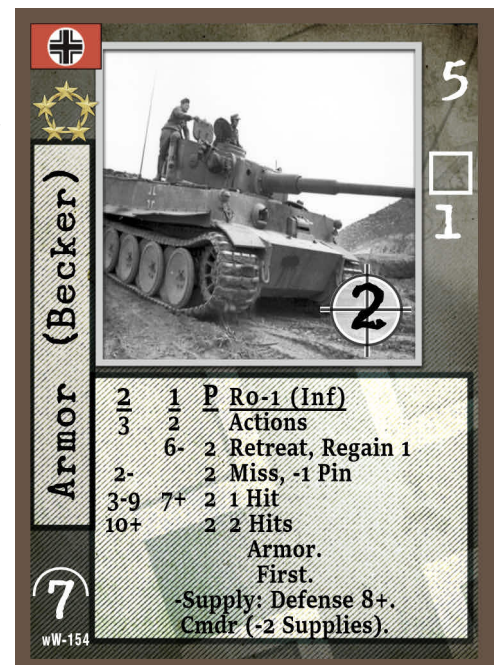
Some Hostiles have “DO NOT ACTIVATE” in their effect box; simply skip these Hostiles when determining what Hostile is taking their turn.

For every Action a Hostile takes, always check for their Target. A Hostile may Down an Army in one Action, then find another Target during their turn to Attack the next. Then, follow the below priority list, top to bottom:

- What do I need to do to maintain my Keywords? (This can either be a Move or Attack Action.)
- Am I in Range of my Target? Perform an Attack Action on my Target.
- Is there another Army I can Attack? Attack that Army if my preferred Target is unavailable. (If there are multiple, Attack the Army with the highest RP.)
- Do I need to move to be in Range of my Target or another Army? Perform a Move Action.

The Hostile to the right has 3 Actions and is Range 1 from its target. It will spend all of its Actions Attacking the Target. If it were Range 2 from its target, it will Move, then spend the remaining 2 Actions Attacking the Target.

A Hostile has Maintain 1, is Range 0 from its Target, can Attack at Range 0-1, and has only one Action. Prioritizing the Keyword, it moves into Range 1, but then stops as it is out of Actions.



When a Hostile **Moves**, it simply Moves one Location closer to its target; move the card and all associated counters/attachments one column closer to the Target. Hostiles will never go left of the Mission or right of the Objective. Hostiles may occupy columns with Inactive Locations / an Inactive Objective. A Hostile may only move once per Game Turn. *Note that some Keywords can cause a Hostile to move away from a Target.*

A Hostile's **Attack** is identical to yours in execution; perform the steps in section 3.3.2, using the Hostile's current Target as the Target and their Attack Chart for the rolls. Roll an Attack and Defeat Cover die, apply any modifiers, check the Hostile's Attack Chart against the modified results and apply the effect (both dice hit), add a pin (one die hits) or no effect (both dice missed). Hits are applied to the Target Army; Hits reduce said Army's current Manpower by the number of Hits it has. Pins increase the chance of follow-up Attacks causing Hits.

Hostiles also have Keywords that require them to use Supplies, akin to Armies. If a Hostile can use that Keyword, they will use it as often as possible, as long as they have the Supplies to do so.

3.4.1 Army Down

If an Army has 0 Manpower or less remaining after a Hostile Attack, they are Downed. Flip their Army Identification Counter on the Tactical Display to the exploded side. Discard any Action Cards they were holding (if any). All of their Attachments and Skills are returned to the box. Any Experience or Supply that Army has is lost. (These rules are slightly different for Campaigns; see Section 4.5.) When you lose an Army, immediately recalculate the value of your entire Team by counting the Resource Points spent on Armies, Attachments, Skills and other cards; this is the new Value you check against when Activating the next Location/the Objective.

4. Campaign Rules

4.1 Introduction

This section of the manual will cover the rules to play a Deployment Campaign (referred from here on as a “Campaign”). The eventual outcome of the Campaign is written on the Campaign Map; if the Campaign’s Objective is completed, you win the Campaign. If your entire Team is Eliminated during a Mission, the Campaign ends in failure.

4.2 Campaign Components

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

Army Cards



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

Armies have Levels, which determine their effectiveness; higher levels have higher capabilities, but cost more initial Resource Points. This number is in the black rectangle, below the name of the Army.



Armies can be leveled up during the Campaign for the Level Up Cost cost in Promotion Points. The cost for leveling up is below the Army’s Level.

Armies otherwise work the same as in a standalone Mission.

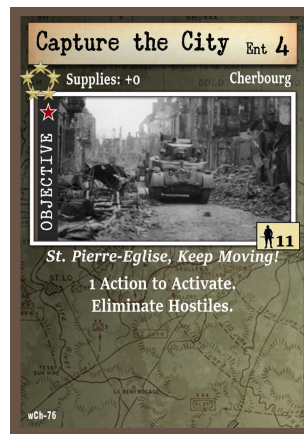
Tiers

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

Town, Mission and Objective Cards



Mission Card



Objective Card



Town Card

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

Mission and Objective cards now come in “sets” with the Town card, with the name of the other cards in their set being listed underneath the photograph. Keep the Town, Mission and Objective card in-set.



New fields on the Mission card include Promotion and Resupply Points (P/R) earned for completing the Mission (used to upgrade and re-arm your Team throughout the Campaign), and a series of stars indicating in what order Location cards are to be drawn and played, above the Town/Objective names. *The example shown to the left is a Nuisance Location, two Common Locations, and a Renowned Location in that order.*



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

Location Cards



Locations are now sorted by Tier. Separate and shuffle the Locations by individual Tier. As with the above cards, the Tier can be told by the card back or the star in the top left corner of the card.



Location Cards in the Campaign, akin to Objective cards, also draw an amount of Hostiles as shown in the box, left.

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

Campaign Map



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

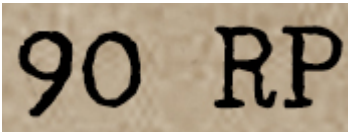
The Campaign Map determines the parameters for the Campaign, such as the amount of Resource Points you start with, how many Missions you'll play, the routes between Missions you can take, and any special Campaign-specific rules.

4.3 Campaign Setup

Select Campaign

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

Making the Initial Team



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

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

You will have two different point types during the Campaign. Promotion Points are used to get new Armies, promote those Armies, and buy Skills for them, while Resupply Points are used to buy Attachments and refill Supplies.

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

4.4 Campaign Turn

Enter the Town

If you're starting the Campaign, your first Mission will be the Nuisance Town; find its matching Town Card and set of Mission and Objective. Otherwise, follow the arrow of your choice leading away from the just played Mission, and find the Town, Mission and Objective of the Town at the end of said arrow. *You're marching across the Campaign Map, if it isn't clear.*

Read the Town card: it may have an effect you perform immediately, or an effect that occurs during or after the Mission. Proceed to the next step.

Replenish

All Armies you lost during the Mission return to you at no Cost with their Attachments and Skills, but with enough Hits to bring them down to one Manpower each.

All Armies reset their Printed abilities – Experience, etc. - to what is printed on their card. They maintain the Hits they received during previous Missions and do not receive Supplies.

Town Activities

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

Map Activities: Each Campaign Map has text determining a special action you can perform; simply follow its instructions.

Buy and Sell: You can buy any Attachments that you can afford and sell Attachments for their original Resource Point cost in Promotion Points. Attachments bought this way comes with any counters listed in their effect boxes as per normal rules.

Refill Supplies: Spend 1 Resupply Point to refill one Army's Supplies to full.

Refresh Expended Ability: Spend 1 Resupply Point to add one use to an Expended ability on an Attachment or Skill.

Improve Army: Spend Promotion Points to either level up an Army or buy Skill Cards for an Army. The cost in Promotion Points for a Skill card is the RP cost, while the cost to level up an Army is on the Army's card.

If you level up an Army and the new level gains or loses Skills/Attachments of any kind, gain or lose that card. You don't gain anything for any lost cards caused by this. Armies also gain any Skills immediately upon leveling up. If the new level has a Skill you already bought for the Army, you get the cost of that Skill in Promotion Points.

Purchase Army: Spend Promotion Points to buy a new Army at its Resource Point cost; give them any cards they're entitled to as listed in their effect box. You may buy an Army of any level, not just level 1. This Army joins your Team immediately and can be used on the next Mission.

4.5 Playing a Campaign Mission

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

Locations

During Setup of the Mission, draw a Location of the designated Tier in order from left to right as shown on the Mission card. Place it in the left-most empty spot. Continue drawing until all Locations are placed, then give each Location an Inactive marker as per a regular Mission.

The “Keep Moving!” Mission requires a Nuisance, two Common, and a Renowned Location be played, in that order.



Drawing Hostiles



When drawing Hostiles for an Objective card, refer to the box in the bottom right corner of the photo. Draw Hostiles as per the normal Hostile drawing rules until the Hostile Value of said Hostiles matches the listed number, discarding any that would cause the value to go above as normal.

Playing Locations Example
The “Keep Moving!” Mission, example above, is being played. During Setup, a Nuisance Location is drawn for slot #2, a Common Location for slot #3 and #4, and a Renowned Location for slot #5.

Downed Army

When an Army is Downed during a Campaign Mission, their Army Identification Counter remains on the board flipped to the explosion side. All of their XP, Supply and Action Cards (if any) are discarded.

While an Army is Downed, they may not act (use Actions, Activities, Attachments or Skills) in any way, nor may they pass Supplies to other members of the Team.

A Downed Army does not leave the Team; they are revived for free with one Manpower at the beginning of the next Campaign Turn. They keep all Attachments and Skills.

4.6 Mission Result

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

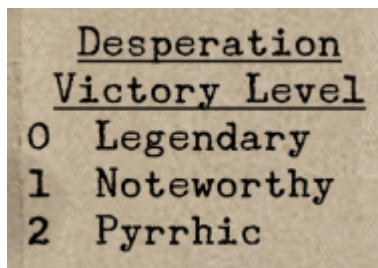
Success

If the Mission was completed, you gain the listed Promotion and Resupply Points on the Mission card for your Team – take the relevant counters. Use them to level up Army and purchase Attachment / Skill cards during the Town Activities step. Remove all Pins from all Armies.

Retreat

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

- Do *not* gain the listed Promotion or Resupply Points. Those are for winners.
- Heal all Armies to their maximum Manpower.
- Gain 12 Resupply Points.
- Discard the current Town.
- Perform the Replenish and Town Activities step again; do not reveal the next Town.



<u>Desperation</u> <u>Victory Level</u>	
0	Legendary
1	Noteworthy
2	Pyrrhic

At this point, you may play a Desperation Mission. To perform a Desperation Mission, choose a Town from the set-aside Towns from the Setup process, and perform the listed Mission and Objective as per normal Campaign rules.

Although this lets you play another Mission, gaining extra Promotion and Resupply Points, it also reduces your overall Campaign score. Treat this Desperation Mission as a normal Mission, following the instructions in Playing a

Campaign Mission.

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

4.7 Repeat

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

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Turn Sequence

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- First Action Phase
 - Fast Army
 - Fast Hostile
 - Repeat
- Normal Action Phase
 - Normal Army
 - Normal Hostile
 - Repeat
- Slow Action Phase
 - Slow Army
 - Slow Hostile
 - Repeat
- Pay Retain Costs
- Reinforcement
- Supply Phase
- Advance Turn Counter

Attack Sequence

- Declare Attack
 - Pick Army/Hostile, choose Target
 - Play Action Cards
- Roll Attack and Defeat Cover Dice
 - 10-sided = Attack, 6-sided = Defeat Cover
 - Use highest if more than one Attack Die
- Apply Modifiers
 - Attachments / Skills / Abilities / Action Cards
 - Each Pin adds 2 to Attack Roll and 1 to Defeat Cover Roll
- Check to Defeat Cover
- Apply Result
 - Zero dice met target: Nothing happens
 - One die met target: Pin
 - Both dice met target: Effect as written

List of Actions / Activities

Actions (flip one Action Counter)

- Move
 - Movement must meet or beat Entrance Cost of Location
- Attack
 - See Attack Sequence
- Discard and Draw (Player Army)
 - Discard any number of Action Cards, then draw up to current Manpower
- Regain 1 Supply
- Remove 1 Pin

Activities

- Play an Action Card
- Trade Supply
- Activate a Location
 - Draw Hostiles until Hostile Table number met/exceeded

Hostile Action Priority

- Find the preferred Target as written at the top of the Hostile's Attack Chart.
- Do I have Keywords to follow? Move or Attack to do so.
- Do I have my preferred Target in Range? Attack preferred Target.
- Do I have any Army in Range? Attack that Army. Prioritize high RP.
- Do I need to Move to be in Range of any Army? Move to be in Range.