

The background of the cover is a photograph of a military helicopter, likely an AH-64 Apache, hovering in a dusty, yellowish-brown sky. Below the helicopter, a group of soldiers in desert camouflage uniforms are crouched in a line on the ground. The overall tone is gritty and military-themed.

CO-OPS

UNITED FOR VICTORY

NUTS!
PUBLISHING

RULEBOOK



BECAUSE THE FRENCH ARMY SOLDIERS GAVE THEIR LIVES FOR FRANCE.

Following the bombing of the Bouake detachment (RCI) in November 2004, which left 10 dead and 40 wounded, unprecedented needs arose to relieve the bereaved families and the injured. General Bernard Thorette, then Chief of Staff of the French Army (CEMAT), felt obligated to meet these needs.

Under his impetus, the *Terre Fraternité* association was created in 2005 (published in the *JORF* on June 4). This association aims to support soldiers injured in service of the French Army, their families and the families of soldiers who have died in service. However, its statutes do not prevent it from also carrying out general mutual aid actions.

Terre Fraternité depends on donations and does not receive any public funds, which gives it a great deal of autonomy. It can also receive online donations on its website (see below).

To understand the organization *Terre Fraternité*, one must understand the proximity of the association to the French Army and to the *Cellule d'Aide aux Blessés de l'Armée de Terre* (CABAT).

It is the wounded and the families of **French Army** soldiers who benefit from the assistance of *Terre Fraternité*. However, it is also the French Army which, through the initiatives of its training courses or individuals, makes it possible to bring to *Terre Fraternité* almost two-thirds of the funds collected. Among the numerous and diverse initiatives and a permanent telethon, we must also underline the remarkable and free performances of the Army Bands.

The **CABAT** is an institutional entity of about thirty people, under the supervision of the military governor of Paris. Under the direct authority of the Chief of Defense Staff, this is the control center for the follow-up care of the wounded and for bereaved families. *Terre Fraternité* enables the CABAT to provide concrete, financial solutions to the needs of the wounded, and offer sports training courses, professional retraining courses, etc. *Terre Fraternité* also makes it possible to implement CABAT initiatives for the benefit of the wounded and their families.

Terre Fraternité relies on a very small organization. A board of directors of 10 members ensures the strategic control of the association. Please visit the website: www.terre-fraternite.fr



Table of Contents

1. Introduction	4
1.1 Aim of the Game	4
1.2 Game Components	4
1.3 Game Set Up	4
1.4 Player Set Up	4
2. Cards, Markers and Player Boards	4
2.1 Composition of Sections	4
2.2 Player Boards	5
2.3 Cards	6
2.4 Markers	7
2.5 Group and Unit Status Levels	8
2.6 Terrain Tiles	8
3. Sequence of Play	10
3.1 Before the First Turn	10
3.2 Game Turns	11
4. Scenarios	15
Event table	26



Promotion (Class) Général Saint-Hillier École Spéciale Militaire de Saint-Cyr

Game design: Adrien Biciacci, Guillaume Prévost and Quentin Rouyre

Game development: Adrien Biciacci, Guillaume Prévost, Quentin Rouyre and Thomas Pouchin

Graphics: Thomas Pouchin

English Translation: Carolyn Gates-Gury

Proofreaders: Laurent Closier, Hans Korting and Kathryn Shafer

Special thanks: Eric Jacopin, René Heydler

Photo credits: Établissement de Communication et de Production Audiovisuelle de la Défense

© 2025 Nuts! Publishing



Glossary

AMX: *Ateliers de construction d'Issy-les-Moulineaux*, which produced the AMX-10 RC and AMX-30 tanks.

AT4-CS: Anti-Tank 4 ("four") Confined Space, 84mm single-use, anti-tank weapon (eighty-four: "A-T-4").

EBRC Jaguar: *Engin Blindé de Reconnaissance et de Combat* (armored reconnaissance and combat vehicle) Jaguar.

FN MAG: *Mitrailleuse d'Appui Général* (general support machine gun).

FR-F2: *Fusil à Répétition* (repeating rifle), F2 model; French Army standard sniper rifle.

HLD: Helicopter Landing Dock (/PHA *Porte-Hélicoptères Amphibie*).

HOT: *Haut subsonique Optiquement Téléguidé* (high subsonic, optical, remote-guided), anti-tank missile.

Panhard ERC 90: Panhard *Engin à Roues* (wheeled armored car), 90mm canon.

Pickup w/ZU-23-2: Soviet 23×152mm anti-aircraft twin-barreled autocannon mounted on a pickup truck.

PKM: Russian equivalent of the FN MAG; PKM acronym translates as "Kalashnikov's Machine-gun Modernized" (1969).

RPG: Rocket-Propelled Grenade; an unguided, rocket-propelled, portable and reloadable, anti-tank grenade launcher.

VAB: *Véhicule de l'Avant Blindé* (armored vanguard vehicle). **VAB SAN** is an armored ambulance with room for 5 stretchers or 10 seated passengers. **VAB VBCI:** *Véhicule Blindé de Combat d'Infanterie* (armored infantry fighting vehicle).

VBL: *Véhicule Blindé Léger* (light armored vehicle). Also known as a Panhard VBL. **VBL RECO 12.7:** for reconnaissance and troops engagement. **VBL MILAN:** for anti-tank medium range combat.

VBMR: *Véhicule Blindé Multi-Rôles* (multirole armored vehicle). Also known as VBMR Griffon.

VTT: *Véhicule Transport de Troupe* is a 4x4 APC version, with a crew of 2 and 10 passengers.

1. Introduction

1.1 Aim of the Game

CO-OPS is a cooperative game, with the enemy (ENY) played by the game system. You (“friend”, FND) must communicate with your teammates to adopt the best strategy to defeat an increasingly powerful enemy and bring all your troops back alive.

Each player controls a combat group of either an infantry section, an armored vehicle platoon and/or a helicopter patrol. The combined strengths of these different combat arms will enable you to succeed in accomplishing your mission.

You can adapt the difficulty level of your mission to the level of each player, then choose your scenario and test your tactical skills. Whatever your choices, you must complete your mission and win with as few casualties as possible.

Are you up to the challenge?

1.2 Game Components

- 1 Rule Book
- 4 Player Boards
- 1 Game Turn Track Sheet
- 4 Player Aid Sheets
- 14 double-sided Terrain Tiles
- 91 Markers
- 165 Cards
- 2 6-sided Dice



1.3 Game Set Up

- Choose a mission (see the last Scenarios section).
- Use the corresponding Terrain Tiles to create the map.
- Place all the different secondary tiles specified in the mission on the map (appearance zones, ENY villages, starting zones).
- Place the Game Turn Track Sheet with the Turn Marker next to the map.
- Shuffle the ENY cards to create the draw pile, then place them face down on the Game Turn Track Sheet in the space provided for this purpose. NB: unless you are playing mission 3 or 7, remove the *Armored Vehicle* card from the deck.

1.4 Player Set Up

- Decide how many sections will be engaged (max. 4). We recommend that at least 3 sections be involved (*Infantry*, *Cavalry* and *ALAT*), one of which must be *Infantry*, regardless of the number of players. If there are fewer players than sections (e.g. solo), a single player can play several sections.
- Each player receives the Player Board corresponding to their section (if you are playing more than one section, take one board for each section).
- Each player then sets up their section(s) (2.1 Composition of Sections): this is the Preparation Phase, also known as Turn 0 (see 3.1).

2. Cards, Markers and Player Boards

2.1 Composition of Sections

2.1.1 Combat arms and sections

In CO-OPS, each player chooses the combat arms they will play by selecting a Player Board, and the corresponding deck of cards and markers. All these elements form a **section** (NB: the term **section** is used here in a generic way for simplification, it can indeed designate an *Infantry* section, but also a *Cavalry* platoon or an *ALAT* helicopter patrol).

There are three combat arms to choose from, each identified by its name and insignia:



INFANTRY



CAVALRY




ALAT

NB:

- There are 2 different *Infantry* sections, and with 2 corresponding Player Boards, 2 decks of cards (with different backs), and 2 sets of markers (one with a FAMAS rifle silhouette and the other with an HK416 silhouette).
- ALAT stands for *Aviation Légère de l'Armée de Terre* (Land Army Light Aviation).

2.1.2 Units and Upgrades

Each FND card represents either a **basic unit** or an **upgrade**, giving a bonus to the basic unit to which it is attached (an upgrade must be attached to a basic unit).

Upgrade cards are marked with the following icon:  (see 2.3.3).

2.1.3 Groups

A basic unit alone or with 1 or more upgrades constitutes a combat **group**. Each section can have up to 3 groups. The card(s) making up the group are placed on one of the 3 designated spaces on the Player Boards.

Each group on the Player Board is represented by a *group marker* placed on a Terrain Tile. The connection between the group's card(s) and its *group marker* is shown by a colored indicator (green, red or yellow) visible on the Player Board and on the marker.

2.2 Player Boards

Each player has a Player Board representing the section of the combat arm they have chosen.

This Player Board allows you to see the units making up the section (up to 3), to track the autonomy of vehicles or helicopters, and to record the morale level of the section. Each Player Board also lists certain rules specific to the combat arm you are playing.

The morale and autonomy levels are recorded using markers that are moved along the designated tracks. The markers used to track autonomy have the same color as the groups they respectively represent.

N.B.: Only Infantry Player Boards have a specific space for Artillery Upgrade cards (see 2.3.3).

Group color


Autonomy Track

Cards making up a group

Autonomy Track

Morale Track

Summary of specific rules for the combat arm



Autonomy Track

Combat arm insignia


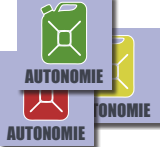
Space for artillery cards (see 2.3.3)

Name of the combat arm

Combat arm insignia

Morale: The soldiers' morale influences their strength in battle. Depending on the morale level, it is possible to obtain a bonus or a malus on the dice. This bonus or malus applies only in combat.

Autonomy: To determine the autonomy remaining for each vehicle, *autonomy markers* are placed on the Player Board. Each unit has its own color marker.

Unit: A group consists of a maximum of 3 cards, 1 *Basic Unit card* and 2 *Upgrade cards*.

5

2.3 Cards

2.3.1 FND Cards

FND cards are used to represent the allied forces: a basic unit or an upgrade. Each card has a name, a cost, characteristics, and sometimes an effect.

2.3.2 ENY Cards

The ENY cards designate the enemy forces and each card represents a basic unit. They are laid out in the same way as the FND cards, and a skull symbol appears instead of the cost graphic to differentiate them:



Name
Attack/Defense

Cost

Characteristics

Effect

VAB TT
Can transport 1 group + 1 VIP

FND CARD

Multiple Rocket Launcher

Moves only if it is the only enemy marker on the map or if it is out of range.

ENY CARD



Autonomy: The number of turns the vehicle can participate in before needing to refuel at the base.



Action: The number of actions per turn available to the unit.



Movement: The maximum number of spaces that a unit can move through during 1 action, without the terrain handicap.



Detection: The maximum number of spaces up to which it is possible to detect an ENY unit, without the terrain handicap.



Range: The maximum number of spaces up to which it is possible to fire at an ENY unit, without the terrain handicap.



Upgrade: Symbol designating an Upgrade card, which requires a basic unit in order to be played.



Limited fire: A unit with limited ammunition; discard 1 missile token for each shot.



Attack: The firepower of the unit at 3 different levels, red / orange / yellow.



Defense: The defense capacity of the unit at 3 different levels: red / orange / yellow.

2.3.3 Upgrade cards

Upgrade cards must be attached to a *Basic Unit card*; they cannot be played alone. The attachment is permanent: an upgrade cannot be removed or transferred to another basic unit (except in the starting zone). An *Upgrade card* is identified with this symbol:



If the basic unit to which the upgrade is attached is destroyed, the *Upgrade card* is removed from the Player Board along with the *Basic Unit card*.

An *Upgrade card* can provide the following bonuses to the *Basic Unit card* to which it is attached:

- A. An effect (for single-use effects, remove the card after use).
- B. Improved attack/defense: in this case the attack/defense of the *Upgrade card* is used in combat.

C. A better characteristic: in this case the characteristic of the *Upgrade card* is used.

D. A characteristic modification: whether positive or negative, this modification is applied to the characteristic of the *Basic Unit card*.

To form a **group** from a *Basic Unit card* and an *Upgrade card*, place the latter under the former as shown below:

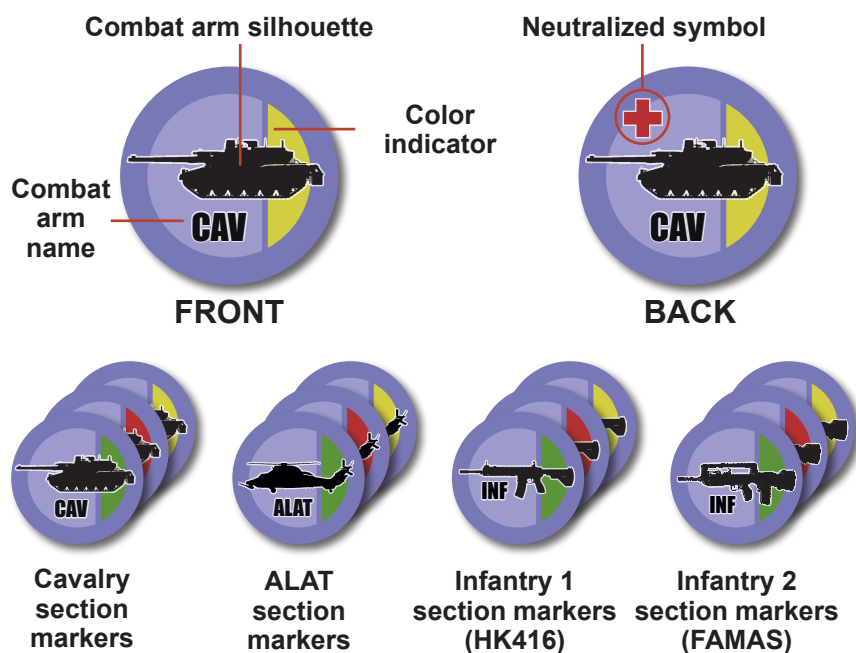


A single basic unit can have up to 2 upgrades.



2.4 Markers

The markers which are moved around on the Terrain Tiles represent FND groups corresponding to the cards placed on the Player Boards, or ENY basic units brought into play by drawing ENY cards.



Some units have a limited amount of ammunition, represented by missile markers (single or double); discard a single missile marker or replace a double missile marker with a single missile marker for each shot.

Certain ENY units may be directly destroyed or cause an explosion when they suffer a neutralized result.



2.5 Group and Unit Status Levels

FND groups and ENY units can change their status levels according to combat results and events. There are 3 different status levels, representing the operational capabilities of the group or unit: operational, neutralized and destroyed. In addition, a fourth status level is specific to helicopters: on the ground/in flight.

2.5.1 Operational

An *operational* group/unit is in full possession of its capabilities; this is the status at which it enters the game.

The marker of an *operational* group/unit is moved on its front (recto) side on the Terrain Tiles.

2.5.2 Neutralized

A group/unit that has suffered losses in combat can be neutralized. Its counter is then flipped to its reverse (verso) side. A neutralized group/unit loses 1 action point as long as it remains in this status.

2.5.3 Destroyed

A group/unit is destroyed if it suffers a *destroyed* result or a second *neutralized* result.

When an FND unit is destroyed, place a *destroyed (DEST)* marker on top of the unit marker. If the FND unit is a vehicle or helicopter group, you must confirm the destruction. If the crew survived, evacuate them to a starting zone so that the group space on the Player Board can be used again. If it is an *Infantry* unit on foot or if the destruction has been confirmed, then the casualties must be evacuated. In both cases, the cards making up the surviving or destroyed group remain in place until the evacuation (see 3.2.4.5).

Special cases:

- some ENY markers have a *destroyed (DEST)* reverse side, which means that any neutralized result is considered a *destroyed* result.
- the ENY *Kamikaze Vehicle* markers have an explosion reverse side: they are automatically destroyed on a *neutralized* or *destroyed* result.
- the ENY *Armored Vehicle* marker has a green reverse side used for the specific scenario objectives (see the descriptive sheet of each scenario).

2.5.4 On the ground / in flight

When a player designates a *helicopter* group as being **on the ground**, they place a *GROUND* marker on that group's space on the Player Board. Follow the same procedure to designate a *helicopter* group as **in flight** using an *AIR* marker.

Any ENY attacker targeting a helicopter on the ground receives a +1 bonus on the die.

2.6 Terrain Tiles

2.6.1 Primary and secondary tiles

The game board on which the FND and ENY markers move is made up of a set of Terrain Tiles. There are two types of terrain tiles, which are used and assembled depending on the different scenarios:

- the *Europe Terrain Tiles* (front-side tiles, numbered 1 to 14)
- the *Africa Terrain Tiles* (back-side tiles, numbered 1 to 14)

Each scenario also indicates the placement of secondary tiles on or adjacent to the larger, primary tiles:

- *starting zones*: secondary tiles from which FND groups enter the game or resupply
- *appearance zones*: secondary tiles from which ENY units enter the game
- ENY villages: secondary tiles towards which ENY units converge and take refuge

Each scenario requires a specific lay out of Terrain Tiles.

2.6.2 Spaces

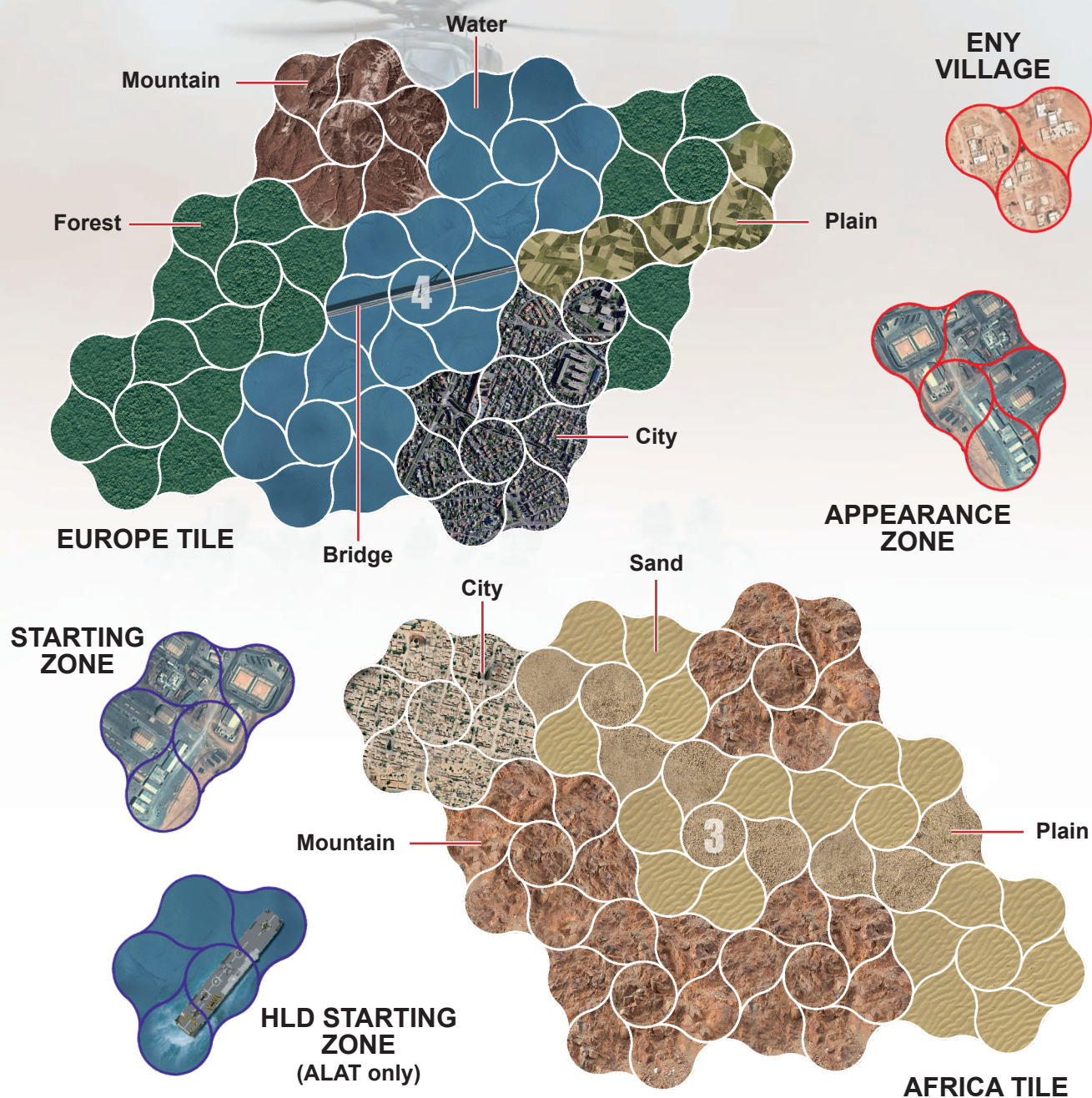
Each of the tiles is divided into spaces (in the shape of circles or droplets), representing about 100 meters of real terrain. The group/unit markers are placed on the spaces and move from one space to an adjacent space during play.

2.6.3 Types of terrain

Each of the spaces is characterized by one (and only one) type of terrain (see the figure on the next page).



© G.Lampla / Armée de Terre / Défense



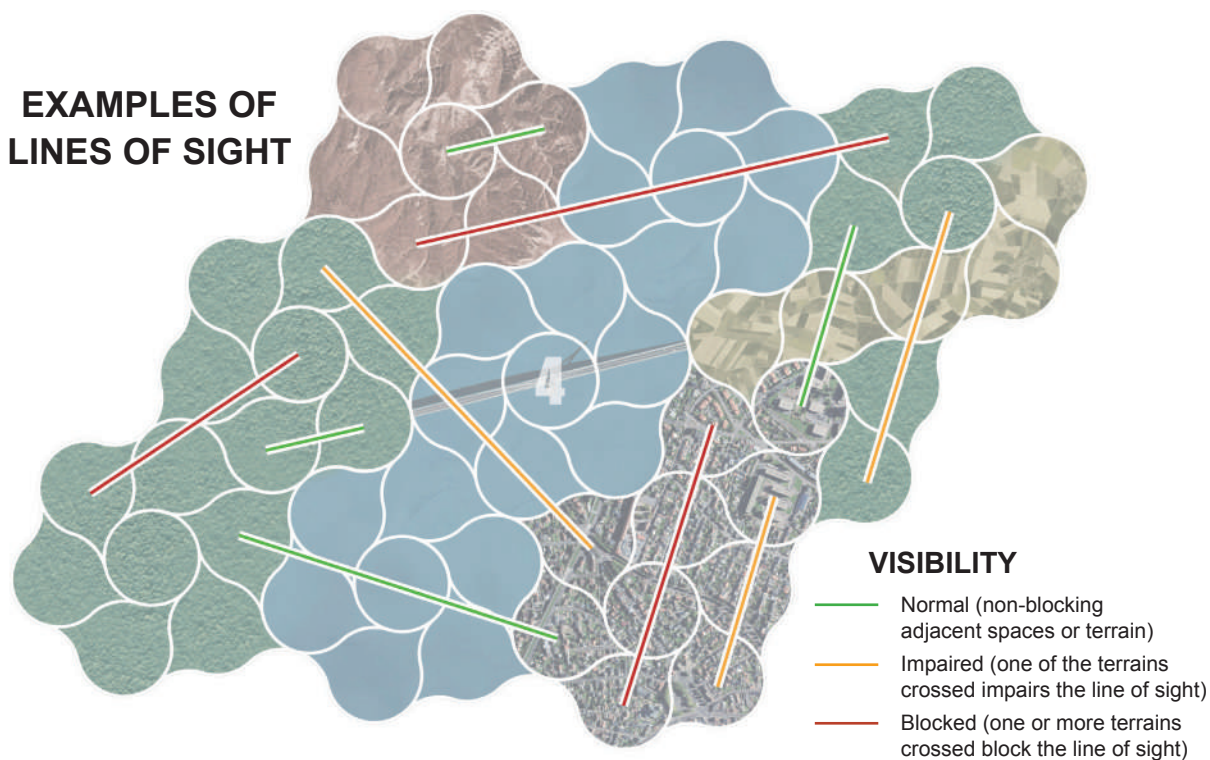
TERRAIN EFFECTS

	Cost*	Firing	Visibility	Special notes
Water	Not allowed	-	Normal	movement possible only for ALAT
Bridge	1	-	Normal	
Plain	1	-	Normal	
Sand	2	-	Normal	
City	2	+1 <i>Infantry</i>	Impaired	+1 firing for <i>Infantry</i> group/unit on foot on attack and defense
Forest	3	-	Impaired	
Mountain	4	+1 defense	Blocked	+3 detection and +1 firing for defense
ENY Village	2	+1 (ENY)	Impaired	ENY unit (only): +1 on attack and defense

* For ALAT forces, the nature of the terrain does not impact the cost of movement, which always remains 1.

The *FND* starting zones, the *HLD* (Helicopter Landing Dock) starting zones and the *ENY* appearance zones are considered "camps"; the movement cost is 1 and a player cannot attack or be attacked in these zones.

EXAMPLES OF LINES OF SIGHT



The nature of the terrain can affect movement, firing or visibility, as explained in the table on the previous page.

2.6.4 Visibility

Each space on the Terrain Tiles has an imaginary center point (consider only the main circle for the droplet-shaped spaces). The line of sight between two spaces passes from the center point of the first (starting space) to the center point of the second (ending space).

As explained in the table on the previous page, the nature of the terrain can impair or block visibility. A group/unit can only see another if the spaces crossed by the line of sight (between their respective spaces) are spaces with normal visibility, with the exception of **one space** which can have *impaired* visibility.

All FND and ENY units *block* the visibility of a space.

If the line of sight crosses *more than one space with impaired visibility* or even *one space with blocked visibility*, then there is **no** visibility.

NB: the terrain of the starting space and the terrain of the ending space are **not** taken into account.

Two groups/units in adjacent spaces are always visible to each other, regardless of the nature of the terrain.

For simplicity's sake, and because they rarely operate above 300 m in real-life conditions, ALAT helicopters are also subject to line-of-sight restrictions.

3. Sequence of Play

3.1 Before the First Turn

Turn 0 is the preparation turn of the game, and allows the players to develop a strategy based on the specific mission and terrain, and to set up the force that will be deployed. The presence of one *Infantry* section is always required to complete missions and hold the ground.

Unless otherwise instructed in the scenario, each player is allocated **20 points** to buy cards for their combat arm and constitute their troops. They select cards whose costs must not exceed 20 points and place them in the designated spaces on their Player Board. A player can keep points in reserve to buy cards throughout the course of the game during the Logistics Phase (only if the group is in a starting zone).

The *autonomy markers* for each of the groups' *vehicles* and *helicopters* are placed on the autonomy track of the Player Boards (each vehicle and helicopter starts at maximum autonomy).

Finally, the players place their group markers on one of the starting zones (only helicopters can start on a HLD starting zone).

Once all the markers and cards have been put in place, the Turn Marker is moved to square #1 on the Game Turn Track Sheet and the game begins.

3.2 Game Turns

3.2.1 Turn Marker Movement Phase

The Turn Marker is moved one square on the Game Turn Track Sheet (start the game on Turn 1).

3.2.2 Logistics Phase

3.2.2.1 Autonomy range adjustment

Each player lowers the autonomy of all vehicles and helicopters that are not in a starting zone by 1 point (move the marker on the Autonomy Track on the Player Boards). A vehicle or helicopter whose autonomy drops to 0 is immediately considered destroyed; replace the *group marker* with a *crew marker*.

All *vehicle* or *helicopter* units in a starting zone can increase their range to the maximum level. For vehicles, you must spend 1 action point. For helicopters, the action of landing is sufficient. Adjust the *autonomy markers* accordingly.

3.2.2.2 Section reinforcement

Each player can buy cards to add to a group that is in a starting zone or to form a new group, if they have enough remaining points. The sum of the costs of all cards on the Player Board must be less than or equal to the starting allowance (20 points).

New *Basic Unit cards* are immediately placed **on a free space on the Player Board** and the corresponding *group marker* is placed on a starting zone.

New *Upgrade cards* are immediately attached to a basic unit **whose marker on the game map is located in a starting zone**.

3.2.2.3 Evacuation of the injured / makeshift repairs

Any *neutralized* group located in a starting zone becomes *operational* again. Turn the *group marker* over to its front side.

3.2.2.4 Evacuation of crew and casualties

If the crew or casualties are on a starting zone, discard the cards of the corresponding group and remove the marker. You may reuse the space on the Player Board, provided you have sufficient points.

3.2.3 Event Phase

Roll 2 dice and apply the event from the table given at the end of the rules. If the Game Turn Track Sheet indicates "Double event", roll the dice twice. You can use different-colored dice to distinguish between die 1 and 2.

3.2.4 FND Action Phase

In the order chosen by the players, each group performs actions up to the limit of the action points listed on its *Basic Unit card*.

A group of any combat arm can perform the following actions:

- movement
- firing
- providing support
- embarking / disembarking
- rescuing crew

Some combat arms can perform specific actions. The groups of the appropriate combat arms can perform the following actions:

- taking off / landing (ALAT section)
- requesting artillery support (*Infantry* section)
- searching an objective (*Infantry* section)

Each of these actions costs 1 action point. A group cannot spend more action points in one game turn than are listed on its *Basic Unit card* (excluding events).

Actions are performed **in any order**, as the player chooses. A new action does not begin until the previous one is completed. The choice and order of actions are completely unrestricted: one group can carry out part of its actions, then hand over to the other group, or even to another section, before taking over again. Use cubes or tokens to keep track of each unit's actions.

It is possible to perform the same action several times in the same Action Phase, consecutively or not.

3.2.4.1 Movement

At the cost of 1 action point, a group can use all or part of the movement points listed on its *Basic Unit card*.

It is possible to spend several *action* points consecutively in order to accumulate more *movement* points. For example, a group with a movement capacity of 2 can spend 2 action points to obtain 4 movement points and thus move into a *mountain* space.

To move, a unit must follow a continuous line of adjacent spaces, paying the cost of the terrain each time (see the table on page 9). For example, a *VBL RECO 12.7 BL* group with 5 movement points moves to an adjacent *plain* space (cost: 1 point), then to a *forest* space (cost: 3 points) and finally to a *plain* space (cost: 1 point).

The terrain cost for helicopter groups is always 1 point, regardless of the nature of the terrain.

It is impossible to move to a space that is already occupied by a FND group or an ENY unit. Only helicopter groups can move onto a *water* terrain space.

3.2.4.2 Firing

A group may fire at an ENY unit which has been **detected** by it or by another FND unit AND which is within its **firing range**. NB: Firing represents an exchange of fire - if you attack someone stronger, your unit can be neutralized or destroyed!

A FND unit **detects** an ENY unit if the line of sight between the two is not blocked and its detection points are greater than or equal to the number of spaces to reach the ENY unit.

As shown on the table on page 9, a group located on a *mountain* terrain space benefits from an additional detection potential of 3 points.

An ENY unit is in firing range if it is distant from the FND group by a number of spaces less than or equal to the firing range potential of the FND group and the line of sight is not blocked (see 2.6.4).

The entire firing sequence is explained in the figure on the next page.

FIRING SEQUENCE

1. DESIGNATION OF THE SHOOTER AND TARGET

The shooter and the target are designated.

The shooter must be within range of the target and visibility must not be blocked.

2. DECLARATION OF SUPPORT

The shooter can announce the support of another group, only one support group being possible per shot.

3. ROLLING THE DIE AND READING THE FIRING RESULTS TABLE

The shooter rolls 1 die (and the supporting player as well, if support is has been declared) and consults the Firing Table.

- the first column indicates the color of the attacker (cf. *attack* symbol on the card of the shooter's group/unit)
- the second column indicates the color of the defender (cf. *defense* symbol on the card of the target's group/unit)
- the third column indicates the die roll result (dice)
- the fourth column gives the firing result

The dice of the shooter and the supporting group are added together.

The result of the dice can be modified as follows (note: the supporting group does not provide any modifiers to its die):

-2 to +2 to the result according to the morale of the section of the FND group.

+1 for a FND group on foot or ENY group in a city terrain space, or for an ENY unit in an ENY village.

-1 if the shooter targets a FND group on foot or an ENY group in a city terrain space, or an ENY unit in an ENY village.

-1 if the shooter targets a group in a mountain terrain space.



+1 if the shooter targets a helicopter on the ground.

Examples:

- An FND unit in a city terrain space targets an ENY unit in an ENY village: modifiers of +1 and -1 = 0.
- An ENY unit in an ENY village targets a FND unit in the same ENY village: +1 modifier (the FND unit does not benefit from the ENY terrain).

NB: Supporting units never provide a modifier.

4. APPLYING THE RESULT

The symbols indicate the group/unit on which the *neutralized* or *destroyed* result is to be applied. An *attack* symbol  indicates that the result should be applied to the shooter, a *defense* symbol  indicates that the result should be applied to the target. The latter is more likely to happen if an unprotected shooter attacks a target stronger than themselves.

Neutralized

An *operational* group/unit becomes *neutralized* (flip the marker to the back), a neutralized group/unit becomes *destroyed* (see *destroyed* results below).

Destroyed

– **ENY Unit:** Remove the marker from the Terrain Tile and discard the card representing the unit.

– **FND Unit:** Place a *destroyed* (DEST) marker on the unit marker.

The casualties or surviving crew must be evacuated to be able to discard the cards representing them and to be able to use the space on the Player Sheet again.

5. MORALE CHANGES








































The morale of the FND sections can change according to the firing result (move the position of the *Morale Marker* one box to the right or left on the Player Board of the corresponding section).

NB: The morale of a section whose group has provided support is not modified, unless there is a *destroyed* result on the FND group.

+1 morale for the section of the shooter group if the ENY unit is destroyed or neutralized.

-1 morale for the section of the shooter group if the FND group is neutralized.

-1 morale for all sections of the shooter group if a FND Infantry group or crew is destroyed (**NB:** No loss of morale for Infantry due to the destruction of a vehicle or helicopter group; it is the destruction of the crew that impacts morale).

			Result	
		1	 Neutralized	
		2-3	No effect	
		4-5	 Neutralized	
		6+	 Destroyed	
		1-2	 Neutralized	
		3-4	No effect	
		5-6	 Neutralized	
		7+	 Destroyed	
		1-2	 Destroyed	
		3-4	 Neutralized	
		5-6	No effect	
		7+	 Neutralized	
		1-2	No effect	
		3-4	 Neutralized	
		5-6+	 Destroyed	
		1	 Neutralized	
		2-3	No effect	
		4-5	 Neutralized	
		6+	 Destroyed	
			1-2	 Neutralized
			3-4	No effect
	5-6		 Neutralized	
	7+		 Destroyed	
			1	No effect
2-3			 Neutralized	
4-6+			 Destroyed	
		1-2	No effect	
		3-4	 Neutralized	
		5-6+	 Destroyed	
			1	 Neutralized
			2-3	No effect
			4-5	 Neutralized
			6+	 Destroyed

NB: *120mm Mortar Group, Artillery Support, Medium Range Missile, Multiple Rocket Launcher, and Counter-battery 82mm Mortar cards* are not restricted by blocked visibility.

A shooter group/unit that is not within range of the targeted group/unit cannot receive damage. In this case, ignore the result applying to the attacker.

A FND group may not fire if another FND group is located in its line of sight. In other words, you may not fire “over” another FND group.

Targeted crew can never inflict a neutralized or destroyed result on their assailant. They are destroyed on any neutralized or destroyed result.

3.2.4.3 Support

A FND group can support another FND group (from the same section or another section) when it is firing at an ENY unit. The supporting group must meet the same conditions as for firing. The support costs 1 action point.

Supporting a group allows an additional fire die to be rolled, not just one (add the 2 results together). The supporting group does not provide any modifiers to its die.

Support is a very important and essential action for the success of your missions! Don’t forget that you can play your actions in any order: you can position one unit, declare support for another, then fire with the first unit!

The supporting group is never affected by a combat result. If it belongs to a different section, the morale of its section can only be modified if the FND shooter group is destroyed, and only in this case.

3.2.4.4 Embarking / Disembarking

FND transport groups (vehicles and helicopters) have the ability to transport FND groups or VIPs/HVTs (crew or scenario objectives **which must be escorted by a FND group**), but only if this is noted on their card. *Vehicle* and *helicopter* groups may not themselves embark under any circumstances.

A group or VIP wishing to embark using a *transport* group must be on an adjacent space. Place the **marker** of the embarking group on the *transport* group space on the corresponding Player Board. The embarked group then moves with the *transport* group at no cost of action points.

A transported group or VIP wishing to disembark is placed on a terrain space adjacent to the *transport* group.

Embarking and disembarking is an action that costs one action point to the *transport* group OR one action point to the group embarking / disembarking. The action is **free** if the group embarks or disembarks from a helicopter.

A group transported by *helicopter* can only embark and disembark if it is *on the ground*.

An embarked group or VIP is subject to the same results as the group that transports it. It is neutralized if the *transport* group is neutralized, and destroyed if it is destroyed.

3.2.4.5 Rescuing a crew

Any FND unit adjacent to a *destroyed marker* may attempt to rescue that unit.

Roll 1 die:

- on a result of 1 to 4, the crew have been destroyed and the casualties must be evacuated.
- on a result of 5 or 6, the crew are unharmed, turn the *destroyed marker* to its reverse *crew* side.

Surviving crew or casualties are considered as a *group*. They must be brought back to a starting zone using a transport vehicle or a helicopter. A *crew marker* can move one space per turn (regardless of the terrain). Once on a starting zone, discard the cards representing the group, they can no longer be used in the game.

After being rescued, if the crew are unharmed then the surviving crew group returns to play on an adjacent space in a neutralized state in a neutralized state as a Cavalry or Alat group (and marker).

3.2.4.6 Take-off / Landing

A *helicopter* group can change from *in flight* status to *on the ground* status and vice versa at the cost of 1 action point. This status is indicated by an *AIR/GROUND marker*, to be placed on the *helicopter* groups on the Player Board.

A *helicopter* group on the ground **can only**:

- embark or disembark groups or VIPs
- carry out a Logistical Phase (increase its autonomy, benefit from an *Upgrade card*, or perform makeshift repairs) in a starting zone

A *helicopter* group in flight **can only**:

- fire or provide support
- move

Unless otherwise specified, *helicopter* groups always start scenarios *on the ground*.

NB: Helicopter groups in flight cannot stop in the same space as a FND or ENY group. In addition, they are vulnerable to all ENY attacks except by *Kamikaze Vehicles*.

3.2.4.7 Requesting artillery support

On the Player Boards of both *Infantry* sections, there is a special space for *Artillery Support cards*. The *Artillery Support* and *Additional Ammunition cards* are placed in this space (and not next to the *Basic Unit cards*, this is the only exception). An *Additional Ammunition card* can only be placed if an *Artillery Support card* is already present on the Player Board.

An *Infantry* section group (except a vehicle group) can request artillery support if an *Artillery Support Upgrade card* is present in the designated space on its Player Board.

The player then discards an *Additional Ammunition card*, or the *Artillery Support card* if there are no more *Additional Ammunition cards* in the reserved space on their Player Board. Once the *Artillery Support card* has been discarded, it is no longer possible to request artillery support (unless you purchase this upgrade again during the logistics phase in your starting zone).

In order to carry out an artillery support action, the player designates a terrain space which has been detected and is visible to the group carrying out the action, and then rolls 1 die (no modifiers except for the *Artillery Observer card*):



- on a result of 1 or 2, the support has no effect
- on a result of 3 to 7:

- A. Any FND group or ENY unit located in the targeted space is destroyed
- B. Any FND group or ENY unit located in a space adjacent to the target space is neutralized

3.2.4.8 Searching an objective

An *Infantry* group disembarking adjacent to a terrain space containing an *objective* marker can perform a search. On a result of 3-6, the search is successful and you can flip the *objective* marker. Otherwise, your action fails. The effect of the search is described in the scenario description.

3.2.5 ENY Action Phase

The enemy is not represented by any player, it is controlled by a system of game rules.

ENY can only perform two actions: firing and moving OR firing twice OR moving twice. The rules concerning these actions are identical in every respect to those describing the same FND actions (in the text simply replace “FND group” by “ENY unit” and vice versa).

Each of these actions costs one action point. A unit cannot spend more action points in any 1 game turn than are listed on its ENY card.

An ENY Action Phase follows this sequence:

- Appearance of new units
- Firing
- Movement

The different units perform this action sequence one after the other; the players choose the order for the units to act. A unit must complete all of its actions before the next unit can perform its actions.

3.2.5.1 Appearance of new units

Players draw 1 ENY card (2 for Turn 8) for each of the appearance zones displayed on the Terrain Tiles. They then place the corresponding marker on one of the terrain spaces in the appearance zone, choosing the one closest to a FND group.

The ENY cards of the units in play are placed face up near the game map. They remain in play until the corresponding ENY unit is destroyed. When the ENY unit is destroyed, the marker and the corresponding card are removed from the game.

If the ENY draw pile is used up, reshuffle the discard pile to form a new draw pile.



3.2.5.2 Firing

The ENY unit begins its Action Phase by firing at the nearest FND group that has been detected AND is within its firing range. Firing takes precedence over movement, and after each movement the ENY unit can fire again if it meets the required conditions.

Firing Eligibility: An ENY unit with a yellow attack symbol may not fire at a FND group with a red defense symbol. In this case, it must fire at the second closest eligible FND group.

If an ENY unit has a choice of several equidistant targets, it targets the weakest (determined by its defense. If the same, see 3.2.5.4).

3.2.5.3 Movement

If the ENY does not meet the firing eligibility conditions, it moves. It also has the possibility of accumulating action points (see 3.2.4.1).

Choose the direction of movement using the following order of priorities:

- Move towards the terrain space containing an objective if a FND unit is within two spaces of that objective (even if the target has been picked up by a FND unit and is now in movement).
- Move towards a space containing the nearest *destroyed marker* or FND crew (whichever requires the fewest movement points). Once on that space, the marker is then removed from play. The ENY recovers the bodies and claims the losses suffered by the FND; all FND players lose 1 morale point and the ENY may continue its movement.
- Move towards a terrain space containing a detected FND unit. If more than one FND unit has been detected, the ENY moves towards the nearest FND unit, and in case of equidistance towards the weakest.
- Move towards the terrain space of the nearest ENY village tile and then stops there.

3.2.5.4 Non-conforming cases

If the players are in a situation other than those described here, list all the possibilities and choose the worst one, because: “*anything that can go wrong will go wrong*” (Murphy’s Law).

3.2.5.5 Specific ENY units

The ENY artillery units, *Multiple Rocket Launcher* and *Counter-battery 120mm Mortar*, receive an order to stop as soon as they are in range of a detected enemy. If they have any action points left, they can then carry out the Firing Phase by firing at the nearest detected FND group.

An ENY *Kamikaze Vehicle* unit always moves towards the nearest FND group. Once on the terrain space adjacent to the FND group, immediately apply the effect listed on the card.

4. Scenarios

The 10 scenarios can be played independently, or by connecting them and playing them in two campaigns.

Campaign 1 (Scenarios 1 to 5)

There has always been war! War against radical groups seems eternal, and for every conquered group, two new ones emerge to replace it. However, we have finally succeeded in controlling an unstable area of the Middle East. At least, that is what we thought...

In fact, a new terrorist network secretly developed right before our eyes: we call it the Red ATG (Armed Terrorist Group). It is made up of radicals from all over the region, who have joined together in a common cause. We learned of its existence only a few weeks ago, but we know nothing about its operation at the moment. We only know that they are planning a series of attacks on our territory and that they are prepared to do anything to achieve their goals.

Campaign 2 (Scenarios 6 to 10)

We thought we had stabilized this region of the Middle East by putting an end to the Red ATG, but it was only an illusion! The group that was chased away by our armed forces reorganized itself in the shadows to regroup after we left.

Over the past 10 months, they have regrouped and moved north to expand their influence. Unfortunately, their movement has grown stronger on their journey. Their numbers have nearly tripled and the terrorist group is now threatening our own borders.

After returning to Europe, you have been redeployed on a mission against this group, but in a temperate zone near France. You must put an stop to their actions and protect the area.

Special Convoy Rules

In Scenarios 3 and 7, players are faced with enemy convoys. The following rules apply to the operation of convoys, replacing the ENY movement rules for the convoy vehicles.

1. A convoy is a line of vehicles. At the end of any movement, the vehicles in the convoy must always occupy a line of adjacent spaces. The first and last vehicles must be adjacent to only one vehicle in the convoy, and the others to a maximum of two other vehicles.
2. During a movement action, the first vehicle in the convoy moves 7 spaces (ignoring the terrain), taking the shortest route to the ENY village determined by the scenario text. Exception: in the first turn of the game, the first vehicle moves 7 spaces, the second 6, the third 5, and so on until the last one, which can only move one space.
3. If a vehicle in the convoy is destroyed, the vehicles behind the destroyed vehicle (i.e. at the rear of the convoy) must spend 1 additional movement point in order to always comply with rule number 2 above.
4. At the end of their movement, each vehicle in the convoy fires at the nearest detected FND group.
5. An *armored vehicle* can only be searched if it is neutralized or destroyed. To search an *armored vehicle*, i.e., to flip the *Armored Vehicle marker* to its reverse side in order to reveal an objective or a decoy, a FND group must perform a search action on the vehicle's space. The search is only possible if there is no ENY unit on a space adjacent to the *armored vehicle* AND there is no ENY unit on a space adjacent to the FND group performing the search action. If the reverse side of the *Armored Vehicle marker* reveals a decoy, then the marker is removed from play. If it reveals an objective, then refer back to the scenario rules.



© P.Hilaire / Armée de Terre / Défense

Campaign 1 - Scenario 1

Weapons Cache

A few days ago, our satellites detected suspicious movements around certain locations in the desert. At the same time, our informants on the ground confirmed the presence of a weapons cache in the area. We need to reconnoiter these locations to find the cache and destroy it. This will allow us to better understand the Red ATG's (Armed Terrorist Group's) operations and undermine them.

Intelligence has identified three potential targets: one in a city, one near an oasis south of that city, and one near a port (bonus objective).

The mission of your MCTSG (Multi-Corps Tactical Sub-Group) is to reconnoiter these positions and destroy the weapons cache.

SET UP

- Place the Terrain Tiles, starting zones and ENY Villages as shown in the figure below.
- Shuffle 2 *Objective markers*, 1 *Decoy back* and 1 *Objective back*, and place them on the Terrain Tiles face up, without looking at their backs.

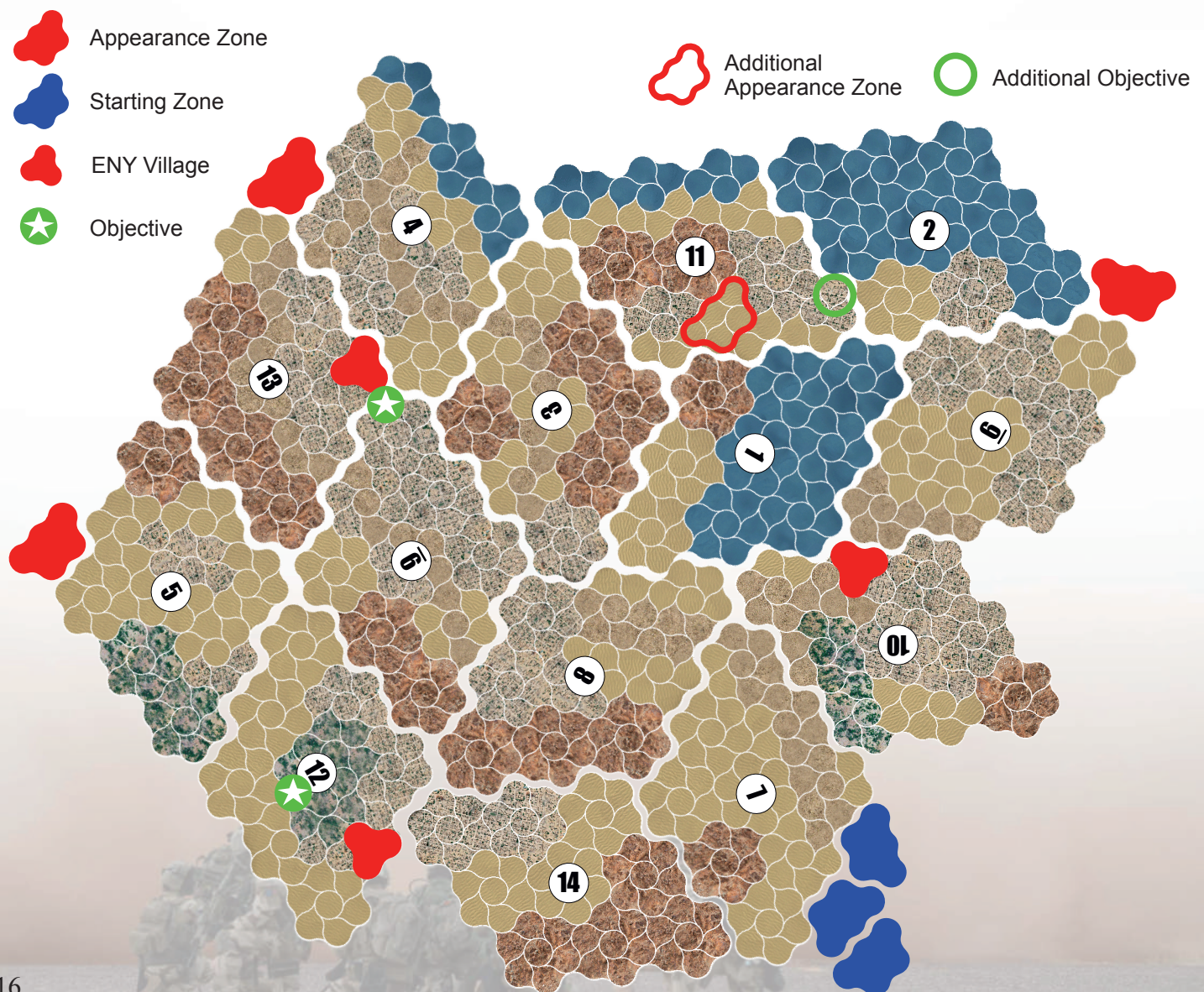


OBJECTIVE

Search the objectives. The game ends with a victory as soon as 1 *Infantry* unit has spent 2 game turns on a space adjacent to the revealed Objective marker.

ADDITIONAL CHALLENGE OPTIONS

- Add a third decoy Objective marker.
- Following the first *search* action, add a new Appearance Zone.



Caiman Crash!

In the previous mission, your search yielded information about a HVT (High-Value Target). French Special Forces were tasked with capturing this person for interrogation. However, while proceeding on this infiltration mission by helicopter, the team was caught in a sandstorm. One helicopter crashed with no serious injuries. However, for media and propaganda reasons, it would not be acceptable to leave the helicopter in enemy hands. Before returning to base, our helicopters dropped off a second Special Forces group to help protect the downed helicopter. The MCTSG supporting the action was given a new mission of escorting the vehicles needed to tow the crashed helicopter.

News of a downed French helicopter spread extremely quickly, and many ENY sleeper cells rushed to claim responsibility for the helicopter's destruction.

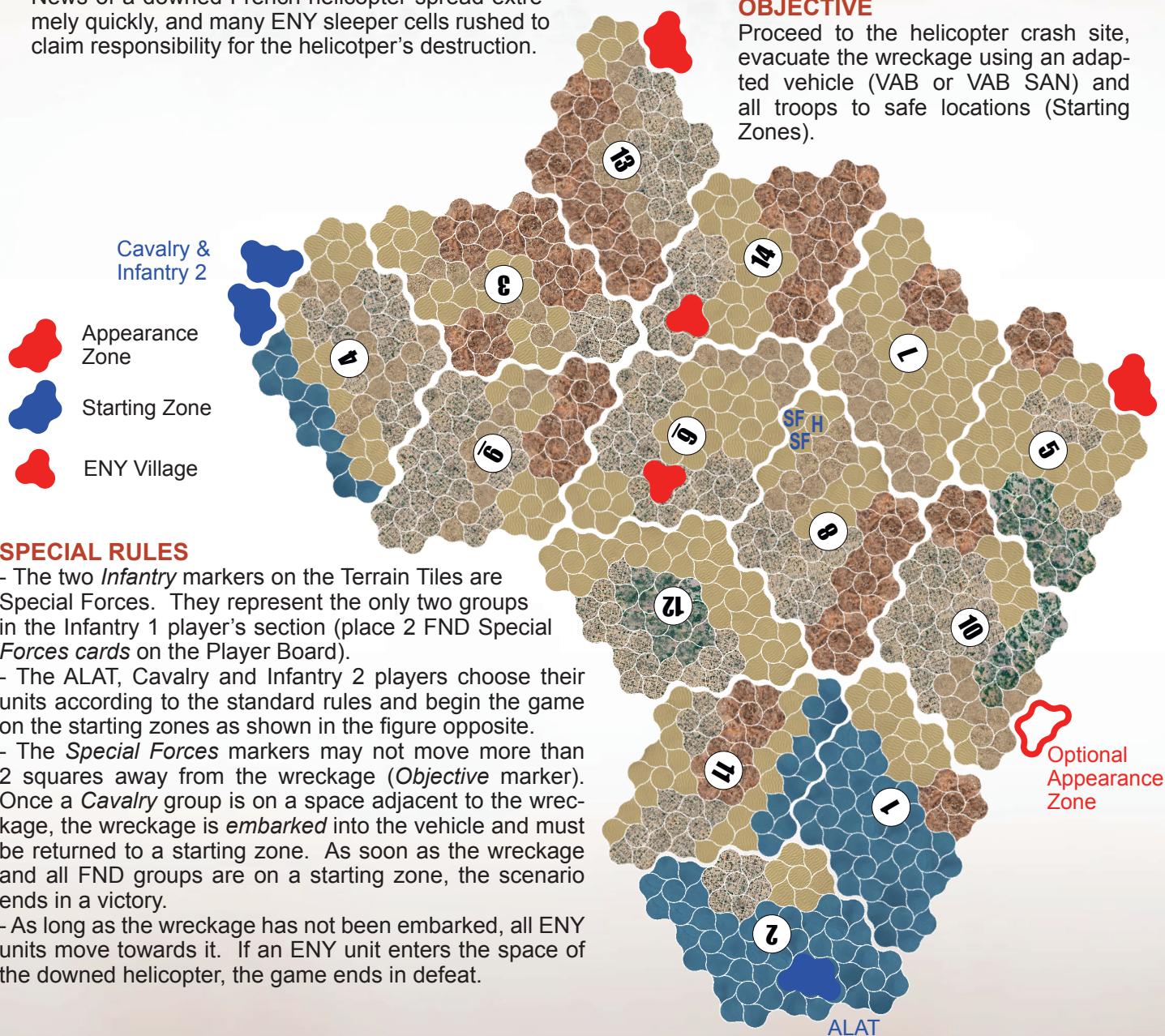


SET UP

- Place the Terrain Tiles, starting zones and ENY Villages as shown in the figure below.
- Place 1 Objective marker (H, for helicopter) and 2 infantry markers (SF, for Special Forces) on Terrain Tile 8 as shown in the figure below.

OBJECTIVE

Proceed to the helicopter crash site, evacuate the wreckage using an adapted vehicle (VAB or VAB SAN) and all troops to safe locations (Starting Zones).



SPECIAL RULES

- The two *Infantry* markers on the Terrain Tiles are Special Forces. They represent the only two groups in the Infantry 1 player's section (place 2 FND Special Forces cards on the Player Board).
- The ALAT, Cavalry and Infantry 2 players choose their units according to the standard rules and begin the game on the starting zones as shown in the figure opposite.
- The *Special Forces* markers may not move more than 2 squares away from the wreckage (*Objective* marker). Once a *Cavalry* group is on a space adjacent to the wreckage, the wreckage is *embarked* into the vehicle and must be returned to a starting zone. As soon as the wreckage and all FND groups are on a starting zone, the scenario ends in a victory.
- As long as the wreckage has not been embarked, all ENY units move towards it. If an ENY unit enters the space of the downed helicopter, the game ends in defeat.

ADDITIONAL CHALLENGE OPTIONS

- The second group of SF could not be landed because of a severe sandstorm, so the Infantry 1 player has only one group of Special Forces on the ground, and the second group starts the game on a starting zone.
- Add a third appearance zone.

Campaign 1 - Scenario 3

Interception of a Mobile HVT

The HVT (High Value Target) who you were unable to capture in the previous mission has heard about your objectives and has decided to exfiltrate using a convoy. Our intelligence has detected a group of heavily armed vehicles. The destination of the convoy is currently unknown, but we know that they want to make stops in some of the villages under their control. Your mission is to intercept the convoy and retrieve the HVT before they escape.

ADDITIONAL CHALLENGE OPTION

- Replace the lead vehicle with a T-55 tank unit.

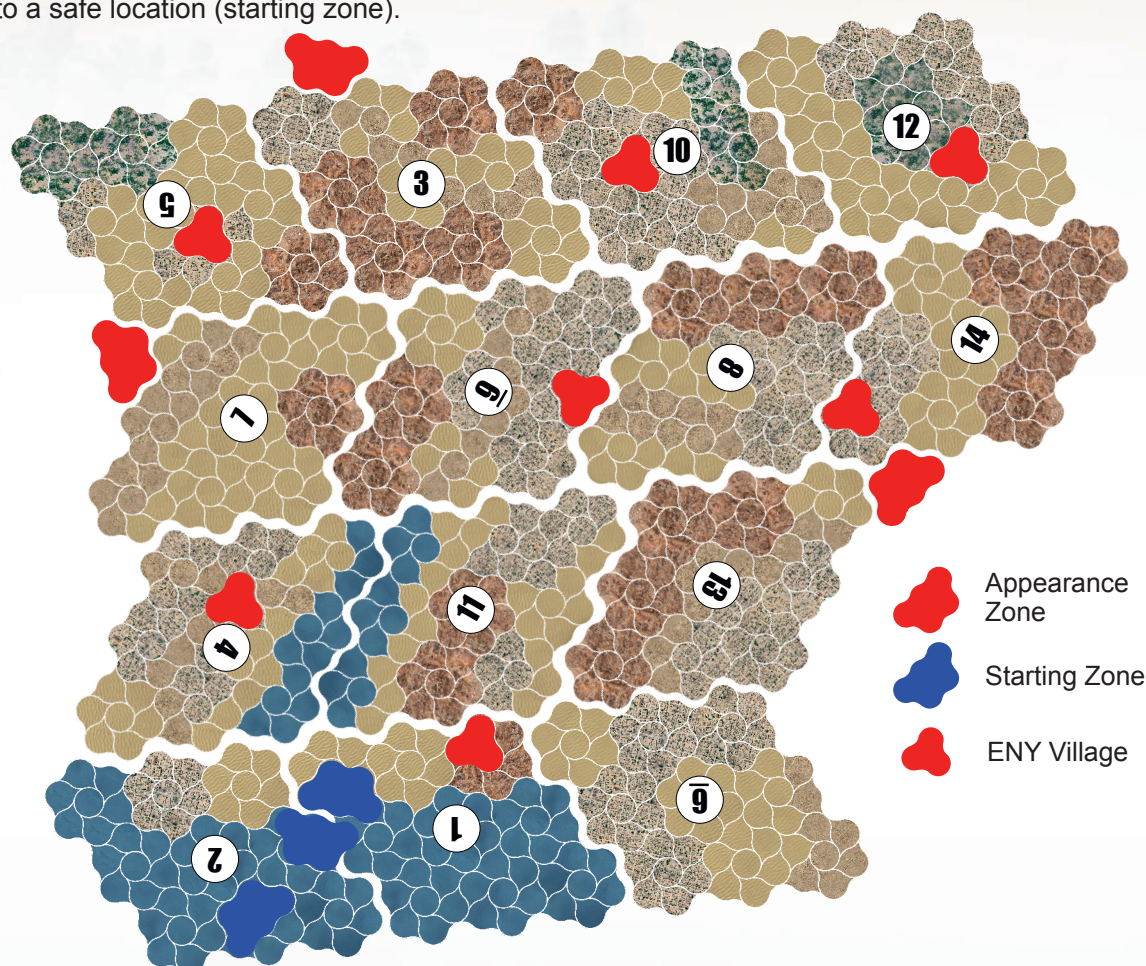
OBJECTIVE

- Bring the HVT to a safe location (starting zone).



SPECIAL RULES

- Place the Convoy Card next to the game board.
- ENY units (other than those in the convoy) move towards the nearest *Armored Vehicle*.
- Artillery support is unavailable in this scenario.
- No ENY units appear on turn 1.



THE CONVOY

Composition:

Shuffle 3 armored vehicle markers, 2 with *decoy* backs and 1 with an *Objective* back, and assemble the convoy as follows: Pickup (lead vehicle) / Armored Vehicle / Armored Car / Armored Vehicle / Pickup / Armored Vehicle / Armored Car (rear vehicle).

Itinerary:

- The convoy departs from the ENY village on Terrain Tile 12 on Turn 1. Roll 1 die; on an even result it goes to the ENY village on Tile 10, on an odd result to the village on Tile 14.
- As soon as a vehicle of the convoy enters any space of the ENY village on Tile 10 or 14, the convoy immediately moves towards the ENY village on Tile 9.
- As soon as a vehicle of the convoy enters any

space of the ENY village on Tile 9, roll 1 die. On a result of 1 or 2, the convoy moves towards the ENY village on Tile 5; on a result of 3 or 4, the one on Tile 4; on a result of 5 or 6, the one on Tile 1. The village thus selected represents the final destination of the convoy.

- As soon as a vehicle enters a space in the final destination village, it is removed from the game. If the vehicle carrying the HVT is thus removed, the game ends immediately in defeat.

HVT (High-Value Target)

When the Objective side (the HVT) of an *Armored Vehicle* has been revealed, leave that marker on the space until it has been *embarked*. The game ends with a victory as soon as the Objective marker is *disembarked* in a starting zone.

Campaign 1 - Scenario 4

Support the People

The HVT captured in the last scenario was one of the regional leaders of the RTG Movement. Having been deprived of their leader, the Movement, now completely disorganized, carries out violent reprisal actions in the neighboring villages. To maintain the support of the population, we must ensure their protection by asserting our presence in the area. Your mission is to secure three main villages which will be safe zones for the local population, and to repel any threats in the region.

OBJECTIVES

- Control the villages for 2 full turns.
- Destroy all enemy units on the map.

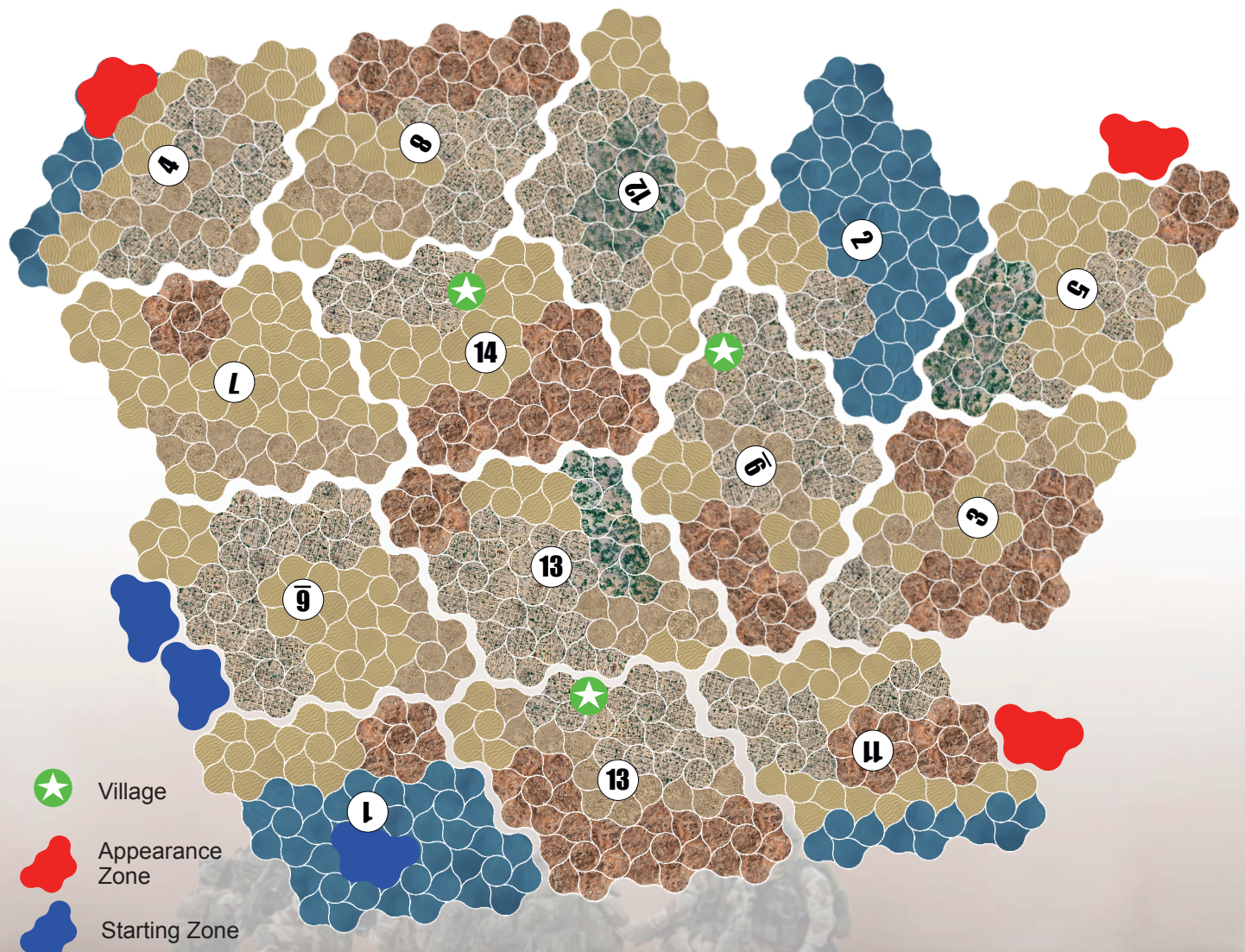
ADDITIONAL CHALLENGE OPTION

Only remove the 3 appearance zones once all 3 villages have been secured.



SPECIAL RULES

- To secure a village, 2 groups of *Infantry* or *Cavalry* must be present for 2 full turns on a space adjacent to the village.
- Once a village has been secured, remove the nearest enemy appearance zone (as the crow flies).
- ENY units always head for the nearest unsecured village.
- If an ENY unit occupies a space adjacent to a village for 1 turn, the mission is a failure.
- The game ends in a victory when there are no more ENY units on the map and the villages have been secured.
- Artillery support is unavailable in this scenario.



Campaign 1 - Scenario 5

Simultaneous Destruction

The HVT (High Value Target) provided us with information on the functioning of the Movement, and using satellite imagery we have located the position of their Headquarters as well as a Training Center. The difficulty of this mission lies in the proximity of the two structures and the terrain setting, which is conducive to being surrounded. A simultaneous destruction is necessary to avoid any possible deadly counterattack.

Your mission is to destroy these two positions simultaneously and then exfiltrate.

ADDITIONAL CHALLENGE OPTIONS

- Do not remove the appearance zone after the destruction of the ENY Headquarters.
- The explosives explode after just 1 turn.
- There are a Pickup (1) and a PKM group (2) present near the Training Center. They become activated (combat and movement) as soon as a FND group enters any space on Tile 12.

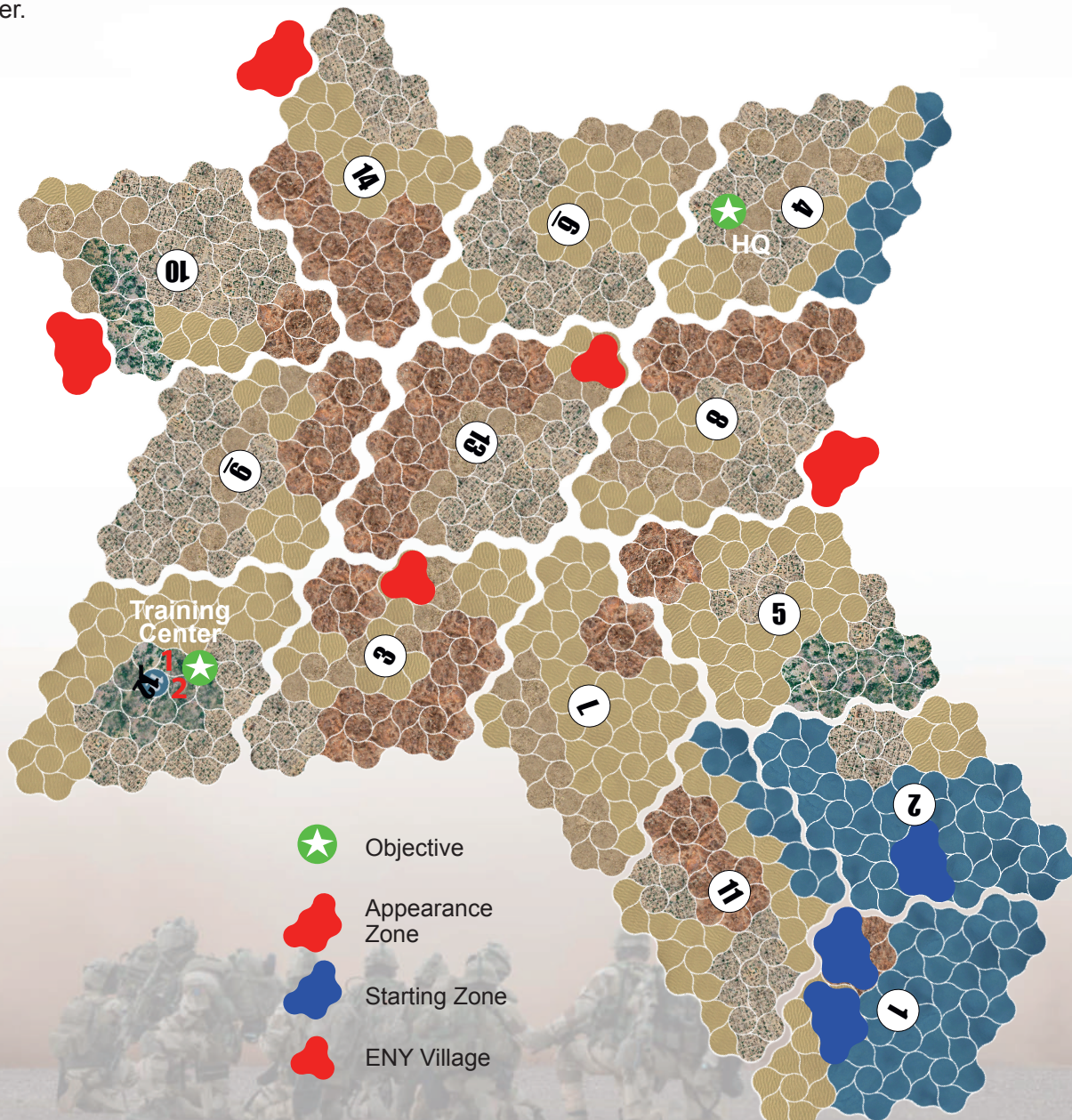
OBJECTIVE

Destroy the ENY Headquarters and the Training Center.



SPECIAL RULES

- An *Infantry* group may attempt to place an explosive in an adjacent space at the cost of one action point.
- The destruction of both objectives must be simultaneous. When at least one *Infantry* group is adjacent to each of the objectives, roll 1 die: 3 to 6 = explosives planted; 1 or 2 = synchronization problem, retry the next turn).
- The explosives take 2 turns to explode (placed on turn T, they explode at the end of the FND turn T+2). All FND groups or ENY units within 2 spaces of the objective are destroyed and within 3 spaces are neutralized.
- Once the HQ is destroyed, you can remove 1 appearance zone of your choice.



Campaign 2 - Scenario 6

Blocking Bridges

Our drones have spotted the movements of suspicious groups heading west. To stop them, our MCTSG (Multi-Corps Tactical Sub-Group) must confine them to the right (east) bank of the river, in order to regroup them in a kill box area. French Air Force Dassault Rafale aircraft have been tasked with destroying any enemy in the kill box as soon as we withdraw.

Your mission is to prevent them from crossing the bridges until the Rafales arrive.

SET UP

Set up the Terrain Tiles, starting zones and appearance zones as shown in the figure below.

OBJECTIVE

Prevent ENY units from crossing the bridges until the Rafales arrive on Turns 12 and 13.

SPECIAL RULES

- Beginning with Turn 7, two ENY units appear in each appearance zone.
- As soon as any ENY unit enters a space west of the river, the game ends in defeat.



- The Rafales can only carry out their mission on Turn 12 or 13, and only if no FND unit is present east of the river (in the kill box). The game then ends immediately with a victory. If the Rafales have not been able to carry out their mission, the game ends in defeat.

- The ENY units in appearance zone 1 move towards the bridge on Tile 4, and those in zones 2 and 3 (optional) move towards the bridge on Tile 8. Their objective is to enter any space to the west of the river.

ADDITIONAL CHALLENGE OPTIONS

Begin the double ENY appearance at Turn 5, allow the Rafales to arrive only at Turn 14, and add a third appearance zone.



Campaign 2 - Scenario 7

Convoy Neutralization

The attack on the enemy worked very well and showed them that a frontal attack was not viable. As a result, they have decided to change their mode of action by focusing on armed raids. We have intercepted communications between leaders of the Movement which would seem to indicate that they have obtained a weapon of mass destruction. They are planning to force their way to their target: a nuclear power plant!

Your mission is to intercept the convoy and neutralize their bomb.

SPECIAL RULES

- Place the ENY *Armored Vehicle* card next to the game board.
- In order to avoid collateral damage, FND groups cannot fire from, across or onto a bridge or city space (exception: Tile 10).
- ENY units, other than those in the convoy, move towards the nearest *Armored Vehicle*.
- Artillery support is unavailable for this game.
- No ENY unit appears on Turn 1.

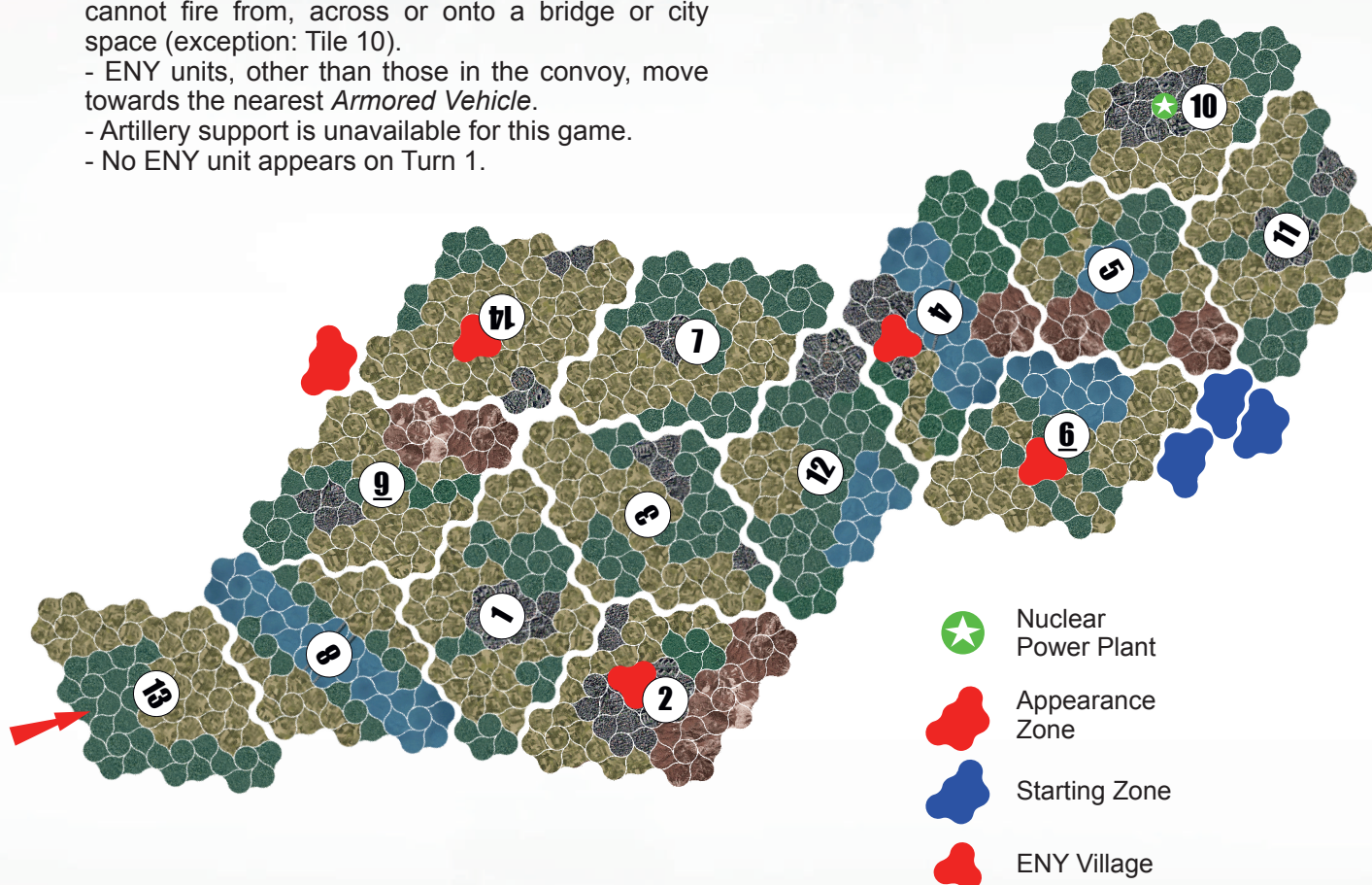


OBJECTIVE

Neutralize the bomb in the convoy before it reaches the target.

ADDITIONAL CHALLENGE OPTIONS

Replace the lead vehicle of the convoy with an ENY T-55 tank unit and replace the rear vehicle with a Multiple Rocket Launcher.



THE CONVOY

Composition:

Shuffle 3 *Armored Vehicle* markers, 2 with *Decoy* backs and 1 with an *Objective* back, and assemble the convoy as follows: Pickup (lead vehicle) / *Armored Vehicle* / *Armored Car* / *Armored Vehicle* / Pickup w/ZU-23-2 / Pickup / *Armored Vehicle* / *Armored Car* / Pickup (rear vehicle).

Itinerary:

- The ENY convoy enters Tile 13 on the red arrow shown in the diagram above.
- As soon as the first vehicle in the convoy enters the first space on Tile 13, roll a die. On an even result, it goes towards the ENY village on Tile 14, on an odd result, towards the village on Tile 2.

- As soon as a vehicle in the convoy enters a space in the ENY village on Tile 14 or 2, the convoy immediately moves towards the village on Tile 4.

- Next, the convoy goes directly to the Nuclear Power Plant (Tile 10). As soon as the *Armored Vehicle* with the *Objective* back reaches a space adjacent to the plant, the game ends with a defeat.

Bomb:

- When the *Objective* side of an *Armored Vehicle* marker has been revealed, leave the marker on the space until it has been embarked. A FND *Infantry* group must spend a full turn on a space adjacent to the *Objective* marker to defuse the bomb. Then the game ends in victory.

Campaign 2 - Scenario 8

Civilian Evacuation

Despite the request to evacuate a high-risk area, some civilians were unwilling to leave and could now be targeted by the Red ATG (Armed Terrorist Group). We are concerned about ENY movement towards a populated area since the group could be planning mediatized terrorist attacks on civilians. We must get these people to safety before they are attacked.

Your mission is to evacuate the remaining groups of civilians in the area.

SPECIAL RULES

- ENY units move towards the nearest civilian group.
- Each group of civilians must be brought back by **vehicle** to a starting zone.
- The game ends with a defeat if an ENY unit enters a space adjacent to a group of civilians which has not been embarked or destroys a vehicle carrying a group of embarked civilians.
- The game ends in victory as soon as the last group of civilians has been brought back to a starting zone.



OBJECTIVE

Evacuate the two groups of civilians before the enemy reaches them.

ADDITIONAL CHALLENGE OPTIONS

Add a third group of civilians (green circle).



Campaign 2 - Scenario 9

HVT Destruction

Some civilians have reported a border crossing point where the Red ATG (Armed Terrorist Group) is believed to be stockpiling war materials. Signals intelligence (SIGINT) has confirmed a high volume of transmissions in an area that is not normally occupied. Once on site, an intelligence team relayed the location of a disused warehouse protected by armed patrols.

Your mission is to destroy this warehouse and then exfiltrate.

OBJECTIVE

Destroy the war material stockpile in the disused warehouse.

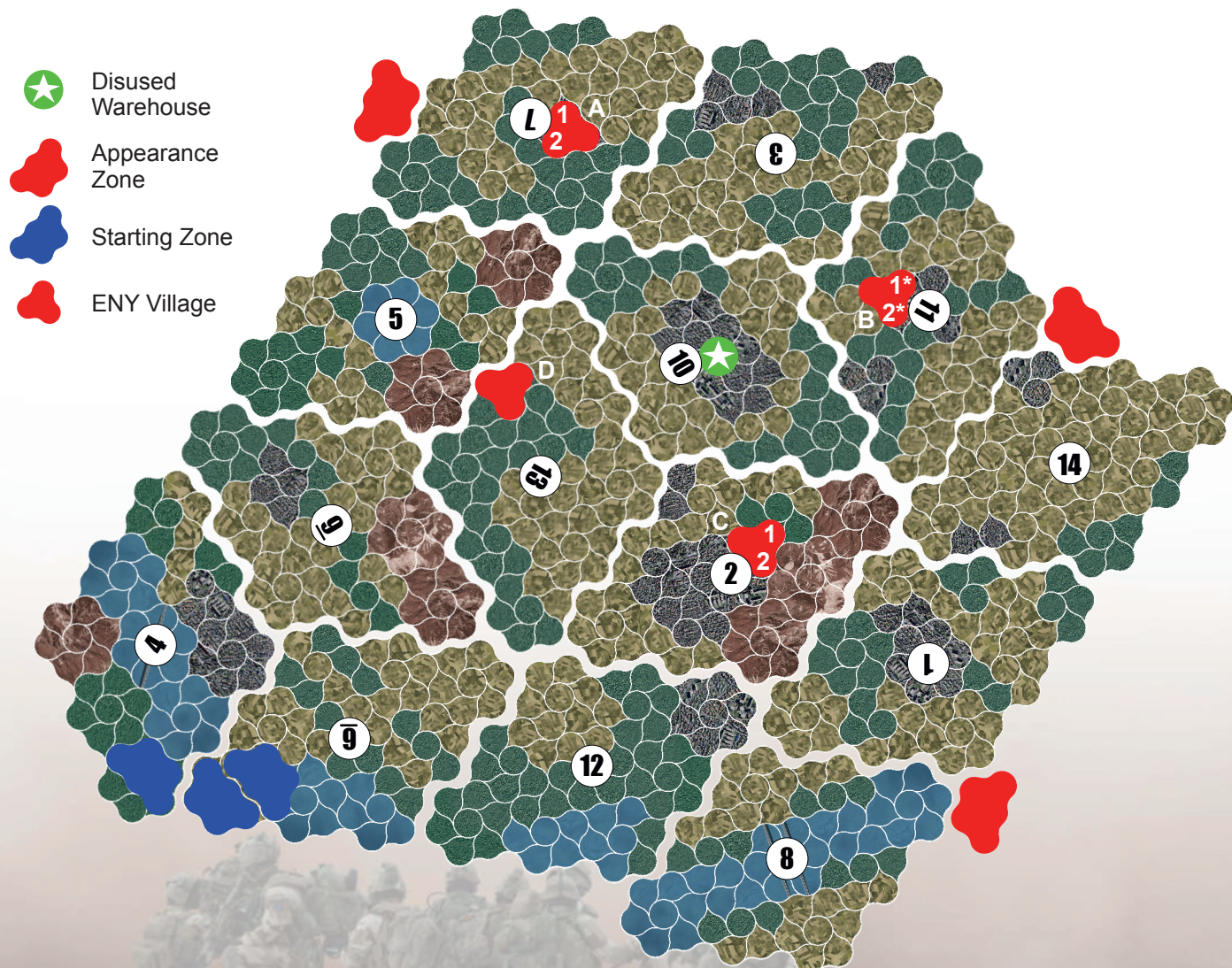
ADDITIONAL CHALLENGE OPTIONS

- The explosives explode after just 1 turn.
- Add a third ENY platoon (composed of 1* = a pickup and 2* = a PKM group).



SPECIAL RULES

- The 2 ENY platoons are each composed of a pickup (1) and a PKM group (2).
- The platoons move from ENY village to ENY village in the following order: A > B > C > D > A > B ...
- As soon as a FND group is detected by an ENY unit or is in a space adjacent to the warehouse, the appearance zones are activated. Each ENY unit then moves towards the nearest FND group.
- To destroy the warehouse, a FND group adjacent to it spends an action point. Roll 1 die: on 1 or 2 = failure to detonate (reattempt on a later turn), 3 to 6 = explosives planted and detonated.
- The explosives detonate two turns after being planted (end of the FND turn T + 2). All units and groups within 2 spaces are destroyed, and those within 3 spaces are neutralized.



The Last Pockets of Resistance

The destruction of the warehouse and the simultaneous actions carried out by our other units have considerably weakened the Red ATG (Armed Terrorist Group). Deprived of their logistics and leaders, each surviving cell claims to have authority and carries out disjointed actions. We must take advantage of this moment of disorder to destroy these last pockets of resistance and dissolve this group once and for all.

Your mission is to destroy the last pockets of resistance in your area.

SPECIAL RULES

- All ENY units are immobile at the beginning of the game. As soon as any FND group is detected, all the ENY units each move towards the nearest covered terrain space (forest, city or mountain). Units that start in covered terrain or move into covered terrain do not move again until the end of the game.
- The game ends in victory as soon as the last ENY unit has been destroyed.

OBJECTIVE

Destroy all ENY units.

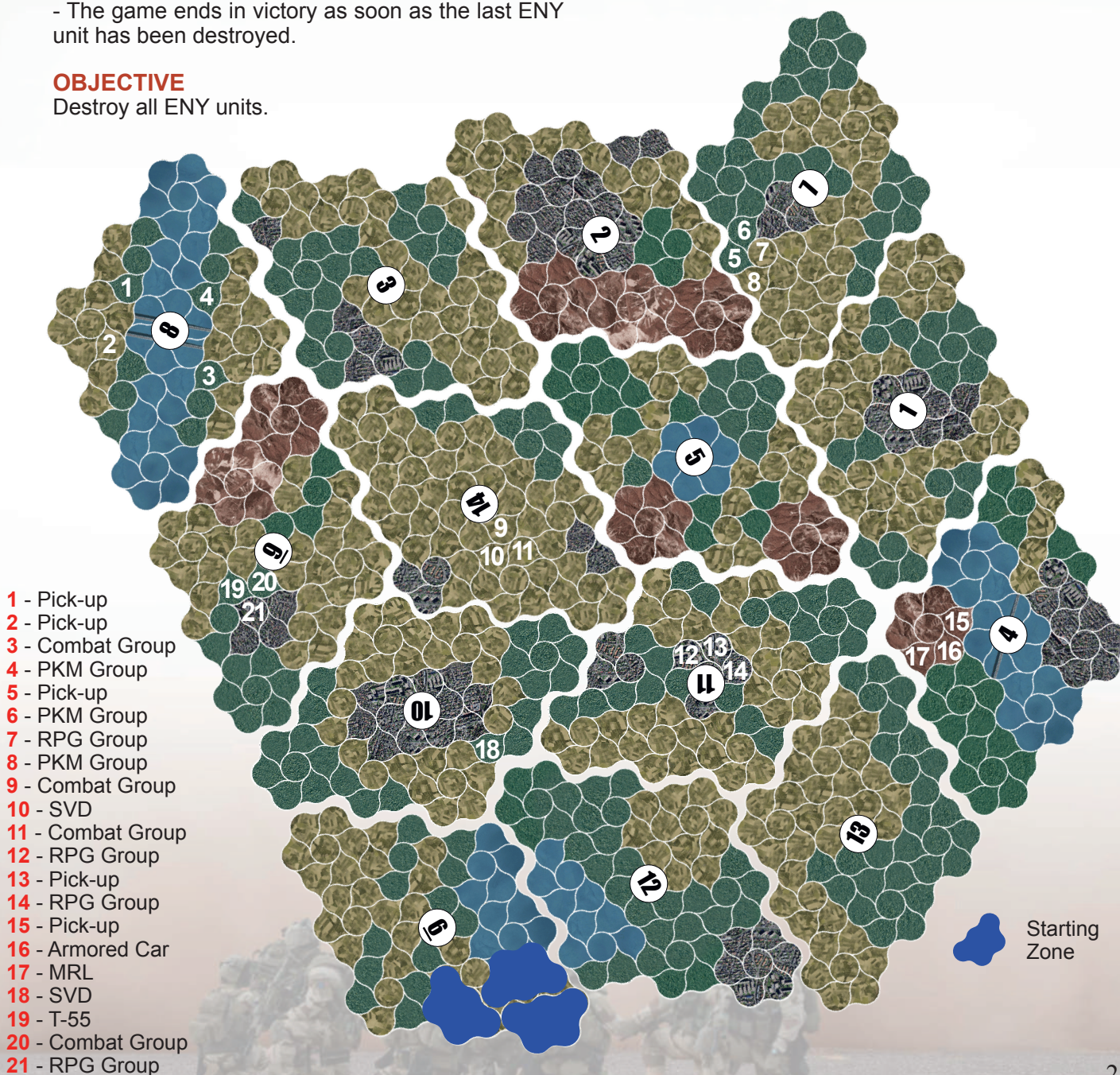


SET UP

- Set up the Terrain Tiles, starting zones and appearance zones as shown in the figure below.
- Set up the first 16 ENY units as shown in the figure below.

ADDITIONAL CHALLENGE OPTIONS

Add ENY units 17 to 21.



EVENT TABLE

Roll 2 dice: die 1 indicates the type of event and die 2 the name and effect of the event.
You can use different-colored dice to distinguish between die 1 and 2.

Die 1	Die 2	Event Name	Event Effect
ALAT			
1	1	Minor equipment failure	One group loses 1 action point Roll one die: 1-2 = first group, 3-4 = second group, 5-6 = third group.
	2	Crew disagreement	The helicopter patrol loses 1 morale point.
	3	Tailwind	All helicopter groups in flight gain 1 autonomy point.
	4	Strong wind	All helicopter groups lose 1 movement point this turn.
	5	Favorable weather	All helicopter groups gain 1 action point this turn.
	6	Perforated gas tank	One helicopter group loses 1 autonomy point. Roll one die: 1-2 = first group, 3-4 = second group, 5-6 = third group.
INFANTRY*			
2	1	Speed march	All the groups in the section gain 1 action point.
	2	Weapons cache	One group captures an AT4-CS. Roll 1 die: 1-2 = first group, 3-4 = second group, 5-6 = third group. This upgrade does not count in the 3 card limit.
	3	Act of heroism	The section gains 1 morale point.
	4	Violent storm	All the groups in the section lose 1 action point this turn.
	5	Supply problem	The section loses 1 morale point.
	6	Anti-personnel mine	A group moves near an anti-personnel mine. Roll one die: 1, 2 or 3 = the number of the group that is neutralized. 4 to 6 = no effect.
CAVALRY			
3	1	Crew disagreement	The platoon loses 1 morale point.
	2	Perforated gas tank	One group loses 1 autonomy point Roll one die: 1-2 = first group, 3-4 = second group, 5-6 = third group.
	3	Gun overheating	The last group to have fired in the previous turn cannot fire this turn.
	4	Legion of Honor	The platoon gains 1 morale point.
	5	Adapted terrain	All the groups of the platoon gain 1 action point this turn.
	6	Anti-tank mine	A group moves next to an anti-tank mine. Roll one die: 1, 2 or 3 = the number of the group that is neutralized. 4 to 6 = no effect.

*** If two Infantry sections are in the game, randomly select the one that is subject to the event.**

Die 1	Die 2	Event Name	Event Effect
ENEMY			
1	1	Enemy tank appearance	One ENY T-55 tank unit appears in the nearest appearance zone. Disregard if there is already a tank unit on the map or if there is no appearance zone.
	2	Hostile population	All the sections lose 1 morale point.
	3	Enemy mounts a last stand	All ENY units immediately play one action.
	4	Cavalry group ambushed	One ENY RPG unit is placed in the forest, mountain or city space closest to a Cavalry group. Disregard if not applicable.
	5	Infantry group ambushed	One ENY PKM unit is placed in the forest, mountain or city space closest to an infantry group. Disregard if not applicable.
	6	Sniper fire	Place one ENY SVD unit in an ENY village space closest to a FND group. Roll 1 die: 1 to 3, the FND group is neutralized (if within range), 4 to 6 = no effect.
GENERAL			
2	1	FND forces mount a last stand	All non-neutralized FND units may fire immediately.
	2	Terrorist attacks in France	Major terrorist attack on French soil. All FND sections lose 1 morale point but are re-energized. They gain 1 action point this turn.
	3	Communication problems	All groups in a section (to be randomly selected) lose 1 action point this turn.
	4	Intelligence concerning the enemy	All groups in a section (to be randomly selected) gain 1 action point.
	5	Multiple events	Roll the die for two events this turn.
	6	Standby! Cyber attack on HQ	No FND group may move this turn.
TERRAIN			
3	1	Sandstorm / Heavy rain	Africa Terrain Tiles: the movement cost for sand spaces increases by 1. Europe Terrain Tiles: the movement cost for plain spaces increases by 1.
	2	Clear trail	The movement cost for forest spaces is reduced by 1.
	3	Snowstorm	All FND groups and ENY units present on mountain spaces may not move this turn.
	4	Friendly urban districts	The movement cost for city spaces is reduced by 1.
	5	Flooding	All FND groups and ENY units present on a space adjacent to a water space may not move this turn.
	6	Wind shear	Helicopter patrols may not take off or land this turn.

SEQUENCE OF PLAY

Move the turn marker

Logistics Phase

- Autonomy range adjustment
- Section reinforcement
- Evacuation of the wounded and dead

Event Phase

FND Action Phase

- Movement
- Firing / Support
- Embarking / Disembarking
- Searching an Objective
- Evacuation of Crew
- Take off / Landing (ALAT only)
- Requesting artillery support (*Infantry* only)

ENY Action Phase

- Appearance of new units
- Firing
- Movement



TERRAIN EFFECTS

	Cost*	Firing	Visibility	Special notes
Water	Not allowed	-	Normal	movement possible only for ALAT
Bridge	1	-	Normal	
Plain	1	-	Normal	
Sand	2	-	Normal	
City	2	+1 <i>Infantry</i>	Impaired	+1 firing for <i>Infantry</i> group/unit on foot on attack and defense
Forest	3	-	Impaired	
Mountain	4	+1 defense	Blocked	+3 detection and +1 firing for defense
ENY Village	2	+1 (ENY)	Impaired	ENY unit (only): +1 on attack and defense

* For ALAT forces, the nature of the terrain does not impact the cost of movement, which always remains 1.

