WARFIGHTER CARD KEYWORDS
MARCH 2020

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

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

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

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

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

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

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

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

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

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

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

Aim - Used to modify the Hit Location die roll in Warfighter games using a Body Location roll. Where "Aim" appears, treat the number after Aim as adding to your Penetration.

Airborne Only - Only Airborne Soldiers may equip this Gear.

Aircraft - Refrence. Remains in effect even if every remaining Reticle is Suppressed.

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

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

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

All - Affects all Soldiers in the Location card. Compare the Hostile's one Defeat Cover roll against each of the Soldiers' Cover values. Do not modify the Attack roll by the Be Hit modifiers of other Soldiers in the Location.

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

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

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

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

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

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

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

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

x Behind - Place the Hostile the indicated number of Location cards Behind the noted Soldier. If that isn't possible, place the Hostile as far behind the Soldier as possible.

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

x Beyond - Place the Hostile the indicated number of Location cards beyond the noted Soldier. If that isn't possible, place the Hostile as far beyond the Soldier as possible.

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

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

Blessed - Reference.

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

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

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

Close Quarters Combat - If a Soldier's Attack does not Eliminate the Hostile card, the Hostile performs an Attack against the Soldier. This is in addition to any other Attacks and actions performed by Hostile during the Turn. An Unaware Shadow War Hostile automatically becomes Aware when Attacked in a Close Quarters Combat Location.

Example: Your Soldier Attacks a Hostile card with 3 reticles, and inflicts an EKIA. The Hostile Attacks the Soldier using its 2 reticle Attack column.

Example: You perform a Suppressed Attack against a Shadow War Hostile that is Unaware, and you inflict 1 EKIA and 1 Suppressed on 2 of its 3 Reticles. Remove the Hostile's Unaware counter. The Hostile then Attacks the Soldier using its 1 Reticle Attack column.

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

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

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

x CX - The Player Soldier has Combat Experience. Freely draw the noted number of Action cards for the Player Soldier at the start of each Soldier Turn. Keep these cards separate from your normal hand of cards. You may play and discard these cards as normal. The CX value is also the maximum number of CX cards you may hold at any given time.

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

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

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

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

Destroy - This result eliminates the card.

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

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

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

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

Discard Hostile - If you discard a Hostile card due to a card effect, you do not gain XPs for the Hostile card. You cannot discard the Mission's Objective.

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

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

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

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

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

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

Edged - Reference.

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

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

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

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

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

Enduring - The Soldier is immune to Environ effects.

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

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

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

Environ(ment) x+ - A Keyword appearing on extremely inhospitable Location cards. Soldiers may suffer harm when in these Locations. Inhospitable environments include: Cold, Hot, Jungle, etc. To avoid suffering harm, you must roll the indicated number or higher.

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

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

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

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

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

Fearless - A Hostile card with the Fearless Keyword is not affected by Suppress results.

Find - Immediately upon Eliminating the Hostile card, or metting the noted condition on the card, any Player Soldier in the Hostile's Location can be Equipped with the noted Gear. Normal Equipping limitations apply. The Gear can be used as normal.

Fire - Reference. This Keyword appears on some Weapon cards that use heat or fire to inflict damage.

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

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

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

Gain - Add the counters, effect, or cards to your Soldier or Action as appropriate.

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

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

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

Hardy - Soldiers expend Hardy counters of the appropriate type to fend off the harmful effects of being in a Location with an inhospitable Environment.

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

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

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

Hits - The amount of damage you inflict to a Hostile card or Objective.

Hostile - The number in the reticle on a Hostile card indicates the number of Hits you must inflict to eliminate the card.

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

Immobile - The card cannot Move to a different Location. Remains in effect even if every remaining Reticle is Suppressed.

Immobile x - The card cannot Move to a different Location after its Health is reduced to the noted number.

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

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

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

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

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

Example: A Hostile card reads "Door (Cover 7, 2 Hits) to Interior (Cover 1)." In order to get to the Interior, you must Breach the Door by inflicting 2 Hits against Cover 7, and pay the Location's HtH Action cost to Move to HtH. Once you do, you can perform HtH and Range 0 Attacks and the Hostile card has a Cover of 1.

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

Isolated - Attacks originating from outside the Location cannot attack a target in the Location. Attacks originating in the Location cannot attack targets outside the Location.

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

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

Example: An Objective has Keep Clear 3. Once you Activate the Objective, you must end that Soldier Turn, the next Soldier Turn, and the next Soldier Turn, with no Hostiles in the Objective card.

Kill - The Hostile's target will be Killed.

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

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

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

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

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

Limit x per Mission - Only the indicated number of cards or counters with this same title can be present in the Mission at a time.

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

+/- Location Card - Adjust the Objective's position on the Location track by the indicated number.

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

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

Maintain x - During the Hostile Move step, a Hostile will not Move closer to its Targeted Soldier if the movement would take it closer than its Maintain notation. During the Hostile Close Range step, Move the Hostile 1 Location away from the Targeted Soldier if its Range to the Targeted Soldier is less than its Maintain Range notation. If the Hostile is at Range 0 to the Targeted Soldier, move the Hostile one closer to the Mission card.

Example: A Hostile with Maintain 1 and an Attack Range of 0 is 1 Location away from its Targeted Soldier. It does not Move closer during the Hostile Move Step.

Malfunction - If the Malfunction result is rolled, the Hostile card is immediately Killed. The Hostile's targeted Soldier gains the Hostile card's Experience.

Melee - Reference.

Minefield - Reference.

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

Missile - Reference.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

No x - Restricts the use or options of cards with the noted Keyword.

Examples: "No Vehicles" on a Location card - Vehicles cannot Enter this Location. "No Aircraft" on a Weapon card - Weapon cannot Attack Aircraft.

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

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

Penetration x - Add the noted value to the Weapon's Defeat Cover rolls.

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

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

Place - Place the card in the noted Location or Objective card. A Hostile card still counts toward the total Hostile value of the Location or Objective card it was drawn for. If the Hostile card was drawn for a Location, and placed in the Objective or another as yet unplaced Location, it does not count toward its placed card's Hostile value. A Placed Hostile enters play active, even if the Location or Objective has not yet been Activated.

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

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

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

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

Pointed - Reference.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Range - The distance in Location cards from an Attack to its target. Some cards note a Range adjustment, such as "+1 Range". Apply this adjustment to the actual Range when Attacking the card.

Example: A Hostile has a "+1 Range" notation. Even though

the Hostile is in your Location, treat it as being at Range 1 when you Attack it.

Ranged - Reference.

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

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

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

Rear-most - The Soldier(s) in the Location card closest to the Mission card.

Recon (Card Type) - The notation will specify a type of card. Look through that deck, find the specified type of card, freely add it to one Player Soldier's hand of cards, and then shuffle the deck.

Regen x - Each Hostile Heals the noted number of Hits at the end of each Hostile Turn. Remains in effect even if every remaining Reticle is Suppressed.

Example: A Hostile card has 5 Health and a Regen of 2. You inflict 3 Hits on it during the Soldier Turn. At the end of the Hostile Turn, remove 2 of the Hits.

Example: A Hostile card has 3 Hostiles, each with a Health of 4, and Regen 1. You inflict 2 Hits on 2 of the Hostiles. Each of the 2 Hostiles Heals 1 Hit at the end of the Hostile Turn.

Reinforce (x-x) - Some Hostile cards have this Keyword. Draw a Hostile card during the Hostile Reinforce step. If the Hostile card's Experience value matches one of the values listed, place the Hostile card in the same Location. If a Hostile card with the Reinforce ability enters play due to another Hostile card's Reinforce ability, do not draw a Reinforcement card for it during the turn it enters play.

Example: You draw a Reinforce card for a Large Truck, and it is a Leader. Do not immediately draw a Reinforce card for the Leader.

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

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

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

Resource - Gear that is used by another card.

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

Resource Point cost. Note: 1 Resource Point will purchase a number of Ammo counters equal to the number of Ammo counters printed on a Weapon's card. If you receive Resource Points of Ammo during a Mission, you gain 6 Ammo counters that can then be distributed to one or more Weapons.

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

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

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

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

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

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

Right Flank - Reference.

Screened by (x-x) - All Hostiles of the designated range of values in the same Location card must be Suppressed or Killed before the Screened Hostile can be Attacked. Remains in effect even if every remaining Reticle is Suppressed. A Hostile card never Screen itself.

Example: Screened by (1-2). You must Suppress or Kill all Hostiles with a value of 1 or 2 in the Location before you can Attack this card.

Screens (x) - This card must be Suppressed or Killed before the Hostiles with the noted XP value in its Location can be Attacked. A Hostile card never Screens itself.

Self-Defense - Weapons with this Keyword can be used to cancel Range 0 Hostile Attacks targeting your Soldier, including Range 0 All Attacks that affect your Soldier. To do so, flip the Weapon's Ammo counter to its Empty side. The Weapon must be able to Attack. You can only use Self-Defense once each Hostile Attack step, even if you have more than one Self-Defense Weapon. Self-Defense cannot be used to cancel Attacks from Vehicles or Aircraft. Use Self-Defense after you roll for a Hostile card's Range 0 Attack against your Soldier.

Self-Defense Weapons can perform Attacks when in HtH combat.

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

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

end of each game turn.

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

Small - Reference.

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

Start with... - The purchasing Soldier gains the specified XP, Skill, or Gear, at no Resource Point cost. If the Gear is obtained in the middle of a Mission, decide which Soldier will gain the XP.

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

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

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

Suppress - A temporary effect inflicted by an Attack.

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

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

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

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

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

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

The Front - Reference.

Thrown - Reference.

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

Trigger-Happy (x) - Each time you place a Pauses or Going For Alarm counter on the Hostile card, place the noted number of Meltdown Damage counters on the Mission card.

Remains in effect even if every remaining Reticle is Suppressed.

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

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

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

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

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

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

Unarmed - Reference.

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

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

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

War Dog - Reference.

Waste - Expend the noted resource and gain no benefit.

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

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

XP - An abbreviation of "Experience Points".

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

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