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WARFARE

MODERN TACTICAL COMBAT



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INTRODUCTION

Warfare - Modern tactical combat is a solo or 2-player boardgame on contemporary operations in urban and extra-urban environments. Depending on the chosen scenario, regular forces and insurgents confront each other in symmetrical or asymmetrical situations. Each scenario is from 45 to 90 mins long.

COMPONENTS LIST

- 20 Double-sided map tiles
- 144 Unit counters
- 88 20 mm Markers
- 1 Action Track
- 7 Multicolor Activation cubes
- 30 Red cubes
- 1 ASCS dice set
- 1 6-sided die (1d6)
- 1 20-sided die (1d20)
- 1 Dice Console
- 1 Multipage player aid sheet
- 1 Multipage solo aid sheet
- 1 Rulebook

MAIN COMPONENTS

Before playing *Warfare*, you must set up the game and mount some components.

MAP & TILES

Each scenario has its own map. A map is made up of several tiles put together, as indicated by the chosen scenario's setup section. This means that the tiles' number, orientation, and combination vary in each scenario.

A map is a rough representation of the actual area and terrain where the operations simulated by a scenario have taken place. Such a modular system of tiles is very flexible and enables you also to create your own scenarios with the Scenario generator included in the Game book.

Tiles feature a hex grid to regulate movement and combat. A hex represents approximately 50 m (170 ft.).

UNITS



Units are counters mounted straight on a standee (see unit's deployment below). They can represent small teams of infantry soldiers (infantry units), one or more vehicles (vehicle

units), or one or more helicopters (helicopter units), each with different weapons and abilities.

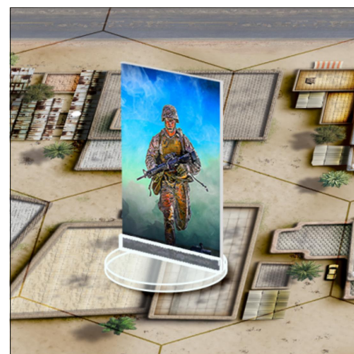
They have a front and a backside. The front side shows the image of a soldier, vehicle, or helicopter belonging to that kind of unit. Instead, the backside shows symbols and values used in the game to identify the unit and have it perform various actions. Refer to Chapter 1 to check out the meaning of each symbol and value.

Units' factions feature an accent color on the front and the backside of their counters or markers: Blue for Western countries, Red/Orange for Eastern Countries (Russia included), and Green for Insurgents.

Any unit that is not an Insurgent unit is broadly called Regular unit in this rulebook.

Units' deployment

To deploy a unit, punch out its counter from the die-cut sheet, insert it into one of the plastic standees provided (infantry and helicopter units vertically, while vehicle units horizontally), and put it on the map.



Each scenario specifies the number and type of units and where to deploy them on the map.

Units must be placed on the map and moved so as to show the front only to the opponent. The back must always face the owner (except for combat, where players can show the values of involved units if requested by the opponent).

MARKERS

Markers are squared and smaller than unit counters. At the beginning of a game, they must be deployed on the map, on the Action Track, or only available for a given player, as shown in each specific scenario.



Some markers are placed on the map only when certain events occur (units take hits, become Suppressed, Shaken, etc.).

ACTION TRACK & ACTIVATION CUBES



Put the Action Track close to you and your opponent, as it is a fundamental piece of the game, and both players will

need easy and fast access to it throughout the game. It is used to keep track of:

- **turns**, using a white-colored cube called Turn Record Cube;
- **available supports**, using diverse markers called Support Markers;
- the Active and the Reactive player's position on the Action Track.

Each player picks an Activation Cube among six different colors: Blue or grey for Western Countries, red or orange for Eastern Countries, and green or yellow for Insurgents. These associations are not mandatory, although units' colors follow those associations.

DICE

A set of 9 multicolor dice is provided. It is the core of the Alea Struggle Combat System (ASCS) by WBS Games used in this game. Keep the dice in ascending order of shades, from white to black, as shown in the image below.



All modifiers to the dice refer to the die color and not its result. For example, a modifier of 1> would change a Red die basic roll to a Blue die roll. On the other hand, a modifier of <2 would change a Red die basic roll to a Green die roll.

ASCS dice can be used for two purposes:

- **Combat roll** - to check the result of combat when Firing, Assaulting, or using Support Fire.
- **Test roll** - to check whether a unit manages to perform special actions or triggers certain reactions such as mines or IED explosions, civilian conversions, etc.

Be it a Combat or a Test Roll, only one die must be rolled.

A 6-sided die is also provided for Artillery fire scattering

Combat Roll

Refer to bigger icons only in the upper-right corner. Below are the possible results.

COMBAT ROLL RESULTS

- = Missed. No effect.
- = Shaken / Suppressed.
- = 1 Hit.
- = 2 Hits.
- = Kill.

Test Roll

On each dice, a small icon is printed on the lower-left corner; for testing purposes, you will only refer to these small icons. Below are all possible results.

TEST ROLL RESULTS

- = Critical Failure.
- = Failure.
- = Minor Success.
- = Success.
- = Major Success.

Each test features its base die color; if required, apply any pertinent modifier and roll the resulting die.

DICE CONSOLE

Put the ASCS dice on the Dice Console before you start playing. The Dice Console is intended both as a convenient place to keep the dice and as an aid for players and a reference when you need to shift from one die to another (due to combat maluses or bonuses, for example), but it has also been implemented to help color-blind people.



SETUP EXAMPLE

Whatever the chosen scenario, you must take some general steps to set up your game.

- Lay the required map tiles down on a flat surface, as indicated by the scenario.
- Opposing players should seat so that they face each other
- Assemble the required Unit counters on their plastic stands and place them on the map as indicated by the scenario.
- Place on the map any other marker, if required by the scenario.
- Players take their relevant Activation cube based on their faction's color and must place it on the Action Track in the box indicated by the scenario.
- Set the Turn record cube on the T1 box of the Action Track.
- Collect all relevant support markers from the game box and set them up as indicated by the scenario. If a scenario instructs that Support will be available on

a given turn, put the relevant support marker in the corresponding box of the Turn track [T1, T2, etc.]. If the scenario briefing states the given Support is available from the beginning, it should be ready for the owner to use.

- Put the ASCS dice on the Dice Console: each die must be put in the box of the matching color.
- Keep any Damage and Morale marker handy for all players.



On the left
 A US soldier of the 25th Infantry Division, 4th IBCT, patrols an unknown Afghani province during Operation Freedom's Sentinel. On the background a JLTV vehicle overmatching the operations in the typical terrain of Afghani lowlands. (Photo: Amber Clay)

CHAPTER 1

In this chapter you will learn:

- To move units (infantry and vehicles)
- To deal with Civilians and Mobs
- To place/remove roadblocks
- To load, transport and unload units using vehicles

UNITS

Vertical counter units consist of infantry teams and helicopter sections.

Horizontal counter units consist of land vehicle sections.

Units show several values on their backside.



Icons, Special Actions, and Special Abilities

Some actions can be carried out by any unit (Movement, Fire, Assault, Overwatch, etc.); others can be performed only by units having the appropriate Special action icon on their counter's backside. Special Action's icons are depicted inside a circle and are colored. The meaning of each icon can be found on the Action Chart. Special Actions' cost is always the same as the Small Arms activation value (see page 11)

Some units have a white icon within a pentagon shape, indicating they sport a Special Ability precluded to other units (e.g., transporting other units, performing airborne or amphibious operations, etc.). Each Special Ability will be covered later in this rulebook. Players spend a fixed cost of 1 AP to activate a Special Ability.

THE ACTION TRACK

Each player starts with a certain amount of Action Points (APs). You keep track of your AP level on the Action Track. The Action Track consists of two sections: The actual Action Track (with dark boxes) and the Turn Record Track (with light grey boxes).

Action Points are spent to perform various actions such as moving, fighting (fire, opportunity fire, assault), rallying, and other actions (see Actions chart). For each AP point spent, the Activation cube of a player moves that amount of boxes clockwise, following the arrows' direction.

The same unit can perform any number of actions in any order, provided the player activating it has a number of APs higher or equal to his opponent on the Action Track.

The player who currently has the most APs is the Active Player, while his opponent is the Reactive Player. During a game, players often switch roles (from Active to Reactive player and vice versa) depending on how fast and often they spend their respective Action Points, going above or below their opponent's Action Level.

The Action level can never increase. Instead, its token, the Activation Cube (each player chooses one of a different color depending on the faction), moves from the higher to the lower numbers on the track until it goes back again to the 40 AP box. When all players' tokens reach (or move through) the 40 AP box on the Action Track, the turn ends, but only AFTER the last player's action has been thoroughly resolved.

When a turn ends, complete any ongoing actions and then perform the following steps in order:

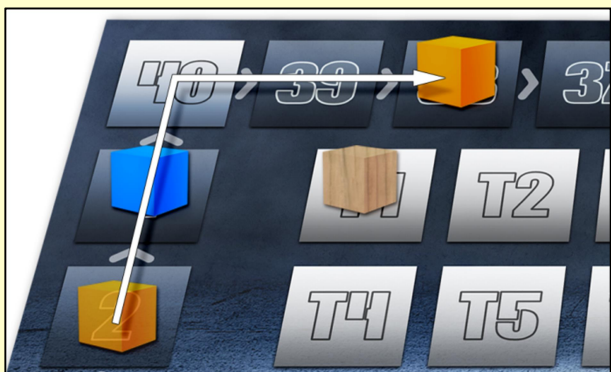
1. Remove any Smoke counters (see page 15).
2. Remove any Shaken counters (see page 11).
3. Flip any Suppressed counters to their Shaken side (see page 11).
4. Move the Turn Record Cube one space clockwise on the Turn Record Track (see page 2).

At the beginning of a new Turn, each token keeps its position relative to the other; they must not necessarily start from the 40 APs box of the track.

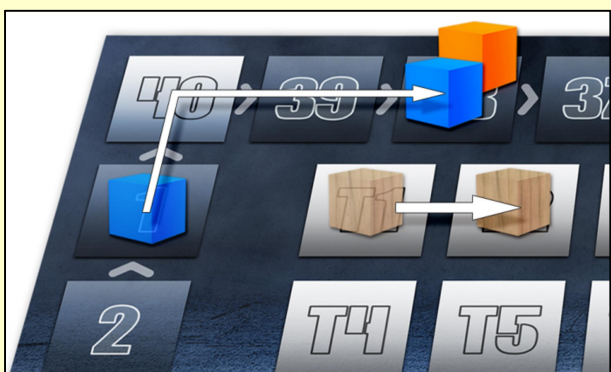
Passing: A player can decide to pass, even if he has more APs than his opponent. To do this he must move his Activation Cube one space after the Activation Cube of his Opponent. This way, the latter becomes the Active player and will be able to perform actions.

Example of using the Action track.

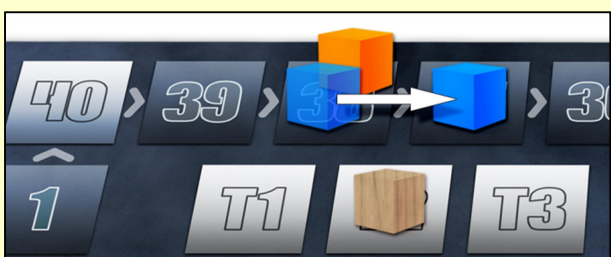
Turn 1 is almost over. Orange Player, the Active player, spends 4 APs and moves his Activation Cube from box 2 to box 38.



The Blue Player is now the active player and spends 3 APs opening fire; he moves his Activation cube from box 1 to box 38. The blue player performs his combat action thoroughly, and then the turn ends. The end turn actions are performed in order, and the Turn Record Cube is finally moved from T1 to T2 to indicate game turn 2.



Blue Player is still the active player but opts to pass: he moves his Activation Cube on the first available box after the one currently occupied by his opponent's Cube.



MOVEMENT (ACTION)

Movement is the action that enables a player to move his units on the map. It is the current Active player who usually carries out movement actions.

In order to move, he must choose one of his available units and move it one or more hexes in any allowed direction or combination of directions keeping the backside of the unit and its values hidden from the

opposing players, that is, with the unit's front side facing them.

Before moving, he must pay for his unit's movement cost (see below) by subtracting the relative amount of APs from his AP level on the Action Track.

Entering a hex requires a cost in APs, depending on the terrain type and the unit entering it. The icon in the middle of the hex determines the terrain type:

- No icon: CLEAR terrain (e.g., roads, open areas, etc.).
- Dot: COVER terrain (e.g., buildings, woods, etc.).
- Triangle: FORTIFICATIONS (e.g., outpost).
- Diamond: HIGH GROUND (e.g., hills, dunes, etc.).
- Waves: WATERS (e.g., rivers, ocean, etc.)

On the Terrain Chart, you can check the terrain type and AP cost required to enter it, depending on the moving unit.

An Active player cannot spend more APs than those available before becoming a Reactive player. This means he can spend APs until his Activation cube occupies the box of the Action Track immediately after the next Activation cube.

You don't have to perform all movement actions of a unit before moving another one. You can, for example, move unit A, then unit B, and then again unit A, as long as you have the required number of APs.

Unlike the movement action, a **player can always perform ANY OTHER action, even if he has only a fraction of the APs needed.** This will turn him into a Reactive player anyway when that action is done.

Stacking: Only **one unit** of any kind (including Helicopter units!) can occupy a hex. Moving through friendly units is allowed though, as long as such movement doesn't end in a hex already occupied by other units (friendly or not).

However, there's no limit to the number of **markers** that can occupy the same hex.

The only option to the stacking rule is when a vehicle is carrying a unit. In that case, mind putting any marker related to a unit under its base not to mix units' counters.

DESIGNERS' NOTE

Facing: Units have no facing in the game, the only reason why you should keep the backside facing you is to guarantee a Fog of War
Helicopters and stacking: The reason why helicopters cannot share a hex with land units is to avoid confusion related to LOS, stance, and targeting.

Example of movement.

A USMC LAV is approaching the outskirts of a small Afghani village. The Blue player is the Active player. He can spend 1 AP to move his LAV through 2 clear hexes. At the end of the movement, he is in the same box as the Green player. Thus, he is still the Active player.



Now the Blue player has many options and 1 residual AP. Only movements requiring no more than 1 AP are viable, though.



Blue Player could keep moving in clear terrain, but the full movement of the LAV is hampered by the Unit of Marines near the northern road. Thus the LAV moves 1 single hex forward, still spending 1 AP.



TRANSPORT (SPECIAL ABILITY)



Transport is one of the Special Abilities available (pentagonal icon). As any other Special Ability, it can be activated by spending 1 AP. All vehicle units showing the transport icon can load up to one infantry unit or a Civilian marker (not helicopters or other vehicle units!). To do it, the infantry unit/civilian marker must be in a hex adjacent to the loading vehicle unit (Civilians can be in the same hex).

Once loaded, the infantry unit/civilian marker moves with the vehicle unit transporting it. Only the vehicle unit spends APs for moving, not the loaded infantry.

If the vehicle unit is eliminated, so is the loaded Infantry unit/Civilian marker. Only the transporting unit is affected in case of any other combat result.

The Transport Special Ability can also be activated at any moment to unload carried troops to a legal adjacent hex, spending 1 AP.

An unloaded unit can immediately move, provided the Active player controlling it has enough APs.

Example of loading and unloading.

A Marine unit is inserted into a small village using a LAV to minimize casualties. The Blue player has 5 APs available.

Using 1 AP, the Unit of Marines is loaded on the LAV, which spends 1 AP to move 2 hexes in clear terrain. Once at their destination, the Marines jump off the vehicle (spending 1 AP) to swiftly move 2 hexes in cover through the village alleys.

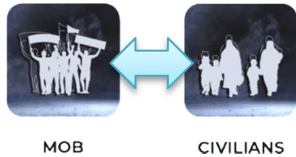


Blue player is now the Reactive player.



Above. Spetsnaz of the Southern Military District disembark an Mi-35M in July 2017. (Photo: kubanspotting.livejournal.com)

CONVERTING MOBS INTO CIVILIANS (ACTION - TEST)



Population markers feature a Mob side and a Civilians side. Mob represents a threatening crowd; Civilians a peaceful crowd.






Regular units can move through civilians but not through mob units. Insurgents can indifferently move through either of the two.

To convert Mobs into Civilians and vice versa, a unit must be adjacent to a Mob marker on the map. The Small arms Activation cost provides the cost in APs for the test. The color of the Small arms' range shows the colored die to be rolled as a test.


Insurgents is the only faction that can convert a Civilians marker into a Mob one, following the same steps above, but with the opposite purpose.


The possible results are:

TEST - CONVERTING MOB TO CIVILIANS

-  = **Critical Failure.** Leave the marker as it is. Assign 1 level of Morale damage to the converting unit.
-  = **Failure.** Leave the marker as it is.
-  = **Success.** Flip the marker on the other side.
-  = **Success.** Flip the marker on the other side.
-  = **Major Success.** Flip the marker on the other side. Reduce of 1 level the converting unit's damage, if any.

Example of converting mob.

A unit of Marines is surrounded by 2 hostile mobs, and the situation is hot. The Blue player has 6 APs available, so he attempts to open dialogue with both rioting groups. He spends 3 APs and rolls the green die trying to convert the eastern mob. The result is . The Marines failed to convert the mob.

The Blue Player also tries to convert the western mob, spending 3 APs to roll the green die again. This time he gets a  and the mob is peacefully converted.



PLACING / REMOVING ROADBLOCKS (SPECIAL ACTION - TEST)





Roadblocks are impassible obstacles for any unit except Helicopter or CAS units.



Only Regular units not Shaken or Suppressed showing the Engineers icon can attempt to remove a roadblock marker.

To do it, a unit must be adjacent to a Roadblock marker on the map. The Small arms Activation cost provides the cost in APs for the test. The color of the Engineers icon shows the colored die to be rolled as a test. The possible results:

TEST - REMOVING ROADBLOCKS

-  = **Critical Failure.** Leave the marker as it is. Assign 1 level of Morale damage to the working unit.
-  = **Failure.** Leave the marker as it is.
-  = **Success.** Eliminate the marker from the game.
-  = **Major Success.** Eliminate the marker from the game. Move the working unit 1 Hex for free.

Any Insurgent infantry unit can place and remove Roadblocks markers without taking a test. They simply pay the Small arms Activation cost to place or remove a Roadblock marker adjacent to one of their units.

DESIGNERS' NOTE

The generic roadblock icon on the marker doesn't exactly represent what roadblocks actually are.

For regular armies, a roadblock is a prepared position made of sandbags or concrete barriers used as a checkpoint and put under the surveillance of several soldiers or even vehicles. Its main goal is to control the access to a restricted area of operations.

Insurgents use roadblocks to ambush, forcing enemy convoys and troops to use well-planned routes, in order to bring them straight into a trap. Thus, they are usually quite mobile, ranging from tire piles and oil drums to trucks or other heavy vehicles.

However, they could be much stronger if they are meant to block armored convoys and not only to delay or reroute them. In this case, rubbles and vehicles of any sort set ablaze may do the job.

A unit can perform a Special action, even if it doesn't possess the necessary ability. In that case, the Small Arms strength value provides the number of Action Points required for the Special Action, as usual, but the unit will use a Grey die for the test, regardless of the color of its Small Arms value.

FORTIFICATIONS

Fortifications are a peculiar kind of cover hex following some special rules that, although pretty straightforward, must be clarified.

They are represented in the map as cover hexes featuring a dot in the center and a set of in-line triangles to show the sides protected by fortifications. They look like walls of HESCO or sandbags. The tip of the triangles points "outside" the fortification, while their base points "inside." Artwork helps clarify what's "inside" and what "outside."

Hex sides printed with triangles can never be crossed, with the only exception of helicopters.

Treat fortifications as standard cover hexes in terms of LOS determination (see next chapter).

Units that occupy a fortifications hex gain a <2 modifier if enemy fire comes from the "outside" (i.e., the fire line crosses the triangles), but they gain no cover if enemy fire comes from the "inside" (i.e., the fire line doesn't cross the triangles).

YOU ARE NOW READY TO PLAY SCENARIO #1

"Winning hearts and minds"



Above: A soft roadblock in Syria, in 2019.

Example of removing and placing roadblocks.

US Engineers attempt to remove a roadblock blocking their path. Blue player has just 2 APs available: He spends 4 APs to attempt to remove the roadblock rolling the green die. The result is 👍, and the roadblock is removed.

The Green player is now the Active one. He uses 2 APs to activate a SAM Squad to lift the adjacent roadblock, then 2 more APs to activate the AT Squad and place the roadblock adjacent to them. Green player turns Reactive. The situation hasn't changed very much for the Blue player...

CHAPTER 2

In this chapter you will learn:

- To combat (firing and assaulting).
- To Rally.
- To take/free hostages.
- To move Civilians and Mob markers.
- Overwatch.
- Throwing smoke grenades.

LINE OF SIGHT OR LOS

A line of sight is the straight line connecting the center of a firing unit hex to the center of its target's hex. A line of sight is always reciprocal: If unit A sees unit B, then unit B sees unit A.

Each hex on the map is considered to be on one of three possible levels of height, depending on its terrain: LEVEL 0, LEVEL 1, and LEVEL 2. While LEVEL 0 never blocks any LOS, LEVEL 1 and LEVEL 2 might block it, depending on their position in a unit's LOS. Check any terrain level on the Terrain Chart.

5 golden rules regulate LOS:

- LOS is **NEVER** blocked between two adjacent hexes.
- The LOS between two hexes is **ALWAYS** blocked if the elevation of an intervening hex is higher than both.
- The LOS between two hexes is **ALWAYS** blocked if the elevation of an intervening hex is higher than one of them and equal to the other.
- The LOS between two hexes is **NEVER** blocked if the elevation of an intervening hex is equal to or lower than both (see the exceptions to this rule below).
- The LOS between two hexes is **NEVER** blocked if the elevation of an intervening hex is higher than one of them but lower than the other.

Whenever a LOS touches any part of a blocking hex, before reaching its target hex, that LOS is blocked, and the firing unit will not be able to see its target and fire at it. Refer to the Terrain Chart and the LOS Chart for further info on each terrain feature and its LEVEL.

The following hexes block a LOS even if they are **at the same LEVEL** of the firing and the target unit hexes:

- Cover hexes.
- Hexes containing friendly or enemy ground units.

- Hexes containing a Roadblock or a Rubbles marker.
- Hexes containing a Smoke marker always block a line of sight at any given LEVEL.
- Hexes containing a Population marker (Civilians or Mob), but only if the firing unit is a Regular unit.

DESIGNERS' NOTE

The LOS rules are a simplified version of the classic standard rules you find in most wargames, as you don't consider any single object or feature within a hex.

You don't need to be that precise.

Simply use a sheet of paper or any other mean to trace a clear and straight line to your target hex.

The idea is that a unit's members will always exploit a hex terrain to effectively engage the enemy, while taking as much cover as possible. Thus, in a urban hex, for example, some soldiers of the same unit may take cover behind a wall, some others could take position on the roof of a building to provide them cover from above. The ENTIRE unit benefits of cover.

COMBAT

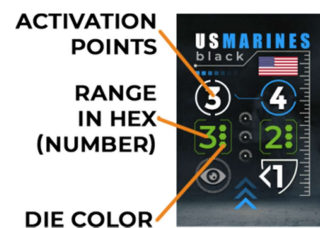
There are basically two ways to fight enemy units in the game: Through fire or assault. They follow different procedures and have different requirements.

Remember that Shaken or Suppressed units can never fire or assault!

FIRING (ACTION)

When you want to fire at an enemy ground unit, you must follow these fundamental steps:

- STEP 1 - Choose which weapon to use (Small arms or Heavy weapons).
- STEP 2 - Ensure that the target is in sight (check your Line Of Sight or LOS).
- STEP 3 - Make sure that the target is within your chosen weapon's range.
- STEP 4 - If the target is both in sight and within range, pay the relevant amount of APs.
- STEP 5 - Roll one of the colored dice (properly modified) and check the results.



STEP 1

As we have previously seen (page 5), unit counters have two columns of two values each on their backside: The Small arms column on the left and the Heavy weapons column on the right. When you want to fire at an enemy unit, you must decide whether to fire with your Small arms (using the left column values) or your Heavy weapons (using the right column values).

Small arms can be used against Vertical unit counters, as reminded by the vertical slot in the leftmost circle.

Against vehicles, you can only use the heavy weapons' value, as reminded by the horizontal slot in the rightmost circle. However, Heavy weapons can also be used against Infantry units (not against helicopters: The Helicopter hunting Special ability is required to do that).

Some units have a diamond instead of a circle around the Heavy weapons' Activation cost. Those are SAM units and can only engage airborne targets, but they will be discussed in another chapter.

STEP 2

Make sure that the firing unit can see its target, that is, no hexes are blocking the Line Of Sight (LOS) -for example, higher ground or cover hexes- between the firing unit and its target.

STEP 3

A weapon's range is the colored number in brackets on the backside of a unit counter: The one on the left is for Small arms, and the one on the right is for Heavy weapons.

Count the number of hexes between the firing unit and its target (not including the hex that the firing unit is occupying, but including the target hex). If the number of hexes is equal to or smaller than the range value, you can fire at it following the next steps. Otherwise, the target is out of range and you cannot fire at it.

STEP 4

Now that you are sure to have your target in sight and within range, pay the relevant cost to fire. Firing at an enemy is an action; as such, it must be paid in APs.

The numbers in the circles on the backside of the unit are the costs in APs to fire: The left one for Small arms and the right one for Heavy weapons. Generally speaking, firing action costs vary depending on the type of unit and weapon.

STEP 5

Now it is time to roll the die to know your attack result.

Start checking the color of the range value for the selected weapon: That is, the base die color.






Apply the following modifiers to the die color:

- Target's defense value (see the back of the target);
- Terrain modifiers (Check the Terrain chart);
- Firing unit's physical damage modifiers (<1 for the 1 Hit marker and <2 for the 2 Hits marker);

If there is any modifier, starting from the color printed on the counter, move to the left (for negative modifiers "<") or to the right (for positive modifiers ">") on the Die Chart of as many positions as the modifier to be applied.

Once the final die color is determined, roll the die and check the result.

COMBAT ROLL RESULTS

-  = Missed. No effect.
-  = Shaken / Suppressed.
-  = 1 Hit.
-  = 2 Hits.
-  = Kill.

SUPPRESSION AND RALLY (ACTION - TEST)



SHAKEN



SUPPRESSED

Units can suffer morale and/or physical damage. The morale levels of damage are two: Shaken and Suppressed. You must use the relevant markers to indicate the type and level of damage.

The Morale marker shows a Shaken status on one side and a Suppressed status on the other.

The first level of morale damage is Shaken, indicating that a unit's firing capability has been disrupted. The second level is Suppressed and represents a pinned-down unit.

When a unit receives an additional morale level of damage, that unit surrenders and is eliminated from the game.

Shaken units cannot fire.

Suppressed can't open fire or move, nor perform any action but calling for support (see page 16 and 22)

You can recover from morale damage in two ways: At the end of a Turn or by Rally.

All Shaken or Suppressed units and support markers of both players automatically gain one morale level when a Turn ends: Shaken markers are removed and Suppressed ones are flipped over to their Shaken side.

If a player wants to improve the morale level of one of his units, he must declare the unit he intends to rally and spend as many APs as the die color he chooses to roll: 1 AP for the White one, 2 for the Pink one, 3 for the Grey one and so on.

Rally is an action requiring a test roll. Follow these steps:

1. Choose a Shaken or Suppressed unit to Rally;
2. Pay as many APs as the die color of his choice;
3. Roll the relevant die modified by the unit's health status (<1 for 1 Hit, <2 for 2 Hits; see below)

The possible results are:

TEST - RALLY

= **Failure.** Nothing happens.

= **Success.** Regain 1 morale level.

= **Major success.** Remove any morale damage.

With a successful attempt, if the unit is Shaken, remove the Shaken marker. If the unit is Suppressed, flip over the marker to its Shaken side.

With major success, remove the Morale marker from the unit.

PHYSICAL DAMAGE



The physical levels of damage are two: 1 Hit and 2 Hits.

The Damage marker shows a 1 Hit status on one side and a 2 Hits status on the other.

A unit is eliminated when suffering the third hit.

A unit with 1 Hit of physical damage suffers a <1 modifier to any of its rolls and subtracts 1 from any of its actions' AP cost.

A unit with 2 Hits of physical damage suffers a <2 modifier to any of its rolls and subtracts 2 from any of its actions' AP cost.

Physical damage can never be recovered.

Example of Combat.

An insurgent AT Squad ambushes the spearhead of a USMC recon mission. All the US units are in the LOS of the AT Squad. Before focusing on the LAV, they decide to open fire against the siding infantry elements. The southern one is in cover, while the Marines on the West are in the open, making them a perfect target.

The Green player has 3 APs before becoming the reactive player. He spends 2 APs (Small arms' cost) to fire with the pink die. However, the Marines unit has a defense factor of 1 colored die shift to the left. Thus the Insurgents will roll the white die instead.

The result is : The Marines suffer 1 morale damage and become Shaken. Blue player places a Shaken marker in the hex occupied by the Marines.



The Green player is still Active. Now he spends 5 APs (Heavy weapon cost) to engage the LAV with the yellow die. The LAV is in the open but features a defense value of 2 dice shift to the left. Green player rolls the grey die.

The result inflicts heavy damage on the LAV. The Blue player places a heavy damage (2 physical hits) marker close to the LAV unit.

The Green player becomes reactive.



The Blue player has enough APs to attempt to recover the Marines from being shaken. He selects the green die, thus spending 3 APs (Small arms cost) for a Rally test. The result is 👍: he can remove the Shaken marker.



If the Blue player decided to open fire with the LAV's Small arms instead of rallying the Marines, he would pay 4 APs instead of 6. He would roll the grey die instead of the red one as a base die since that unit is heavily damaged; thus, paying 2 APs less than usual and shifting two die colors to the left.

OPTIONAL - The Masini's rule: Anytime a unit sustains Heavy damage 🛡️, also assign a Suppressed marker to it. This is what we call "The Masini's rule" in honor of our friend Riccardo Masini who suggested it to us.

ASSAULT (ACTION - TEST)

Units adjacent to a visible enemy unit can Assault it to occupy its position.

In order to do it:

1. Choose the unit you want to assault with.
2. Pay for the relevant AP cost: Units must use Small arms value against infantry units and Heavy weapons value against vehicle units.
3. Refer to the relevant weapon's range color in order to tell which die to roll, then modify it by the terrain modifier and the assaulting unit's Damage marker (if any).
4. Roll the resulting die.

Possible results:

TEST - ASSAULT

- = **Critical Failure.** Assaulting unit suffers 1 physical Hit.
- ⊗ = **Failure.** Assaulting unit spends 2 additional APs.
- 👍 = **Minor Success.** Defending unit suffers 1 level of Morale damage and must retreat.
- 👍👍 = **Success.** Defending unit suffers 1 level of Morale damage and 1 physical Hit. It must retreat.
- 🏆 = **Major Success.** Defending unit is eliminated.

If the assault fails, the assaulting unit stays in its starting hex. In case of Critical failure, the assaulting unit suffers 1 physical damage (1 Hit); in case of failure, the Active player must spend 2 additional APs.

If the assault succeeds, the assaulted (defending) unit must perform a 1 Hex movement in the opposite direction of the assault. If such movement cannot be performed, the defending unit is eliminated. Moreover, in case of Minor success, the defending unit suffers 1 Morale damage or 1 Morale and 1 Physical damage in case of success. The assaulting unit must move into the hex left vacant by the defending unit. Such movement has no cost for the assaulting unit.

If in the same hex with the defending unit there was:

- a **Mob** marker, it retreats with the defending unit;
- a **Civilians** marker, it stays in the hex without retreating.

If the assault is a major success, the defending unit is eliminated, and the assaulting one must move, without any cost, into the hex left vacant.

If in the same hex with the defending unit there was:

- a **Mob** marker, it retreats to an adjacent hex chosen by the Insurgent player;
- a **Civilians** marker, it stays in the hex without retreating.

Assault never triggers Overwatch (see page 15)

Vehicles, helicopters and **support markers** can never assault.

Vehicles can only be assaulted by infantry using their Heavy weapons value.

Helicopters and **any kind of markers** can never be assaulted.

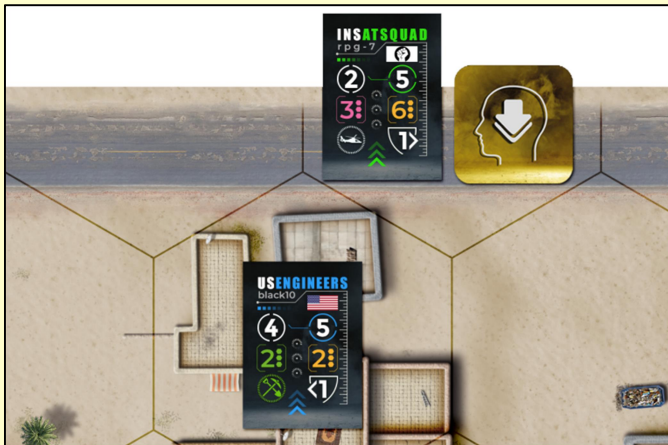
Example of Assault.

The Blue player sees the chance to attack an Insurgent AT Squad defending a group of buildings. First, he spends 1 AP to move an Engineers' unit adjacent to the Insurgents, and then he spends 4 more APs (cost of Small arms) to assault them.

Since the Engineers are assaulting a cover hex, the Blue player rolls the grey die for the Assault test instead of the green one. The result is 👍 : The Insurgent unit suffers 1 Morale damage and must withdraw 1 hex.



The Green player must withdraw North East. The Blue player becomes the reactive player but won't run the risk of a Green counterattack by the AT Squad since it can't open fire being shaken.



HOSTAGES / HUMAN SHIELDS

Civilians can be held hostage or used as human shields by the Insurgents' faction. Each time an Insurgent unit of any kind occupies a hex with a Civilian marker, that Civilian marker can be used as hostage/human shield by the Insurgents. This means that a unit in the same hex with hostages or human shields cannot be fired at by Regular forces.

Only Insurgents and Snipers can fire at enemy units that are in the same hex with **Civilians**.

The only way to attack such an Insurgent unit is with an Assault. When the assault succeeds, the assaulting unit frees the Civilians advancing into their hex.

MOVING MOBS/CIVILIANS (ACTION)

Civilian markers can move with a unit of any faction. To do it, the Civilian marker and the unit must be in the same hex.

The unit must spend 1 extra AP per hex moved, and the Civilian marker must follow the unit. There is no additional cost "to attach" or "to drop" a Civilian marker following a unit.

Mob markers can only move with Insurgent units, following the above procedure.

Units assaulting must drop any Civilians or Mob markers in the hex they assault from, before resolving the assault. This means the Civilians or Mob don't have any effect whatsoever in the assault nor suffer any damage.

As seen before, should a unit defending from an Assault be defeated, any attached Civilians will be left in the assaulted hex, while Mobs will be moved for free in any adjacent hex by the Insurgent player.

Example of Assault with Mobs/Civilians.

If in the previous Example of Assault both units had had Civilians and Mob respectively attached to them, things would have unfolded a little differently.

In his approach to the Insurgent unit, the Blue player would have spent 2 APs instead of 1 due to the extra cost for moving the Civilians.

The Civilians would have had to be dropped in the starting hex of the Assault. On the other hand, if the Insurgents had suffered a major defeat and the AT Squad unit had been eliminated, the Green player would have had to move the Mob to an adjacent hex of his choice.



OVERWATCH (ACTION)

All kinds of units (if not Shaken or Suppressed), including vehicles, helicopters, and off-map snipers, can be put in Overwatch by the Active player by spending 1 AP and placing a red wooden cube in the hex the unit is currently occupying, or on its counter in case of a sniper.

During the opponent's turn, a player's unit in Overwatch can fire at (not assault) any enemy unit entering a hex within weapons range and in LOS.

If the target unit moves through several such hexes, the unit in Overwatch can decide which hex to target.

Once fired, remove the red cube: Units can fire only once per Overwatch action.

Overwatch is exhausted -and the red cube removed- anytime the unit opens fire, moves, takes action, or suffers morale damage.

THROWING SMOKE (ACTION)



ONLY infantry units can throw smoke grenades to block the enemy's LOS.

To do it, choose an eligible unit and pay 1 AP for the action.

Pick a hex adjacent to the chosen unit and place a Smoke marker in that hex.

Smoke markers hinder LOS at any level. Therefore, a unit cannot fire at a target if the LOS to that target touches any portion of a hex with a smoke marker in it.

Smoke markers cannot be deployed on water hexes.

Smoke markers are automatically removed when a turn ends. However, they cannot be removed and will keep on blocking the LOS of both sides' units until the turn ends.

YOU ARE NOW READY TO PLAY SCENARIO #2

"Save the hostages"



Left: Smoke and rubbles invade Fallujah alleys during Operation Phantom Fury's heavy firefights in 2004.

From November 7, US Marines clashed against the Insurgent forces made of former Iraqi Army and Al-Qaeda militiamen. The operation consisted in house to house assaults with the objective of mopping up the entire city from insurgent forces.

After 9 days of intense combat, Falluja was declared secure, although largely destroyed.

CHAPTER 3

In this chapter you will learn:

- How Support markers work.
- To use Artillery/Mortars.
- To use Recon.
- To eliminate an IED or mine threat.
- To use suppressive fire.

SUPPORT MARKERS

Support markers represent various kinds of support fire called to help you perform your tasks and accomplish your mission's objectives. Most of them are off-map units that enter the game or fire from afar only when called into action. For this reason, all Support markers are placed off the board at the beginning of a game and placed on the map only when used by a player. Once used, they must be put on the Action Track until they become available again.

The procedure is the same for any Support marker:

1. Pick the Support marker you want to use.
2. Pay the indicated APs for its action.
3. Put it on the map and use it (Supports may differ slightly in the way they carry out their attack)
4. Once used, put the Support marker in the Action Track box currently occupied by your Activation cube.

It will be available again when, after the current turn has finished, your Activation cube reaches again the box where you left your Support marker after using it.

Below is a list of all the Supports main types and their features:



Helicopters are units and not support markers. Unlike all other units, though, you cannot use supports against them.

CALLING FOR ARTILLERY OR MORTAR SUPPORT (ACTION)

Artillery and mortar support work the same way.

Pick the Artillery or Mortar support marker you want to use, if available.

Declare which value you want to use depending on the target unit type: Small arms value against Infantry units (the left value on the marker) or Heavy weapons value (the rightmost one on the marker). Sometimes there is no difference between the values in terms of die color to roll.

Put the marker on the target hex. Check whether the target hex is in the LOS of any of your units.

If the **target hex is in LOS**: Pay the relevant cost for the chosen value and resolve the support fire as a regular firing action (see page 10).

If the **target hex is NOT in LOS**, dispersion occurs: Pay the relevant cost for the chosen value and put a Dispersion marker on the target hex, with the arrow pointing at any edge of the hex (Active player's choice). Roll 1d6. Refer to the number rolled to find which adjacent hex is hit using the Dispersion marker as a compass.

In case dispersion shifts a Mortar or Artillery attack declared as Heavy Weapon value to an unoccupied hex, resolve the attack anyway, because it may result in rubbles (see page 18).



Once resolved the support fire, put the marker in the box currently occupied by the Active player's Activation cube on the Action Track. Leave it there. When, in the next turn, that player's Activation Cube reaches again the box where the marker was left, he will be able to use it.

UNKNOWN MARKERS AND RECON (SPECIAL ACTION - TEST)



Several markers feature a question mark icon on their backside: They are regarded as Unknown markers on this side and they never block LOS. Many are Situation markers; others are Sniper or Threat markers on the flipside.



To determine the real nature of an Unknown marker, you can either step in the hex containing the marker to reveal it (triggering any of its effects), or you can make use of units with the Recon special action icon to attempt to reveal the flip side of this kind of markers at a safety distance. To do it, a non-Suppressed unit with the Recon icon must be adjacent to a hex containing an Unknown marker.





If a unit steps in a hex containing an Unknown marker, revealing a Roadblock, that unit will have to spend the APs both to enter the blockaded hex **and** to get back to the one the unit was coming from.

The Small arms activation cost provides the cost in APs for the test. The color of the Recon icon shows the colored die to be rolled as a test, modified by the unit's Physical damage marker, if any.

Units that don't feature a Recon icon can attempt a Recon action, paying the Small arms activation cost as usual but still rolling the Grey die for the test, modified by the unit's Physical damage marker, if any.

The possible results are:

TEST - RECON

-  = **Failure.** The ? marker is not revealed.
If it is an IED it may explode.
-  = **Minor Success.** Flip the ? marker.
If it is an IED it may explode.
-  = **Success.** Flip the ? marker.
If it is an IED remove it.
-  = **Major success.** Flip the ? marker and remove it. Do not apply any effect.

If the unit **fails** the Recon test roll, the Unknown marker stays in the hex, and its flip side is not revealed. If there is an IED icon on the flip side, the player owning that IED can decide whether to have it blow up or not (see below). If there is any other icon, nothing happens, and the marker stays on its Unknown side.

If the unit achieves a **minor Success** in the Recon test roll, flip the Unknown marker: If, on the flip side, there is an IED icon, the player owning that IED can decide whether to have it blow up or not (see below). If there is any other icon, nothing happens, and the marker is flipped on its revealed side.

In case of **success**, you can flip the counter, and if it is an IED, you can remove it from play without triggering any of its effects.

In case of **major success**, flip the Unknown marker and remove it from the game without triggering any of its effects.

IEDs AND MINES MARKERS



IED



MINES

IEDs (Improvised Explosive Device) and mines work almost the same way: They differ only in how they are activated.

Their markers have a question mark on one side. When you place them on the map, place the question mark side up.

When a unit steps in a hex containing one of these markers, flip the marker to the other side. The IED or mine blows up. The unit that stepped on IED or Mines marker **-or adjacent to it, if performing a Recon-** suffers an attack. Resolve it as a regular firing action but paying no APs. To know which colored die to roll, refer to the little hex's color next to the icon on the marker. Remove the IED marker once it has attacked the unit or units. Mines marker stay in place until they have been cleared.

DESIGNERS' NOTE

IED are virtually anywhere in modern warzones and take any shape or form, from a soda can to a dip filled with howitzer's rounds.

Any suspicious object or situation is treated as a possible threat and represented here by Unknown markers. That's why on their flipside you can find almost anything. The player could be puzzled finding a roadblock on the flipside of an Unknown marker, for example, but in real life a bus occupying the entire roadway may be just a wreck (Road block marker) or an explosive trap (IED marker).



Above: An IED hidden inside a roadblock in Iraq.

ELIMINATING AN IED AND CLEARING MINES (SPECIAL ACTION - TEST)



Only units with Engineer ability can eliminate IEDs or clear mines.






To do it, a non-Suppressed unit with an Engineering ability icon must be adjacent to the hex containing the IED or Mine marker.

Pay the cost of the action referring to the clearing unit's Small Arms cost.

Roll a die referring to the color of the Engineering icon, modified by the unit's Physical damage marker, if any.

The possible results are:


TEST - CLEARING IED/MINES

-  = **Critical Failure.** IED/Mines explode.
-  = **Failure.** The IED/Mines remain in place and active.
-  = **Success.** Remove the IED/Mines marker.
-  = **Success.** Remove the IED/Mines marker.
-  = **Major Success.** Remove the IED/Mine marker from the map. You can perform a 1 hex free movement with that unit.

DEBRIS (MARKER)



Debris markers block LOS and movement. They are impassable obstacles and cannot be removed.

Whenever a unit or a Support marker fires at an enemy unit using the value of the Heavy weapons, put a Debris marker in the target hex if the result is a  of any color.

Debris can also be already on the map if required by a scenario setup.

DUMMY (MARKER)



Dummy markers are Unknown markers with nothing on the flipside. They create more uncertainty in the opponent as to where mines, IEDs, and other hidden markers are.

They are placed on the board at the beginning of a game and removed, once revealed by a unit performing a Recon action or if a unit enters their hex.

SUPPRESSIVE FIRE (SPECIAL ACTION - TEST)








Only units with the Suppressive fire Special action icon can perform it to "soften" a target and hinder its fire ability.

To do it, a unit with no morale damage and featuring the Suppressive icon must have a clear LOS to an enemy unit, even into a hex with a smoke marker (but not through it!)

The Small arms activation cost provides the cost in APs for the test. The color of the Suppressive fire icon shows the colored die to be rolled as a test, modified by the unit's Physical damage marker, if any.

The possible results are:

TEST - SUPPRESSIVE FIRE


-   = **Failure.** No effect.
-  = **Minor Success.** Assign 1 level of Morale damage to the target.
-  = **Success.** Assign 2 levels of Morale damage to the target.
-  = **Major success.** Assign 1 level of Morale damage and 1 physical hit (1 Hit) to the target.

Suppressive fire may be highly effective in hindering enemy armored operations when the defender can't field anti-armor weaponry.

Example of Suppressive fire.

A US MMG Team is set to open fire against an approaching Insurgent vehicle. The MMG Team cannot directly fire at a vehicle; however, it can still try to "dissuade" it with some Suppressive fire.

Blue player spends 6 APs (Small arms cost) and should roll the green die; however, having a 1 Hit marker, the die color to use for a Suppressive fire test gets shifted to grey.

The result is : The Suppression attempt failed.

YOU ARE NOW READY TO PLAY SCENARIO #3

"Clearing the farm"



Above: A US Marines patrol is ambushed by an IED in an unknown province of Afghanistan.

CHAPTER 4

In this chapter you will learn:

- To use helicopter units.
- To use the Helicopter hunting ability.
- To use Sniper support.
- To use Martyrdom ability.

HELICOPTER UNITS

Helicopter units are like other units, but they have some extra features and make some exceptions due to their flying ability. Players must be aware of this and the different movement stats (see the Terrain Chart).

They can have two different stances:

LOW = a helicopter unit in a clear or water hex is always considered to be flying in a LOW stance known as NOE (Nap of the Earth).

This stance is considered LEVEL 0 (see 10): All rules regarding LOS apply. A helicopter in a low stance can be fired upon using Small arms, SAM weapons and the Helicopter hunting ability (see below). All cover modifiers apply. A helicopter flying NOE cannot be targeted by CAS.

HIGH = a helicopter unit in any other kind of terrain that is not a clear or river hex is always considered to be flying in a HIGH stance and does not benefit from any terrain modifier.

HIGH stance is considered LEVEL 2 (see 10). All rules regarding LOS apply.

Helicopter units in Overwatch are always considered to be in HIGH stance, even if in a clear or water hex. When in high stance, Helicopter units can be engaged by SAM (see page 22), CAS using Small arms (see page 22) or using the Helicopter hunting ability (see below).

Helicopters can never assault or be assaulted, no matter their stance.

OPTIONAL: Helicopters can use Small arms values only against infantry units and Heavy weapons values only against vehicles.



Above. An Italian Mangusta aggressively turning while operating Nap Of the Earth (NOE) in Afghanistan.

DESIGNERS' NOTE

Designing rules for helicopters wasn't an easy task. We wanted them to be on-map assets, instead of an abstract entity like in other games.

Rules were written using the US Army Field Manual 1-112 for Attack Helicopter operations as reference. Although we expect to see helicopters popping out from cover, current real operations are much more tricky, with a compulsory direct visual ID, very strict flying altitude regulations and an intricate chain of command for fire authorization.

HELICOPTER HUNTING (SPECIAL ABILITY)



There are no units with SAM weapons in this chapter's scenario, so we will talk only about anti-helicopter weapons for now, but LOS implications still apply to SAM units.

Some Insurgents' Infantry units have a Helicopter hunting special ability. These units can ALSO use their Heavy weapons value against Helicopter units in LOW stance.

Being a special ability, it needs 1 AP to be activated to engage a Helicopter unit with this unit's Heavy weapons (see page 10).

Example of Helicopter activation.

An Italian Mangusta is operating NOE in clear terrain, entering a small town in the Afghani countryside. Its crew cannot see the Insurgent unit on the other side of the mountain, because both the helicopter and the insurgent units are in clear (level 0) and separated by a cover hex (Level 1).



Blue player spends 1AP to move the Mangusta around the small huts, and only when it flies adjacent to the Insurgent unit they see each other.



Being in overwatch, the Insurgent unit is activated with an unwelcome surprise for the Mangusta since that Insurgent unit has the Helicopter hunting ability!

Thus, Green player spends 6 APs to open fire with that unit's Heavy weapon, using the yellow die. However, Mangusta's defense value shifts the die color of 2 colors to the left, converting the yellow die into the grey one. Luckily for the Mangusta, the result is a miss.



SNIPERS (SUPPORT MARKER)

A Sniper is a support marker. On the flip side, it shows a question mark icon: This Unknown marker side will be used in some scenarios. To use it:

Pick the Sniper marker you want to use, if available.

Pay its cost (sniper markers have only one value and color).

Put the marker on the target hex: You don't need to check LOS when using a sniper, and no terrain nor target defense values apply.

If an enemy sniper is in Overwatch (if available), he may fire on the attacking sniper first. In this case, resolve the attack as usual and apply any result as if the attacking sniper were a standard unit (i.e., physical and morale damage).

After applying any enemy sniper's Overwatch fire, resolve your sniper attack if he is still in condition to fire (i.e., capable and with no morale damage). Follow the standard rules for firing, but don't apply any modifier but the sniper's physical damage modifiers, if any.

Put the Sniper marker into the box currently occupied by the owning player's Activation cube with any physical or morale damage marker it got.

Snipers cannot fire at vehicles and helicopter units, nor through or into a hex with a smoke marker.

Example of Sniper fire.

An Insurgent sniper targets a Unit of Marines in cover: Green player spends 2 APs. However, the Blue player has a Marine sniper off-map in Overwatch, so he opts to use it before the Insurgent opens fire.

Blue player spends 4 APs and rolls the green die with no modifiers.

The result is : Being Shaken, the Insurgent sniper interrupts the attack, and its marker is relocated on the Action Track at the current AP value, likewise the USMC sniper.



MARTYRDOM (SPECIAL ACTION-TEST)



Only units with a Martyrdom ability icon can perform this special action. It is a suicidal attack meant to cause as much damage as possible to an adjacent enemy unit.

To do it, a unit with Martyrdom's ability must be adjacent to its enemy target and without any morale damage.

Pay the cost of the action referring to the firing unit's Small Arms cost.

TEST - MARTYRDOM

- = **Critical Failure.** The martyr unit is eliminated. No effect on the target unit.
- = **Failure.** Target suffers 1 level of Morale damage. The martyr unit is eliminated.
- = **Minor Success.** Target suffers 1 Physical hit (1 Hit). The martyr unit is eliminated.
- = **Success.** Target suffers 2 Physical hits (2 Hits). The martyr unit is eliminated.
- = **Major Success.** Both the target and the martyr unit are eliminated.

Only one enemy unit can be selected as a Martyrdom target, even if more enemy units are adjacent to the martyr unit.

Unlike reality, civilians and mobs are not affected by this kind of attacks.

Depending on the scenario, Martyrdom ability is not always available to units featuring this special ability.

DESIGNERS' NOTE

Players should not be spoiled to think to martyrdom necessarily as a man with an explosive belt launched against an enemy unit in a suicidal attack.

Actually, martyrdom in *Warfare* has been conceived as a generic fanatical action undertaken by an insurgent unit contemptuous of its own life, be it the attempt to drop a grenade into an armored vehicle's hatch or rushing into enemy lines with armed grenades in hands, or even a fanatical firefight.

We believe there is no need to underline we don't approve nor least of all endorse terror attacks: They are a cruel expression of modern asymmetrical warfare that we thought should be, nevertheless, included. If a player feels uneasy with the Martyrdom rule, they are free not to use it minding that its impact is little more than negligible for scenarios' outcome.



Above. A British sniper unit in Lakari Bazaar, Afghanistan.



Above: U.S. Army M1A2 Abrams tanks maneuver in the streets as they conduct a combat patrol in the city of Tall Afar, Iraq, on Feb. 3, 2005. The tanks and their crews are attached to the 3rd Armored Cavalry Regiment. *(Photo: Staff Sgt. Aaron Allmon)*

VEHICLE UNITS

Vehicle units (tanks, infantry fighting vehicles, technicals, etc.) work like infantry except that only Heavy weapon values can be used to attack them.

Vehicles show different movement statistics from infantry: In particular, they move slower in cover and elevation hexes but faster in the open. (see the Terrain Chart).

Vehicle units are mounted with the longer side of their counter inserted into the plastic base.

YOU ARE NOW READY TO PLAY SCENARIO #4

"They're coming!"

CHAPTER 5

In this chapter you will learn:

- To use SAM weapons.
- To use Air support.
- To use Units' Special abilities.

SAM WEAPONS

In *Warfare*, anti-aircraft weapons are represented by MANPADS or man-portable air defense systems (shortened with SAM in these rules).



When a Heavy weapon's cost number is within a rhombus-shaped icon instead of a circle, that heavy weapon is a SAM weapon and can ONLY be used against air supports and helicopters (in either HIGH or LOW stance).

Resolve an attack with such a weapon as you would with any other attack; just make sure your target is an air support or a helicopter unit in HIGH or LOW stance.

CLOSE AIR SUPPORT (SUPPORT MARKER)

Close Air Support (CAS) is a support marker. To use it:

Pick the CAS marker you want to use

Choose which value you want to use, regardless of the kind of target, and pay the relevant cost in APs

Put the marker on the target hex: You don't need to check LOS when using air support.

If the CAS's target or any other enemy unit is in Overwatch, they may fire on the air support first, provided they have a SAM weapon. In this case, resolve the attack normally and apply any result as if the air support marker was a unit, applying any morale or physical damage to it. In case of a Shaken die roll result, the air support aborts the attack and goes back onto the Action Track. As usual, the suppression marker is automatically removed when the current turn ends.

Resolve the air support attack: Follow the standard rules for firing, applying any modifiers.

After the Close Air Support attack and before it leaves the map, the defending player can decide to fire at the Air support using one of the available SAM units (if any) as if they were in Overwatch, no matter the range.

Put the CAS marker in the box currently occupied by that player's Activation cube with any suppression or damage marker it got.

Example of Air support.

An Insurgent Technical has pinned down some Marines, and they call for some Close Air Support. An A-10 orbiting in the area welcomes the request with a reassuring "rolling in hot." It engages the Insurgent position with its Small weapons (an aircraft's gun in *Warfare* is considered as such, while the bombload is referred to as Heavy Weapons). The Blue player spends 8 APs.

An Insurgent's SAM unit is nearby, but it can't launch against the incoming aircraft since it's not in overwatch. The Technical is in the open and has no defense value: The Blue player rolls the Purple die and kills the vehicle.



While egressing, the A-10 is engaged by the SAM squad, even if Green is still the reactive player: This latter spends 6 APs and rolls the red die, shifted to grey due to the A-10 defense value of 3 colored dice to the left. The result is Shaken: A Shaken marker is applied to the A-10 whose marker is brought back on the Action Track.



CAS can be used to target helicopters in high stance only. In this case, use the Heavy weapons value to engage the helicopter

STEALTH (SPECIAL ABILITY)



Some units show the Stealth special ability icon on their counter, which means they never trigger Overwatch, thanks to their tactics or excellent knowledge of the area.

Being a special ability, it needs to be activated by spending 1 AP anytime the owning player intends to use it and it lasts for the entire unit's activation.

AMPHIBIOUS (SPECIAL ABILITY)



Some units (either infantry or vehicles) show the Amphibious special ability icon on their counter, which means they can move in water hexes spending 1 AP per hex entered.

Infantry units cannot fire while moving in water, while vehicles can.

Being a special ability, it needs to be activated by spending 1 AP anytime the owning player intends to move from land to water and vice versa.

SQUAD DRONES (SPECIAL ABILITY)



Some units show the Squad Drones special ability icon on their counter, which means they can remove every enemy Overwatch cube within 2 hexes.

Drones can also be used as spotters during the artillery support fire: The unit that owns them can consider, for spotting purposes, not only the hex it occupies, but also any hex within 2 hexes away.

Being a special ability, it needs to be activated by spending 1 AP anytime the owning player intends to use it. It can be used multiple times in a row.

AIRBORNE (SPECIAL ABILITY)



Some units show the Airborne special ability icon on their counter, which means they can be parachuted in any empty (non-water) hex on the map.

An Airborne unit can be initially left out of the game setup and introduced on the map at any time, spending 1 AP. Once deployed, though, it can't be removed from the map to be parachuted again.



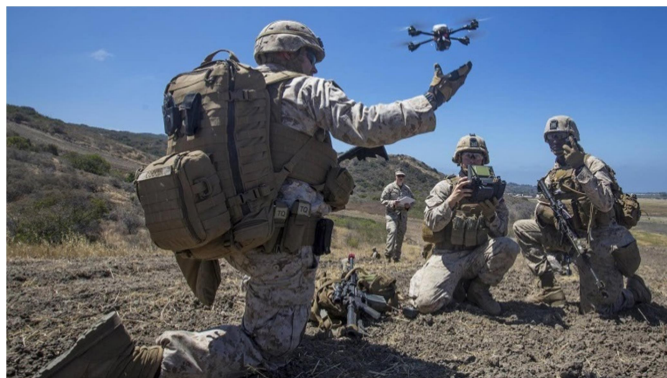
Above: An Italian soldier runs to take cover from stones thrown by a group of civilians that has just been turned into a mob by Aidid's insurgents in Mogadishu, 1993.



Above: Marines of Kilo Company, 3rd Battalion, 5th Marines, conduct a house-to-house search in Fallujah on Nov. 17, 2004, escorted by an M1A1. As part of Regimental Combat Team 1, the unit attacked the western section of the city. (Photo: VFW magazine).

YOU ARE NOW READY TO PLAY SCENARIO #5

"Secure the bridge"



Above left and right: A Marine rifle squad deploys an *Instant Eye* drone (to the left) during the comparative evaluation with the smaller *Black Hornet* micro-drone (to the right) in 2016. (Photo: USMC)

MISSION GENERATOR

INTRODUCTION

The mission generator allows you to create random scenarios to make the game more exciting and long-lasting.

It can be used as a stand-alone option for a single mission or to generate random missions throughout a campaign (page).

Players will define in order:

1. Mission type
2. Number of troops to deploy
3. Terrain
4. Setup

GENERATING A MISSION

Warfare includes different mission types to play, each with its own *briefing*, to introduce you to the battle and its setup. Players select a mission type to play (see page) and follow the instructions to set up and play the scenario.

NUMBER OF TROOPS TO DEPLOY

Players can select units to deploy from their **Faction order of battle as listed at the end of this rulebook**. Each unit, Support, and other kinds of markers sport a given number of Deployment Points or DPs.

Each mission briefing instructs about the ratio of forces between attacker and defender. Usually, parity is required: Players set the number of points to deploy (e.g., 100 DPs) by mutual agreement and will select units from their faction's Order of battle so that the sum of the selected units won't exceed the number of DPs agreed.

Other times, briefings require one faction to deploy more DPs than the opponent: The smaller faction sets the number of DPs, then the opponent will add the required number of DPs according to the mission briefing.

Example. A "Defend in sector" 's briefing requires the defender to deploy half the points of the attacker. The Defending player decides to deploy 50 DPs. As a result, the attacker will have up to 100 DPs available.

Endless horde





Sometimes a faction's Order of battle doesn't allow to satisfy deployment requirements in terms of DPs. If this is the case, instead of downsizing the battle, a player can use the "Endless horde" mechanics to increase uncertainty and thrill to the mission.

During the setup phase, the player deploys as many DPs as possible. If they don't substantially meet briefing requirements (e.g., JSDF, in case of parity, deploys just 74

DPs against 200 of the Russian army), he can choose to use the Endless horde instead.

Anytime a unit is killed, the player rolls for a Test using the unit's Small Arms die color:

TEST - ENDLESS HORDE

-  = **Critical Failure.** Unit is permanently killed.
-  = **Failure.** Unit respawns after 2 turns.
-  = **Success.** Unit respawns on next turn.
-  = **Major Success.** Unit respawns immediately.

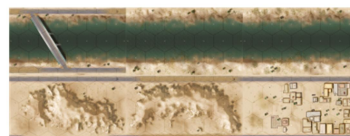
If a unit respawns, the player can redeploy it anywhere on the map onto a hex adjacent to an Insurgents' controlled edge, if possible, not closer than 4 hexes from an enemy unit, Units may respawn indefinitely.

TERRAIN AND MAP SETUP

Terrain

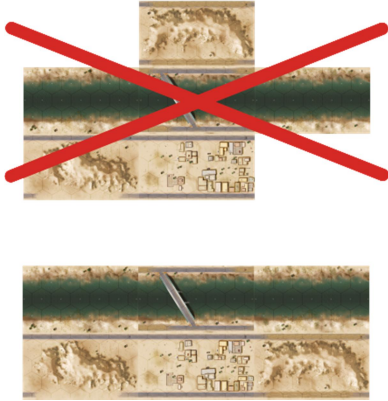
If playing a random mission, players select by mutual agreement a general environment, either arid or grasslands, and then a terrain type among the ones listed below. Each terrain requires one or more mandatory tiles:

- **URBAN:** Only tiles from 1A to 10A and 20A are allowed for arid environments. Grasslands requires placing at least two tiles among 16B, 17B, and 19B.
- **RURAL:** For arid environments, use tiles from 11A to 20A, excluding river tiles 17A, 18A, and 19A. If a mission requires bigger maps, you can add tiles 5A, 6A, and 7A after all the B tiles have been deployed. For grasslands, you can use tiles 1B to 11 B.
- **INDUSTRIAL:** Set up as either an urban or rural map, minding that either tile 9A (for arid) or 17B (for grasslands) are mandatory.
- **WATER/RIVER:** Set up as either an urban or rural map, minding that tile 17A is mandatory. If needed, use tiles 18A and 19A, as required, in a consistent way. You can also use tile 20B as a coastline tile.



- **HILLS:** Set up as either a urban or rural map, minding that tiles 15A and 15B (for arid) or two among tiles from 12B to 15B (for grasslands) are mandatory.

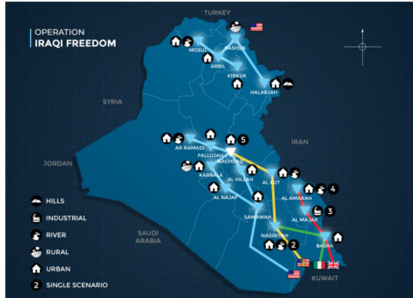
Following the scenario instructions, players can freely decide on map size by placing one tile at a time, alternating with each other to build a regular-shaped map.



DESIGNERS' NOTE

As a rule of thumb, consider 4 units per tile: for example, if the sum of ALL the units involved in the missions is 24, provide at least 6 tiles.

If playing a Campaign, the Strategic map indicates the terrain type on its Scenarios points where mission takes place. Campaigns' Strategic maps are provided at page 58.



Historical scenarios come with their own maps to be set up as shown in their own briefing. Historical scenarios are provided with a QR code to zoom in the map setup diagram. Scan the QR code with a mobile device.

Map edges

Each scenario assigns the ownership of each side edge of the map. A faction can enter or exit only the assigned side edges. A unit exiting from an enemy side edge is captured and eliminated.

MISSION TYPES

1. Recon

The Command has ordered the attacker to report any enemy activity in the sector. Patrol the defender's sector and head back with the requested information.

FORCE RATIO: Parity.

MAP SETUP: The map must be made of at least 3 tiles in length:



ENTRY EDGE: The attacker decides his entrance edge.

OTHER EDGES: All controlled by the defender.

ASSETS: The attacker can access Air Support and 81 mm mortars' artillery fire. The Defender can use any kind of artillery fire (choose one) and a sniper.

SETUP: The attacker deploys first, situational markers (mines, IEDs, rubbles, etc...) included. He can use the tiles hosting his entry side only. The defender places 3 Civilian markers on the map, no more than one per tile column (see picture below) and not adjacent to any enemy unit. The defender's units can deploy adjacent to Civilian markers' hexes.



ACTION POINTS: The attacker starts at 40, the defender at 37APs. Before starting the game, the defender can spend as many APs as he desires to set any or all of his units in Overwatch.

VICTORY CONDITIONS: If, at the end of a turn, the attacker has managed to explore (i.e. enter the hex) all the Civilian markers' hexes, he wins the game.

If the defender has eliminated more than half of the starting attacker's units at the end of a turn, he wins the game.

If both victory conditions occur in the same turn or turn 4 is over, the mission ends in a draw.

SOLO TACTICAL STANCES. Attacker: Movement to contact. Defender: Defend a battle position.

2. Movement to contact

The encounter between two patrols in reconnaissance turns into a bloody clash. Terrain objectives are secondary objectives. Your primary goal is to destroy the enemy's advanced elements while minimizing your casualties.

FORCE RATIO: Parity.

MAP SETUP: The map must be made of at least 3 tiles in length.



ENTRY EDGE: The two further apart opposite edges.

OTHER EDGES: See picture above.

ASSETS: None.

SETUP: If not otherwise defined (e.g., during a campaign), both players roll 1D6: who rolls higher is the attacker. Place 1 Unknown marker in the central hex of the map in the middle. The defender will place another Unknown marker within 3 hexes from the central one, and then the attacker will do the same with a third Unknown marker (see an example below). The attacker deploys first, situational markers (mines, IEDs, rubbles, etc...) included. He can only use the tiles containing his entry side. The defender deploys in the tiles containing his own entry side.



ACTION POINTS: The attacker starts at 40, defender at 37 APs. Before starting the game, both players can spend as many APs as they desire to set any or all their units in Overwatch.

VICTORY CONDITIONS: If, at the end of a turn, one of the players manages to control (i.e., having one unit in the hex) all the hexes with an Unknown marker, or if the end of turn 4 is reached, the game is over: The faction that has suffered fewer losses in terms of units wins the mission.

If one of the players has eliminated more than half of the starting opponent's units at the end of a turn, he wins the game.

The mission ends in a draw if both victory conditions occur in the same turn or the 4th turn is over.

SOLO TACTICAL STANCES. Attacker: Movement to contact. Defender: Movement to contact.

3. Defend in sector

The defender will have to keep control over several positions, deciding where to concentrate his forces to repel the opponent's advance. By the end of the mission, no enemy units must occupy the designated objective hexes.

FORCE RATIO: The defender deploys half the points of the attacker who cannot make use of any situational marker.

MAP SETUP: The map must be made of at least 2x2 tiles.



ENTRY EDGE: The attacker decides his entry edge.

OTHER EDGES: All controlled by the defender.

ASSETS: The attacker can access Air Support and any kind of artillery fire (choose one). The defender can use any kind of artillery fire (choose one), Air Support and a sniper.

SETUP: The defender places 3 Unknown markers in 3 different hexes, at least 3 hexes apart from each other and at least 1 hex from any map edge. The defender deploys first into and/or adjacent to marked hexes. He can deploy his situational markers (mines, IEDs, rubbles, etc...) anywhere on the map. The attacker can deploy using only the tiles containing his entry.

ACTION POINTS: The attacker starts at 40, the defender at 37. Before starting the game The defender can spend as many APs as he desires to set any or all his units in Overwatch.

VICTORY CONDITIONS: If, at the end of a turn, the attacker manages to control (i.e., having one unit in the hex) all the marked hexes, he wins the mission.

If the defender eliminates more than half of the starting attacker's units at the end of a turn or the end of turn 4 is reached, he wins the game.

If both victory conditions occur in the same turn, the attacker wins.

SOLO TACTICAL STANCES. Attacker: Movement to contact. Defender: Defend in sector.

4. Defend a battle position

You have been ordered to hold your ground despite the best the enemy has to offer. Allowing the enemy to take the objective that you were ordered to defend could have drastic implications on the overall strategy for the theater of operations. Similarly, if most of your force is destroyed in holding the objective area, your mission still fails.

FORCE RATIO: The defender deploys half the points of the attacker who cannot make use of any situational marker.

MAP SETUP: The map must be made of at least 3x3 tiles. The tile in the middle must be:

For **urban** or **industrial** terrain type:

- For regular defenders: “the embassy” tile 3A (arid) or “the town” tile 16B (grasslands).
- For insurgent defenders “the pasta factory” tile 9A (arid) or “the depot” tile 17B (grasslands).

For **rural** or **hills** terrain type:

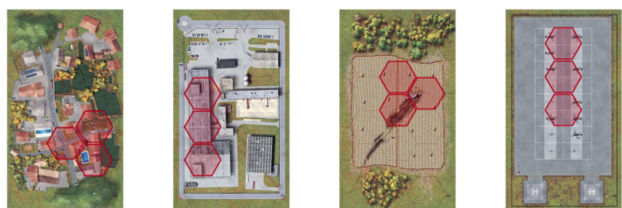
- For regular defenders: “the COP” tile 14A (arid) or “the helicopter base” tile 19B (grasslands).
- With insurgent defenders: “the farms” Tile 11A or “the downed plane” tile 18B (grasslands).

For **River** terrain type use “the bridge” tile 17A, no matter who the defender is; use other river tiles 18A and 19A, if required, in a consistent way.

The pictures below show a general, basic setup for this mission and target hexes for each objective tile.



Tile 3A "The Embassy" Tile 9A "Pasta factory" Tile 11A "The farm" Tile 14A "The COP" Tile 17A "The Bridge"



Tile 16B "The town" Tile 17B "The depot" Tile 18B "The downed plane" Tile 19B "The helicopter base"

ENTRY EDGE: The attacker decides his entry side.

OTHER EDGES: All controlled by the defender.

ASSETS: The attacker can access Air Support and any kind of artillery fire (choose one). The defender can use any kind of artillery fire (choose one), Air Support and a sniper.

SETUP: The defender deploys first, inside target hexes and/or within 3 hexes from them. He can also deploy his situational markers (mines, IEDs, rubbles, etc...) anywhere

on the map. The attacker can deploy adjacent to his entry side, not closer than 3 hexes from any defending unit.

ACTION POINTS: The defender starts at 40, the attacker at 37. Before starting the game The defender can spend as many APs as he desires to set any or all his units in Overwatch.

VICTORY CONDITIONS: If, at the end of a turn, the attacker has managed to control (i.e., having one unit in the hex) all the target hexes, he wins the mission.

If the defender eliminates more than half of the starting attacker’s units by the end of a turn, he wins the game.

If both victory conditions occur in the same turn, the attacker wins

If the end of Turn 4 is reached and no one has achieved victory, the defender wins if he has sustained fewer casualties than half his starting units. Otherwise, the match is a draw.

SOLO TACTICAL STANCES. Attacker: Deliberate attack. Defender: Defend a battle position.

5. Sector crossing

The attacker must quickly cross the sector that is firmly in the hands of the defender. You can either avoid contact or make your way through using brute force.

FORCE RATIO: Parity. The attacker cannot use situational markers (mines, IEDs, rubbles, etc...).

MAP SETUP: The map must count at least 3 tiles in length.



ENTRY EDGES: The attacker decides his entry edge; the opposite one is also in his own hands and it will be his exiting edge.

OTHER EDGES: All controlled by the defender.

ASSETS: The attacker can access 81mm mortar fire and Close Air support. The defender can use any kind of artillery fire (choose one), Air Support and a sniper.

SETUP: The defender deploys his units and situational markers (mines, IEDs, rubbles, etc...) first, anywhere on the map. The attacker can deploy only into the tiles containing his entry side.

ACTION POINTS: The attacker starts at 40 and the defender at 39 APs. Before starting the game, the defender can spend as many APs as he desires to set any or all his units in Overwatch.

VICTORY CONDITIONS: If the attacker has managed to exfiltrate through the exiting edge over half his starting units by the end of a turn, he wins the mission. If, by the end of a turn, the defender has eliminated more than half of the starting attacker's units, or if the end of turn 4 is reached, the defender wins the game.

If both victory conditions occur in the same turn, the attacker wins.

SOLO TACTICAL STANCES. Attacker: Movement to contact. Defender: Defend in sector.

6. Search and rescue

High-value targets - HVT (usually civilians) got split up from the defending forces and surrounded by enemy aggressors. The defender must rejoin with the HVT and escort them out of the combat zone. The attacker must take control over the HVT and keep them away from the defender.

FORCE RATIO: Parity. Defender has no situational markers (mines, IEDs, rubbles, etc...) available.

MAP SETUP: The map must count at least 3 tiles in length.



ENTRY EDGE: The defender selects the right or left edge of the map as his own entry edge.

OTHER EDGES: All controlled by the attacker.

ASSETS: Attacker can access 81mm mortar fire and a sniper. The defender can use Air Support and a sniper.

SETUP: The defender selects one tile adjacent to his entry edge and deploys approximately 2/3 of his starting units. The remaining 1/3 must be deployed on the opposite tile on the map. Assign a Civilian marker (HVT) to one of these latter units. See an example below:



The attacker can deploy anywhere on the central column of tiles of the map, at least 3 hexes away from any defender's unit, if possible. The attacker's situational markers (mines, IEDs, rubbles, etc...) can be deployed anywhere on the map except those hexes containing any defender's units.

ACTION POINTS: The defender starts at 40, the attacker at 39. Before starting the game, both players can spend as many APs as they desire to set their units in Overwatch.

VICTORY CONDITIONS: If the defender managed to escort the HVT Civilian marker out of his entry edge by the end of a turn, he wins the mission.

If, by the end of turn 4, the attacker controls (i.e., having a unit in the same hex) the HVT Civilian marker or if the HVT dies (e.g., killed in a destroyed vehicle), he wins the mission.

If, by the end of turn 4, the defender controls the HVT but they are still on the map, the game ends in a draw.

Remember that Civilian markers can never be directly targeted by hostile fire nor sustain damage, apart from being killed in a destroyed vehicle they were being carried on.

CAMPAIGN

INTRODUCTION

Warfare comes with a campaign mode players can use for both single or multiplayer games.

Each campaign is based on a Campaign map: players will begin from the starting point indicated by a national flag and will move along the plotted course. Campaign briefings indicate the key faction, the one the campaign is focused on. Anytime the key faction wins, you move by one Strategic point toward the Finishing point; anytime it is defeated, you move toward the Starting point. In case of a draw, the next mission will take place on the same Strategic Point. At each Strategic point, players create a new mission rolling 1D6 on the table below, applying any required modifier to determine the mission type. Strategic point icons establish the terrain the map will be based on.

CAMPAIGN MISSION TYPE

- 0 or less** = Search and Rescue.
- 1** = Sector crossing.
- 2** = Defend a battle position.
- 3** = Defend in sector.
- 4** = Recon.
- 5** = Movement to contact.
- 6** = Attack in sector.
- 7 or more** = Deliberate attack.

MODIFIERS

- 2 if last mission was lost.
- 1 if last mission was a draw.
- 0 if it is the first mission of a campaign.

NOTES:

- **Recon:** If the last mission resulted in a draw or a defeat, key faction defends.
- **Attack in sector and Deliberate attack:** Key faction attacks in a Defend in sector mission or Defend a battle position, respectively.

Solo, 2 players and multiplayer campaign

Each campaign indicates how many players can involve. If **playing solo**, you can select a key faction to play as the campaign unfolds.

With **2 players**, one of them will select a key faction and the other one will play as the opposing faction.

Multiplayer campaigns can be approached in several ways. When clear factions are indicated, alliance are well determined and players will decide which nation and thus for which faction they will fight for; They can even opt to fight all for the same faction and let the AI to control the enemy faction.

When factions are fluid and not totally determined, as in the Libya campaign, Independent armies can decide which faction they want to join, for how long and how to develop the campaign.

Otherwise they can follow a holistic approach to the campaign as it dynamically unfolds, toggling between factions (e.g. a mission focusing on Italy, focusing on ISIL, then another one on Russia etc.). In this case players will decide the key faction for the mission.

Whatever the choice, players must refer to the Strategic points on the map to determine who initially controls them. Once a faction takes control over s Strategic point, it becomes its new owner.

THEATRE OF OPERATIONS

Iraqi Freedom – Solo, 2 Players

On March 19, 2003 a U.S. led coalition invaded Iraq from South to end Saddam Hussain dictatorship over the Middle Eastern country, alleged to produce and retain NBC weapons in stocks all over the Country. Offensive followed two main routes along the Tigris and Euphrates rivers, with US Army on the Western route and US Marines, British Army and Italian Army on the Eastern one.

Iraqi Army quickly degraded to war bands, heavily infiltrated by insurgents and terrorist groups as Al Qaeda.

KEY FACTIONS: US Army, US Marines, British Army, Italian Army.

OPPONENT: Insurgents.



Two US M1A1 Abrams from the 1-35 Armor pose under the “Hands of Victory” in Baghdad, November 2003. Photo: Technical Sergeant John L. Houghton, Jr.

Syrian Civil War – 1 to 4 Players

The Syrian Civil War has been waged since 2011 between anti-government groupings and the government itself. However, since 2014 a significant part of Syria’s territory had been claimed by several terrorist group as ISIL and Al-Nusra. Later in the same year, a U.S.-led coalition had conducted airstrikes in Syria against ISIL, which was widely seen as unsuccessful in achieving their goals.

After an formal request from Syrian President Bashar al-Assad, Russian joined the conflict to side government forces to liberate the country from terroristic infiltrations. Although Russia is officially involved only in terms of Air and Naval strikes, is widely believed Russian Army is actively operating on Syrian soil.

KEY FACTION: Government (Russia).

OPPONENT: Anti-government (Generic Eastern). Kurds (Insurgents vs. Government; Generic Eastern vs. ISIL). ISIL (Insurgents).



Russian sappers patrol the desolate ruins of Aleppo in December 2016. Photo: Ministry of Defense of the Russian Federation.

Enduring Freedom, Afghanistan – Solo, 2 Pl.

After 9/11 attacks, U.S. government started a global war on terror called Enduring Freedom. Afghanistan was the first main battleground of this war due to its Taliban-led government. Their extreme interpretation of Islamic law made the country a perfect stronghold for the terroristic

group Al-Qaeda, that turned Afghanistan into an insurgent forge.

Insurgency was so widespread and rooted, that International coalition had to divide the Country in nationally controlled territories to better enforce order and security. Italians were in charge of the Western sector, British of the Southern one and U.S. dealt with the delicate Eastern sector, facing many Pakistani terrorist infiltrations. As players can see on the map (page 58), all the possible routes are circular and virtually never-ending: pacification on those areas was very temporary and phony, aimed to take time for subsequent terror attacks or ambushes.

KEY FACTIONS: US Army, US Marines, British Army, Italian Army.

OPPONENT: Insurgents.



American and British soldiers take a tactical pause during a combat patrol in the Sangin District area of Helmand Province April 10 2007. Photo: Spc. Daniel Love, U.S. Army

Operation Fading light, Libya (Fictional) – Solo, 2 Pl, Multiplayer

After the 2011 coup ended with the end of Colonel Muammar Gaddafi and his dictatorship, Libya never found a real stability: Divided between the NATO-supported Government of National Unity (GOU) on the West and the House of Representative (HoR) on the East, the Country quickly fell victim of ISIL terrorist infiltrations from South. After a streak of violence and bombing attacks in Sirte, causing dozens of civilian casualties, Russian president shocked the world with a massive Russian air landing in Tobruk broadcasted worldwide with the intent to “help the legitimate Libyan government of the House of Representative to mop up the Country from the plague of terror and other foreign intrusions”.

Aside for the words of condemnation, Western nations are caught totally off-guard and acts divided, with Italy sending a small reaction force to the long-date partner GOU in Tripoli and with France and US undecided whether to side their closer-related HoR, that would mean joining the historical enemy Russia, or to fight this latter to avoid it may gain a strategic outpost rich of natural resources, in the Mediterranean.

Will ISIL exploit a delayed and divided Western reaction to take control of the country? Will it side a regular army? Will they prove to be accountable?

GOU FACTION: Italian Army, Generic Eastern.

HoR FACTION: Russian Army, Generic Western.

ISIL FACTION: Insurgents.

INDEPENDENT NATIONS: US Marines, France.



(Fictional) Shielded by a group of subs and destroyers, Russian troops land on Libyan Eastern coast to outflank a residual resistance by ISIL infiltrators in Tobruk, October 202x.

Operation Iron gates, Poland (Fictional) – Solo, 2 Pl, Multiplayer

For years, strategic studies focused on the Fulda gap as the elective entry point for Russian forces right into the heart of Europe, under the aegis of NATO. Decades after the Cold War was over, new resurgences of tension between NATO and Russia in Europe, brought back the old Fulda’s nightmares. With Russian forces moving toward the Ukrainian-Romanian border, the center of gravity of NATO slowly shifted south, trying to cover the other academic entry point to Europe: Focșani Gate.

With a series of alleged exercises on the sea, land and air involving Belarus, two groups of Russian and Belarus forces suddenly intrude into Poland, quickly gaining terrain before either Polish or other NATO forces might react. The road to Berlin looks to be open.

KEY FACTIONS: Russian Army, Generic Eastern.

OPPONENT: Generic Western, Germany, US Marines, US Army, British Army, France.



(Fictional) A platoon of M1A2 Abrams climbs a hill, rushing toward the advancing Russian troops near Biskupiec, Poland in April 202x.

Operation Night tide, Taiwan (Fictional) – Solo, 2 Pl.

At the height of the tension in the Taiwan Strait, two separate incidents took place 14 months ago that would have long-term consequences for both Taiwan and mainland China. Taiwan announced a controversial plan to expand both its Hsinchu airbase and port facilities, sparking a swift and visceral reaction from the Chinese government, which feared the potential conversion of the airport to host US bombers capable of striking deep into Chinese territory.

As if that wasn't enough, just a few weeks later, US officials announced their intentions to refurbish the Kinmen Island airport, located just off the coast of mainland China, to host military installations. With tensions already running high between the two nations, this announcement triggered a significant escalation in the crisis.

As the naval operations in the Chinese Sea continue, the outcome of the conflict remains unclear. But one thing is certain - this is a pivotal moment in the history of the Taiwan Strait, and the decisions made today will have long-lasting consequences for both Taiwan and mainland China.

KEY FACTION: People Liberation Army.

OPPONENT: US Marines, Generic Western.



(Fictional) PLA mortars targeting NATO troops defending the local airport in Kinmen, October 202x.

Operation Dragonfly , Korea (Fictional) – Solo, 2 Pl., Multiplayer

Since its first nuclear test in 2006, Democratic People's Republic of Korea (DPRK) had been conducting a series of missile tests, causing international tension and leading many countries, including China and Russia, to grow concerned about the potential threat to regional peace and stability. In response, both countries decided to take action and launched a joint military operation to prevent North Korea from conducting any further missile tests. On the day of the operation, Chinese and Russian troops secretly crossed the border into North Korea and quickly advanced towards key missile testing sites. The North Korean military, caught unaware, tried to put up a fight, but was no match for the combined forces of China and

Russia. Within hours, the missile testing sites were captured, and the operation was deemed a success.

In the wake of China and Russia's successful military operation in North Korea, South Koreans were left feeling threatened and unsure of their own safety. With the sudden success of the Chinese and Russian forces in the North, South Korea feared that it may be next on the list for the two countries, who may be looking to expand their power and influence in the region. With a potentially volatile North Korea and an increasingly aggressive China and Russia, it seemed that South Korea felt caught in a geopolitical crossfire, with little control over their own future.

In response to the threat, South Korea reached out to Japan and the United States for military assistance. In addition to the carrier strike group, the United States also deployed several thousand troops, including heavy armor, artillery, and other weapons systems, to South Korea, primarily in and around the cities of Seoul, Busan, and Daegu. These cities are strategically located near the DMZ and would serve as a critical defense line in case of an invasion. Similarly, Japan responded to the threat by sending additional military assets, including troops, aircraft, and missile defense systems, to its bases in the Fukuoka Prefecture and other strategic locations throughout the region to defend South Korea from the growing threat posed by China and Russia. Will they advance south or they will just stop at the DMZ line?

RED FACTION: People Liberation Army, Russia.

DPRK FACTION: Generic Eastern.

BLUE FACTION: ROK, JSDF, US Marines, US Army.



(Fictional) U.S. Marines from the 13th Marine Expeditionary Unit and Japanese Self-Defense Force soldiers go over maneuver tactics while conducting amphibious assault operations inland the Fukuoka prefecture, Japan.

TRAINING SCENARIOS

GENERAL NOTES ON SETUP DIAGRAMS

On the setup diagram, the number position of each tile must be accurately repeated while assembling the game map with the relevant tiles. Each unit is identified by a national/faction flag, the accent color of its counter, a name and a small icon that indicates unit type. Striped bands provide the ownership of that map's edge, on the base of its color. Due to the limited space on the printed page, some diagrams may be difficult to read: scan the provided QR code to zoom the diagram and to access to more information.

WINNING HEARTS AND MINDS (SOLO)

Delaram, Nimruz province, Afghanistan October 2007.

During a routine patrol, a group of civilian informs an USMC HMMWV Section about possible weapon stacks concealed in the nearby village, Taliban infiltrations and the potential threats of IEDs. Section's leader makes a radio call reporting the acquired information to the TOC (Tactical Operations Center), who orders another HMMWV Section with Engineers to report at the base entrance gate, awaiting for the patrolling section to rejoin. Together they will search the village, neutralize any hostile activity, confiscate any weapon stack and check for any IEDs.

In the meanwhile, FOB's (Forward Observation Base) sentinels report at least one ablaze roadblock with possible protesters in the nearby. It sounds like the perfect stage for an ambush...

Your mission starts here:

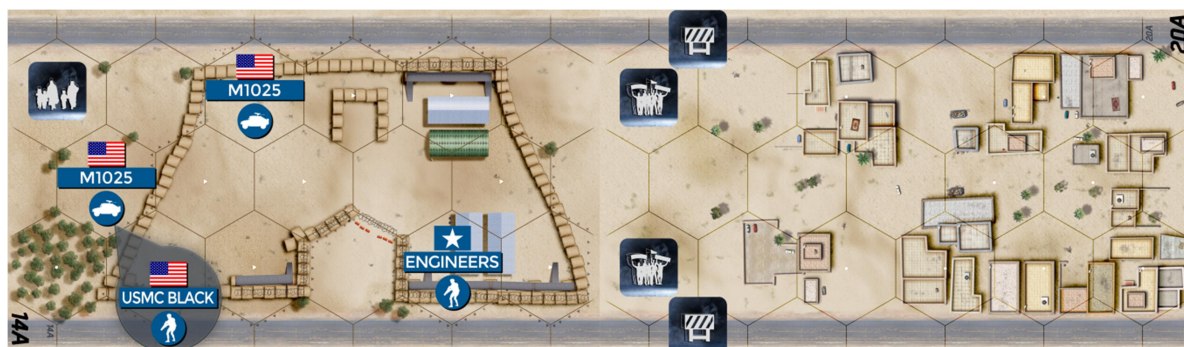
There are no points Victory Points (VP) for training scenarios: they are designed just to learn the basics of Warfare. USMC player starts with 6 smoke grenades.

As the **USMC player** you must accomplish the following objectives:

- Load the GW Engineers on the parked M1025, then navigate to the FOB gate.
- Move the patrolling M1025 adjacent to the Engineers' M1025.
- Move both the units toward the roadblocks and convert Mobs into Civilians.

When all these objectives have been achieved, stop and await for further orders. You can play all the training missions as a small campaign. In this case don't move counters and markers: they will start next scenario from their final positions.

Note on errata: on tile 14A, the small wood hex near the tile's name is a cover hex.



SAVE THE HOSTAGES (SOLO, 2PL.)

After dispersing the protesters and having abandoned the Humvees, the two USMC units proceed eliminating the roadblocks impeding the access to the village. Just before starting to work on the roadblocks, a young man asks for help: A group of armed Taliban took his family hostage and barricaded themselves inside his home in the center of the village! "Sir, take a look at that reverb, over there" a Marine points the top of the hill above the village. More troubles are incoming.

Your mission starts here:

USMC player starts with 6 smoke grenades or those remaining from the previous scenario.

As the **USMC player** you have to:

- Save the young man's family and eliminate the barricaded suspects and any other threat.
- Rally any shaken or suppressed unit until fully operative.

If playing solo, Insurgent AI uses Defend in sector stance.

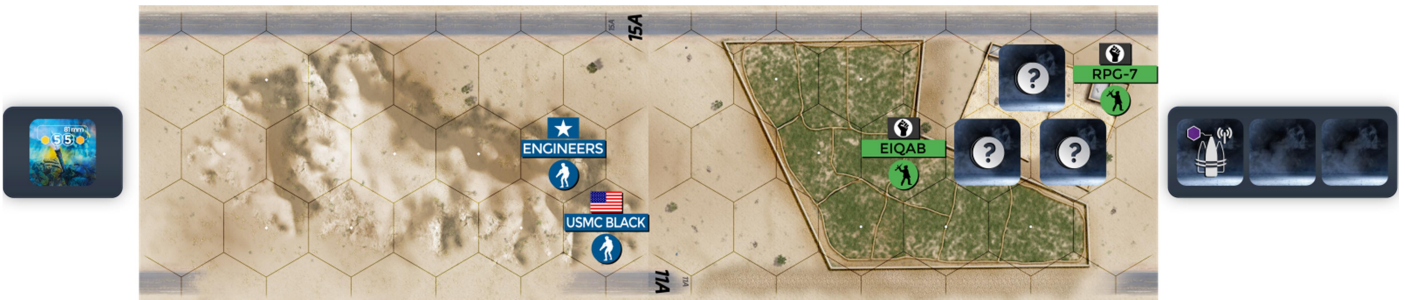


CLEARING THE FARM (SOLO, 2 PL.)

“TOC, this is Black 11. We’ve got possible T-men movements in the farming compound, 600 yards East of the hill, over”.

“Roger Black 11, this is TOC. Access to artillery support granted. The 81s are ready and hot, call sign Shotgun. Use it as needed but avoid damage to the compound. Advance, eliminate any threat and check the site for IEDs. Over”.

“Wilco, TOC: Black and Gold on the move. Black 11 out”



Your mission starts here:

USMC player starts with 6 smoke grenades or those remaining from the previous scenario.

As the **USMC player** you must accomplish the following objectives:

- Clear the compound from any threat.
- Check all the Unknown markers and defuse the IED.
- Don’t take casualties.

If playing solo, Insurgent AI uses Defend a battle position stance, with the hex containing the Unknown markers as Terrain objectives.

During the setup, the Insurgent player takes 2 Dummies and 1 IED markers and place them on the indicated spots, face down. In case of solo play, flip the markers over, mix them up and randomly place them where indicated.

THEY ARE COMING! (SOLO, 2 PL.)

“TOC, this is Black 11, we have a situation here! multiple tangos incoming, 500 yards, we can’t stop them! Sir, we need immediate exfiltration!”

“Negative, Black 11, Littlebirds are incoming with heavy backup. ETA 5 minutes. Form a perimeter and hold the terrain objectives until backup arrives. Snipers are already on the hunt, call sign Nailer. TOC out.”

“Ok guys, listen up! We have to hold the position: you, tell Gold Squad to move their a** over here and form a perimeter. Littlebirds are coming in 5 minutes.”

“5 minutes?! Bravo Sierra: in 3 minutes we’ll all be poppy manure!”

Your mission starts here:

USMC player starts with 6 smoke grenades or those remaining from the previous scenario.

As the **USMC player** you must survive for 2 Turns.

Littlebirds will enter at the beginning of Turn 2 in the indicated hex, carrying USMC Blue unit.

As the **Insurgent player** you must accomplish the following objectives:

- Use the Helo hunting ability.
- Use the Martyrdom special action.

If playing solo, Insurgent AI uses Movement to contact.



SECURE THE BRIDGE (SOLO, 2PL.)

“Black 11, TOC. Intelligence reports a second wave of tangos with heavy technicals coming to your position. LAVs half-mile inbound from west. A-10 flight stationing for Close Air Support: call sign Buzzer. Over”

“Roger TOC, Black 11. Out”

“Buzzer, this is Black 11. We need CAS on the southern side of the river: we got a nice column of technicals and several tangos in line for your guns. Over.”

“Black 11, this is Buzzer. Get ready for the show: rolling in hot.”

Your mission starts here:

USMC player starts with 6 smoke grenades or those remaining from the previous scenario.

As the **USMC player** you must accomplish the following objectives:

- Secure the bridge (i.e. occupying the 3 bridge hex with a friendly unit) by the end of Turn 3.
- Use Overwatch on your sniper to counter the enemy sniper.
- Use all your units' Special actions.

As the **Insurgent player** you must accomplish the following objectives:

- Secure the bridge (i.e. occupying the 3 bridge hex with a friendly unit) by the end of Turn 3.
- Score a hit on the A-10 with your SAM Team.
- Score a hit with your sniper.

If playing solo, Insurgent AI uses Movement to contact stance.



The A-10 was one of the most welcome sights for ground troops deployed in Afghanistan. Many times the *Hog*, as the Thunderbolt II is mockingly called, saved several lives of coalition's troops exposed to intense and deadly gunfire. (Photo: Staff Sgt. Tyler Woodward)