FRIENDS! VOLUNTEERS! KOMRADES! GLORY AWAITS US ALL.

YOU HAVE ONE IMPERATIVE. STAY ALIVE. KEEP STAYING ALIVE... FOR AS LONG AS IT TAKES US ALL TO ACHIEVE OUR DESTINY. WE MUST ENDURE. WE MUST STRIVE. WE MUST CONTINUE EVER FORWARD. OR UNTIL THE NEXT BATCH OF RECRUITS ARRIVES, WHICHEVER.

NOW SNAP TO IT! AND REMEMBER, THE KOMMISSAR IS **NOT** YOUR KOMRADE!

GAME CONTENTS

31 CHARACTER CARDS

11 CHARACTER LINE CARDS
Represent the placement of your Komrades and the Kommissar.

10 CHARACTER ABILITY CARDS
Describe a Komrade's unique ability and are placed on top of Character Health Cards to track Health Points.

10 CHARACTER HEALTH CARDS
Used with Ability Cards indicate a Komrade's starting and current Health Points throughout the game. By default, Characters start at 10 HP.

1 INITIATIVE CARD
Indicates which Komrade will play the first Action Card each round and is passed clockwise at the end of the turn.

4 TARGET CARDS
Identifies which space the Incoming! Card is targeting.

38 INCOMING! CARDS
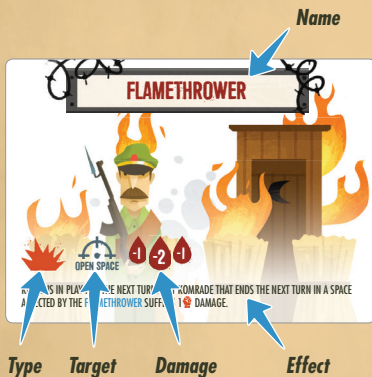Represents the horrible thing that is going to happen this turn.

89 ACTION CARDS
Indicates opportunities for your Komrade to survive — see page 6.

CARD TYPES

INCOMING! CARDS

Name

FLAMETHROWER

Type

Target

Damage

Effect

Primary Damage

Secondary Damage

TYPE:

Incoming! Cards come in 3 different types: **Linear**, **Splash**, and **Special**.

Linear damage starts at the Target Card location and travels in a straight in the direction of the arrow until it hits a viable target.

Splash damage hits multiple spaces. The central space suffers primary damge, and the adjacent spaces suffers secondary damage.

Special damage is a separate type of damage that includes unique effects described on the card.

TARGET SPACE OR CHARACTER:

Indicates the space or character where the Target Card is placed.

DAMAGE:

Indicates the amount of damage suffered from the Incoming! Card.

EFFECTS:

Any additional rules that apply to the target(s) of the attack.

ACTION DECK

52 MANEUVER CARDS

Name

WEEKEND PASS

REMOVE YOUR KOMRADE
FROM THE LINE.
AT END OF TURN, RETURN YOUR
KOMRADE TO THE LAST SPACE.

Effect

26 EVENT CARDS

Name

**OFFER
GLORIOUS DEATH**

MOVE A LINEAR EFFECT TARGET CARD
TO ANY OTHER KOMRADE.

11 EQUIPMENT CARDS

BODY ARMOR

Name

3

Durability

*Each time the effect on
the card is used, reduce
Durability by 1. Discard
the Equipment Card
when Durability is 0.*

Effect

REDUCE DAMAGE BY AN AMOUNT UP TO
THE REMAINING DURABILITY - LOSES 1
DURABILITY PER DAMAGE REDUCED.

SET UP

1. Pick a Character (and corresponding Character Ability and HP Cards).

2. Shuffle both the Action Deck and the Incoming! Deck, placing both of the decks where they can be reached by all Komrades.

3. The first Komrade to sit at the table determines the starting order of your characters and places them in the Character Line — with an open space behind the rearmost Komrade and with the Kommissar behind that open space.

4. The Komrade at the front of the Character Line takes the Initiative Card.

5. Each Komrade draws 5 cards from the Action Deck.

6. Draft. Each Komrade immediately selects one Action Card from their hand and places it face down. Komrades then pass the remaining cards in their hand to the left. Repeat this process until each Komrade has 5 facedown Action Cards. This is each Komrade's starting hand.

Incoming! Deck

Incoming! Card in play

FLAMETHROWER

The Character

OXNA

KATRYNA

IVAN

TARGET

Target

Character Ability Card

NIKOLAI THE OTHER CONSCRIPT

Character Health Card

Character Line

Open Space

Ivan

Nikolai

KOMMISSAR

Target Card

Kommissar

Action Deck

Action Discard

Equipment Card in play

GAMEPLAY

TURN SEQUENCE

1. Draw an Incoming! Card from the Incoming! Deck. Place the Target Card(s) outside the Character Line below the designated space or Komrade indicated on the Incoming! Card.

2. Each Komrade plays an Action Card face down in front of them.

3. In addition, each Komrade may play one Event Card and resolve it immediately at any time during the turn.

4. Starting with the Komrade holding the Initiative Card and working in a clockwise order, each Komrade reveals and resolves their facedown Action Card.

  – If a Maneuver Card is played, it takes immediate effect.

  – When an Equipment Card is turned face up, place it next to your Character Ability Card. It is now considered in play. Face up Equipment Cards can be used at any time (unless otherwise stated).

  – Event cards are immediately discarded without effect when revealed in this manner.

5. Resolve the damage and effects from the Incoming! Card on any Komrade that has been Hit. *Note: when a Komrade loses their final Hit Point, they are dead and removed from the Character Line. Move the Kommissar forward one space when this happens. Follow the normal rules for movement.*

6. Each Komrade replenishes their hand up to 5 cards.

7. Pass the Initiative Card to the next Komrade in a clockwise order.

8. Play continues in this manner until there is one (or fewer) Komrade left in play.

MOVEMENT

1. A Komrade moves one space at a time regardless of the total distance moved. The term "Backward" always refers to movement toward the Kommissar. The term "Forward" always refers to movement away from the Kommissar.

Forwards

OXNA KATRYNA IVAN NIKOLAI KOMMISSAR

Open Space

Backwards

2. When a Komrade moves into a space occupied by another Komrade (heading towards an open space), the Komrade it moves into is pushed one space the direction that the active Komrade is moving.

Before

OXNA KATRYNA IVAN NIKOLAI KOMMISSAR

Open Space

After

OXNA

Open Space

KATRYNA IVAN NIKOLAI KOMMISSAR

3. When a Komrade moves into a space occupied by another Komrade (heading away from all open spaces), the Komrade it moves into swaps locations with it.

Before

After

CHARACTER DEATH

When Komrades are reduced to 0 or fewer HP, they are dead and removed from the game. Remove that Komrade's Character Line Card from the Character Line. The Kommissar then immediately moves one space toward the front of the line, following all movement rules for Character movement.

LARGER GAMES

In larger games, we sometimes feel it is appropriate to represent the diminished resources of the Komrades during their march to the front. As such, we recommend that before play begins, players reduce their starting HP by 1 for every Komrade over 5 in the game. So, if 6 Komrades are about to begin a game, players should each reduce their Komrade's HP by 1. If 10 Komrades are about to begin a game, players each should reduce their starting HP by 5. Times are lean. Resources are scarce. Good luck out there, Komrades!

PLAYERS	1-5	6	7	8	9	10
STARTING HP	-0	-1	-2	-3	-4	-5

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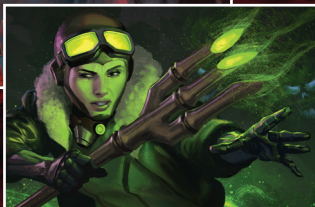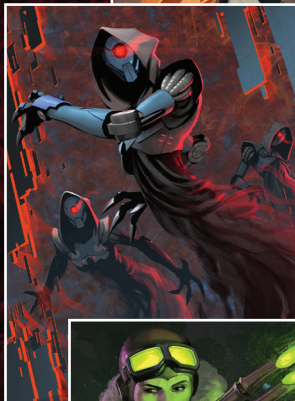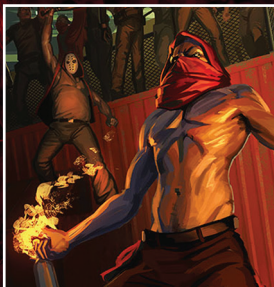*Mike Reynolds*

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