



GAME OVERVIEW

Modern Land Battles is a fast-paced card game depicting ground combat. You will command a force on a modern battlefield from the 1970's to the modern day.

The unique combat system ensures fast-paced game play where every decision is important and can tip the balance of victory for or against you. Each player turn takes only moments, and most games can be completed in under one hour.

It is best to read the entire rulebook before playing the game.

COMPONENT OVERVIEW

Your copy of Modern Land Battles contains the following components.

COUNTERS (54)



ACTED COUNTERS (18)

Place an Acted counter on your Force card when it performs an Action. That Force card cannot perform another Action until you remove the counter.



DAMAGE COUNTERS (24)

Place Damage counters on your Force cards when they suffer Hits. 4 Hits Destroys a Force card.



CONTROL COUNTER (1)

Move the Control Counter to show how close each player is to Securing the current Terrain card.



SUPERIOR ATTACK COUNTERS (11)

Place Superior Attack counters show if either player is in a superior tactical position on the battlefield.

DICE (4)



The game uses 10-sided dice for all rolls. Throughout the game, you always want to roll high to succeed.

10-sided dice generate results from 1 to 10. If your dice are numbered 0 to 9, treat the 0 as being a 10.

FORCE CARDS (137)



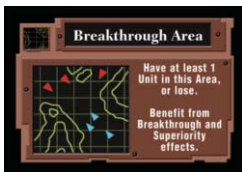
Force cards represent the combat forces taking part in the battle. Place the Force cards face up on the table during the game for all players to see.

ACTION CARDS (90)



Action cards represent tactical offensive and defensive options. You keep your Action cards in your hand, secret from your opponent until you play them.

BREAKTHROUGH CARD (1)



The Breakthrough card represents the central focus of the battlefield. The table space around the Breakthrough card is referred to as the Breakthrough Area.

You must always have at least one Force card in the Breakthrough Area or you lose the game.

FLANKING CARD (1)



The Flanking card represents your efforts to gain a tactical advantage against your opponent. The table space around the Flanking card is referred to as the Flanking Area.

You can move Force cards in and out of the Flanking Area to gain Attack bonuses.

TERRAIN CARDS (11)



The Terrain cards represent new ground your forces are advancing into. The table space around the Terrain cards is referred to as the

Terrain Area.

You can move Force cards in and out of the Terrain Area to Secure Terrain cards for Victory Points.

SET-UP

Perform these steps to set-up the game for play:

1. SELECT NATIONALITIES

Each player selects a Nation's forces to play.

Gather the Force cards belonging to your Nation. You can tell which Nation a Force card belongs to by the flag in its top-left corner.



Arabian Multinational



China



Insurgent



Israeli



United Kingdom



United States



USSR

YOUR GAME SHOULD LOOK LIKE THIS AFTER SET-UP...



2. CREATE THE BATTLEFIELD

The Battlefield has three different Areas. Each Area is designated with a card:



Breakthrough Card - Place the Breakthrough Area card in the center of the table.

Your Force cards in the Breakthrough Area can

Attack enemy Force cards in the Breakthrough Area.



Terrain Cards - Shuffle the Terrain cards to form a deck and place them face down to one side of the Breakthrough card.

top of the Terrain card deck.

Place the Control counter on the Start square on the top Terrain card.



Orient the Terrain deck vertically so you can move the Control counter toward you, and your opponent can move the Control counter toward him.

You can send a Force card to the Terrain Area to Secure a Terrain card or Attack enemy Force cards in the Terrain Area.

Flip the top Terrain card face up and place it on



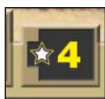
Flanking Card - Place the Flanking card to the other side of the Breakthrough card.

You can send Force cards to the Flanking Area to gain Superior Attack counters. You can also Attack enemy Force cards in the Flanking Area.

3. CREATE YOUR ARMY

Each player selects their starting Force cards.

SELECT STARTING FORCE CARDS

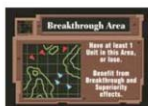


Select 25 Victory Points of your Nation's Force cards to start the game.

Place the Force cards you did not select off to the side to form your Reserve pile. These Force cards can be brought into the game using the Reinforcement rules.

Player Tip: When selecting your Force cards, try to buy Force cards with a variety of Attack symbols. For example, 2 or 3 Force cards with Small Arms, 1 or 2 with Cannons, 1 or 2 with Missiles, and 1 with Artillery.

FORCE FORMATION



Place all your selected Force cards on your side of the Breakthrough card to show they are in the Breakthrough Area.

Your Formation can have one, two, or three Rows of Force cards.

Your First Row is the one closest to the Breakthrough card. The Second Row is placed just behind the First Row. The Third Row is closest to you.

FORCE CARD DETAILS



1 - FLAG

The flag in the top-left corner shows a Force's Nationality.

2 - NAME AND TYPE

The Force's name and type are noted across the top of its card for player interest.

3 - ARMOR VALUE

The Armor value indicates how difficult it is to inflict a Hit on the Force. The higher the number, the harder the Force is to Destroy.

4 - MANEUVER SYMBOL

The Maneuver symbol notes the Force card's capability to perform Maneuver Attacks against the opposing Formation and Terrain cards.

5 - MISSILE ATTACK SYMBOL

6 - CANNON ATTACK SYMBOL

7 - SMALL ARMS ATTACK SYMBOL

8 - VICTORY POINT VALUE

The Victory Point value in the bottom right corner indicates the Force card's value.



Some Force cards have an Artillery Attack Symbol or Headquarters symbol.



If a Row does not have at least one Force card, all the Rows behind it move forward to fill the gap.

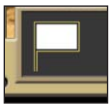
Player Tip: It is good to place your Small Arms and Cannon equipped Force cards in the 1st or 2nd Row. Missile equipped Force cards do well in the 2nd Row. It is best to start Artillery Force cards in the 2nd or 3rd Row.

4. INITIAL ACTION CARDS

Shuffle the Action card deck and place it face down on the table.

Players have a Hand Size of 7 Action cards.

Deal each player a number of Action cards equal to their Hand Size.



Add 1 to your Hand Size if you have a Force card with the Headquarters Symbol.

5. FIRST PLAYER ACTION

Randomly determine which player will perform the first Action.

SEQUENCE OF PLAY

As your Action, select and perform any one of the following Actions:

- **Prepare**
- **Reinforce**
- **Maneuver Attack**
- **Artillery Attack**
- **Play a Card**

Once you have completed an Action, the other player performs one Action. Continue to alternate performing Actions until there is a winner.

ACTION CARD DETAILS



1 - NAME OF ACTION CARD

2 - WEAPON NEEDED TO ATTACK OR DEFEND WITH THIS CARD.

An available Force card in your Formation must have the same symbol as shown on the Action card.

3 - MANEUVERING MODIFIER

4 - REINFORCEMENT VALUE

5 - ACTION CARD TEXT

The text on a card describes the actions available to you. The different color text notes the card's effect when played as either an Attack or Defense card.

Action - White text. Only played during your Action. You must place an Acted counter on the Force card performing the White Text Action.

Defense - Yellow text. These cards can only be played in reaction to an opposing player's Action. You must place an Acted counter on the Force card performing the Yellow Text Action.

If the card text reads "No Action", you do not place an Acted counter on the Force card performing the Action.

Reaction Cards - You can only play 1 Action card in reaction to your opponent's Action.

Play an Action card to either Attack, Defend, React to your Oponent's Action, modify a Maneuvering Attack, or to Reinforce your Army.

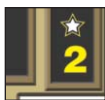
ACTIONS

PREPARE

Remove all the Acted counters from all of your Force cards. During this same Action you can also Draw cards from the Action Card deck until you hold Action cards equal to your Hand Size. You may discard any Action cards in your hand before drawing.

When you draw the last Action card from the deck, shuffle the discarded Action cards to form a new Action card deck.

REINFORCE



During this Action, you play Action cards into the discard pile to use their Reinforcement values. All Action cards have a Reinforcement value in their bottom right corner.

Search your Reserve pile to select Force cards with a total Victory Point value equal to or less than the total value of the Reinforcement cards. Immediately add these Force cards to your Breakthrough Area's Force cards.

You cannot add Force cards to your Terrain or Flanking Areas.

You can reorganize the Force cards in each of the 3 Areas at this time, so long as each Force card stays in its original Area.

Example: I play Action cards with Reinforcement values of 2, 1, 3, and 3 into the discard pile and declare them to be Reinforcement cards. I can now select up to 9 Victory Points of Force cards from my Reserve deck and add them to my Breakthrough Area.

I Choose an M113 worth 3 Victory Points, the HMMWV worth 2 and the M109 worth 4. I then reorganize my Breakthrough Area to have 3 Rows and place the M109 into the third Row. I add the other two Force cards to the 1st Row.

MANEUVER ATTACK



To perform this Action, select one Force card to Act that does not already have an Acted counter. The Force card must have a Maneuvering symbol.

There are 2 types of Maneuver Attacks: Terrain Maneuvering, and Flanking Maneuvering. The Force card performing a Maneuver Attack can be in any Row.

Player Tip: You can perform Maneuvering Attacks without playing an Action card. This can be useful when you have ready Force cards, but are low on Action cards.

TERRAIN MANEUVERING



The purpose of Terrain Maneuvering is to Secure a Terrain card toward Victory.

To perform Terrain Maneuvering, the Force card must be in the Terrain Area.

If the Force card is not in the Terrain Area, move it to the Terrain Area and add it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).

If the Force card is already in the Terrain Area you may move it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).

To perform Terrain Maneuvering, roll 4 Maneuver dice. Roll 1 less die for each Hit the Maneuvering Force card has suffered.

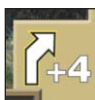
A roll succeeds if you roll the Force card's Maneuver value or higher.



Example: You choose the Maneuver Action. You move your US Stryker from the Breakthrough Area to the Terrain Area and roll 4 dice.



You succeed on each roll of 6 or higher.



Before you roll, you can play any one Action card as a Maneuvering card to gain its Maneuvering modifier.

Add the Maneuvering modifier to all of the Force card's die rolls.



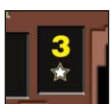
Example: If you play a Barrage Action card as a Maneuver card, add 2 to all of your Maneuvering die rolls.

Slide the Control counter on the Terrain card one square toward you for each successful Maneuvering die roll.

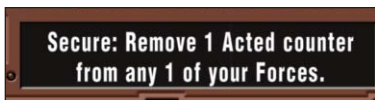


If you slide the counter off the end of the track, you have Secured the Terrain card.

Place the Secured Terrain card in your Victory pile off to the side, turn over the next Terrain card in the deck, and place the Control counter on its Start square.



Each Terrain card shows the Victory Point value you gain when you Secure the card.



When you Secure a Terrain card, you gain the card's

benefit.

Place an Acted counter on the Force card that just Acted.

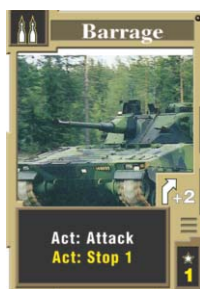


Example: You are Maneuvering against the Open Terrain card. Your Bradley succeeds on Maneuvering rolls of 7 or higher. You play a Small Arms Action card to Modify your rolls by +3. You will succeed on each roll of 4 or higher. You roll four dice, getting rolls of 7, 9, 1, and 4. You have succeeded 3 times. This is enough to move the Control counter off the Terrain card.

Example: Given the same values as the previous example, you roll 4 dice, getting rolls of 7, 2, 1, and 4. You have succeeded twice. Move the counter two squares toward you.

REACTION

After you roll for Terrain Maneuvering, the opposing player can play one card in Reaction. This may cancel some of your successes.



Example: Your opponent plays a Barrage card to stop 1 of your Maneuvering Successes.

FLANKING MANEUVERING



The purpose of Flanking Maneuvering is to gain an Attack bonus against enemy Force cards in the Breakthrough Area.

To perform a Flanking Maneuvering, the Force card must be in the Flanking Area.

If the Force card is not in the Flanking Area, move it to the Flanking Area and add it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).

If the Force card is already in the Flanking Area you may move it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).

To Maneuver, roll 4 Maneuver dice. Roll 1 less die for each Hit the Maneuvering Force card has

suffered.

A roll succeeds if you roll the Force card's Maneuver value of higher.

REACTION

After you roll for Flanking Maneuvering, the opposing player can play one card in Reaction. This may cancel some of your successes.

SUPERIOR COUNTERS



Place one Superior counter in front of your Breakthrough Area for each successful Flanking Maneuver roll.

Each Superior counter adds +1 to all of your future Attack rolls in the Breakthrough Area.

If you already have Superior counters in front of your Breakthrough Area, and you perform another successful Flanking Maneuver, add the additional Superior counters to the existing Superior counters. There is no limit to the number of Superior counters you can have in effect.

You retain these counters until your opponent successfully performs his own Flanking Maneuvers.

If your opponent performs a successful Flanking Maneuver, each success discards one of your Superior counters until you no longer have Superior counters. Once you no longer have Superior counters, any additional successes by the opposing player will add Superior counters to his Breakthrough Area.

Only one player will have Superior counters in play at a time.



Example: You perform a Flanking Maneuver and succeed 3 times.

You place 3 Superior attack counters in front of your Breakthrough Area.

The opposing player then performs 4 successful Flanking Maneuvers. He discards your 3 Superior

counters, and adds 1 Superior counter to his Breakthrough Area.

Place an Acted counter on the Force card that just Acted.

ARTILLERY ATTACK



To perform this Action, select one Force card to Act that does not already have an Acted counter. The Force card must have an Artillery symbol.

You do not play an Action card when performing an Artillery Attack.

If the Force card is not in the Area you want it to Attack from, move it to that Area and add it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).

Select one enemy Force card in the same Area to be the target of your Artillery Attack. If the Force card is already in the Area you want it to Attack from, you may move it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).

The enemy Force card must be in range of your Artillery Force card. The Artillery Force card's range in Rows is noted with the number to the left of the Artillery symbol.



Example: This Artillery symbol has a Range of 4 and an Attack modifier of +1.

To Attack, roll 4 Attack dice. Roll 1 less die for each Hit the Artillery Force card has suffered.

A roll succeeds if you roll the targeted Force card's Armor value or higher.



Add the modifier noted on your Artillery Force card to each die roll.

Also add 1 to all your rolls for each Superior counter you have in play if the Artillery Force card is in your Breakthrough Area.



Example: This Artillery Force card is in your Breakthrough Area in your 3rd Row. It can only target enemy Force cards in their Breakthrough Area. With its Range of 4, it can target any enemy Breakthrough Force cards in their 1st or 2nd Row. You get to add 1 to your rolls because of your Artillery's +1 notation. You also get to add +2 because you have 2 Superior counters. The targeted Force card has an Armor of 6. You would normally need to roll 6's or higher to inflict Hits, but now you only need to roll 3's or higher.

Place one Hit counter on the targeted enemy Force card for each successful die roll. If the Force card has accumulated 4 or more Hit counters, it is Destroyed. Place the Destroyed Force card in your Victory pile off to the side.

Place an Acted counter on the Force card that just Acted.

REACTION

After you roll the Artillery Attack, the opposing player can play one card in Reaction. This may cancel some of your Hits.

Player Tip: Artillery Force cards have very low Armor values. Try to keep them in the 2nd or 3rd Rows whenever possible.

PLAY A CARD

To perform this Action, play an Action card from your hand, resolve its effect, and then discard it.

HOW TO ATTACK

Select one of your Force cards to perform an Attack.



To perform an Attack, the Force card must have an Attack symbol that matches the Attack symbol in the top left corner of one of your Action cards.



Example: The Bradley can play this Overwatch card because the Missile symbol on the

Bradley matches the Missile symbol on the Overwatch Action card.



To declare an attack, place an Acted counter on the attacking Force card, then place the attack card next to the targeted enemy Force card.

SAME AREA

Your Attacking Force card must be in the same Area as the target enemy Force card.

If the Force card is not in the Area you want it to Attack from, move it to that Area and add it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).

If the Force card is already in the Area you want it to Attack from, you may move it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).

ATTACK RANGE

The Attacking Force card must also be in range of the targeted enemy Force card. Range is calculated by counting the Rows from the Attacking Force card to the targeted Force card. Do not count the Attacking Force card's Row.

DAMAGING A FORCE CARD

To Attack, roll 4 Attack dice. Roll 1 less die for each Hit the Attacking Force card has suffered.

A roll succeeds if you roll the targeted Force card's Armor value or higher.



Add the modifier noted next to your Weapon symbol to all your Attack rolls.

DETERMINING RANGE



1 Row
Away



2 Rows
Away



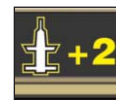
Small Arms
Attacks can
target enemy

Force cards 1 Row
away.



Cannon
Attacks can
target enemy

Force cards 1 or 2
Rows away.



Missile Attacks can
be launched from
the 1st or 2nd Row
and target an enemy Force
card in their 1st or 2nd Row.



Also add 1 to all your rolls for each Superior counter you have in play if the Attacking Force card is in your Breakthrough Area.



Example: Your US Bradley Force card is in your Breakthrough Area in your 1st Row. It can only target enemy Force cards in their Breakthrough Area. You play a Cover Fire card, which uses a Small Arms symbol. You get to add 1 to your rolls because of your Small Arms' +1 notation. You also get to add +1 because you have 1 Superior counter. The targeted Force card has an Armor of 4. You would normally need to roll 4's or higher to inflict Hits, but now you only need to roll 2's or higher.



Example: Your Force card is in your Flanking Area in your 1st Row. It can only target enemy Force cards in their Flanking Area. You play a Cannon card, which can target enemy Force cards in their 1st or 2nd Row. You must subtract 1 from your rolls because of your Cannon symbol's -1 notation. You do not

get bonuses for your Superior counters, because you are not in the Breakthrough Area. The targeted Force card has an Armor of 7. You would normally need to roll 7's or higher to inflict Hits, but now you need to roll 8's or higher.

Place one Hit counter on the targeted enemy Force card for each successful die roll. If the Force card has accumulated 4 or more Hit counters, it is Destroyed. Place the Destroyed Force card in your Victory pile off to the side

Place an Acted counter on the Force card that just Acted.



Example: You attack a US M113, with a Force card that has suffered 2 Hits. You only get to roll 2 Attack dice. Each roll of 4 or higher (the M113's Armor Value) will inflict one Hit. The M113 is Destroyed when it suffers 4 Hits.

REACTION

After you roll the Attack, the opposing player

can play one card in Reaction. This may cancel some of your Hits.

DEFENSE CARDS

Some Action cards defend against Attacks or Maneuvers. These cards have Yellow text.

Stop 1 Hit.

If a card declares it can Stop Hits, play the card when one of your Force cards is suffering Hits to negate the specified number of Hits.

Act: Attack Act: Stop 2

If a card declares it can Stop 1 or 2, play the card when one of your Force cards is suffering Hits to negate the specified number of Hits - or - when the enemy has succeeded in 1 or more Maneuvering attempts to cancel the specified number of successful Maneuvers.

Example: The opposing player has rolled his Attack dice and is about to inflict 2 Hits on my US Stryker Force card. His Attacking Type 80 Force card is in the 1st Row of his Flanking Area, and he is Attacking my Stryker in my Flanking Area. I have a Missile-equipped Bradley Force card in the 2nd Row of my Flanking Area, and I use it to play an Overwatch card. I place an Acted counter on my Bradley, and stop 1 of the Hits. My Stryker card only suffers 1 Hit.



You can only play one card in reaction to each enemy Action.

If a defense card has a weapon symbol in its top left corner, you must have a Force card with that symbol to use that defense card.

“ACT” DEFENSE CARDS

If a defense card says “Act” then you must use one of your Force cards to perform this Action. Select one Force card to Act that does not already have an Acted counter.

DEFENDERS

The Force card playing the defense card does not have to be the Force card under attack. The Force card playing the defense card can even be in a different Area from the Force card under

Attack.

If the Force card is not in the Area under Attack, move it to that Area and add it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).

If the Force card is already in the Area under Attack, you may move it to any existing Row, or behind a Row to form a new Row (maximum 3 Rows).



Example: My Stryker is under attack in the Terrain Area. I move my Bradley from the Flanking Area to the Terrain Area, and use an Action card to Defend the Stryker. I place an Acted counter on the Bradley.

WITHIN RANGE LIMITATION

The Acting defense Force card must be within the Weapon range of the Attacking Force card to play the defense card.

Place an Acted counter on the Force card that just Acted.



Example: You have attacked my M1A1, inflicting 2 Hits. My Bradley does not have an Acted counter on it, and it is in the same

Area as the M1A1, so I choose to defend my M1A1 with the Bradley.

Because my Bradley is using a Missile card to defend, it must be in the 1st or 2nd Row and the enemy Force that is Attacking my M1A1 must be in their 1st or 2nd Row.

I have an Overwatch card in my hand, which can be used to Stop 1 Hit.

I place an Acted counter on my Bradley, and play the Overwatch card. I have stopped 1 Hit, so I only place 1 Hit counter on the M1A1.

ACTION CARDS

Here are the detailed rules for each kind of Action card.



ASSAULT

Attack: You must move the Attacking Force card to a different Area. Use a Force card with a Cannon or Small Arms symbol to attack an enemy Force card. Roll one extra die when making the Attack.



BARRAGE

Attack: Use a Force card with a Cannon symbol to attack an enemy Force card.
Defense: Play this card during an opponent's turn to Stop either 1 Hit or 1 Maneuver success.



CANNON

Attack: Use a Force card with a Cannon symbol to attack an enemy Force card. If your Force card is in the Breakthrough Area, roll 1 extra Attack die.



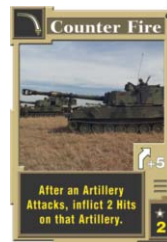
CLOSE AIR SUPPORT

Defense: Play after an opposing Force card Acts. Immediately roll 3 Attack dice against that Force card. Each roll of 7 or higher inflicts 1 Hit on that Force card. Superior counters do not modify these rolls.



COMBINED ARMS

Attack: Use a Force card with a Cannon, Small Arms, or Missile symbol to attack an enemy Force card.



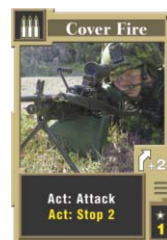
COUNTER FIRE

Defense: Play after your opponent performs an Artillery Attack Action. Immediately inflict 2 Hits on the Attacking Artillery Force card. This card does not require a Force card to play.



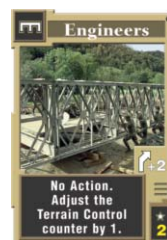
COVER

Defense: Play immediately after your opponent has inflicted Hits on one of your Force cards. Stop 1 Hit. This card does not require a Force card to play.



COVER FIRE

Attack: Use a Force card with a Small Arms symbol to attack an enemy Force card.
Defense: Play this card during an opponent's Action to Stop either 2 Hits or 2 Maneuvers.



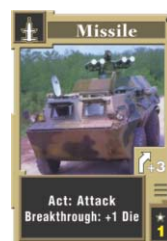
ENGINEERS

Attack: This card does not use an Action. Adjust the Terrain Control counter by 1 square, in either direction.



MINEFIELD

Defense: Play after your opponent has resolved a Maneuver Attack. Immediately inflict 1 Hit on the Maneuvering Force card for each successful Maneuvering roll. This card does not require a Force card to play.



MISSILE

Attack: Use a Force card with a Missile symbol to attack an enemy Force card. If your Force card is in the Breakthrough Area, roll 1 extra Attack die.



OVERRUN

Attack: Play when you destroy an enemy Force card during your Action, immediately perform another Action. This card does not require a Force card or Action to

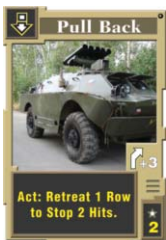
play.



OVERWATCH

Attack: Use a Force card with a Missile symbol to attack an enemy Force card.

Defense: Play this card during an opponent's Action to Stop either 1 Hit or 1 Maneuver success.



PULL BACK

Defense: Play when a Force card in the 1st or 2nd Row is suffering Hits. Place an Acted counter on the Force card, and move the Force card back 1 Row to Stop up

to 2 Hits.



RAID

Attack: Use a Force card in the 1st Row with a Small Arms symbol. Attack an enemy Force card in any Row of your Attacking Force card's same Area.



REACTION FORCE

Defense: Play this card during an opponent's Action. Move any Force card from your 2nd or 3rd Row to your 1st Row. Stop up to 3 Hits or Maneuver successes.



RECON DRONE

Attack: Play when you Secure a Terrain card, immediately perform another Action. This card does not require a Force card or Action to play.



REGROUP

Attack: You can Move any one Force card to any 3rd Row and remove all its Hits. If the Force card is already in the 3rd Row, you can still play this card to remove

its Hits.



SCREENING FORCE

Defense: Play immediately after your opponent has inflicted Hits on one of your Force cards. Redirect Hits from the intended target to any other Force card in that Row of the same Area. This card does not require a Force card to play.



SMALL ARMS

Attack: Use a Force card with a Small Arms symbol to attack an enemy Force card. If your Force card is in the Breakthrough Area, roll 1 extra Attack die.

WINNING

Each time you Destroy an enemy Force card, or Secure a Terrain card, check to see if you have won the game. You win if you have a total of 25 Victory Points of Destroyed enemy Force cards and/or Secured Terrain cards in your Victory pile.

LOSING

If you ever do not have any Force cards in the Breakthrough Area, you lose the game.

OPTIONAL RULES

These rules can be used to add variety to your games. All players must agree to use each of these rules at the start of the game.

RANGE DEFENSE

The deeper a Force card is in a Formation, the

more difficult it is for enemy Close Air Support attacks and Artillery attacks to Hit. If a Force card is in the 2nd Row, the attacker must roll one higher than normal. If the Force card is in the 3rd Row, the attacker must roll 2 higher than normal.

TEAM PLAY

At the start of the game, players form teams. Each player is given 25 VPs to purchase their starting Force cards. Each player must select a different Nation's Force cards.

All players play using a common Terrain, Breakthrough, and Maneuvering Area.

A team wins if they have a total number of Victory Points of Destroyed enemy Force cards and/or Secured Terrain cards in their Victory pile equal to the starting VPs of the opposing team.

A team loses if there are no Force cards in their Breakthrough Area.

Players on the same team cannot target attacks against each other. Each player on a team has his own hand of Action cards. A player is not eliminated from the game if all his Force cards are Destroyed.

ACTION CARD POOL

Players can spend starting VPs on Action cards (buy 1 card at a time in player order). An Action card costs VPs equal to its Reinforcement value. Place these Action cards face-down to the side of the owning player. They do not count toward your Hand Size and can be played as normal.

CREDITS

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EXAMPLE OF PLAY

I am playing the United States and my opponent is playing China. We both choose 25 Victory Points of Forces and place them in Formations facing the Breakthrough Area.

The first Terrain card is Open Terrain. We place the Control counter on the Open Terrain's Start box.

I draw 8 cards, because I have a Force with the Headquarters Symbol. My opponent draws 7 cards. We have determined that I will go first.

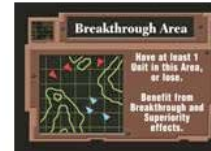
I choose the Maneuver Attack Action. I move my Stryker from the Breakthrough Area to the Flanking Area and place an Acted counter on my Stryker. I play my Small Arms card to gain +3 to my Maneuvering rolls. I roll 4 dice and get a modified 4, 7, 6, 2. I have succeeded 3 times.

My opponent immediately moves his WZ550-AT to the Flanking Area, places an Acted counter on his Force and plays an Overwatch card in reaction to my Maneuver. He has stopped one of my Maneuvering successes. I place 2 Superior counters in front of my Formation in the Breakthrough Area.

My opponent chooses the Artillery Attack Action. He places an Acted counter on his Type 83 Artillery Force and Attacks my front row's M1A1 which has an Armor Value of 8. He rolls with a +1 modifier on his Force, getting 9, 2, 1, 5. I take 1 Hit to my M1A1 and place 1 Damage counter on my Force.

I take the Play a Card Action, using my M901 ITV with an Overwatch card. I target his YW531. My Force gets +2 against his Armor of 4, and I get to add my Superior Attack bonus of +2. I roll, getting 4 Hits. He plays his Close Air Support in Defense and gets 2 Hits. I place the 2 Damage counters on my M901 ITV, and my opponent hands me his destroyed YW531.

My opponent takes the Maneuvering Action, moving his WZ-523 to the Terrain Area. He plays



a Cover card to modify his Maneuvering rolls by 4. He succeeds 2 times, I do not react, and then he plays his Engineers card to move the Terrain Control counter off the card. He takes the Terrain card, and is immediately allowed to remove any Acted counter from his Forces. He chooses to remove the Acted counter from his WZ-523 Force.

I choose to Reinforce, using my Combined Arms, Cover Fire and Screening Force Action cards. I discard these three cards, and choose 5 points from my Reserve deck. I place the HMMWV (2 points) and the M113 (3 points) into the first row of my Breakthrough Area.

He chooses the Maneuver Action. His WZ523 is already in the Terrain Area. He places an Acted card on the WZ-523 and rolls 4 dice getting 2 successes. He moves the Control counter to his edge of the Heights.

In reaction, I play the Minefield, which hits his Force for each Maneuver success he has. He

places 2 Damage counters on his WZ-523.

My M1A1 targets his Type 80 in the Breakthrough Area, using the Barrage Action card and my Superior counter. I roll only 3 dice, due to the M1A1's Damage, getting 1 success. A damage counter is placed on his Type 80 Force.

He moves his Type 86-WZ501 to the Terrain Area, rolls, and Secures the Terrain. This allows him to set the Superiority counters to zero.

I am almost out of cards, so I take the Prepare Action to remove all the Acted counters off my Forces, and fill my Hand to 8 cards.

Play continues, until one side had gained 25 or more Victory Points by Destroying Forces or Securing Terrain cards.

QUICK REFERENCE

SEQUENCE OF PLAY

As your Action, select and perform any one of the following Actions:

- **Prepare**
- **Reinforce**
- **Maneuver Attack**
- **Artillery Attack**
- **Play a Card**

PREPARE

Remove all the Acted counters from all of your Force cards. During this same Action you can also Discard and Draw cards from the Action Card deck.

REINFORCE



Select Force cards from your Reserve deck matching the Reinforcement value of cards you Discard. Add the Force cards to your Breakthrough Area.

MANEUVER ATTACK



To Maneuvering, roll 4 Maneuver dice. Roll 1 less die for each Hit the Force card has suffered.

A roll succeeds if you roll the Force card's Maneuver value or higher.



Before you roll, you can play one Action card to gain its Maneuvering modifier to all the Force card's die rolls.



If you are Maneuvering against Terrain, slide the Control counter on the Terrain card

one square toward you for each successful Maneuvering die roll.

If you slide the counter off the end of the track, you have Secured the Terrain card.

When you Secure a Terrain card, you gain the card's benefit.



If you are Maneuvering against the Flanking Area, adjust the Superior counters by adding one Superior counter in front of your Breakthrough Area for each successful Flanking Maneuver roll, or removing one from your opponent.

Each Superior counter adds +1 to all of your future Attack rolls in the Breakthrough Area. Superior counters are only found on one side of the Breakthrough Area at a time.

ARTILLERY ATTACK



To Attack, roll 4 Attack dice. A roll succeeds if you roll the targeted Force card's Armor value or higher.

Add the modifier noted on your Artillery Force card to each die roll.

PLAY A CARD

There are 3 types of Action cards:

Act - White text only. These cards can only be played during your Action.

Defense - Yellow text only. These cards can only be played in reaction to an opposing player's Action.

Both - White and Yellow text. The different color text notes the card's effect when played as either an Attack or Defense card.



Act: If the Action card text says "Act", you must place an Acted counter on the Force card performing the Action.

"Action" Cards - Using the White text on an Action card uses your Action.

"No Action" Cards - If the White card text reads "No Action", it does not use your Action.

Reaction Cards - You can only play 1 Action card in reaction to your opponent's Action.