

Various & Sundry, mainly Lloyd Krassner

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The WarpSpawn Second Big Book O'Games

Tome 7 Historical Games Part 3/3

Various & Sundry, mainly Lloyd Krassner
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
- Second edition Dec 2020, compiled by C. Rocchini. Send comments to claudio@rockini.name. Authors: Various & Sundry, mainly Lloyd Krassner; so main contains some error and omissis.

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This book was created by an automatic parser from the original Warpspawn site, and compiled with \LaTeX ; it may contain errors and omissions. Send comments and reports to claudio@rockini.name. Most unnecessary images have been deleted, due to copyright concerns. The \LaTeX style is vaguely inspired by dndbook class and rpg-module style. All chapter's decorations are derived from images by commons. [wikipedia. org](https://commons.wikimedia.org/), Category: Headpieces (book illustration) along with their usage licenses.

Florence (Italy), december 2020

Part I

Intro

Introduction to Warpspawn Games

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (<http://www.angelfire.com/games2/warpspawn/index.html>) Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since.

1997

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing. Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing. Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place.

It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

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Part II

Games



38th Parallel

Introduction

Card game for 2 players. Simulation of the Korean War. One player is the UN.
The other player is the Communists.

The Deck

Players share a common deck.

Victory

Any player that wins 3 hands in a row wins the game. If no player wins after 10 turns, the game is a tie.

Turn Sequence

Each turn is divided into 3 phases: Logistics Phase
Deployment Phase Attack Phase

Logistics Phase

Each player draws 8 cards. Maximum handsize is 8 cards. Discard excess cards.
If the deck ever runs out, shuffle the discard & draw from it.

Deployment Phase

Players may discard up to 4 cards & draw replacements.

The Deck Card List

Card Name	Score	User	Type
Military Advisors	3	B	-
Reinforcements	4	B	-
Fierce Fighting	6	B	-
Military Assistance	5	B	-
Counterattack	7	B	D
Inflict Heavy Losses	7	B	-
Escalated Attacks	5	B	O
Major Attack	6	B	O
Probing Attack	4	B	O
Static Fortifications	6	B	D
Heavy Fighting	5	B	-
Strong Defensive Lines	9	B	D
Stalemate	3	B	-
War of Attrition	4	B	-
Outflank	8	B	-

Attack Phase

Players reveal cards from their hands they can score with. Some cards can be used by either player. Some cards can only be used by one player.

A player may use either Defensive cards or Offensive cards but not both. Each card played has a score. The player with the highest total score of all his cards revealed wins the hand.

All revealed cards are discarded. A player may discard any cards from his hand he doesn't want.

Atomic Bomb Option

If the American player plays the Atomic Bomb card, the game immediately ends. Draw a card: If it is 8+ the UN wins. If it is a 7 the War ends in a Draw.

If it is a 6 or less, the war escalates into WWII and everybody loses. The Communist player may play the Limited War card to negate the Atomic Bomb card.

Card List Notation

- User** Who may use the card.
B Both players
U UN Player
C Communist Player
O Offensive
D Defensive

Card Name	Score	User	Type
Chinese Army	9	C	-
Soviet MiGs	6	C	-
Manchurian Border	7	C	D
Spring Offensive	9	C	O
Bunker Complexes	8	C	D
Concealment & Camouflage	7	C	-
Infiltration	6	C	O
Human Wave Tactics	6	C	-
Guerrilla Warfare	8	C	-
Chinese Manpower	9	C	-
Superior Infantry Tactics	9	C	-
Marshall Peng	10	C	-
Soviet Hardware	5	C	-
Limited War	2	C	-
American Forces	9	U	-

Card Name	Score	User	Type
Breakthrough	9	B	-
Surprise Attack	6	B	O
(Re)Capture Seoul	7	B	O
Negotiations	2	B	-
Monsoon	3	B	-
Repulse Attack	8	B	D
Determined Resistance	5	B	D
Cruel Winter	3	B	-
Fighting Retreat	4	B	D
Invasion	9	B	O
Mobile Warfare	8	B	-
Major Offensive	8	B	O
Break Out	6	B	D
PLA Forces	8	C	-
KPA Forces	4	C	-
North Korean Army	5	C	-

Card Name	Score	User	Type
UN Contingents	6	U	-
ROK Forces	5	U	-
South Korean Units	4	U	-
Commonwealth Forces	8	U	-
General Douglas Macarthur	10	U	-
Tank Battalions	6	U	-
Pusan Perimeter	9	U	D
Decisive Artillery Support	7	U	-
Naval Bombardment	5	U	-
Airstrikes & Bombing	8	U	-
Airpower	9	U	-
Outposts	6	U	D
UN Firepower	9	U	-
US Amphibious Landings	7	U	O
Invade North Korea	8	U	O
Atomic Bomb	-	U	-

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Afghanistan

Introduction

Card game for 2 Players. One player is the Americans. The other player is the Taliban.

Theme: 2006-2010+ Simulation of the ongoing conflict in Afghanistan following the Taliban resurgence after the US led Invasion in 2001.

Game End

The game ends when a turn starts and there are no cards left in the deck.

Victory

The player in control of the most Influence Tokens and Strength Points worth of Allies at the end of the game wins.

The Deck

Players share a common deck. There are 3 types of cards:

1. Ally Cards
2. Event Cards
3. Action Cards

Ally Cards

Ally cards represent Governments, Leaders, Military Organizations, Political Institutions, Factions, and all manner of groups and individuals that can contribute to the Strength of one or both sides. Allies come in 3 Types: American Allies (Only the American player may Control them) Taliban Allies (Only the Taliban player may Control them) Neutral Allies (Either Player may control them) Taliban and American Allies are collectively called Aligned Allies.

Action Cards

These cards can be used to make or strengthen an attack. Some have special abilities that go off when the attack is made. Some have special abilities that allow them to be used in non-attack functions.

Event Cards

These cards produce effects that are not direct attacks.

Strength Rating

Ally and Action cards have a Strength Rating (SR) ranging from 3 to 9. SR on Ally cards count towards victory at the end of the game. SR on Action cards contribute to the total Strength of an Attack.

SR on Ally cards are used to defend against Attacks.

Influence Tokens

Players share a common set of Influence Tokens (IT). They represent a measure of a number of factors including: Political Will, Morale, Organization, Intelligence, Military Power, Survivability, Recruiting Capacity, Diplomatic Skill, and Economic Resources. They count towards Victory at the end of the game.

These are used to recruit Allies. They can be used to initiate extra attacks. You cannot have negative IT.

Setup

Shuffle the deck. Each player is dealt 5 cards. Each player starts with 20 Influence Tokens.

The Taliban Player goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Logistics Phase
2. Strategy Phase
3. Event Phase
4. Recruit Phase
5. Attack Phase
6. End Phase

Logistics Phase

Gain 7 Influence Tokens. Certain Allies will allow you to gain additional IT in this Phase.

Strategy Phase

Draw 2 cards from the top of the Deck. You may draw extra Cards for 3 Influence Tokens each.

Event Phase

Unless the stated otherwise Event cards are played in this Phase. Event cards are discarded after their effect is resolved.

Recruit Phase

You may play 1 or more Allies. You must pay the cost for each Ally in Influence Tokens. The base cost of each ally is 2 less than its Strength Point Rating.

Allies are placed face up in front of you. If you don't have the IT you can't buy it.

Attack Phase

An attack against a Neutral Ally is made to Control. An attack against an Aligned Ally is made to Neutralize. (Note: Neutralized does not necessarily mean utterly destroyed, rather the Ally has had its effectiveness substantially reduced) The target of the attack is the Defender.

If a Control Attack is successful you gain control of the Ally: Move its card over to your side. If a Neutralization Attack is successful, discard the target Ally. To make an attack you must play 1 or more Action cards.

The combined strength ratings of the action cards must exceed the Strength rating of the target Ally card. You get 1 Free attack per turn. Additional Attacks cost 3 Influence Points each.

Action cards are discarded after an attack is resolved. Instead of Attacking a players Allies you may attack their IT instead. This is called an Attrition At-

tack.

The player targeted by an Attrition Attack loses IT equal to the Strength of the Attack. If the target goes to zero IT (or is 0 IT to begin with) the attacker gains 2 IT.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

T Taliban only can use this card (If Ally it is Aligned)

A American only can use this card (If Ally it is Aligned)

B Both players can use this card (If Ally it is Neutral)

SR Strength Rating

IT Influence Tokens

FEGS For End Game Scoring

Martyrs = Owner may Substitute this card for the target of an attack Reserves = In your End Phase Discard 1 Card to bring it back from Discard and put it in your hand

IBT If Controlled by the Taliban, the Taliban get. . .

IBA If Controlled by the Americans, the Americans get. . .

(H) Hidden Ally: Immune to bonuses to Neutralize

(S) Symbolic Ally: Immune to bonuses to Control

Common Deck Card List

Name:	SR	Type	Use	Notes:
Foreign Fighters	4	Ally	T	Reserves
Drug Dealers	5	Ally	T	Draw 1 extra card per turn
Poppy Farmers	4	Ally	B	+2 FEGS
Local Warlords	3	Ally	B	+1 to all Attacks to Neutralize
Bribery	5	Act	B	+3 to Control
Government Ministers	4	Ally	B	Gain 1 IT per turn
Corruption	-	Event	B	Discard target Neutral Ally
Hearts and Minds	3	Act	A	+3 to Control
IUD's	4	Act	T	+3 to Attrition
NATO Troops	3	Ally	A	If Neutralized lose 2 IT
Afghan Police	4	Ally	B	Opponents Hand Size -1
Afghan Military	5	Ally	B	Opponents Hand Size -1
Executions	3	Act	T	+3 to Neutralize
Drone Strikes	3	Act	A	+3 to Neutralize
Al Qaeda	8	Ally	T	Steal 1 IT per turn
Subversion	6	Act	T	+3 to Control
Pacification	6	Act	A	+3 to Neutralize
Surge	-	Event	A	Draw 3 Cards & Gain 5 IT
Iranian Involvement	6	Ally	T	(H) Gain 1 IT per turn
Pakistani Support	7	Ally	T	Gain 1 IT per turn
Insurgency	6	Act	T	Gain 1 Extra Free Attack to Control
Madrassas	7	Ally	T	Ally cards cost 1 less IT
Mountain Villages	4	Ally	B	IBT All Allies are +1 to Defend
Tribal Elders	6	Ally	B	+1 to All Attacks to Control
US Army	7	Ally	A	+1 to All Attacks to Control

Name:	SR	Type	Use	Notes:
US Marines	6	Ally	A	+1 to All Attrition Attacks
US Intelligence	8	Ally	A	(H) Draw 1 extra card per turn
US Rangers	5	Ally	A	Discard 1 card to give target Attack +1
US Air Force	9	Ally	A	Extra Attacks cost 1 less IT each
Terror Tactics	5	Act	T	+3 to Attrition
Remote Outpost	3	Ally	B	(S) +4 FECS
Moderate Mullahs	4	Ally	B	Hand Size +1
Suicide Bombers	3	Act	T	+3 to Attrition
Manipulate the Media	-	Event	B	Opponent discards 3 Random Cards
Asymmetric Warfare	3	Act	B	Discard to Negate Attack to Neutralize
Guerilla Warfare	4	Act	T	Discard to Negate Attack to Neutralize
Most Wanted List	3	Act	A	+3 to Neutralize
Body Count	3	Act	B	+3 to Attrition
Join Winning Side	3	Act	B	+3 to Control
Waiting Game	-	Event	T	Discard to Negate Attack to Neutralize
Build Infrastructure	-	Event	A	Gain 7 IT
World Opinion	-	Event	B	Steal 2 Random Cards from Opponent
Complex Politics	3	Act	B	Discard to Negate Attack to Control
President Karzai	8	Ally	B	Hand Size +1
Occupation	9	Act	A	Gain 1 Extra Free Attack to Control
ISAF	4	Ally	A	Reserves
Northern Alliance	8	Ally	A	+1 to All Attacks to Control
Kabul	9	Ally	B	(S) Discard X Cards to gain X IT
Reconstruction	-	Event	A	Play 1 Ally for Free
Army Corps of Engineers	4	Ally	A	All Allies are +1 to Defend
Shadow Government	7	Ally	T	Gain 1 IT per turn
Assassinations	5	Act	B	Opponent loses 2 IT
Ambushes	4	Act	T	+3 to Attrition
Peace Process	4	Act	A	Gain 1 Extra Free Attack to Control
Fundamentalists	4	Ally	T	Martyr
Governors	6	Ally	B	IBA +1 to All Attacks
Expatriates	3	Ally	A	+2 FECS
Pashtun Tribes	7	Ally	T	Hand Size +1
Tajik Tribes	3	Ally	B	Attrition Attacks against you are -1
Kandahar Province	5	Ally	B	IBT Gain 1 IT per turn
Helmand Province	4	Ally	B	Opponent Hand Size -1
Oruzgan Province	3	Ally	B	Costs 1 Extra IT to Attack this Ally
Strongholds	6	Ally	T	All Allies are +1 to Defend
Coalition Forces	5	Ally	A	Opponent gains 1 less IT per turn
Civil War	6	Act	B	Both Players discard their Hands
Tribal Confederacy	5	Ally	T	+1 to All Attacks to Control
Islamic Movements	6	Ally	T	(H) Draw 1 extra card per turn
Targeted Killings	4	Act	A	+3 to Neutralize
Uzbeks and Hazaris	4	Ally	A	Martyr
War on Terror	9	Act	A	Draw 1 Card
Air Strikes	6	Act	A	+2 to Neutralize or Attrition
Militants	5	Ally	T	+1 to All Attacks to Neutralize
Safe Havens in Pakistan	8	Ally	T	+2 to Defend Self
Coordinated Attacks	6	Ally	B	Gain 1 Extra Free Attack
Jihad	9	Act	T	Draw 1 Card
No Exit Strategy	-	Event	T	US player loses 5 IT
Escalation	7	Act	T	Gain 1 Extra Free Attack to Neutralize
Roadside Bombings	3	Act	T	+3 to Attrition

Name:	SR	Type	Use	Notes:
Black Unit Special Forces	4	Ally	A	+1 to All Attacks to Neutralize
Night Raids	5	Act	A	+2 to Neutralize or Attrition
War Weariness	3	Act	B	Opponent Discards 1 Random Card
Collateral Damage	4	Act	B	Discard X Cards. Opponent loses 2X IT
Clandestine Aid	-	Event	T	Draw 3 Cards
Hit & Run Tactics	4	Act	T	Discard to Negate Attack to Neutralize
NGO's	4	Ally	A	+2 FECS
Militias	3	Ally	B	Martyr
Covert Activities	4	Act	B	Draw 1 Card
Propaganda	4	Act	B	Gain 1 Extra Free Attack to Control
Pakistan Border	3	Ally	T	Hand Size +1
Cover Ups	3	Act	B	Discard 3 cards to draw 2
Gun Battle	3	Act	B	+3 to Attrition
Counter Insurgency	5	Act	A	Opponent Discards 1 Random Card
Pakistani Offensive	3	Act	A	Opponent puts 1 Ally back in his hand
Pakistani Duplicity	3	Act	B	Draw 1 Card
Resurgence	5	Act	T	Play 1 Ally for Free
Missile Strike	3	Act	A	+3 to Neutralize
Military Operation	5	Act	A	Gain 1 Extra Free Attack to Control
Clear, Hold, and Build	5	Act	A	+3 to Control
Superpower Status	9	Ally	A	(H) Draw 1 extra card per turn
Taliban Leadership	9	Ally	T	Gain 1 IT per turn

Links

NY Daily News
Huffington Post
History Guy
Guardian War Logs





Afrika Korps

Introduction

Card game for two players. Simulation of the North Africa campaign of WWII. One player is the Germans (& Italians), the other player is the Commonwealth (British & Allies).

Victory

Control all 6 Terrain Tokens to win.

The Deck

Players share a common deck.

Card Types

- G** Only the German (Axis) player can use these cards
- C** Only the Commonwealth (Allied) player can use these cards
- B** Both players can use this card
- A** This card can only be used by the attacker
- D** This card can only be used by the defender
- E** This card can be used in either attack or defense
- S** Supply card: can be used by either player

Turn	Germans	Commonwealth	Historical Commentary:
1-3	8	6	Rommel Arrives
4-6	7	7	Montgomery Arrives
7+	6	8	Operation Torch

If the deck runs out, shuffle the discard and draw from it.

Strategy Phase

Players may discard up to 3 cards and draw replacements.

Card List

Card Name	Force	User	Type	Notes
Field Marshall Erwin Rommel	9	G	E	
The Desert Fox	8	G	E	
Sturm, Swung, Wucht	7	G	A	
Luftwaffe	7	G	E	

Terrain Tokens

Each player starts the game with 3 Terrain Tokens. Every time you win a hand, you take a Token from your opponent.

Attackers/defenders

The Germans start the game as the Attackers. The Commonwealth starts the game as the Defenders. After the first turn, the Attacker is always the player who won the previous hand.

Only the Attacking player can use Attack cards. Only the Defending player can use Defense cards.

Turn Sequence

Each turn has 3 phases: Logistics Phase Strategy Phase Battle Phase

Logistics Phase

Each player draws a number of cards depending on what turn it is:

Battle Phase

Players reveal their hands. Every card has a Force value. Players add up the Force value of all the cards in their hand.

If a player cannot use a card, it has a Force of zero. (Nationality & Attacker/Defender limitations) If one player has a Supply card and the other does not, the Player with the supply card gets a Force bonus of +5. The player with highest total Force wins the hand.

The Winner takes a Terrain Token from his opponent.

Card Name	Force	User	Type	Notes
88mm Guns	7	G	E	
Panzer Division	7	G	E	
Afrika Korps	7	G	E	
Panzer Tanks	7	G	E	
Stuka Dive Bombers	7	G	E	
Blitzkrieg	7	G	E	
Balanced Force Mix	7	G	E	
Panzer IV Tanks	7	G	E	
Panzer III Tanks	6	G	E	
Junkers 88 Medium Bombers	6	G	E	
Fragmentary British Forces	6	G	E	
Allied Tanks Outgunned	6	G	E	
PAK 38 5cm Guns	5	G	E	
General Cruewell	5	G	E	
Italian Aerete Division	4	G	E	
Italian Trieste Division	3	G	E	
Italian Infantry Division	2	G	E	
Vichy French	1	G	S	
General Montgomery	7	C	E	
Australians	7	C	E	
British Troops	7	C	E	
New Zealand Division	7	C	E	
British Desert Air Force	7	C	E	
Enigma Decoded	7	C	E	
Desert Rats	7	C	E	
25pr Guns	7	C	E	
Sherman Tanks	7	C	E	
Indian Division	6	C	E	
South African Division	6	C	E	
Polish Troops	6	C	E	
Grant Tanks	5	C	E	
Free French Forces	5	C	E	
Valentine Tanks	4	C	E	
Stuart Light Tanks	4	C	E	
General Auchinleck	4	C	E	
General Wavell	4	C	E	
Matilda Tanks	3	C	E	
Cruiser Tanks	3	C	E	
Crusader Tanks	3	C	E	
Royal Navy	2	C	S	
American Divisions	7	C	E	Turn 7+
General Patton	7	C	E	Turn 7+
Desert Hook Encirclement	5	B	A	
Coastal Road	5	B	A	
Pincer	5	B	A	
Pursuit	5	B	A	
Surround	5	B	A	
Mobile Operation	5	B	A	
Block Retreat	5	B	A	
Dash	5	B	A	
Offensive Action	5	B	A	
Siege	5	B	A	
Advance Guard	5	B	A	

Card Name	Force	User	Type	Notes
Capture Objectives	5	B	A	
Weakly Defended Positions	5	B	A	
Breakthrough	5	B	A	
Advantage of Maneuver	5	B	A	
Mechanized Transport	5	B	A	
Diversionsary Thrust	5	B	A	
Corridors	5	B	A	
Attack Rear	5	B	A	
Capture HQ	5	B	A	
Outflank	5	B	A	
Breaching Assault	5	B	A	
Drive into the Desert	5	B	A	
Grand Maneuver	5	B	A	
Cross the Frontier	5	B	A	
Armored Sweep	5	B	A	
Push Forward	5	B	A	
Diversionsary Gambit	5	B	A	
Launch Attack	5	B	A	
Seize Airfield	5	B	A	
Tank Charge	5	B	A	
Exploit Success	5	B	A	
Exploratory Attack	5	B	A	
Spearhead	5	B	A	
Engineers Prepare Route	5	B	A	
Take the Ridge	5	B	A	
Systematic Destruction	5	B	A	
Cause Rout	5	B	A	
Panic the Defenders	5	B	A	
Relentless Pressure	5	B	A	
Scatter Supply Train	5	B	A	
Flush out Defenders	5	B	A	
Probe Enemy	5	B	A	
Overrun	5	B	A	
Bypass Defenders	5	B	A	
Concentrate Force	5	B	A	
Storm the Pass	5	B	A	
Conceal Troop Movements	5	B	A	
Shock Effect	5	B	A	
Mine Clearing	5	B	A	
Artillery Barrage	5	B	A	
Counter Attack	5	B	D	
Mine Fields	5	B	D	
Repel Assaults	5	B	D	
Rearguards	5	B	D	
Garrison	5	B	D	
Failed Operation	5	B	D	
Antitank Screen	5	B	D	
Careful Positions	5	B	D	
Fortifications	5	B	D	
Enemy Overreached	5	B	D	
Gallant Resistance	5	B	D	
Fortress	5	B	D	
Impassable Terrain	5	B	D	

Card Name	Force	User	Type	Notes
Spoiling Attacks	5	B	D	
Defensive Terrain	5	B	D	
Coastal Position	5	B	D	
Counter Thrust	5	B	D	
No Retreat	5	B	D	
Ambush	5	B	D	
Concealed Emplacements	5	B	D	
Anti-tank Guns	5	B	D	
Trap	5	B	D	
Enemy Supply Shortages	5	B	D	
Static Defenses	5	B	D	
Defensive Line	5	B	D	
Enemy Out of Fuel	5	B	D	
Dug in Positions	5	B	D	
Cauldron Battle	5	B	D	
Enemy Disengages	5	B	D	
Tank Traps	5	B	D	
Armor Piercing Shells	5	B	D	
Repulse Attack	5	B	D	
Block Advance	5	B	D	
Attacker Pinned Down	5	B	D	
AT Gunfire	5	B	D	
Strongpoint	5	B	D	
Outpost	5	B	D	
Hull Down Positions	5	B	D	
Earthworks	5	B	D	
Fall Back Position	5	B	D	
Seize the Initiative	5	B	D	
Stalled Advance	5	B	D	
Sandstorm	5	B	D	
Induce Caution	5	B	D	
Uncoordinated Attack	5	B	D	
Wire Entanglements	5	B	D	
Concrete Dugouts	5	B	D	
Anti-Tank Ditches	5	B	D	
Tenacious Defense	5	B	D	
Delaying Actions	5	B	D	
Tanks en Masse	3	B	E	
Heavy Losses	3	B	E	
Secure Flanks & Rear	3	B	E	
Armored Force	3	B	E	
Ground Support Aircraft	3	B	E	
Surprise	3	B	E	
Desert Warfare	3	B	E	
Self Propelled Guns	3	B	E	
Set Piece Battle	3	B	E	
Demoralize Foe	3	B	E	
Dispirited Foe	3	B	E	
Bitter Fighting	3	B	E	
Artillery Bombardment	3	B	E	
Keep Enemy Off Balance	3	B	E	
Threaten Flank	3	B	E	
Mechanical Breakdown	3	B	E	

Card Name	Force	User	Type	Notes
Slaughter	3	B	E	
Send in Reserve	3	B	E	
Air Reconnaissance	3	B	E	
Armored Cars	3	B	E	
Artillery Support	3	B	E	
Field Howitzers	3	B	E	
Dust & Smoke	3	B	E	
Tank Melee	3	B	E	
Combined Force	3	B	E	
Radio Intercept	3	B	E	
Rendezvous	3	B	E	
Deception	3	B	E	
Desperate Effort	3	B	E	
Dummy Tanks	3	B	E	
Ruse	3	B	E	
Confusion	3	B	E	
Air Superiority	3	B	E	
Caught off Guard	3	B	E	
Enemy in Disarray	3	B	E	
Unpredictable Movements	3	B	E	
Divide Forces	3	B	E	
Smokescreen	3	B	E	
Armored Division	3	B	E	
Veteran Troops	3	B	E	
False Intelligence	3	B	E	
Blunder	3	B	E	
Enemy Withdraws	3	B	E	
High Ranking Officer Lost	3	B	E	
Wireless Sets	3	B	E	
Supply Column	1	B	S	
Recovery & Repairs	1	B	S	
Train & Drill Troops	1	B	S	
Build up Strength	1	B	S	
Salvage Equipment	1	B	S	
Airlift	1	B	S	
Supply Route	1	B	S	
Water	1	B	S	
Fuel	1	B	S	
Ammunition	1	B	S	
Food	1	B	S	
Reinforcements	1	B	S	
Line of Supply	1	B	S	
Maritime Resupply	1	B	S	
Sustain Advance	1	B	S	
Preparations	1	B	S	
Convoys	1	B	S	
Recuperate	1	B	S	
Supply Dumps	1	B	S	
Field Maintenance Areas	1	B	S	
Respite	1	B	S	
Reorganize & Refit	1	B	S	
Lines of Communication	1	B	S	
Captured Equipment	1	B	S	





Afv Skirmish

Introduction

Two Player Board & Card Game of Modern Tank Combat.

Victory

Destroy all enemy Armored Fighting Vehicle Units.

Units

Each player starts the game with 8 AFV (Armored Fighting Vehicle) Units. Use Miniatures, counters, or tokens to represent AFV's Each Unit represents a combined arms squadron.

Setup

Each player places one unit on each square of his back two rows. Units may not stack. Flip a coin to see who goes first.

Each player is dealt a hand of 5 cards

The Deck

Players share a common Deck. The Deck contains 10 types of Cards: Offensive Attack Defensive Attack Units Weapons Movement Obstacle Protection Leadership Morale Reconnaissance

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Fire Phase

Card List

Card Name	Type
Deliberate Attack	A
Frontal Attack	A
Hasty Attack	A
Main Attack	A
Supporting Attack	A
Decisive Engagement	A
Direct Fire	A

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Your opponent may play Obstacle cards to negate the Move of a single unit.

Fire Phase

Play (discard) an Attack card to have a unit attack. Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack is automatically destroyed and removed from the map.

Your opponent may play Protection cards to negate your Attack.

Card Notation

- A** Offensive Attack: Move 1 space or attack into adjacent space
- D** Defense Attack: Attack into adjacent Space
- W** Weapons: Attack of Range = 2
- M** Maneuver: Move Unit 2 Spaces
- U** Unit: Move Unit 1 space
- O** Obstacle: Negate Move
- P** Protection: Negate Attack
- L** Leader: Draw 2 Cards
- Z** Morale Card: Opponent must discard 2 random cards
- R** Reconnaissance: Look at Opponents hand or next 5 cards in deck

Card Name	Type
Traveling Overwatch	M
Maneuver	M
Mobility	M
Phase Lines	M
Movement to Contact	M
Advance to Fire Position	M
Passage of Lines	M

Card Name	Type
Fire & Movement	A
Bounding Overwatch	A
Clear Enemy in Zone	A
Wedge Formation	A
Offensive Front	A
Seize Initiative	A
Pursuit	A
Exploit Gap	A
Secure Sector	A
Massed Attack	A
Infiltrate	A
Flank Attack	A
Surprise Attack	A
Skirmish	A
Strike Enemy Rear	A
Overwhelm at Short Range	A
Advance Guard	A
Drive Head-on	A
Blitz	A
Base of Fire	D
Primary Position	D
Battle Position	D
Counter Attack	D
Kill Sack	D
Decisive Terrain	D
Defile	D
Engagement Area	D
Field of Fire	D
Overwatch	D
Coil Formation	D
Defensive Front	D
Key Terrain	D
Killing Zones	D
Fire from Concealment	D
Strongpoint	D
Blocking Position	D
Fortified Position	D
Ambush	D
Long Range Gun Duel	D
ATGW at 4000m	D
Armored Fighting Vehicle	U
Close Air Support Fighter	U
Main Battle Tank	U
Infantry Fighting Vehicle	U
Cavalry Fighting Vehicle	U
122mm SP Howitzer	U
155mm SP Howitzer	U
Tank Destroyer	U
SP Anti-Tank Gun	U
Gun-over-Hull Tank	U
Helicopter Gunship	U
Mechanized Infantry	U
Tank Platoon	U

Card Name	Type
Withdrawal	M
Breakthrough	M
Detachments	M
Automotive Performance	M
Gas Turbine Engines	M
Momentum	M
Overrun	M
Bypass Enemy Position	M
Lure (Bait)	M
Anti-Tank Ditch	O
Tracks Damaged	O
Out of Gas	O
Soft Ground	O
Water Barrier	O
Mine Field	O
Defilade	P
Cover	P
Dead Space	P
Hull Down	P
Reverse Slope	P
Turret Down	P
Smoke Screens	P
Electronic Countermeasures	P
Camouflage	P
Dug In	P
Laminate Armor	P
Reactive Armor	P
Composite Armor	P
Inclement Weather	P
Halogen Gas Extinguishers	P
Wet Ammo Stowage	P
Sloped Armor	P
Thick Frontal Armor	P
Visual & IR Screening System	P
Dust Clouds	P
Evasive Action	P
Combat Multiplier	L
Commanders Intent	L
Economy of Force	L
Fire Support Coordination	L
Concept of Operations	L
Fragmentary Order	L
Integrate Enemy Doctrine	L
Concentrate Mass	L
Mission	L
Attainable Objective	L
Priority Target	L
Command Post	L
Task Organization	L
Tank Commander	L
Terrain Analysis	L
Courage & Tenacity	L
Guile & Cunning	L

Card Name	Type
Fire Support Team	U
Light Tank	U
Hunter-Killer Tank	U
Air Supremacy	U
Heavy ATGM Teams	U
Combined Arms	U
Armored Personnel Carrier	U
Mortar Carrier	U
Numerical Superiority	U
Conventional Munitions	W
Scatterable Mines (FASCAM)	W
AP Discarding Sabot (APDS)	W
Hypervelocity DS (HAPFSDS)	W
IR Night Vision Devices	W
Thermal Imaging System	W
Laser Rangefinder	W
105mm Rifled Cannon	W
120mm Smooth Bore Gun	W
Anti-Tank Guided Missile	W
HE AT Ammo (HEAT)	W
HE Squash Head Ammo (HESH)	W
Rocket Propelled Grenade	W
Fire Control Systems	W
25mm Automatic Cannon	W
Laser Guided Artillery	W
Air Dispensed Munitions	W
Terminally Guided Munitions	W
Supersonic Fire & Forget ATGM	W
Stabilized Gun	W
Artillery Fire	W
First Round Hit	W
Pin Point Accuracy	W
Depleted Uranium Ammo	W
Alternate Position	M
Avenue of Approach	M
Checkpoint	M
Coordinating Point	M
Covered Approach	M
Displace	M
Traveling	M

Card Name	Type
Skill & Determination	L
Branch Plans	L
Logistics	L
Command & Control	L
Exhaustion	Z
Fatigue	Z
Confusion	Z
Suppression	Z
Fear	Z
Shattered Nerves	Z
Lack of Sleep	Z
Weakened	Z
Unbalanced	Z
Counter Fire	Z
Cowed	Z
Heavy Casualties	Z
Shaken	Z
Wrecked Lines of Communication	Z
Demoralized	Z
Unsupported Attack	Z
Surveillance	R
Forward Observers	R
Group of Targets	R
Grid Coordinates	R
Intelligence Preparation	R
Scouting Elements	R
Line of Contact	R
Enemy Disposition	R
Target Acquisition	R
Reconnoiter	R
Early Warning	R
Air Reconnaissance	R
Remotely Piloted Vehicles	R
Armored Cars	R
Artillery Observers	R
Screen Front & Flanks	R
Locate Resistance	R
Radio Intercept	R
Caught in the Open	R

Game Designers Notes

These are the same cards from AFV. If you make the Deck you will be able to play both games.





Air Tac

Introduction

Modern Jet Fighter Dogfighting. Board & Card game for 2 Players.

Victory

Shoot your opponents planes out of the Air.

The Board

Use an 8x8 chessboard.

Dice

Six sided dice are needed.

Pieces

Use little plastic (or metal) airplanes that fit on the squares of the board.

Jets

Each player gets 2 planes, a Leader & a Wingman.

Missiles

Use Counters to keep track of missiles. Each plane carries 6 Missiles. Discard a Counter each time a plane makes a missile attack.

Guns

Each Plane has a forward facing gun. Ammo is not kept track of.

Hits

Use Counters to keep track of Damage. Each plane can take 4 Hits before being shot down.

Facing

Facing of units is important in this game. Planes can face the sides or corners of the squares they are in.

The Deck

Players share a common deck.

Setup

Place your Jets at opposite ends of the board.

Turn Sequence

Players take turns. Each turn has 4 Phases: Tactics Phase Maneuver Phase Fire Phase Orientation Phase

Tactics Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it. Discard a Pilot card to draw 2 cards.

Discard an Identification card to draw 1 card from the deck & look at opponent's hand.

Maneuver Phase

Each of your planes must make 1 move. Movement can be default or by use of a Movement card. A Default move is a Roll, Turn, Hard Turn, Bank, or Straight Run of 1 Space.

The opponent can play a Negation card to negate a Movement card (& Force a Default Move). Discard a Team card to give 2 of your Planes an extra Default Move. A Move card will be of a specific Type (Bank, Roll, etc.) but will allow the Plane to move up to 1D6 Spaces.

Discard an Error card to Move Enemy Plane (just like you would one of your own). Discard a Scramble card to let one of your Planes make a second move.

Straight Run

This is a Forward move by a Plane in the direction it is Facing.

Banking

The plane moves forward diagonally (Left or Right), but does not change Facing.

Turn

The Plane changes facing 45 degrees, then moves.

Hard Turn

The Plane changes facing 45 degrees, then moves, then changes facing 45 degrees again. Both face changing's must be in the same direction.

Roll

The Plane move to the Left or Right, but does not change Facing.

Loop

The plane moves forwards or backwards and changes Facing 180 degrees.

Immelman

The plane moves backwards but does not change Facing.

Leader & Wingman

As its move, Discard a Team card to have a plane move to a square adjacent to its Wingman or Leader and facing in the same direction.

Off The Map

If a plane goes off the board, it loops around and reenters the board on the Opposite side. (maintaining the same facing & completing its move)

Fire Phase

A Fighter can only attack a target within a 45-degree cone it is facing (this does not wrap around). To attack, the attacker must discard an Attack card with the exact range as that of the target. Guns do 1 Hit of Damage. Missiles do 2 Hits of Damage.

The attacker may play a Kill card to do an additional 3 points of damage (Automatic Kill). The Target player may play a Defense card to cause the attack to miss. The Target may play an Evasion card to move out of range of an attack (causing it to miss).

Stacking

Planes may stack, even with enemy planes.

Card List

Card Name:	Type	Range
Fast & Lethal	P	-
Pilot Instincts	P	-
Ace Pilot	P	-
Skill & Determination	P	-
Aggression	P	-
Self-Confidence	P	-
Bogeys Spotted	I	-
Avoid Radar	I	-
Identification Friend or Foe	I	-
Airborne Early Warning	I	-
Blip	I	-
Moving to Intercept	I	-
Pulse Doppler Radar	I	-
Radar Intercept Officer	I	-
Break Rules of Engagement	I	-

Orientation Phase

Max hand size is 7 cards. Discard excess cards. Play a Blunder card to cause opponent to discard 2 random cards.

Card Type Notation

MH Movement Hard Turn
MT Movement Turn
MS Movement Straight Run
MR Movement Roll
MB Movement Bank
ML Movement Loop
MI Movement Immelman
EH Error: Move Enemy Plane Hard Turn
ET Error: Move Enemy Plane Turn
ES Error: Move Enemy Plane Straight Run
ER Error: Move Enemy Plane Roll
EB Error: Move Enemy Plane Bank
VH Evasion Maneuver Hard Turn
VT Evasion Maneuver Turn
VS Evasion Maneuver Straight Run
VR Evasion Maneuver Roll
VB Evasion Maneuver Bank
VL Evasion Maneuver Loop
VI Movement Immelman
N Negation (Negate Move)
AG Attack with Gun
AM Attack with Missile
K Kill
DM Defense vs Missile
D Defense vs Missile or Gun
P Pilot
I Identification
T Team
B Blunder
S Scramble

Card Name:	Type	Range
Padlock View	AM	5
On his Six	AG	2
Weapons Envelope	AG	3
Missile Proximity Fuse	AM	5
Control Zone	AM	4
Arrive at the Elbow	AG	2
Inside Turn Radius	AG	1
Shoot ASAP	AG	3
Medium Range Missiles	AM	3
Long Range Missiles	AM	6
Lock On	AM	5
Cross Hairs	AG	3
Missile Lock	AM	4
Aiming Funnel	AG	3
All Aspect Missile	AM	4

Card Name:	Type	Range
Surprise	I	-
Mimic Bombing Attack	I	-
Approaching Visual	I	-
Fighter Tag	I	-
Standoff	I	-
Detect Active Radar	I	-
Radar Lights Up	I	-
Ambush	I	-
Scan Landscape	I	-
Radio Wingman	T	-
Combat Spread	T	-
Welded Wing Formation	T	-
Decoy	T	-
Drag Maneuver	T	-
Flight Integrity	T	-
Split Up	T	-
Bracket	T	-
Fox 1	T	-
Pincer Maneuver	T	-
Flight Leader	T	-
Pursue Bandit	MS	-
Dogfight	MH	-
Gain Offensive Advantage	MT	-
Pitch & Roll	MR	-
High Yo-Yo	MB	-
Expend Energy	MS	-
Matching Turn	MT	-
Intercept	EB	-
Target Overshoots	ES	-
Peripheral Vision	I	-
Tight Turns	MH	-
Air Tactics	T	-
Target Overcompensates	EH	-
Know Enemy Tactics	I	-
Target Loses Visual	B	-
Second Pass	S	-
Full Throttle	MS	-
Tally Ho	MI	-
Tumbleweed	MI	-
Low Yo-Yo	MB	-
Shock Wave	MS	-
Fly by Wire	MT	-
Knife Fight	MT	-
Feint	D	-
Stick & Throttle	MT	-
Maximum Lift	MB	-
Air Superiority Fighter	P	-
Trade Energy for Position	MS	-
G-Suit	ML	-
Target Low on Fuel	B	-
Go into the Vertical	B	-
Target Stalls	B	-
Barrel Roll	MR	-

Card Name:	Type	Range
Dive Attack	AG	2
Fire & Forget	AM	6
Heat Signature	AM	5
Painted Target	AM	5
Head on Pass	AG	1
Firing Position	AG	2
Radar Guided Missiles	AM	4
Close From Behind	AG	1
Launch Missile	AM	3
One Pass Haul Ass	S	-
Aspect Angle	AM	4
Fire Burst	AG	3
Pulling Lead	AG	2
Angle of Attack	AG	2
First Pass	AG	1
Threat Indicator	D	-
Break Off	ET	-
Pull up into Roll	ER	-
Know its Coming	D	-
Fast Dive	MS	-
Avoid Missile	DM	-
Pull up Hard	ES	-
Stealth Technology	D	-
Lag Pursuit	EL	-
Fail to Track	D	-
Malfunction	D	-
Dive Toward Missile	DM	-
Hard Turn	EH	-
Vertical Roll	ER	-
Increase Airspeed	ES	-
Pull Out	EB	-
Twist Away	EH	-
Miss	D	-
Dump Flares	DM	-
Change Bearing	ET	-
Threat Warning Panel	D	-
Outrun Enemy	ES	-
Jinking	ER	-
High-G Horizontal Maneuvers	EH	-
Electric Countermeasures	D	-
Fight Separation	ET	-
Afterburner	ES	-
Chaff	DM	-
Terrain Masking	D	-
Full Thrust	ES	-
Under Minimum Range	DM	-
Elude	D	-
Alter Flight Path	EH	-
Near Blackout +9G	ES	-
Near Redout -3G	EI	-
Corner Velocity	ET	-
Defensive Maneuvering	EB	-
Radar Jamming	D	-

Card Name:	Type	Range
Inverted Descent	MS	-
Loop	ML	-
Dive from Above	MS	-
Rolling Scissors	MR	-
Speed Brakes	ML	-
Swing Wide Cut Back	MH	-
Bluff	ET	-
Mach Speed	MS	-
Turning Fight	MT	-
Situational Awareness	I	-
Track while Scan	MT	-
Shallow Dive	MS	-
Air Combat Maneuvers	MT	-
Enemy Pilot Fatigued	B	-
Dead in your Sights	AG	2
Select & Arm Missile	AM	4
Fire Missile	AM	5
Switch to Guns	AG	1
Lay into Target	AG	1
Infrared Homing	AM	6
Close the Distance	MS	-
Engage	AG	2
Come into Range	AG	3
Heat Seeking Missile	AM	5
Heads Up Display	AG	4

Card Name:	Type	Range
Brake Hard	D	-
Escape Window	D	-
Change Heading	EH	-
Splash one Bogey	K	-
Ball of Flame	K	-
Engine Hit	K	-
Wounded Bird	K	-
Spiral Downward	K	-
Pilot Ejects	K	-
Plane Shatters	K	-
Bugs Out	K	-
Flames Erupt	K	-
Shot Up	K	-
Buy the Farm	K	-
Good Hit	K	-
Impact	K	-
Fuselage Breaks Up	K	-
Fuel Leak	K	-
Heads for Home	K	-
Confirmed Kill	K	-
Aborts Mission	K	-
Smoke Trails	K	-
Missile up the Tailpipe	K	-
Blown Up	K	-
Explosion	K	-





Air To Air

Introduction

Two player card game simulating modern Jet Fighter Air Combat.

Objective

Kill all of your opponent's planes.

Setup

Determine how many planes each player has. In the standard game each side has 2 planes: A flight leader and his wingman. For a quick game play one-on-one.

A dogfight involving many planes is referred to as a Furball. Use coins or dice to keep track of planes.

The Deck

Players share a common deck. The deck contains six types of cards: Maneuver, Attack, Defense, Kill, Initiative, Team, and Pilot card types. All cards also have a point value.

The deck contains one copy of each card in the list.

Turn Sequence

Each turn has 5 phases: Tactics Phase Reflex Phase Maneuver Phase Attack Phase Kill Phase

Tactics Phase

Each player is dealt 5 cards face up. Each player draws an additional 5 cards (or 6 cards if you have more planes) If the deck runs out shuffle the discard and draw from it.

Reflex Phase

Each player may discard up to 3 cards in his hand and draw replacements.

Card List

Card Name:	Type	Points
Fast & Lethal	P	9
Pilot Instincts	P	8
Ace Pilot	P	7
Skill & Determination	P	6
Aggression	P	5

Maneuver Phase

Players place their hands face up with their other face up cards. The player with the most points worth of maneuver cards becomes the attacker. The other player is the defender.

If it is a tie, the turn ends. Initiative cards may be used as Maneuver cards in the first turn of a game. After the first turn, Initiative cards are useless.

If a player has two or more planes remaining, he may use Team cards as Maneuver cards.

Attack Phase

If the attacker has more Attack card points than the defender has Defense card points the attacker scores a hit. Otherwise it is a miss.

Kill Phase

If the attacker scored a hit and he played at least one Kill card, one enemy plane is destroyed. If you win the game, add up the scores on all the Kill cards you used to kill enemy planes to get a final "Score".

Pilot Cards

Pilot cards are wild cards: If they are in the initial 5 dealt face up in tactics phase, they count as Maneuver cards. If they are played from the hand, they are attack cards if you are the attacker or defense cards if you are the defender.

Card Types

- P** Pilot
- I** Initiative
- T** Tactics (Team)
- M** Maneuver
- A** Attack
- D** Defense
- K** Kill

Card Name:	Type	Points
Padlock View	A	7
On his Six	A	6
Weapons Envelope	A	5
Missile Proximity Fuse	A	4
Control Zone	A	3

Card Name:	Type	Points
Self-Confidence	P	4
Bogeys Spotted	I	9
Avoid Radar	I	8
Identification Friend or Foe	I	7
Airborne Early Warning	I	6
Blip	I	5
Moving to Intercept	I	4
Jettison Bombs	I	3
Pulse Doppler Radar	I	2
Radar Intercept Officer	I	1
Break Rules of Engagement	I	9
Surprise	I	8
Mimic Bombing Attack	I	7
Approaching Visual	I	6
Fighter Tag	I	5
Standoff	I	4
Detect Active Radar	I	3
Radar Lights Up	I	2
Ambush	I	1
Scan Landscape	I	9
Radio Wingman	T	9
Combat Spread	T	8
Welded Wing Formation	T	7
Decoy	T	6
Drag Maneuver	T	5
Flight Integrity	T	4
Split Up	T	3
Bracket	T	2
Fox 1	T	1
Pincer Maneuver	T	9
Flight Leader	T	8
Pursue Bandit	M	9
Dogfight	M	8
Gain Offensive Advantage	M	7
Pitch & Roll	M	6
High Yo-Yo	M	5
Expend Energy	M	4
Matching Turn	M	3
Intercept	M	2
Target Overshoots	M	1
Peripheral Vision	M	9
Tight Turns	M	8
Air Tactics	M	7
Target Overcompensates	M	6
Know Enemy Tactics	M	5
Target Loses Visual	M	4
Second Pass	M	3
Full Throttle	M	2
Tally Ho	M	1
Tumbleweed	M	9
Low Yo-Yo	M	8
Shock Wave	M	7
Fly by Wire	M	6

Card Name:	Type	Points
Arrive at the Elbow	A	2
Inside Turn Radius	A	1
Shoot ASAP	A	9
Medium Range Missiles	A	8
Long Range Missiles	A	7
Lock On	A	6
Cross Hairs	A	5
Missile Lock	A	4
Aiming Funnel	A	3
All Aspect Missile	A	2
Dive Attack	A	1
Fire & Forget	A	9
Heat Signature	A	8
Painted Target	A	7
Head on Pass	A	6
Firing Position	A	5
Radar Guided Missiles	A	4
Close From Behind	A	3
Launch Missile	A	2
One Pass Haul Ass	A	1
Aspect Angle	A	9
Fire Burst	A	8
Pulling Lead	A	7
Angle of Attack	A	6
First Pass	A	5
Threat Indicator	D	9
Break Off	D	8
Pull up into Roll	D	7
Know its Coming	D	6
Fast Dive	D	5
Avoid Missile	D	4
Pull up Hard	D	3
Stealth Technology	D	2
Lag Pursuit	D	1
Fail to Track	D	9
Malfunction	D	8
Dive Toward Missile	D	7
Hard Turn	D	6
Vertical Roll	D	5
Increase Airspeed	D	4
Pull Out	D	3
Twist Away	D	2
Miss	D	1
Dump Flares	D	9
Change Bearing	D	8
Threat Warning Panel	D	7
Outrun Enemy	D	6
Jinking	D	5
High-G Horizontal Maneuvers	D	4
Electric Countermeasures	D	3
Fight Separation	D	2
Afterburner	D	1
Chaff	D	9

Card Name:	Type	Points
Knife Fight	M	5
Feint	M	4
Stick & Throttle	M	3
Maximum Lift	M	2
Air Superiority Fighter	M	1
Trade Energy for Position	M	9
G-Suit	M	8
Target Low on Fuel	M	7
Go into the Vertical	M	6
Target Stalls	M	5
Barrel Roll	M	4
Inverted Descent	M	3
Loop	M	2
Dive from Above	M	1
Rolling Scissors	M	9
Speed Brakes	M	8
Swing Wide Cut Back	M	7
Bluff	M	6
Mach Speed	M	5
Turning Fight	M	4
Situational Awareness	M	3
Track while Scan	M	2
Shallow Dive	M	1
Air Combat Maneuvers	M	9
Enemy Pilot Fatigued	M	8
Dead in your Sights	A	9
Select & Arm Missile	A	8
Fire Missile	A	7
Switch to Guns	A	6
Lay into Target	A	5
Infrared Homing	A	4
Close the Distance	A	3
Engage	A	2
Come into Range	A	1
Heat Seeking Missile	A	9
Heads Up Display	A	8

Card Name:	Type	Points
Terrain Masking	D	8
Full Thrust	D	7
Under Minimum Range	D	6
Elude	D	5
Alter Flight Path	D	3
Near Blackout +9G	D	2
Near Redout -3G	D	1
Corner Velocity	D	9
Defensive Maneuvering	D	8
Radar Jamming	D	7
Brake Hard	D	6
Escape Window	D	5
Change Heading	D	4
Splash one Bogey	K	9
Ball of Flame	K	8
Engine Hit	K	7
Wounded Bird	K	6
Spiral Downward	K	5
Pilot Ejects	K	4
Plane Shatters	K	3
Bugs Out	K	2
Flames Erupt	K	1
Shot Up	K	9
Buy the Farm	K	8
Good Hit	K	7
Impact	K	6
Fuselage Breaks Up	K	5
Fuel Leak	K	4
Heads for Home	K	3
Confirmed Kill	K	2
Aborts Mission	K	1
Smoke Trails	K	9
Missile up the Tailpipe	K	8
Blown Up	K	7
Explosion	K	6





Air War Europe

Introduction

Card game for 2 players. Basic Simulation of the Air War component of WWII.

Victory

There are 2 ways to win: Reduce your opponent to zero Production Points. Accumulate twice the Strategy Tokens of your opponent (Minimum 5).

The Decks

There are 3 types of decks: Mission Deck (Common Deck) Event Deck (Common Deck) Plane Deck (Unique for each player) If any deck ever runs out, shuffle its discard and draw from it.

Experience Markers

After each mission, a Plane card gets 1 Experience Marker (XM) Use cardboard counters or chits as Markers.

Production Point Score

A running Total that determines how many Plane cards a player draws in Production Phase. Use scratch paper to keep track of your Production Point (PP) Score.

Strategy Tokens

A running Total that represents how well your Ground War effort is going. Use coins to represent Strategy Tokens (ST).

PP	X
1	1
3	2
6	3

The drawn Plane cards are immediately put into play. (Placed Face-up in front of you.)

Briefing Phase

Put the top 3 cards of the Mission Deck into play. Leave Bombing Missions in Play. Discard Espionage Missions and draw 2 Event cards for each Espionage Mission you discard.

Planes

Every Plane has a Score in 3 Categories:

- AF** Air Attack Force
- SF** Strategic Bombing Force
- GF** Ground Support Force

Setup

Determine which player gets which Plane Deck (Choose Sides). Roll high on 1D10 to see who gets the first turn. Each player starts with 10 PP (Production Points) Players cannot go on Missions on their first turn.

Turn Sequence

Players take turns. Each Turn has 8 Phases: Event Phase Industry Phase Production Phase Briefing Phase Mission Phase Strategy Phase Experience Phase Debriefing Phase

Event Phase

Draw 2 Event cards and put them in your hand.

Industry Phase

Gain 1 Production Point. (Add this to your running total)

Production Phase

Draw X cards from the Top of your Plane Deck. (X is determined in the following table by your Production Point Score)

PP	X
10	4
15	5
21+	6

Mission Phase

Assign your Planes (Bombers and Fighter escort) to Missions. Your planes are considered to be 'Attacking'. There are 2 types of Missions: Ground Support Missions (GSM) and Strategic Bombing Missions (SBM) A SBM must have at least 1 Bomber with SF ability assigned to it per Level of the Mission.

A GSM must have at least 1 Plane with GF ability assigned to it per Level of the Mission. Each Mission is resolved in turn, in a mini-turn of 3 Segments: Scramble Segment Interception Segment Bombing Segment

Scramble Segment

The Defending Player (the other Player) may assign Fighters to intercept your Planes. Note: A Plane can only go on one Mission per turn and A fighter can intercept only one Mission per turn.

Interception Segment

Every Plane (Attacker & Defender) assigned to the Mission makes one Air Attack Roll: Roll 1D10: If the result is equal to or higher than the AF (Air Attack Force) of the Plane making the roll, then one opposing Plane is shot down (discarded). Experience Bonuses are added to the Roll, and various Event cards can be played to boost or negate Air Attack Rolls. A player determines which of his planes on a mission are shot down.

The Defending player gets to make one extra attack due to ground fire & Flak. This is called the Flak roll and it has an AF = 7. Defending Night Fighters get AF +1.

Bombing Segment

Only your planes that survived Interception Segment can make Bombing Rolls: Roll 1D10: If the result is equal to or higher than the SF (for a SBM) or the GF (for a GSM) of the Plane making the roll, then the Mission is a success. As long as one plane succeeds the Mission is a Success. Experience Bonuses are added to the Roll, and various Event cards can be played to boost or negate Strategic Bombing Rolls.

Air Supremacy Rule

If there are no defending Fighters assigned to the Mission, the Attacking planes get +1 to their Payload Rolls.

Mission Deck Card List

Card Name:	Type	Level
Major Operation	G	3
Support Amphibious Landing	G	2
Disrupt Amphibious Landing	G	1
Attack Ground Convoy	G	1
Attack Forward Elements	G	1
Support Para-drop	G	1
Soften Up Enemy Positions	G	1
Attack Merchant Shipping	G	1
Attack Sub in Coastal Waters	G	1
Attack Vehicle Column	G	1
Attack Troop Train	G	1
Support Infantry Advance	G	1
Attack Troop Concentration	G	1
Tank Busting Mission	G	1
Support Armored Column	G	1

Strategy Phase

Gain Strategy Tokens = to the level of any Ground Support Missions you completed. If you accumulate twice the Strategy Tokens of your opponent (Minimum 5), you win. Your Opponent loses Production Points = to the level of any Strategic Bombing Missions you completed.

If your opponent is reduced to zero Production Points you win.

Experience Phase

After each mission it goes on, a Plane card gets 1 Experience Marker (XM) Planes receive Force Bonuses based on the number of missions they've flown:

XM	Force	Notes:
0	-	Green
2	+1	Flier
5	+2	Veteran
9+	+3	Ace

This Force bonus applies to all Force Rolls this plane makes.

Debriefing Phase

Max hand size is 7 cards. Discard excess cards. Discard all Missions in Play.

Mission Deck Card Notation

G Ground Support Mission
S Strategic Bombing Mission
E Espionage Mission

Card Name:	Type	Level
Attack Strategic Bridge	S	1
Attack Railyard	S	1
Attack Shipyard	S	1
Attack Port	S	1
Attack Petroleum Plant	S	1
Attack Refinery	S	1
Attack Headquarters	S	1
Attack Airfield	S	1
Attack Bunker	S	1
Attack Radar Towers	S	1
Deploy Commandos	E	-
Drop Off Saboteurs	E	-
Pick Up Spy	E	-
Photo Reconnaissance	E	-
Deliver Message	E	-

Card Name:	Type	Level
Attack City	S	3
Major Raid	S	2
Attack Shipyard	S	1
Attack Oilfield	S	1
Attack Ball Bearing Factory	S	1
Attack Electric Dam	S	1

Card Name:	Type	Level
Decoy Mission	E	-
Retrieve High Ranking Prisoner	E	-
Transport Top Secret Plans	E	-
Retrieve Stolen Blueprints	E	-
Resupply Paratroopers	E	-
Transport General	E	-

Event Deck Card List

Card Name:	Notes:
Fighter Escort	Enemy Planes get AF-1
Daring Low Level Raid	Non-Heavy Bomber gets SF+1
Inclement Weather	All Force Rolls by all Planes at -1
Overcast	All Force Rolls by all Planes at -1
Saturation Bombing	Heavy Bombers get SF+2
Carpet Bombing	Heavy Bombers get SF+2
Incendiary Bombs	Bomber gets SF+2
High Explosive Bombs	Bomber gets GF+2
Exceed Quotas	Draw and put in play 1 Plane card
Increase Tempo	Draw and put in play 1 Mission card
Industrialization	Gain 1 PP
Pilot Training	Give 3 planes 1 XP each
Superior Tactics	All your Fighters get AF +1
Chaff	Defending Enemy Fighters get AF-2
Storm	Discard target Mission
Navigation Error	Target Plane cannot go on a Mission this turn
Out of the Sun	Fighter gets AF+2
Surprise	Defending Enemy Fighter gets AF-3
Precision Bombsights	Bomber gets SF or GF +1
Decoy Target	Discard target Mission
Rockets	Plane gets AF+1 or GF+1
Radar Towers	Defending Fighters get AF+1
Night Raid	All your Bombers get SF+1
Daylight Raid	All your Bombers get GF+1
Heavy Flak	Get an extra Flak Roll
Air Defense	Get an extra Flak Roll
Dogfight	All Fighters get AF+1
Set Piece Attack	All your Bombers get SF+1
Pathfinder	All your Bombers get SF+1
Strafing Runs	Plane gets GF+2
Round the Clock Sorties	Draw and put in play 1 Mission card
Boost Production	Gain 1 PP
Series of Blunders	Discard target Mission
Scramble	Defending Fighters get AF+1

Plane Deck Card Notation

F Fighter
FB Fighter Bomber
HB Heavy Bomber
LB Light Bomber

DB Dive Bomber
AF Air Attack Force
SF Strategic Bombing Force
GF Ground Support Force
NF Night Fighter
Copies of that card in deck

Allied Plane Deck Card List

Card Name:	#	Type	AF	SF	GF	Notes
Lockheed P-38 Lightning	2	FB	8	-	7	
Bell P-39 Airacobra	1	FB	9	-	8	
Curtis P-40 Warhawk	1	F	8	-	9	
P-47 Thunderbolt	2	F	7	-	8	
P-51 Mustang	2	F	6	-	8	
Bristol Beaufighter	1	F	9	-	-	NF
Supermarine Spitfire	3	F	6	-	9	
Hawker Hurricane	2	F	7	-	8	NF
Hawker Typhoon	1	FB	8	-	6	
Douglas A-20 Havoc	1	B	10	8	9	NF
Douglas A-26 Invader	1	B	10	8	8	
Avro 683 Lancaster	2	HB	10	6	-	
Handley Page Halifax	2	HB	10	7	-	
Havilland DH 98 Mosquito	2	B	10	8	-	NF
Bristol Blenheim	1	B	10	9	-	
Boeing B-17 Flying Fortress	2	HB	9	5	-	
Consolidated B-24 Liberator	2	HB	10	6	-	
Martin B-26 Marauder	2	B	10	7	-	

Luftwaffen Plane Deck Card List

Card Name:	#	Type	AF	SF	GF	Notes:
Messerschmitt Bf 109	7	F	7	-	-	
Focke Wulf FW 190	4	FB	6	-	7	NF
Messerschmitt Me 262	2	F	5	-	-	NF
Messerschmitt Bf 110	5	FB	9	-	8	NF
Messerschmitt Me 410	1	B	10	-	8	
Junkers Ju 87 Stuka	3	B	10	-	7	
Junkers Ju 88	3	B	10	7	6	
Henschel Hs 129	1	B	10	-	7	
Heinkel He 111	2	HB	10	8	-	
Heinkel He 177 Greif	2	HB	10	7	-	
Dornier Do 17	2	B	10	9	-	NF
Dornier Do 217	2	HB	10	8	-	NF





Arab Israeli Wars

Introduction

Solo Card Game System simulating the Arab Israeli Wars 1948+. Currently only cards set for the Israeli War of Independence is available. The player takes the role of the Israelis.

Arab deployments are automatic.

Fronts

There are 3 Fronts:

1. Northern Frontier (Galilee)
2. Central Frontier (Jerusalem)
3. Southern front (Negev)

Each Front requires some table space. Unit cards are deployed to the Fronts.

Territory Tokens

Each Front is represented by 6 Territory Tokens (TT)

Victory Conditions

Complete Loss - If the Arabs control all 6 TT at any 1 Front you lose. (The Israelis are pushed into the Sea)
Decisive Victory - If you win all battles at all 3 Fronts 2 turns in a row. Attrition Victory - If the Arabs have no Unit cards left.

The Decks

Each War (conflict) will have its own deckset. A Deckset consists of three Decks:

1. Israeli Unit Deck
2. Arab Unit Deck
3. Event Deck

Unit Cards

Each unit card represents a Military Unit. Unit cards will either be Arab or Israeli. Each Unit card has a Force rating.

Unit cards will say what Front the card must be deployed to.

Setup

The Israelis begin in control of all TT. Skip Battle phase on the first turn.

Turn Sequence

Each turn has 6 Phases:

1. Arab Phase
2. Event Phase
3. Israeli Phase
4. Transfer Phase
5. Battle Phase
6. End Phase

Arab Phase

Draw 3 Arab cards from the Arab deck and Deploy them to their designated Fronts.

Event Phase

Draw 1 Event card, which will take its effect this turn.

Israeli Phase

Draw 2 cards from the Israeli Deck. These may be deployed to any 1 or 2 Fronts the player wants.

Transfer Phase

One Israeli Regular Unit may be moved to a different Front.

Battle Phase

Add up the Force Total of both sides at each Front. (3 Fronts = 3 Battles) If the Totals tie (Stalemate), each side must discard 1 random unit card. The higher Total wins the battle at that Front. The winner takes 1 TT from the loser (If the losing side has any) The loser must discard 1 random Unit card.

If a side had no units at the start of the battle, the other side takes 2 TT.

End Phase

Check for Victory Conditions.

Randomization

Some rules, cards require a random Flank or Unit at a Flank to be selected. Use dice to aid in randomization.

Card List Notation

N North Front

S South Front

C Central Front

R Random Front

Number of copies of card in deck

Target = The player chooses which Flank, Unit, etc will be affected
Notes = Some Notes are rules, some are descriptors, some are just for color
Truce = Skip Battle Phase this Turn
Vehicles = This Regular Unit gets 1

Free Transfer per Turn Leader = All Non-Leader Units at same Flank get +1 Force
Extremists = They Deploy to a Random Flank

The 1948 War Of Israeli Independence Deckset

In this scenario the Arabs start in control of 3 TT at each Front. (The Palestinians controlled half of the country)

1948 War Israeli Unit Card List

Card Name:	#	Force	Notes:
Moshe Dayan	1	-	Leader
Yitzhak Sadeh	1	-	Leader
Yigal Allon	1	-	Leader
Shimon Avidan	1	-	Leader
Kibbutzim	6	4	Communal Farming Settlements
Armed Settlers	4	2	Jewish Militia
Settlement Police	1	3	
Haganah Brigades	10	5	Regular
Palmach Shock Troops	4	6	Regular
Mortars	2	2	Regular
Special Night Squads	1	3	Regular
Artillery	1	4	Regular; Antiques
Armored Cars	2	3	Vehicles; Home-made
Convoys	2	2	Vehicles
Tanks	1	4	Vehicles
Piper Airplanes	1	1	Vehicles; Supply Drops
Palmach Air Squad	1	5	Vehicles
Irgun Commandos	4	3	Extremists
Lehi Stern Fighters	1	2	Extremists

1948 War Arab Unit Card List

Card Name:	#	Front	Force	Notes:
Abd el Kader el Husseini	1	N	-	Leader
Glub Pasha	1	C	-	Leader
Said Taha Bey	1	S	-	Leader
Arab Legion	8	C	5	Jordanian; British Led
Trans-Jordan Frontier Force	3	C	4	
Iraqi Expeditionary Force	2	C	3	
The Army of Salvation	2	C	2	Palestinian
Najada	1	C	1	Paramilitary Scouts
Arab Liberation Army	8	N	3	Syrian
Lebanese Contingent	2	N	2	
Egyptian Army	8	S	4	
Saudi Forces	2	S	2	
Moslem Brotherhood	1	S	1	Irregulars
Artillery Elements	4	R	4	
Armored Battalions	3	R	3	Tanks

Card Name:	#	Front	Force	Notes:
Air Force	3	R	2	
Armored Cars	3	R	1	

1948 War Event Card List

Card Name:	Notes:
David Ben Gurion	Israelis draw 2 Unit cards
World Zionism	Israelis draw 1 Unit card
Czech Weapon Shipments	All Israeli Units get +1 Force
Isolated Settlements	All Arab Units get +1 Force
Fighting for Survival	All Israeli Units get +1 Force
WWII Veterans	All Israeli Units get +1 Force
Memory of the Holocaust	All Israeli Units get +1 Force
Narrow Coastal Plain	All Arab Units get +1 Force
Unified Command	All Israeli Units get +1 Force
Major Truce	Truce; Israelis draw 2 Unit cards
Long Cease Fire	Truce; Israelis draw 2 Unit cards
Palestinian Refugees	Negate Battle at North Front
Low on Ammo	All Israeli Units get -1 Force
Jihad	Arabs draw 1 Unit card
Arab League	Arabs draw 1 Unit card
Arab Divisions	All Arab Units get -1 Force
Destroy Arab HQ	Target Israeli Front gets +5
Cut Off Supply Routes	All Israeli Units get -1 Force
Surprise Attack	Target Israeli Front gets +5
Major Operation	Israelis get 3 Free Transfers
Bridgehead	All Arab Units at 1 random Front get +2 Force
Illegal Immigration	Israelis draw 1 Unit card
Poor Junior Leadership	All Arab Units get -1 Force
Flanking Maneuvers	All Israeli Units at Target Front get +2 Force
Arab Withdrawal	Remove 1 random Arab Unit from 1 Random Front
Reinforcements	Israelis get 1 Free Transfer
Defensive Position	All Arab Units at 1 random Front get +2 Force
Smuggle in Arms	All Israeli Units get +1 Force
Flexibility	Target Israeli Front gets +5
Siege	All Israeli Units get -1 Force
Manpower Advantage	All Arab Units get +1 Force
British Withdrawal	Both sides draw 1 extra Unit card
Internal Lines	Israelis get 2 Free Transfers
Failed Assault	Battle at 1 Random Front is automatic Stalemate
Bitter Fighting	All sides discard 1 random Unit from all Fronts
Desperate Struggle	Both sides discard 1 random Unit from 1 Random Front
Police Fortresses	Arabs get +5 Force at one random Front
Harassment	All Arab Units get +1 Force
Ambush	Target Israeli Front gets +5
Shortage of Weapons	All Israeli Units get -1 Force
Disrupted Communications	All Israeli Units get -1 Force
Demoralized by Setbacks	All Arab Units get -1 Force
Inter-Arab Bickering	All Arab Units get -1 Force
Night Attack	Target Israeli Front gets +5
Captured Equipment	All Israeli Units get +1 Force

Card Name:	Notes:
Self-Sacrifice	All Israeli Units get +1 Force

Game Designers Notes

So far only the 1948 War Deckset is available.





Arab Spring

Introduction

Board game for 2-4+ players. Theme: The ongoing social and political revolutions in the Middle East and North African Countries circa 2010+.

Victory

The player with the most Reform Tokens at the end of the game wins. The game ends when 4 Countries

have been Overthrown.

The Board

The board is a circular track of 50 spaces. Each space should be large enough to hold 1 card. There are 2 types of Spaces: Revolution and Country.

Eleven Countries are Represented:

#	Title:
1.	Revolution
2.	Tunisia
3.	Tunisia
4.	Tunisia
5.	Revolution
6.	Libya
7.	Libya
8.	Libya
9.	Libya
10.	Revolution
11.	Egypt
12.	Egypt
13.	Egypt
14.	Revolution
15.	Algeria
16.	Algeria
17.	Algeria
18.	Algeria
19.	Revolution
20.	Oman
21.	Oman
22.	Oman
23.	Revolution
24.	Yemen
25.	Yemen

#	Title:
26.	Yemen
27.	Revolution
28.	Syria
29.	Syria
30.	Syria
31.	Syria
32.	Revolution
33.	Jordan
34.	Jordan
35.	Jordan
36.	Jordan
37.	Revolution
38.	Bahrain
39.	Bahrain
40.	Bahrain
41.	Revolution
42.	Iraq
43.	Iraq
44.	Iraq
45.	Revolution
46.	Iran
47.	Iran
48.	Iran
49.	Iran
50.	Iran

The Deck

Players share a Common Deck. The deck has one copy of each card in the card list. There are 3 main types of cards:

- 1. Revolution Cards
- 2. Resistance Cards
- 3. Motivation Cards

Victory Tokens

Players share a common set of Victory Tokens.

Counters

Each player has a set of counters of a unique color.

Pawns

Each player has a single Pawn. This pawn should be the same color as the players counters. More than 1 Pawn may occupy 1 space on the board at a time.

Dice

Six sided dice are needed.

Setup

Shuffle the deck. Each player picks a color and takes the corresponding Pawn and Counters. All players draw 2 cards from the deck.

Players roll high on the dice to see who goes first. All players place their pawns on the number 1 Revolution space on the board before the Tunisia Country spaces.

Turn Sequence

Players take turns. Each turn has 5 Phases: Draw Phase Move Phase Action Phase Overthrow Phase End Phase

Draw Phase

Draw 1 Card and place it in your hand. You may discard a Motivation card to draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Roll 1 die and move forward that many spaces OR discard a card from your hand and move forward a number of spaces equal to its Force Value. If you land on a Revolution Space you may do one of three actions:

1. Roll the Die and move again
2. Move to any other Revolution Space on the Board
3. Draw 1 Card and place it in your hand
4. Play a Counter onto any Country Space you have Radicalized.

Action Phase

— If you land on a Country Space that has no card on it, you may play a Revolution card to that space. Tuck it partially under the Board directly next to the space. Place 1 of your Counters on the Space if you placed a card there. If you have a card under a space you are said to have Radicalized it.

You may chose not to play a Revolution card if you don't want to or cannot. If a Country already has 1 card of the same type, you cannot play a second. For example: Tunisia can only have 1 Intervention card tucked under its spaces. — If you land on a Country Space that you have already Radicalized (You have a card and one or more counters there already) you may do one of the following:

1. Place an additional counter on the Space.
2. Exchange the tucked card with one from your hand.

Common Deck Card List

Name	Type	Force
Demonstrations	C	3
Protests	C	4

2. Draw 1 card and discard 1 card (It may be the same card).

— If you land on a Country space radicalized by another player, you can either do nothing or play 1 or more Resistance cards with a combined Force value equal to or greater than the number of Counters your opponent has on the space. If you do so, discard all the counters on the space and the card tucked under it. Remove the Resistance cards from the game. — If you land on a Country Space that is Overthrown skip over it and go to the next space and resume your move.

Overthrow Phase

If you played a Revolution card under a Country space this turn and all the other spaces for that country have already been Radicalized (by you or others) the Country is now said to have been Overthrown. Immediately score Victory Tokens (VT) for the country. — You gain 2 Victory Tokens for playing the final card to Overthrow the country. — The player with the highest combined total of Counters and Card Force values gets 5 VT.

— The player with the second highest total of Counters and Card Force values gets 3 VT. — All other players with at least 1 card and counter in the Country get 1 VT each. If tied for first, tied players get 4 VT each. If tied for second, tied players get 2 VT each.

Overthrown Countries are out of play. Pawns cannot land on them, they simply move past them without counting them.

End Phase

Max hand size is 5 cards. Discard excess cards.

End Game Scoring

Each player gets 1 extra VP for each Space they have a Counter in.

Common Deck Card List Notation

C Civil Revolt
M Military Revolt
I Foreign Intervention
R Regime Resistance
V Victories
O Organization
T Motivation
X Can be used as R or M
Z Can be used as R or V

Name	Type	Force
Presidential Supporters	R	1
Occupation	C	2

Name	Type	Force
Civil War	X	5
Uprising	C	6
Rebels	M	6
No-Fly Zone	I	7
Military Junta	X	5
Dictatorship	T	-
Hard Liners	R	2
Regime	R	1
Marches	C	3
Rallies	C	4
Strikes	C	4
Absolute Monarchy	T	-
Social Media	O	7
Twitter	O	4
Food Price Inflation	T	-
YouTube	O	2
Facebook	O	3
Communications	O	5
Cell Phones	O	6
Raise Awareness	O	2
Human Rights Violations	T	-
Repression	R	2
Censorship	R	1
Slogans	O	3
World Opinion	I	5
Armed Mobs	X	2
Police State	R	2
Government Corruption	T	-
Wave of Unrest	C	6
Day of Rage	C	7
Resignations	V	6
Violence	X	3
Dissolution	V	5
Release Political Prisoners	V	4
Elections	V	6
Ouster	V	4
Riots	M	3
Roadblocks	X	1

Name	Type	Force
Clashes	M	3
Concessions	V	2
Dismissals	V	3
Promises	Z	2
Lies	R	1
Step Down	V	5
Attacks	X	1
Mass Arrests	R	1
Expulsions	Z	1
Opposition Leaders	C	5
Lift Ban	V	4
Crackdown	R	3
Youthquake	T	-
Labor Movement	C	3
Activists	C	4
Security Forces	R	2
Ethnic Minorities	C	3
Students & Professors	C	3
Interim Government	Z	2
Islamic Militants	M	3
Stalemate	R	1
State of Emergency	R	1
Solidarity	C	3
NATO Airstrikes	I	6
Unemployment	T	-
Martyrs	C	4
UN Sanctions	I	6
Defections	V	4
Journalists	C	4
Tanks & Soldiers	R	1
American Interests	I	4
Helicopters	R	1
Snipers	R	1
Mercenaries	R	1
Self Immolation	O	4
Suppression	R	1
Muslim Brotherhood	C	3
Widespread Detentions	R	1

Links

Arab Spring Wikipedia

Designer Notes

As things progress I plan to make adjustments.





Attrition

Introduction

Two player Card game simulating trench warfare in WWI

Objective

Reduce your opponent to 0 troops, or Capture all six territory markers

Supplies

Use change to represent troops. 1 cent = 1 squad
One or more six sided dice are needed
Cards will have to be made to play. The deck contains around 60 cards.
Six markers to represent territories.

Setup

Play is from a common deck
Players start with no cards
Each player starts with a battalion of 100 squads
Each player starts with 3 territory markers
Roll high on 1D6 to determine turn order

Turn Sequence

1. Logistics Phase
2. Artillery Barrage Phase
3. Charge Orders Phase
4. Defender Fire Phase

5. Trench Fighting Phase

Logistics Phase

Active player draws a card

Artillery Barrage Phase

Active player fires his big guns killing 1D6 enemy squads

Charge Orders Phase

Active Player may declare he is charging, if not...
Roll 1D6, on a roll of 1 the player is ordered by his superiors to charge. Over the Top Boys!

Defender Fire Phase

Occurs only if active player charged. The defender kills 1D6 attacking squads in no-mans-land with mostly small arms fire.

Trench Fighting Phase

Occurs only if active player charged. Both sides lose 2D6 squads in the hand to hand fighting. If the attacker kills more squads than the defender the attacker takes a territory marker from the defender.

CARD LIST	NOTES
Heavy Shelling	Active player plays in Barrage Phase. +1D6 squads killed
Machine Gun	Defending player plays in Defender Fire Phase. +2D6 squads killed
Hand Grenades	Either player plays in Defender Fire Phase
	Negate a Machine gun card or kill 1D6 enemy squads
Bunker	Defending player plays in Barrage Phase
	Negate casualties caused by artillery (Bunker Destroyed)
Barbed Wire	Defending player plays at end of Defender Fire Phase
	Play an additional Defender Fire Phase
Tank	Active player plays in Defender Fire Phase
	Negate a Barbed Wire or a Machine gun card
Reinforcements	Active player plays in Logistics Phase. Gain +1D6 squads
Mustard Gas	Active player plays in Barrage Phase. +2D6 squads killed
Gas Masks	Defending player plays in Barrage Phase
	Negate casualties caused by Mustard gas
Mine Field	Defending player plays in Defender Fire Phase. +1D6 squads killed
Flame Thrower	Either player plays in Trench Fighting Phase. +1D6 squads killed
Bayonets	Either player plays in Trench Fighting Phase. You lose 1D6 squads
	Opponent has 2D6 Killed
Typhoid Fever	Active player plays in Logistics Phase. 1D6 squads killed

CARD LIST	NOTES
Major Offensive	Active player plays at end of turn Go again but skip Logistics & Artillery Barrage Phase
Ariel Reconnaissance	Active player plays in Logistics Phase Look at opponents hand and discard one of opponents cards

Notes

Cards are discarded right after they are played
When making the deck include 4 of each card.

Cardset

Amazing cardset here by Randy Knauff
swine@sc.rr.com

Korean War Variant

Check out [Pork Chop Hill: By Joe Nixon](#) Pork Chop
Hill by Joe Nixon <commander1@yahoo.com>

Variants

Play with fewer squads. Gain 1D6 reinforcements
each turn. Draw 2 cards per turn.

Links

The Great War Society Tank Tactics





Autumn Mist

Introduction

Board & card game for 2 players. WWII West Front. Abstract simulation of the Battle of the Bulge (Ardennes).

Each figure (unit) represents a division. One player is the Germans, the other is the Allies (Americans & British).

Time Table

Each turn is one day starting December 16, 1944. Allies may make Air Attacks starting Dec 26.

Victory

The Germans win if they can occupy Bastogne, St Vith, Liege, Namur, and Dinant. The Americans win if they Destroy all German Divisions or by January 16.

The Map

Use a 14 x 14 grid. The Left border is the River Meuse. Include the cities of Namur (North) and Dinant (South) on the Meuse.

In the Northern center have one space be Liege. In the center East have one space be St Vith. In the Southern center have one space be Bastogne.

The Units

Use chits or miniatures to represent units.

Y Armored,

N Not Armored (Infantry Division)

The German player starts with the following 24 Divisions:

Division:	Hits	Force	Armor	Notes:
1st SS Panzer	3	3	Y	
2nd SS Panzer	2	3	Y	
9th SS Panzer	2	3	Y	
12th SS Panzer	3	3	Y	
2nd Lehr Panzer	2	3	Y	
9th Lehr Panzer	2	3	Y	
116th Lehr Panzer	2	3	Y	
3rd Panzergrenadier	2	3	Y	
15th Panzergrenadier	2	3	Y	
3rd Parachute	2	3	N	
5th Parachute	2	3	N	
Volksgrenadier	1	1	N	13 Divisions

The Allied player starts with the following 4 Divisions:

Division:	Hits	Force	Armor
4th American	2	2	N
28th American	1	2	N
106th American	3	1	N
9th US Armored	3	1	Y

Allied Reinforcements:

Division:	Hits	Force	Armor	Deploy
101st US Airborne	3	3	N	Third Army Dec 19
7th US Armored	3	3	Y	First Army Dec 18
10th US Armored	3	3	Y	Third Army Dec 18
82nd US Airborne	3	3	N	First Army
2nd US Armored	3	3	Y	First Army
3rd US Armored	3	2	Y	First Army

Division:	Hits	Force	Armor	Deploy
84th US	3	2	N	First Army
30th US	3	2	N	First Army
1st US	3	2	N	First Army
9th US	3	2	N	First Army
9th US Armored	3	2	Y	Third Army
10th US Armored	3	2	Y	Third Army
4th US Armored	3	2	Y	Third Army
26th US	3	2	N	Third Army
80th US	3	2	N	Third Army
28th US	3	2	N	Third Army
5th US	3	2	N	Third Army
4th US	3	2	N	Third Army
29th Armored Brigade	2	2	Y	British (North)

Setup

Units may not stack. German units start in the 2 most eastern rows. The Panzer Divisions (Sixth SS Pz Army) are north of the Lehr Divisions (Fifth Pz Army).

The 4 US Divisions start along the front. The US 9th and 4th start in the South. The US 28th is centrally located. The US 106th is in the North.

The Germans go first.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Orders Phase
2. Move Phase
3. Deploy Phase
4. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to two units forward the indicated number of spaces using a single move card. A unit can move only once per turn.

Card List

Card Name:	#	Use	Type	Range	Notes
Eisenhower	1	L	P	-	

Deploy Phase

Starting Dec 20th the Allied player may deploy one Third or First Army unit per turn. Third Army units deploy on the southernmost row. First Army units deploy on the northernmost row.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of Damage. Units reduced to 0 Hits are destroyed and removed from the map.

Your opponent may play certain Defense cards to negate your attack.

Card List Notation

- M** Movement
- A** Attack
- D** Defense: Negate Attack card played by opponent
- N** Negate Move card played by opponent
- X** Opponent must discard 2 cards
- Z** Draw 2 cards
- G** German Player only
- L** Allied Player only
- T** Armored units only
- I** Non-armored units only
- P** Deploy an extra unit this turn
- #** Number of this card in the deck
- Use** Which player can use the card

Card Name:	#	Use	Type	Range	Notes
Relief Forces	2	L	M	1	
Break out	2	GT	M	2	
Siege	1	-	D	-	Unit in City only
Supply Lines	1	L	Z	-	
Salient	2	G	M	1	
Objective Antwerp	1	G	M	1	
Wacht am Rhein	1	G	M	1	
Dietrich	1	G	Z	-	
Manteuffel	1	G	Z	-	
Lack of Fuel	4	L	N	-	
Capture Supplies	1	G	Z	-	
Overrun	2	-	A	1	
Inexperienced	1	-	A	1	Vs Force = 1 Unit only
Experienced	2	-	A	1	By Force = 3 Unit only
Under Strength	1	-	D	-	Vs Unit with 1 or 2 Hits
Critical Road Crossing	1	-	M	1	
Surrounded	1	-	M	1	
Forward Elements	1	-	N	1	
Advanced Units	1	-	M	1	
Strict Radio Security	1	G	D	-	
Bradley	1	L	Z	-	
Patton	1	L	Z	-	
Breakthrough	2	GT	M	2	
Key Road Junction	1	-	M	1	
Valley Route	1	-	M	1	
Open Country	1	-	M	1	
Spearheads	2	T	M	2	
Blocking Move	2	L	M	1	
Highways	1	-	M	1	
Outflank	1	-	M	1	
Progress	1	G	M	1	
Arrive by Truck	1	L	P	-	
Resolute Defense	1	L	D	-	
Nuts!	1	L	D	-	
Road Block	1	L	N	1	
Counter Measures	1	L	X	-	
Montgomery	1	L	P	-	First Army Dec 20+
Ultra Decrypts	1	L	D	-	
Resistance	1	L	D	-	
Heavy Casualties	1	-	A	1	
Anti-Tank Teams	1	-	A	1	Vs Armored Units only
Vital Impetus	1	G	M	1	
Delays	1	L	N	-	
Immobilized	1	L	A	1	
Air Attacks	2	L	A	2	Air
Fighter Bombers	2	L	A	2	Air
Medium Bombers	2	L	A	3	Air
Counter Attack	2	-	A	1	
Inflict Casualties	2	-	A	1	
Cause Panic	1	G	X	-	
Take Prisoners	2	-	A	1	
Last Ditch Offensive	1	G	Z	-	
Hitler's Large Solution	1	G	Z	-	

Card Name:	#	Use	Type	Range	Notes
Rundstedt & Model	1	G	Z	-	
Concealed Movements	1	G	D	-	
Confusion	1	G	X	-	
Bodenplatte	1	G	X	-	
Tactical Surprise	1	G	A	1	
Stiffening Opposition	1	L	A	1	
Luftwaffe	1	G	D	-	Vs Air Attack only
88 Flak Cannons	1	G	D	-	Vs Air Attack only
Panther Tanks	2	GT	A	1	
Tiger Tanks	1	GT	A	1	
King Tigers	1	GT	A	1	
Artillery Barrage	2	-	A	1	
Shock Troops	2	G	A	1	
Paratroop Drop	1	G	A	2	
Shoot US Prisoners	1	L	D	-	
Killing Krauts	1	L	A	1	
Battle of Mobility	1	-	M	1	
Tank Destroyers	1	-	A	1	
Gaps	1	G	M	1	
Probe	1	-	M	1	
Sherman Tanks	2	L	A	1	
Efficiency	1	L	P	1	

Christmas Day Option

After December 25th the German draws 2 cards per turn, not 3.





Axis And Allies Minis Rule Mods

Introduction

Rules variants for the Avalon Hill Game: Axis & Allies Miniatures.

Event Deck

Include an Event Deck. Players share a common deck. Players draw 1 card at the beginning of their

turn.

Cards are played whenever appropriate. Max hand is 5 cards. Discard excess cards at the end of your turn. Card effects last for 1 turn unless otherwise stated.

Event Deck Card List

Card Name	Notes:
Reinforcements	Gain 2D6 points of units: They enter at your end of the board.
Mine	Target moving unit suffers a 15 dice attack.
Air Superiority	Opponent cannot play an Air Event cards for rest of game.
Artillery Barrage	All units in 3 adjacent hexes suffer a 10 dice attack each.
Howitzers	All units in 2 adjacent hexes suffer a 10 dice attack each.
Field Artillery	All units in 2 adjacent hexes suffer a 8 dice attack each.
Fighter Strafe	2 adjacent units suffer a 12 dice attack each.
Ground Support	2 adjacent units suffer a 12 dice attack each.
Dive Bomber	Target unit suffers a 14 dice attack.
Bombing Run	All units in target hex suffer a 12 dice attack each.
Saturation Bombing	All units in target hex suffer a 12 dice attack each.
Fighter Cover	Negate target Air Event card.
Overcast	Negate all Air Event cards for rest of game.
Mud	Negate Move by target Unit.
Throw Track	Target Vehicle cannot move for 3 turns.
Break Transmission	Target Vehicle cannot move for rest of game.
Lay Down Smoke	Negate target Attack.
Mechanical Breakdown	Target Vehicle cannot move for 4 turns.
Dud Round	Negate target attack vs vehicle by vehicle.
Charge	Non-Artillery Unit gets to make an extra Move.
Rout	Target Disrupted unit moves 2 Hexes away and cannot attack.
Panic	Target Disrupted unit moves 2 Hexes away and cannot attack.
Pinned	Target Unit cannot move.
Fog of War	Negate target Attack.
Mobilize	All Units adjacent to Target Leader get Speed +1.
Rally	All Units adjacent to Target Leader remove a Disrupted Counter.
Direct Fire	All Units adjacent to Target Leader get to make an extra attack.
Momentum	Vehicle gets to make an extra Move.
Opportunity Fire	Unit gets to make an extra Attack.
Radio Communications	Unit gets to make an extra Attack or Move.
Out of Gas	Target Vehicle cannot move for 2 turns.
Out of Ammo	Target Unit cannot attack for 2 turns.
Resupply	Target Unit cannot attack or move this turn.
Hull Down	Target Vehicle gets Defense +2.

Card Name	Notes:
Swarm Tank	Target Unit gets Close Assault +3.
Camouflage	Target Unit gets Defense +2.
Entrenched	Target Unit cannot move and gets Defense +2.
Suppression Fire	Put Disrupted Counter on target unit in Range.
Lost Orders	Negate target Move.
Concealment	Target Unit gets Defense +2.
Shell Shock	Do not remove Disrupted counter from target unit.
Grenades	Infantry get Attack +2 at Short Range.
Infiltrate	Infantry unit gets an extra move to enter a hex with enemy units.
Forward Observer	Target Unit gets Attack +2 at Medium or Long Range.
Ariel Reconnaissance	Look at Opponents Hand.
Military Intelligence	Look at next 6 cards in deck.
Surprise	Target Unit gets Attack +2
Ambush	Target Unit gets Attack +4 for Defensive Fire

Notes

son really likes it- it's a good teaching tool.

I just got the Starter Box and 2 Boosters. (9 Vehicles: Only 1 is German and 2 are jeeps) My 7 year old





Battle Of Berlin

Introduction

Two Player card game. Simulation of the battle of Berlin (4/3/1945 - 5/2/1945). Players are Russian Generals competing to be the first to capture Berlin.

One player is Marshal Georgi Zhukov (First Belorussian Front). The other player is Marshal Ivan Koniev (First Ukrainian Front). Capture the Reichstag & raise the Red Flag!

Victory

The first player to capture 10 City Defense cards is the Winner.

The Deck

Players share a common deck.

Turn Sequence

Each turn has 5 phases:

1. Fate Phase
2. Plan Phase
3. Drive Phase
4. Fight Phase
5. End Phase

Fate Phase

Draw the top 9 cards from the deck and put them face up in a line in the middle of the table. These are referred to as the Fate cards. If the deck runs out, shuffle the discard and draw from it.

Plan Phase

Players may Bid Russian Cards from their hands. They may bid zero, one, or more cards. Bids are made simultaneously.

Common Deck Card List

Card Name:	Force:	Notes:
Berlin Suburbs	2	FL
Supply Lines Endangered	5	FL
Bypassed Enemy Forces	6	FL
Flank Threatened	4	FL
Soviets Confined to a Few Roads	7	FL
Rebuilt Positions	4	FL
Seelow Heights	8	FL

The player who bids the highest total force worth of Russian cards gets to pick first in Drive Phase. If tied, flip a coin to determine the winner. All Bid cards are discarded.

Drive Phase

Players take turns picking up one fate card and putting it in their hands. The player who won the plan phase bid goes first.

Fight Phase

Players may make one or more Melds. A Meld consists of exactly 1 German card and 1 or more Russian cards. The total force of the Russian cards must exceed the Force of the German card.

The German card in a Meld is "captured" and kept in a Victory pile. The Russian cards are discarded. A player must capture 10 German Front Line cards before he may capture any City Defense cards.

A player who has not yet captured 10 Front Line cards is said to be "Outside the Gates". A player who has captured 10 Front Line cards is said to be "Inside the Gates". Once Inside the gates you can only capture City Defense cards and not Front Line cards.

End Phase

You may discard 2 cards to draw 1 replacement card. You may do this multiple times. Max hand size is 7 cards.

Discard excess cards.

Card List Notation

FL Front Line German Card
CD City Defense German Card
RC Russian Card

Card Name:	Force:	Notes:
Counter Attacks	5	FL
Halted Outside the Gates	7	FL
General Goddard Heinrici	7	FL
Successive Defensive Belts	8	FL
Deep Defensive Positions	6	FL
Minefields	9	FL
Anti-Tank Obstacles	5	FL
Strong Points	6	FL
Mobile Reserves	8	FL
Ninth Army	9	FL
Third Panzer Army	9	FL
Fourth Panzer Army	9	FL
Army Group Mitte	9	FL
A Few Hundred Aircraft	2	FL
700,000 Men	7	FL
9,000 Artillery Pieces	7	FL
1,500 Tanks & SPG	7	FL
Second Defense Line	5	FL
Fighting Withdrawals	4	FL
Heavy Artillery Fire	8	FL
Maze of Canals & Ditches	2	FL
Heavy Soviet Casualties	7	FL
Flooded Fields	5	FL
Me262 Jet Fighters	9	FL
Soviet Confusion	5	FL
Soviet Attack Falters	8	FL
Soviet Searchlight Blunder	6	FL
Strong Resistance	8	FL
Suicide Aircraft	1	FL
Evade Barrage	3	FL
Reinforcements	4	FL
Heavy Fighting	8	FL
Intricate Defense System	7	FL
Armored Engagement	9	FL
Panzer Corps	8	FL
Mountain Corps	4	FL
Fortified City	9	CD
Protracted Urban Battle	9	CD
Hitler Refuses to Surrender	8	CD
Savage, Bloody Battle	9	CD
Defense Sectors	2	CD
Obstacle Zones	2	CD
Defense Positions	3	CD
Garrison	3	CD
Tenacious Defense	6	CD
SS Personnel	5	CD
Old Men & Boys	1	CD
Volkssturm	2	CD
Home Guard	2	CD
Hitler Youth	2	CD
Apartment Building Fortresses	6	CD
Fanaticism	4	CD
Defenders of Berlin	3	CD

Card Name:	Force:	Notes:
City Fighting	6	CD
Soviet Infantry Loses	7	CD
Panzerfausts	8	CD
House by House Fighting	6	CD
Roads Blocked	4	CD
Fight Street by Street	5	CD
Last Minute Defenses	3	CD
Debris & Rubble	4	CD
Nazi Propaganda	4	CD
Concrete Flak Towers	7	CD
Anti-Aircraft Guns	8	CD
Hand-to-Hand Fighting	9	CD
Breakout Attempts	6	CD
Breach Enemy Defenses	10	RC
Defeat Enemy on Open Field	7	RC vs Front Line Cards only
Hitler commits Suicide	1	RC Draw 3 Cards
Secure Bridgehead	8	RC only if you have 2 FL or less
Spearheads	5	RC vs Front Line Cards only
Set Piece Offensive	3	RC Draw 2 cards
Expand Bridgehead	6	RC only if you have 3 FL or less
Deploy for Attacks	3	RC +6 For Bid
Advance	2	RC +7 for Bid
Reconnaissance in Force	2	RC +7 for Bid
Launch Attacks	4	RC +5 for Bid
Clear the Germans	6	RC
Begin Offensive	6	RC vs Front Line Cards only
Powerful Mobile Forces	5	RC vs Front Line Cards only
Fixing Attacks	2	RC vs Front Line Cards only
Encircle Berlin	9	RC vs Front Line Cards only
Soviet Vengeance	10	RC
Soviet Momentum	9	RC
Breakthrough	8	RC
Axis of Attack	3	RC
Highway	2	RC vs Front Line Cards only
7,500 Aircraft	7	RC
2.5 Million Soldiers	9	RC
41,000 Guns & Mortars	8	RC
6,250 Tanks & SPG	9	RC
Stalins Organs	6	RC
Devastating Bombardment	8	RC
Seize Initiative	6	RC
Release Armored Reserve	7	RC
Guards Tank Army	5	RC
Sheer Weight of Numbers	6	RC
Push Forward	4	RC
Shatter German Divisions	10	RC vs Front Line Cards only
Bleed the Germans	4	RC
Pour Tanks through Gaps	7	RC vs Front Line Cards only
Numerical Superiority	6	RC
Air Support	3	RC
Improving Weather	2	RC Draw 2 Cards
Push Germans Back	5	RC
Bypass Resistance Pockets	4	RC

Card Name:	Force:	Notes:
Pincer Movement	6	RC
Stranglehold	7	RC
Costly Frontal Assaults	4	RC
Armored Formations	5	RC
Thrust Deep	5	RC
Artillery Bombardment	3	RC
German Panic	5	RC
German Armies Retreat	7	RC only if you have 4+ FL
Red Army	8	RC
Tighten the Noose	6	RC vs City Defender Cards only
Heavy Firepower	5	RC
Infiltration	4	RC
Railway Tunnels	4	RC vs City Defender Cards only
May Day	10	RC only if you have 7+ CD cards
Surrender Negotiations	7	RC only if you have 8+ CD cards

Notes

If you want a third player, include Marshal Konstantin Rokossovsky of the Second Belorussian Front.

Links

Bgg

Painted Card Set

Yahoo Files

Photo Card Set

Ludi Popina





Battle Of The Atlantic

Introduction

War at Sea 1939 - 1943. 2 Player Card Game. German High Seas Fleet vs the British Royal Navy.

Victory

Be the first to win 3 hands.

The Decks

Each player has their own unique deck. Each deck contains 2 copies of each card in its card list.

The Cards

There are 3 card types: Tactics, Tonnage, and Technology Each card has an individual point value.

Turn Sequence

There are 5 turns corresponding to the years 1939 - 1943. Each turn (year) has 4 Phases:

1. Logistics Phase
2. Strategy Phase
3. Deployment Phase
4. Victory Phase

Logistics Phase

Each player draws 7 cards. If your deck runs out, shuffle your discard & draw from it.

The British Deck Card List

Card Name:	Type	Points
Patrols	A	3
Stormy Weather	A	4
Arctic Winter	A	5
Escorts	A	6
Large Convoys	A	7
Depth Charges	E	3
Destroyers	E	4
Code Breakers	E	5

The German Deck Card List

Strategy Phase

Each player may discard up to 3 cards & draw replacements.

Deployment Phase

Players reveal their hands. Each player calculates the Grand Strategy Total (GST) for his hand: Add up the Point Values of all Tactics cards and add 1. This is the Tactics Total (A).

Add up the Point Values of all Tonnage cards and add 1. This is the Weapon Total (O). Add up the Point Values of all Technology cards and add 1.

This is the Tactics Total (E).

GST A x O x E

Victory Phase

The side with the higher GST wins the turn. The side with the highest Tactics Total gets +1 to all future Tactics Totals. The side with the highest Tonnage Total gets +1 to all future Tonnage Totals.

The side with the highest Technology Total gets +1 to all future Technology Totals. These bonuses are cumulative. The British begin the game with a +1 in Tonnage.

The Germans begin the game with +1 in Tactics.

Card List Notation

Tactics = A Tonnage = O Technology = E

Card Name:	Type	Points
Radar	E	6
Sonar	E	7
Merchant Marine	O	3
US Atlantic Squadron	O	4
Royal Navy	O	5
Naval Supremacy	O	6
British Empire	O	7

Card Name:	Type	Points
Disguised Commerce Raiders	A	3
Cut the Atlantic Sealandes	A	4
Spread Allied Forces	A	5
Scatter Convoy	A	6
Wolf Packs	A	7
Mines	E	3
Torpedoes	E	4
Pocket Battleships	E	5

Card Name:	Type	Points
U-Boats	E	6
Modernization	E	7
Italian Fleet	O	3
Luftwaffe Air Power	O	4
French & Scandinavian Ports	O	5
Kriegsmarine	O	6
Aggressive Ship Building	O	7





Battlefront

Introduction

Card game for 2 players. WWII theme.

The Deck

Players share a common deck. The deck contains 1 copy of every card in the card list.

Victory

Capture 3 of the 5 Fronts.

The Fronts

There are 5 Fronts between the players:

- R** Right Flank
- CR** Center Right
- C** Center
- CL** Center Left
- L** Left Flank

Setup

Use markers to designate the 5 Fronts.

Turn Sequence

Each turn has 3 phases:

1. Logistics Phase
2. Deployment Phase
3. Battle Phase

Logistics Phase

Each player is dealt 7 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Card List

Card Name:	Type	Force	Notes:
Armored Cars	T	1	Scout
Light Tanks	T	2	
Self Propelled Guns	T	3	Play an Extra Artillery
Infantry Tanks	T	4	Play an Extra Infantry
Funny Tanks	T	5	Opposing Fort Negated
Cruiser Tanks	T	6	
Tank Destroyers	T	7	Opposing Tank Negated
Medium Tanks	T	8	
Heavy Tanks	T	9	
Tank Brigade	T	10	Play an Extra Tank

Deployment Phase

Players take turns. Flip a coin to see who goes first. Players take turns playing one card from their hand to one of the five Fronts.

In a turn you can assign a maximum of 2 cards to a single Front. At a single front, you may assign a maximum of: 1 Leader 1 Infantry 1 Plane 1 Tank 1 Artillery 1 Strategy 1 Fortification Some cards allow you to play an extra card of a certain type at that Front. If you play a Scout card, you may look at your opponent's hand.

Battle Phase

Each card has a Force value. Add up your force value for each Front. If you have a higher Force than your opponent at a Front you gain a Victory Marker (VM) for that Front.

(Use coins for VM) If you ever have 3 more VP than your opponent at a Front, you Capture that Front. The first player to capture 3 of the 5 Fronts wins the game. Negated cards do not contribute their Force.

Once a Front is captured, no more cards may be assigned to it. Maximum hand size is 8 cards. Discard excess cards at end of turn.

Card List Notation

- L** Leader
- I** Infantry
- P** Plane
- T** Tank
- A** Artillery
- S** Strategy
- F** Fortification

Card Name:	Type	Force	Notes:
Reserve Units	I	1	Play an Extra Infantry
Army Corps	I	2	
Rifle Brigade	I	3	
Guard Units	I	4	
Mechanized Infantry	I	5	Play an Extra Tank
Marine Forces	I	6	
Engineer Units	I	7	Opposing Fort Negated
Ranger Units	I	8	Scout
Heavy Weapons Squads	I	9	
Mountain Troops	I	10	
Mortars	A	1	
Anti-Tank Guns	A	2	Opposing Tank Negated
Flak Guns	A	3	Opposing Plane Negated
Field Artillery	A	4	
Medium Artillery	A	5	
Siege Cannons	A	6	Opposing Fort Negated
Mobile Artillery	A	7	Play an Extra Strategy
Howitzers	A	8	
Heavy Artillery	A	9	
Rocket Bombardments	A	10	
Reconnaissance Planes	P	1	Scout
Paratroop Jump	P	2	Play an Extra Infantry
Fighter Planes	P	3	Opposing Plane Negated
Fighter Bombers	P	4	
Tank Buster	P	5	Opposing Tank Negated
Ground Attack Aircraft	P	6	
Level Bombers	P	7	
Dive Bombers	P	8	
Heavy Bombers	P	9	
Air Superiority	P	10	Play an Extra Plane
Junior Officer	L	1	Play an Extra Leader
Replacement Officer	L	2	Negate Opposing Leader
Sergeant	L	3	
Lieutenant	L	4	
Major	L	5	
Experienced Officer	L	6	Scout
Captain	L	7	
Commander	L	8	
Colonel	L	9	
Brigadier General	L	10	Play an Extra Strategy
Frontal Assault	S	1	Play an Extra Infantry
Steam Roller Tactics	S	2	
Prepared Assault	S	3	Play an Extra Artillery
Infiltration	S	4	Scout
Outflank	S	5	
Combined Arms Tactics	S	6	Play an Extra Plane
Hook Maneuver	S	7	
War of Maneuver	S	8	Play an Extra Tank
Encirclement	S	9	
Blitzkrieg	S	10	
Tank Obstacles	F	1	Negate Opposing Tank
Pillboxes	F	2	Opposing Infantry Negated
Entrenchments	F	3	

Card Name:	Type	Force	Notes:
Bunkers	F	4	Play an Extra Infantry
Minefields	F	5	
Airfield	F	6	Play an Extra Plane
Chokepoints	F	7	
Gun Emplacements	F	8	Play an Extra Artillery
Strongpoint	F	9	
Defense In Depth	F	10	Play an Extra Fortification

Optional 2 Front Victory Conditions

You win if you Capture: Center and CR or CL (Break-through Victory) L & CL or R & CR: (Outflank Victory) L & R: (Envelopment Victory)

Optional Blitzkrieg Rules

Designate one player as the Attacker & the other as the Defender. The Attacker cannot use Fortification cards. The Defender cannot use Plane cards.

Optional Special Cards Rules

Include 5 "Special" cards in the deck (Type = X) Each player chooses a Nationality: *Germans can use Special Cards as: Panzer Tanks (T) Force = 10 *Russians can use Special Cards as: Human Wave (S) Force = 2 & play an extra Infantry or Manpower (I) Force = 8 *Americans can use Special Cards as: Industrial Giant: Discard & draw 2 cards *British can use Special Cards as: Intelligence (L) Force = 7 & Scout & play an extra Leader *Japanese can use Special Cards as: Bonzai Charge (S) Force = 2 & play an extra Infantry or Underground Complexes (F) Force = 8





Beach Head

Introduction

Solo dice and card game simulating the actions on a small section of the Normandy Beach landings in WWII.

Objective

The game ends when the Allies remove all German Bunkers and Trenches. Removed may mean 'cleared of troops' in the case of Bunkers and trenches or 'Punching through gaps' for Traps, wire, walls, mine-fields, & ditches.

Supplies

Paper, pencils, six sided dice, deck of regular playing cards.

Setup

The Germans start with the following Beach Defenses:

- 20 points of Mines (Anti-tank, Anti-personnel, explosives on Tank Traps)
- 20 points of Tank Traps (Element C, Hedgehogs, fixed stakes, tetrahedra)
- 20 points of Walls (Concrete and natural Sea Wall)
- 20 points of Anti-tank Ditches (Also craters)
- 60 points of Bunkers (Pillboxes, Gun Emplacements)
- 20 points of Barbed Wire
- 20 points of Trenches (Machinegun & Mortar positions, Infantry)

Turn Sequence

Each turn has 18 Phases:

1. Tactical Phase
2. Frogman Phase
3. LCI Phase
4. LCT Phase
5. LCS Fire Phase

6. Gun Tank Phase
7. German Defender Fire Phase
8. German Inland Artillery Fire Phase
9. German Shore Gun Fire Phase
10. German Mine Phase
11. Combat Engineers Phase
12. Flail Tank Phase
13. Petard Attack Phase
14. Bridge Phase
15. Infantry Phase
16. Fire Support Phase
17. Destroyer Naval Support Phase
18. End Phase

Tactical Phase

Fill hand to 7 Cards. You may discard up to 3 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

Frogman Phase

Underwater demolition teams. Remove 1D6 points of Tank Traps. 'Tank Traps' were a barrier to landing craft.

Lci Phase

Landing Craft Infantry. 3D6 Infantry Squads are put ashore. Subtract 1 from the roll if there are any tank traps remaining.

Subtract 2 from the roll if any Landing craft were hit last turn. From here on Infantry squads are simply referred to as Infantry.

Lct Phase

Landing Craft Tank. 1D6-3 Hobart Funny Tanks land. Subtract 1 from the roll if there are any tank traps remaining.

Subtract 1 from the roll if any Landing craft were hit last turn. Next roll 1D6 for each tank to see what type it is:

- | | |
|-----|---|
| 1-2 | Sherman Gun Tank (DD: Duplex Drive Swimming Tank) |
| 3-4 | Sherman Crab (Flail Tanks) |
| 5 | AVRE with SBG (Small Box Girder: 30' Bridge) |
| 6 | AVRE with Fascine (For filling in ditches) |

AVRE Assault Vehicle Royal Engineers

Lcs Fire Phase

Landing Craft Support. Armed variously with 20mm, 17pdr, 25pdr, 119mm guns, rockets, and mortars. Remove 1D6 points of Bunkers or Walls Subtract

1 from the roll if there are any tank traps remaining.
Subtract 2 from the roll if any Landing craft were hit last turn.

Gun Tank Phase

Remove 1D6-1 points of Bunkers Remove 1D6-1 points of Trenches if all bunkers, walls & ditches removed. Skip this phase if you have no Gun Tanks.

German Defender Fire Phase

This includes attacks made by Machine guns, grenades, mortars, and snipers.

1D6:	Result:
0-1	1D6-2 Infantry Killed
2-6	1D6 Infantry Killed
7	2D6 Infantry Killed
8	2D6+2 Infantry Killed

-1 to roll if half of bunkers destroyed. -2 to roll if all bunkers destroyed. +1 per 12 infantry on the beach rounding down.

German Inland Artillery Fire Phase

High Caliber Weapons firing Indirect or LOS.

1D6:	Result:
0-4	1D6-3 Infantry Killed
5	Tank Hit: A random Tank is destroyed
6	Landing Craft Hit

German Shore Gun Fire Phase

Fire from Trench Mortars and 50mm and 75mm Anti-tank guns in bunkers.

1D6:	Result:
0-4	1D6-3 Infantry Killed
5	Tank Hit: A random Tank is destroyed
6	Landing Craft Hit

Skip this phase if all Bunkers are destroyed.

Fire Support Phase

1D6:	Support type:	Notes:
1-4	Nothing	-
5	Rocket Barrage	Remove 1D6-1 points of Bunkers or Walls
6	Bomber Attack	Remove 1D6-1 points of Bunkers or Walls

Destroyer Naval Bombardment Phase

Skip this phase until turn 20+. Remove 1D6 points of Bunkers or Walls or Trenches.

Card Use Chart

German Mine Phase

1D6:	Result:
0-4	1D6-3 Infantry Killed
5-6	1 Non-Flail Tank Destroyed

Skip this phase if all Mines are destroyed.

Combat Engineers Phase

Remove 1D6 points of any type of Beach Defense except trenches. Remove 1D6 points of Trenches if all bunkers and walls are removed.

Flail Tank Phase

Remove 1D6 points of mines or barbed wire. Subtract 2 from the roll if there are any tank traps remaining. Skip this phase if you do not have any Crab Tanks.

Petard Attack Phase

290mm Demolition Gun that could hurl a 40 lb bomb 230 yards (80y accurately). Skip this phase if you do not have any AVRE Tanks. Remove 1D6 points of Bunkers or Walls Remove 1D6-1 points of Trenches if all bunkers, walls & ditches removed.

If walls are targeted add 1D6-2 points of Ditches (Cratering).

Bridge Phase

Remove 1D6 points of Anti-Tank Ditches. Skip this phase if you do not have any AVRE Tanks.

Infantry Phase

Remove 1D6 points of Barbed Wire. If all wire removed then remove 1D6-1 points of Bunkers Remove 1D6 points of Trenches if all bunkers and walls removed. +1 to rolls per 12 infantry on the beach rounding down.

End Phase

Max hand size is 3. Discard excess cards.

Type:	Use:
Ace	Medic: Cause target die roll to have a value = 1
Two	Corporal: Cause target die roll to have a value = 2
Three	Sergeant: Cause target die roll to have a value = 3
Four	Leutenant: Cause target die roll to have a value = 4
Five	Captain: Cause target die roll to have a value = 5
Six	Major: Cause target die roll to have a value = 6
Seven	Sharp Shooter: Target die roll gets -2
Eight	Smoke: Target die roll gets -1
Nine	Radio: Target die roll gets +1
Ten	Hero: Target die roll gets +2
Jack	Colonel: Reroll target die roll
Queen	Admiral: Repeat Target Phase (Not the Tactics Phase)
King	General: Draw 2 more cards

Scoring

Keep track of Allied Infantry casualties. A lower score is a better one.

Omaha Beach Variant

The Americans get no Funny Tanks. Ignore Anti-Tank Ditches.

PLAYTEST RESULTS (No Cards) by Codexier at ecbattle@bellsouth.net I just played through exactly 1000 games of Beach Head (ok, my Unix Server did, and I just watched it scroll for a few minutes). Here's

a few statistics I thought were interesting:

- Fewest Infantry Casualties: 9
- Most Inf. Casualties: 86
- Avg Inf. Casualties: 42
- Most Inf. Alive at the end of the game: 18
- Most Turns it took to win: 23
- Fewest Turns it took to win: 9

(NOTE: My script used the removal of Bunkers and Trenches as the only Victory Condition. It also randomly choose a defense to remove when a choice was given.)





Blitz

Introduction

Card game. Simulates the Battle of Britain. July-September 1940

Cards

Players will have to make their own sets of cards. The RAF and Luftwaffe have their own unique decks. The Germans also need 20 tokens to represent bomb damage.

On the Deck lists, # = number of that card in the deck. Both decks have 62 cards. Notice that most cards have a force value.

Card sets are included at the bottom of the page.

Set Up

Shuffle both decks. The RAF player draws 4 cards. The Luftwaffe player draws 4 cards.

Turn Sequence

Draw Phase Raid Phase Bombing Phase Discard Phase

Draw Phase

Both players draw 2 cards from their respective decks.

Raid Phase

The German player may decide not to attack. If so, the turn ends. If he attacks the German and British players take turns playing cards face up from their hands. The German goes first. His first card in a raid must be a bomber.

This continues until both players have no more cards they want to play. Each player can use only one force multiplier card per raid (Night Raid, Radar. . .) The German player adds up the force value of all of his

cards and multiplies by 2 if a Night Raid card is used. This number is the Total Luftwaffe Force Value.

All cards used in the Attack are discarded. The British player adds up the force value of all of his cards and multiplies by 2 if an Early warning radar card is used. This number is the Total British Force Value.

All cards used in the Defense are discarded. The higher force total is the winner.

Bombing Phase

If the RAF had a higher force total in raid phase then skip this phase. Notice that German bombers have a bomb value in addition to a force value. If the Luftwaffe had a higher force total, then bomb damage is dealt to the British player equal to the total bomb value of all bombers in the attack.

The British player may play barrage balloons in this phase to negate 1 dive bomber per balloon. The British player may play repair cards in this phase to negate 1 point of bomb damage per repair card.

Discard Phase

If a player has more than 8 cards he must discard the excess. Players may also discard any cards they don't want.

Luftwaffe Victory

If the Germans accumulate 20 points of bombing damage then they win. Hitler decides to go ahead with operation Sealion.

British Victory

If the German player goes to draw a card and there are no cards left in his deck the British win. Hitler postpones operation Sealion indefinitely.

Luftwaffe Deck Card List

#	CARD	FORCE	BOMB	NOTES
15	Messerschmitt BF109	4	0	Heavily-armed single-seat fighter
5	Zerstorer BF110	3	0	Slow, 2-seat bomber escort
10	Hinkel 111 Deathshead	1	3	Bomber. The Spade
10	Dornier Do17Z	1	2	Bomber. The flying Pencil
10	Junker Stukas	1	1	Versatile Dive-Bomber

#	CARD	FORCE	BOMB	NOTES
1	Ace Pilot	7	0	Example: Adolf Galland
10	Night Raid	X2	0	Doubles force of all cards used in attack
1	Hermann Goering	X3	0	Triples force of all cards used in attack

Royal Air Force Deck Card List

#	CARD	FORCE	NOTES
5	Supermarine Spitfire MK1	5	Fast single-seat fighter
7	Hawker Hurricane	4	Single-seat fighter. Easy to build, fly, service, & repair
1	Bristol Beaufighter	6	Heavily-armed, 2-seat, night fighter with radar
1	Bristol Blenheim	2	3-seat, converted, long range fighter
1	Boulton-Paul Defiant	2	Heavy, old, slow, 2-seat fighter
1	Gloster Gladiator	3	Old but maneuverable single-seat biplane fighter
1	Fairey Battle	0	Slow, outgunned 3-seat light bomber
7	Early Warning Radar	X2	Doubles force of all cards used in defense
3	Command & Control	X2	Doubles force of all cards used in defense
1	Winston Churchill	X3	Triples force of all cards used in defense
5	Barrage Balloons	0	Negate 1 Junker card in Bomb phase

5 Repairs 0 Negate 1 point of bomb damage in Bomb phase

10	Ack Ack Guns	2	Flak
5	Ground Fire	1	Small arms
1	Ace Pilot	7	Example: Peter Townsend
5	Inexperienced Pilots	0	
3	Decoy	4	Dogfighting tactic

Bombing Berlin: Optional Rule

Churchill orders the bombing of Berlin. In retaliation Hitler targets cities instead of airfields and radar installations. On turns 1-14 bomb damage is double.

On turns 15+ bomb damage is half. Do not round up or down. Keep track of 0.5 bomb damage. (repairs and balloons are unaffected)

Counter Set

The following card sets were created by Janne Thörne: <jan.thorne@mail.bip.net> The sets contain

only one of each card type. Janne has also made sets for Cannonade & Midway.

Download RAF cards set #1 Download RAF cards set #2 Download Luftwaffe card set

Game Designers Notes

Similar design to Zulu Spears. The Brits are defending in both games. I guess, deep down, I must be an anglophile.





Cards Of War

Rules

Shuffle the cards. There is one common deck and one discard pile. One player is the Axis, the other is the Allies. Each player starts the game with 3 territory tokens.

Play proceeds in a series of rounds. At the beginning of a round each player gets dealt 10 cards. During the round players take turns deploying one card at a time.

The Allies go first. A deployed card is played face up on the table. The turns continue until all cards have been deployed.

Each card has a force value. The side at the end of the round with the highest Force total on the table

wins the round. Each card is of one or more types. The types include: Infantry, Intelligence, Sea, Sub, Air, Tank, Artillery, Mine, and Fortification.

Some cards have the KILL ability, followed by what type of cards they can kill. When deployed a kill card causes an enemy card of a type it can destroy to be discarded. If there are no targets then the opportunity to cause a discard is wasted.

Discarded cards do not count towards a players force total. Some cards have other abilities which are conducted as soon as the card is deployed. The winner of a round takes a territory token from his opponent.

The first player in possession of all six tokens wins the game. If you run out of cards shuffle the discards back into the deck.

Card List

#	CARD	FORCE	TYPE	KILLS	NOTES
1	Frog-men	3	Inf/Int	Fort	
2	Veterans	4	Inf	-	
3	Minefield	1	Mine	Inf/Tank	
4	Radio	3	Int	-	Look at opponents hand
5	Convoy	2	Sea	-	Draw one card
6	Coastal Guns	4	Art/Fort	Sea	
7	Paratroopers	3	Inf/Air	-	
8	Recon Plane	2	Int/Air	-	Look at opponents hand
9	Grunts	3	Inf	-	
10	Bazooka	1	Inf	Tank	
11	Diplomat	5	Int	-	
12	Destroyers	3	Sea	Sub	
13	Code Breaker	3	Int	Int	
14	Tank Buster	1	Art	Tank	
15	Field Battery	4	Art	-	
16	Carpet Bombing	6	Air	-	
17	Howitzers	5	Art	-	
18	Long Range Bombers	5	Air	-	
19	Marines	5	Inf/Sea	-	
20	Blitzkrieg	6	Tank	Art	
21	Light Tank	2	Tank	-	
22	Radar	7	Int	Air	
23	Pill Box	2	Fort/Inf	Inf	
24	Secret Agent	2	Int	-	Look at opponents hand
25	Carrier	8	Sea	-	
26	Machine Gunner	4	Inf	Inf	
27	V2 Rocket	3	Air/Art	-	
28	Counter Espionage	3	Int	Int	

#	CARD	FORCE	TYPE	KILLS	NOTES
29	Medium Tank	3	Tank	-	
30	Mechanized Infantry	3	Inf/Tank	-	
31	Heavy Tank	6	Tank	-	
32	Combat Engineers	2	Inf	Fort/Mines	
33	Mortar	3	Art/Inf	-	
34	Bunker	2	Fort	-	
35	Self Propelled Guns	4	Tank/Art	-	
36	Submarine	5	Sub	Sea	
37	Anti-Aircraft Guns	1	Art	Air	
38	Battleship	6	Sea	-	
39	Cruiser	4	Sea	-	
40	Torpedo Plane	1	Air	Sea	
41	Bombing Run	3	Air	Art	
42	Armored Patrol Car	2	Int/Tank	-	Look at opponents hand
43	Five Star General	7	Int	-	
44	Fighter Squad	3	Air	Air	
45	Strafing run	1	Air	Inf	
46	Dive Bomber	2	Air	Tank	
47	Gliders	3	Air/Inf	-	
48	Amphibious landing	5	Sea/Inf	-	
49	Kamikaze	1	Air	Sea	
50	Air drops	2	Air	-	Draw one card
51	Fighter Ace	1	Air	Air	
52	PT boat	1	Sea	Sea	
53	Partizans	2	Inf	-	
54	Propaganda	4	Int	-	
55	Reserves	2	Int	-	Draw one card
56	Sniper	1	Inf	Inf	

Game Designers Notes

Players will have to make their own set of cards.
The deck contains one of each card listed. Players are

welcome to design new types of cards in addition to those listed above.





Carriers

Introduction

Board & card game for 2 players. World War Naval/Air II theme. Abstract Fleet & Squadron level combat.

Each figure represents a group of Ships or Planes.

Victory

You win if you destroy your opponent's carriers.

Board, Card & Counter Set Available

Thanks to the talented Janne Thörne: for Gameset

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent units. There are 4 types of units: Carriers, Warships, Subs, and Planes. Each player starts with: 2 Carriers 4 Warships 2 Subs 8 Planes

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 2 of each card listed.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Search Phase Engage Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Search Phase

Play (discard) a Move card to move one of your units. The Move card must be useable by the unit. For Example: Only Planes can use the patrol card.

The move card has a number. This is the number of spaces the unit moves. Moves can be diagonal or orthogonal.

Boats cannot move through other boat units. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Engage Phase

Play (discard) an Attack card to have a unit attack. The Attack card must be useable by the unit. For Example: Only Warships can use the destroyer card.

The attack card has a number. This is the range of the attack. Attacks can be diagonal or orthogonal.

The enemy unit that is the target of the attack is automatically destroyed and removed from the map. Your opponent may play certain Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

D Defense

V Vessels (Warships & Carriers)

N Naval unit (Vessels & Subs)

P Planes

S Submarine

W Warship

U Any type of Unit

X Special Card

K as a Knight would move in Chess

Type Purpose of card

Target = What units are targeted by the attack

User What type of unit can use the card

Card List

Card Name:	Range	Type	User	Target	Notes
Bomber	1	A	P	V	
Dive Bomber	1	A	P	V	
Torpedo Plane	2	A	P	V	

Card Name:	Range	Type	User	Target	Notes
Depth Charge	1	A	W	S	
Torpedo	3	A	S	V	
AA Guns	1	A	V	P	
Flak	2	A	W	P	
Destroyers	2	A	W	S	
Naval Guns	3	A	W	V	
Battleship	4	A	W	V	
Fighters	1	A	P	P	
Fighter Ace	2	A	P	P	
Sailing	1	M	N	-	
Change Course	1	M	N	-	
Navigate	2	M	N	-	
Underway	2	M	N	-	
Full Steam	3	M	N	-	
Climb	1	M	P	-	
Patrol	2	M	P	-	
Fly	3	M	P	-	
Soar	4	M	P	-	
Recon	5	M	P	-	
Search	6	M	P	-	
Drop Tanks	7	M	P	-	
Intercept	K	M	P	-	
Sonar	-	D	-	-	Negate Attack by Sub
Radar	-	X	-	-	Look at Opponents Hand
Cloud Cover	-	D	-	-	Negate Attack by Plane
Rough Seas	-	-	-	-	Negate Move by Vessel
Damage Control	-	D	V	-	Negate Attack on Vessel
Silence	-	D	S	-	Negate Attack on Sub

Terrain

Islands: Naval units cannot move into or through Islands.





Cat & Mouse

Introduction

Two player card game representing terrorist activity and government countermeasures. One player represents US Security. The other player is the Terrorists.

Objectives

The game ends when the terrorist plays a meld or has no more cards left in his deck. The terrorist player wins if he plays a meld of: 3 of the same Attack cards, and 3 of the same Group cards, and 3 of the same Target cards. (For example: 3 Nuke attack cards, 3 Western group cards, and 3 Military target cards.) A meld represents making a successful terrorist attack.

The US player can win in two ways:

1. If the Terrorist player never plays a meld before the end of the game, or by
2. Guessing the meld as it is played but before the identity of the cards are revealed.

A US win represents preventing a successful terrorist attack.

The Decks

Each player has his own unique deck.

Setup

The Terrorist player draws 12 cards from his own deck. The US player draws 9 cards from his own deck.

Turn Sequence

Each turn has 4 phases:

1. Terrorist Draw Phase
2. US Draw Phase
3. US Security Phase
4. Terrorist Attack Phase

Terrorist Draw Phase

The Terrorist player may draw 1 card. Maximum hand size is 12 cards. Discard any extra cards of your choice.

Us Draw Phase

The US player draws 1 card. Maximum hand size is 9 cards. Discard any extra cards of your choice.

Us Security Phase

The US player may play one card combo. If a combo is played the Terrorist player must discard a Secrecy card or one random card from his hand. There are 3 types of combos: 3 Cards of the same Name. (For example: 3 FBI cards) 3 Different cards from the same Suite.

(For example: 1 CIA card, 1 FBI card, and 1 Interpol card) 5 Different cards from different Suites. (For example: 1 Police, 1 Organization, 1 Action, 1 Resource, and 1 Surveillance card)

Terrorist Attack Phase

The Terrorist player may play a meld as described in the Objectives section. The Terrorist does not attack he may discard a Secrecy card to draw 2 additional cards.

Terrorist Deck Card List

Card Name:	#	Card Type:
Nuclear	4	Attack
Biological	4	Attack
Chemical	4	Attack
Conventional	4	Attack
Middle Eastern	4	Group
Asian	4	Group
African	4	Group
Western	4	Group
Military	4	Target
Government	4	Target
Commercial	4	Target

Card Name:	#	Card Type:
Charismatic Leader	1	Secrecy
State Supported	1	Secrecy
Multiple Cells	1	Secrecy
Intelligence Failure	1	Secrecy
Fresh Recruits	1	Secrecy
Fanaticism	1	Secrecy
Go Underground	1	Secrecy
Leave No Trace	1	Secrecy
Blend In	1	Secrecy
Dead End	1	Secrecy
False Identity	1	Secrecy

Card Name:	#	Card Type:
Cultural	4	Target

Card Name:	#	Card Type:
Misinformation	1	Secrecy

Number of that card in the deck

Us Deck Card List

Card Name:	#	Card Type:
CIA	4	Organization
FBI	4	Organization
Interpol	4	Organization
Informants	4	Resources
Human Intelligence	4	Resources
International Assistance	4	Resources
Airport Security	4	Surveillance
Intercept Communications	4	Surveillance

Card Name:	#	Card Type:
Eye in the Sky	4	Surveillance
Eyewitnesses	4	Police Work
Paper Trail	4	Police Work
Follow Up Leads	4	Police Work
Pre-Emptive Strike	4	Action
Arrests & Interrogations	4	Action
Commando Raids	4	Action

Number of that card in the deck





Chain Home

Chain Home

by mike marinos mikemarininos@yahoo.com

The game combines successful use of radar and RAF fighter resources to intercept German air fleets during the Summer of 1940

Game Length Game lasts 15 moves.

Map

The map of England is divided into the 4 main sectors used during the Battle of Britain.

Raf Fighters

1. Allocate by filling in the circles 20 fighters between each sector and divide each sector between planes ready for Scramble and Reserve.
2. Scramble Aircraft can be committed at any time and before positive radar contact.
3. Reserve aircraft can be committed to another sector and can't participate in combat until they arrive at the sector. Reserve aircraft can only be committed to combat in a sector only on positive Radar contact.
4. Reserve aircraft take 4 moves to move from sector to sector.
5. Scramble aircraft will intercept within the sector
6. RAF planes do not need to be on the ground at the end of play.
7. RAF planes must be at the right height to intercept

Fighter Flight Duration

Planes can stay in the air for 6 moves. Planes can be rearmed and refuelled in 2 moves

German Aircraft

Allocate 24 aircraft to the 4 directions of attack

D6	Result
1-3	0 planes but 1 bomber unserviceable for one move
4-5	1 plane
6	2 plane

German Defense for each combat contact

D6	Result
1-2	planes but 1 aircraft unserviceable for 1 campaign move

Altitude

There are 3 levels of altitude It cost 1 movement point to go up one level.

Setting Up Chain Home

Efficiency is deducted from die roll increasing the chance of a radar intercept Allocate 5 efficiency points between the radar sites. Record the number in the Efficiency Box. Efficiency points do not need to be allocated

Roll and deduct efficiency points

- 1 height
- 2 number
- 3 nothing
- 4 nothing
- 5 nothing
- 6 nothing

Height

Roll 1d6

D6	Level
1-2	level 1
3-4	level 2
5-6	level 3

Roll 1 d6 = number of bombers

D6	Bombers
1-2	4
4-5	5
6	6

On first contact roll 1d6

- 6 feint - NOTHING THERE SUCKER reallocate quick!
- Dogfight for each combat contact Dogfight can last 2 moves then contact must be broken. Roll 1 d6 for each attacking fighter

D6	Result
2-6	plane

Bombing

When German bombers reach the RAF roundel roll 1d6 and mark of Sector damage
If bombers not intercepted

D6	Result
1-3	3 sector damage points
4-5	2 sector damage points
6	1 sector damage points

Bombers intercepted for 1 move before roundel

D6	Result
1-3	2 sector damage points
4-5	1 sector damage points
6	0 sector damage points

Bombers intercepted for 2 moves before roundel

D6	Result
1-4	1 sector damage points
5-6	0 sector damage points

Designer Notes

I wanted a solo game that relied on allocating resources and then managing the resources and calculated guess rather than the straight roll of the dice. Everything based on D6. With the die = fog of war, technological uncertainty.





Chinese Warlords

Introduction

These battles take place in China in the 1920's. Anarchy and Lawlessness reign. Now is the time for

enterprising individuals to gain power.

UNIT TYPES	Move	Force	Range	Cost	Carry	Notes
Poorly Armed Peasants	2	1	1	1	-	Cannon Fodder
Gun toting Thugs	2	-	3	1	2	
Well Armed Bodyguards	2	5	1	3	-	
Trusted Lieutenant	2	-	3	1	3	-
Warlord	2	9	1	-	-	You only get one
Assorted Vehicles	6	1	1	3	1	
Machine Gun	2	7	1	4	-	
Artillery piece	1	4	3	6	-	Small cannon or mortar
Armored Vehicle	4	10	2	8	1	APC, Light Tank
Boats	4	1	1	3	2	

Carried units are destroyed if the unit carrying them is destroyed. Assorted Vehicles includes: Trucks, cars, jeeps, motorcycles, etc.

and ammo If you cannot meet upkeep, lose 1D6 units of your choice.

Turn Sequence

1. INITIATIVE
2. INCOME
3. UPKEEP
4. RECRUITMENT
5. MOVEMENT
6. COMBAT

Recruitment

Units start in or adjacent to villages and strongholds. There are no limits to purchases of Peasants, Thugs, Bodyguards, and Lieutenants. Every time you go to buy one of the other types roll 1D6 (Availability Roll): On a roll of 1-3 there are none of that type left available to you this turn.

Initiative

Roll high on 1D6 to see which player goes first in all of the following phases this turn.

Income

Collect revenue from villages and stronghold.

Upkeep

Total the cost of all your units and divide by 10. Pay this amount in income. This covers food, pay, gas,

Movement

You may move your units a number of spaces up to their Movement rating. No stacking limit: Any number of units per space.

Combat

Units may attack enemy stacks in range. A unit may attack once per turn. Carried units may attack.

Combat Resolution Table

FORCE RATIOAttacker:Defender

1D10	5+:1	4:1	3:1	2:1	1:1	1:2	1:3+
1	A	K2	K2	K	K	K	R
2	K2	K2	K	K	K	R	R
3	K2	K	K	K	R	R	R
4	K	K	K	R	R	R	-
5	K	K	R	R	R	-	-

1D10	5+:1	4:1	3:1	2:1	1:1	1:2	1:3+
6	K	R	R	R	-	-	-
7	R	R	R	-	-	-	-
8	R	R	-	-	-	-	-
9	R	-	-	-	-	-	-
0	-	-	-	-	-	-	-

All results are against the defending stack.

A All units in stack killed.

K2 2 Units Killed & Stack must retreat 1 Space or loose another unit.

K 1 Unit Killed & Stack must retreat 1 Space or loose another unit.

R Stack must Retreat 1 Space. 1 Unit killed if unable

TERRAIN	Income	Foot	Vehicles	Defense
Villages	1	1	2	5
Stronghold	4	1	2	15
Open	-	1	2	0
Road	-	1	1	0

The values for Foot and Vehicles are the cost in movement points to enter the space

* Boats only. Other vehicles cannot enter water.

Defense values are added to the defending stacks force value. Defense values represent cover, booby traps, and extra defenders.

Map

Use a hex grid. Place terrain features as desired. Villages are often near rivers. Roads connect villages.

Warlord Special Abilities

1D10	ABILITY
1	Drug Trade: +1 Revenue
2	Prostitution Ring: +1 Revenue
3	Railway: +1 Revenue
4	Begin game with Control of one nearby village
5	Trade contacts: +1 to Availability rolls
6	Popularity: Get 2 peasant units for the price of one
7	Begin game with 3 extra Bodyguard units
8	Mechanics: +2 to Availability rolls of Vehicles
9-0	Begin game with 2D6 extra income

to retreat.

A stack may only retreat once per turn. The defender chooses which units are lost. A stack cannot attack unless it contains a warlord or lieutenant or it was attacked last turn.

Attacks on a single stack may be combined. Attacks by units in the same stack must be combined.

TERRAIN	Income	Foot	Vehicles	Defense
Rice Paddies	-	2	-	1
Jungle	-	2	-	2
Water	-	-	1*	0

Rice Paddies will be adjacent to villages.

Starting Forces

Each side begins with: 1 Stronghold 1 Warlord 3 Peasants 2 Thugs 1 Bodyguard

Victory Conditions

Kill opponents Warlord or capture his stronghold.





Civil Rights Movement

Introduction

Card game for 2+ players. Theme: Civil Rights Movement in the USA

Victory

The first player to win 3 Hands is the overall winner.

The Deck

Players share a common deck. There are 5 Suites of cards:

1. Leaders
2. Tactics
3. Events
4. Oppression
5. Results

Each card has a Rank of 1 to 8.

Setup

Shuffle the deck. All players are dealt 4 Cards.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Organize Phase
2. Action Phase
3. Demonstration Phase
4. Protest Phase

Common Deck Card List

Card Name:	Rank	Type:
Martin Luther King	1	Leader
Malcolm X	2	Leader
Rosa Parks	3	Leader
James Meredith	4	Leader
Greensboro Four	5	Leader
President Eisenhower	6	Leader
NAACP	7	Leader
Congress of Racial Equality	8	Leader
Racial Inequality	1	Oppression
Assassination	2	Oppression
Arrests	3	Oppression
Ku Klux Klan	4	Oppression
Jim Crow Laws	5	Oppression

Organization Phase

Draw the top card of the Deck and add it to your hand. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

Discard 1 card. If you discarded a Leader card draw 2 cards. If you discarded a Tactics card steal 1 random card from an opponent's hand.

If you discarded an Oppression card a target opponent must discard 1 card. If you discarded an Event Card look at the next 3 cards in the deck and draw 1. If you discarded a Results card draw 1 card and look at an opponent's hand.

Demonstration Phase

If you can make a Poker style Combo, reveal your hand to all: You win the Hand. Poker Style Combos Include:

1. Two of a Kind and Three of a Kind (Same Numbers Different Suites)
2. Four of a Kind (Same Number Different Suites)
3. Straight of Five (5 Consecutive Numbers Different Suites)
4. Flush (5 All Same Suite)

Protest Phase

Ending Hand size is 5 cards. If you have less, draw cards. If you have more, discard cards.

Card Name:	Rank	Type:
US Supreme Court Decisions	5	Results
Business Policy Changes	6	Results
White Sympathy	7	Results
Civil Rights Act	8	Results
Civil Disobedience	1	Tactics
Civil Rights March	2	Tactics
Protest March	3	Tactics
Boycotts	4	Tactics
Publicity	5	Tactics
Federal Troop Protection	6	Tactics
Lunch Counter Sit-ins	7	Tactics
Legal Action	8	Tactics
Selma March	1	Event

Card Name:	Rank	Type:
Lynching	6	Oppression
Segregation Laws	7	Oppression
Discrimination	8	Oppression
Nobel Peace Prize	1	Results
Integration	2	Results
Voting Rights Act	3	Results
Fair Housing Act	4	Results

Card Name:	Rank	Type:
Washington Freedom March	2	Event
Watts Race Riots	3	Event
Mississippi University	4	Event
Little Rock High School	5	Event
Montgomery Bus Boycott	6	Event
Woolsworth Sit-in	7	Event
I Have a Dream Speech	8	Event





Cold War Era

Introduction

Card game for 2 players. Simulation of Soviet-American Relations during the Cold War Era (1945-1991). One player takes the role of America (USA) The other player is the Soviets (USSR)

Power Tokens

Players use Power Tokens (PT) to keep track of their Scores in the Areas of Power. Use poker Chips, coins, counters, etc. to represent PT.

Areas Of Power

There are 5 Areas of Power (AOP):

1. Military (M)
2. Economic (E)
3. Social (S)
4. Espionage (X)
5. Territorial (T)

Definitions

-Military Power includes Conventional and Nuclear Forces as well as Progress in the Space Race.
 -Economic Power includes Population, Natural Resources, Infrastructure, Industry, Energy, Agriculture, Trade, Transportation, and Environmental Issues.
 -Social Power refers to Morale, Domestic Stability, and National Will.

-Espionage Power includes all manner of Intelligence Gathering.
 -Territorial Power refers to the number of other 'minor' Nations you control, whether by Force, Diplomacy, or Ideology.

Victory

There are 3 ways to achieve Victory:

1. General Victory:

If your scores in all 5 AOP are greater than your opponents for two consecutive turns, you win.

2. Power Victory:

If your scores in any 3 (except Espionage) AOP are double or greater than your opponents for two consecutive turns, you win.

3. Crisis Victory:

If your opponent goes to zero (or less) in any AOP (except Espionage) you win.

The Deck

Players share a common deck.

Setup

Choose one of 3 Setups:

1. Equal
2. Random
3. Historical
 - In an Equal Setup, each player has 10 PT in each AOP.
 -
 - In the Random Setup, each player rolls 3D6 for each of his AOP.
 - In the Historical Setup, use the following Starting AOP values:

Nat.	-	-	-	-	-
USA	M=10	E=15	S=10	X=10	T=10
USSR	M=10	E=10	S=10	X=10	T=15

Turn Sequence

Players take turns. (Each turn represents 1 Year)
Each turn has 7 Phases:

1. Production Phase
2. Policy Phase
3. Implementation Phase
4. Threat Phase
5. Economics Phase
6. Policy Phase
7. End Phase

Production Phase

Gain 1 Economic PT. Draw 3 cards from the deck and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Espionage Phase

If your Espionage score is higher than your opponents, you may do One of the following 3 things:

1. Spy: Look at opponent's hand.
2. Intelligence: Draw 1 card from the deck and discard 1 card from your hand.
3. Sabotage: Discard 1 Espionage PT to make opponent discard 1 Random Card from his hand.

Policy Phase

You may remove 2 PT from one of your AOP and Add 1 PT to any other AOP. You may do this once only.

Implementation Phase

You may play (implement) any 1 card from your hand. The card played will add to or subtract from

your and your opponent's Power Scores. Some cards will provide additional effects.

Discard the card after it is played.

Threat Phase

If your Military Score is Greater than your Opponent's, your Opponent must discard 1 PT from his Social AOP.

Economics Phase

If your Economics Score is Greater than your Opponent's, you May discard 1 Economic PT to Draw 1 card.

Politics Phase

If your Territory Score is Greater than your Opponent's, you May play (Implement) an extra card from

your hand this turn.

End Phase

Discard down to 10 cards.

Card List Notation

Milit = Military

Econ Economic

Soc Social

Esp Espionage

Terr Territorial

A Amer = American

R Russ = Soviet

Opp Opponent (Affecting Opponents Side)

Home Home (Affecting your own Side)

B Can be used by both players

Use Which player can use the card

Leader = Play 2 extra cards in Implementation Phase

Card List

Card Name:	Use	Notes:
Marshall Plan	A	Terr Amer+3 Econ Amer-2
Industrial Giant	A	Econ Amer+3
Military Industrial Complex	B	Milit Home+2 Econ Home+1
Iron Curtain	R	Terr Russ+2 Milit Rus-2
Nuclear Sub Fleet	B	Milit Home+3 Econ Home-2
Korean War	R	Milit Amer-1 Econ Amer-1 Soc Amer-1
NATO	A	Terr Amer+2 Milit Amer+2
United Nations	A	Milit Rus-1 Terr Russ-1
Warsaw Pact	R	Terr Russ+2 Milit Russ+2
Stalinism	B	Milit Russ+2 Social Russ-3 Esp Russ+2
Sputnik	R	Milit Russ+1 Soc Russ+1 Soc Amer-2
Space Race	B	Milit Home+1 Econ Home+1 Soc Home+1
Communist Revolution	R	Terr Russ+2 Econ Russ-1
Paranoia	B	Soc Opp-2
International Conferences	B	Soc Home+1
Capitalism	A	Econ Amer+3
Democracy	A	Soc Amer+2 Econ Amer+1
Ethnic Divisions	B	Soc Opp-2
Anti-War Movement	B	Soc Opp-2
Collective Agriculture	A	Econ Russ-2
Military Advisors	B	Terr Home+1 Milit Home+1
Nationalized Industry	A	Econ Russ-2
Restricted Cultural Expression	A	Soc Russ-2
Civil Liberties Denied	B	Soc Opp-2
Peoples Republics	R	Terr Russ+2
Occupation Forces	B	Terr Home+2 Milit Home-2
Youth Movement	B	Soc Opp-2
Market Reforms	B	Econ Home+2
Crackdown	R	Soc Russ+2 Milit Russ-1
Military Alliance	B	Milit Home+2 Econ Home-1
ICBMs	B	Milit Home+3 Econ Home-2

Card Name:	Use	Notes:
Containment	A	Terr Russ-2 Milit Amer-1
Propaganda	B	Soc Opp-1 Soc Home+1
Diplomacy	B	Terr Home+2
Aid to Third World Countries	B	Terr Home+3 Econ Home-2
Spy Ring	B	Esp Home+2
Subversion	B	Soc Opp-2 Esp Home+1
Negotiation	B	Terr Opp-1 Milit Home-1 Soc Home+1
Détente	B	Milit Opp-1 Milit Home-1 Esp Home+1
Confrontation	B	Soc Opp+1 Milit Home+2
Summit Meetings	B	Milit Opp-2 Terr Home-1
Bilateral Disarmament	B	Milit Opp-2 Milit Home-2 Soc Home +1
Hard-Line Leader	B	Soc Home+2 Soc Opp-1
Star Wars Weapon System	A	Milit Amer+2 Econ Amer-1
Evil Empire	A	Soc Amer+1 Milit Amer+1
Invasion of Afghanistan	A	Milit Russ-1 Econ Russ-1 Soc Russ-2
Vietnam War	R	Milit Amer-1 Econ Amer-1 Soc Amer-2
Bay of Pigs	R	Milit Amer-1 Soc Amer-1
Berlin Wall	A	Soc Russ-2
Cuban Missile Crisis	A	Milit Russ-2
Energy Crisis	B	Econ Opp-2
Satellite States	R	Milit Russ+1 Econ Russ+1 Terr Russ+2
Radio Free Europe	A	Soc Russ-2
Annexation	R	Terr Russ+2 Milit Russ-1
Counterrevolutionary Forces	A	Terr Russ-1 Milit Russ-1
Glasnost	A	Milit Russ-1 Terr Russ-1 Soc Amer+1
Perestroika	A	Milit Russ-1 Terr Russ-1 Soc Russ+1
Strikes	B	Econ Opp-2 Soc Opp-1
Arab-Israeli Wars	A	Milit Russ-2 Econ Amer-1
Puppet Regime	B	Terr Home+2 Milit Home-1
Proxy War	B	Milit Opp-2 Milit Home-1 Terr Opp-1
Sandinistas in Nicaragua	R	Terr Russ+1 Milit Russ+1 Milit Amer-1
Iran-Iraq War	B	Milit Opp-2 Milit Home-1 Terr Opp-1
Popular Uprising	B	Terr Opp-2 Milit Opp-1
Truman Doctrine	A	Terr Russ-2 Milit Amer-1
COMECON	R	Terr Russ+3 Econ Russ-2
Free Elections	A	Soc Amer+2
Normalize Relationships	B	Soc Home+2 Soc Opp+1
Foreign Aid	B	Terr Home+3 Econ Home-2
Czechoslovakian Coup	R	Terr Russ+2 Milit Russ+1
Medium Rang Missiles	B	Milit Home+2 Econ Home-1
Soviet Gas Pipeline	R	Econ Russ+3
Mutual Defense Treaties	A	Terr Amer+2 Milit Amer+1
Berlin Blockade	R	Terr Amer-1 Econ Amer-1 Soc Amer-1
KGB	R	Esp Russ+2
CIA	A	Esp Amer+2
Cultural Thaw	A	Soc Amer+1 Soc Russ-2
Nike Missiles	A	Milit Amer+2 Econ Amer-1
Assassination of Kennedy	R	Soc Amer-2
Brezhnev Doctrine	R	Milit Russ+1 Terr Russ+1 Esp Russ+1
Corruption	B	Soc Opp-2 Econ Opp-1
Failed Economic Policies	A	Econ Russ-2 Soc Russ-1
Prop-Up Dictatorship	B	Terr Home+2 Econ Home-1
Support Central American Rebels	B	Milit Home+2 Econ Home-1

Card Name:	Use	Notes:
Spy Planes	B	Milit Home+1 Esp Home+2 Econ Home-1
Moon Landing	A	Milit Home+1 Soc Amer+2 Soc Russ-2
Uprisings in Poland	A	Terr Amer+1 Terr Russ-1 Soc Russ-1
Nuclear Accident	A	Soc Russ-3 Econ Russ-3
Bomber Gap	B	Milit Opp+1 Econ Opp-2
Missile Gap	B	Milit Opp+1 Econ Opp-2
Western Imperialism	R	Terr Amer-2
Aid to Arab Countries	R	Terr Russ+2 Econ Russ-2 Milit Russ+1
Middle East Peace Talks	A	Terr Amer+2 Soc Amer+1
Communist Aggression	A	Terr Amer+2 Soc Amer-1 Milit Amer+1
Nixon Visits China	A	Terr Amer+1 Soc Amer+1 Econ Amer+1
Nuclear Bomb Research	B	Milit Home+2 Econ Home-1
Increase Nuclear Arsenal	B	Milit Home+3 Econ Home-2
Arms Race	B	Milit Home+2 Econ Home-1 Econ Opp-1
Cruise Missile Technology	B	Milit Home+2 Econ Home-1
Cold War Heats Up	B	Milit Home+2 Milit Opp+1 Soc Opp-1
Military Escalation	B	Milit Home+3 Milit Opp+1 Soc Home-1
Spy Satellites	B	Esp Home+2 Milit Home+1 Econ Home-1
Massive Arms Buildup	B	Milit Home+3 Econ Home-2 Econ Opp-1
Boycott Olympic Games	A	Soc Russ-2
Iran/Contra Affair	R	Soc Amer-2
Manned Space Flights	B	Milit Home+1 Econ Home-1 Soc Home+1
NASA	A	Milit Amer+1 Econ Amer-1 Soc Amer+1
Cosmonauts	R	Milit Russ+1 Econ Russ-1 Soc Russ+1
Unmanned Space Flights	B	Milit Home+1 Econ Home-1 Soc Home+1
U-2 Incident	R	Esp Amer-2 Soc Amer-1
Khrushchev Visits the US	R	Soc Russ+2
President Ford	A	Leader Soc Amer-1
Dwight D. Eisenhower	A	Leader Terr Amer+1
President Kennedy	A	Leader Soc Amer+1
Ronald Reagan	A	Leader Soc Amer+1
Nikita Khrushchev	R	Leader Soc Russ+1
Leonid Brezhnev	R	Leader Milit Russ+1 Econ Russ-1
Yuri Andropov	R	Leader Esp Russ+1
Premier Chernenko	R	Leader
Mikhail Gorbachev	R	Leader Soc Russ+1 Terr Russ-1
Che Guevara	R	Soc Russ+2
Fidel Castro	R	Terr Russ+1 Soc Russ+1
Marxist Guerillas	R	Terr Russ+1 Milit Russ+1
Bureaucracy	A	Econ Russ-2
Centralized Economic Planning	R	Econ Russ+2
McCarthyism	R	Soc Amer-2
Superpower	B	Milit Home+2 Econ Home+1
Balance of Terror	B	Social Home-2 Soc Opp-2 Terr Home+1
West Europe	A	Econ Amer+1 Milit Amer+1
Allied Japan	A	Econ Amer+2
Far Flung Bases	A	Milit Amer+3 Econ Amer-2
Dissidents	B	Soc Opp-2
Wall Street	A	Econ Amer+2
Economic Powerhouse	A	Econ Amer+2
Land of Opportunity	A	Econ Amer+1 Soc Amer+1
Ethnic Strife	B	Soc Opp-2
Hostage Debacle	B	Soc Opp-2

Card Name:	Use	Notes:
Oil Embargo	B	Econ Opp-2
India Pakistan War	B	Soc Opp-1 Terr Home+1
Contest of Wills	B	Soc Home+1
Domino Theory	R	Terr Russ+2
Workers of the World Unite!	R	Econ Russ+1 Soc Russ+1

Links

Cold War Museum www.coldwar.org. Wikki Mods.





Company Commander

Introduction

Card & Dice game for 2 players. WWII Simulation of Combat between two infantry companies. One player represents the Americans, the other is the Germans.

Victory

The first player to destroy or rout 10 enemy squads or units wins. If after 2 turns, you ever have units at all three fronts and your opponent only has units at one or none, you automatically win.

The Decks

The game uses 3 decks. Players share a common Tactics Deck. Each player has their own unique Squad Deck.

Markers

Markers (counters, tokens) required: Casualty Markers Pinned Markers

Dice

six sided dice (D6) are needed.

Field Of Play

Each player deploys his units into one of three Fronts: Center, Left Flank, and Right Flank.

Unit Stats

Strength = Each point of Strength represents 1-5 men.

Roll	Result:
1-2	Spotted (Make one Suppression Roll against the Recon unit)
3-4	Nothing
5-6	Success

On a Success result you may do one of 2 things:

1. Look at your opponents hand
2. All suppression rolls vs the target front this turn are at +1

A unit on a mission cannot attack this turn.

Suppression Phase

Units with long range attacks are capable of suppression fire. (Artillery, Mortars, Tanks, Heavy Machine Guns on Tripods) Units attack into the enemy

Setup

Determine who goes first randomly.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Deploy Phase
2. Tactics Phase
3. Recon Phase
4. Suppression Phase
5. Assault Phase
6. Rally Phase

Deploy Phase

Draw 3 cards from your Squad deck. Deploy these units to your Fronts. You may deploy 0-1+ units to each front (center, left & right) Units are deployed Face up.

If your Company Commander is in play, you may draw an extra Squad or Tactics card. During this phase you may move non-pinned units from one front to an adjacent front. A unit that is moved cannot attack (or Recon) this turn.

Tactics Phase

Draw 2 cards from the Tactics deck. Max hand size is 7 cards. Discard excess cards. If the deck runs out, shuffle the discard & draw from it.

Recon Phase

Recon Units may go on a Recon Mission. Missions are into the enemy front directly across from them. Roll 1D6 (Recon Roll):

front directly across from them. Roll 2D6 (Suppression Roll) for each unit with Suppression Fire.

Roll	Result:
2-7	Nothing
8-10	One Random Enemy Unit gets a Pinned Marker
11+	One Random Enemy Unit gets a Casualty Marker

Units that attack in Suppression Phase cannot attack in Assault Phase. Support cards may be played to give you a number of Suppression rolls. Declare which

enemy Front is being targeted when using Support cards.

Support cards are discarded when played. A Pinned unit cannot do suppression fire. A unit with casualty markers equal to its Strength is destroyed (remove from play).

Assault Phase

Declare which of your units are attacking (= assaulting). Units attack into the enemy front directly across from them. Defending enemy units get to attack first, then attacking units.

Roll XD6 (Fire Roll) for each unit.

X the Strength of the Unit minus the number of casualty markers on it.

Roll	Result
1-3	Nothing
4-5	One Random Enemy Unit gets a Pinned Marker
6 +	One Random Enemy Unit gets a Casualty Marker

Some Tactics Cards increase/decrease the number of Fire Rolls made. A Pinned unit cannot make

Roll	Result:
1-5	Nothing
6	Ignore a Pinned Result/Treat a Kill Result as a Pinned Result

Units with heavier armor get a bonus to this roll. Note: Tanks are immune to damage caused by snipers.

Flanking

If your opponent has no units left on a Front, your units on that front may attack into an adjacent Front with a +1 on all Fire & Suppression rolls.

Card List Notation

U Units (Squads & Vehicles)

Fire rolls. A unit with casualty markers equal to its Strength is destroyed (remove from play).

Rally Phase

Each unit with Pinned Markers on it may roll 1D6 (Rally Roll)

Roll	Result:
1-4	Nothing
5-6	Remove one Pinned Marker

If a unit has more Casualty & Pinned Markers on it than its base Strength it routs (remove the unit from play). A Leader unit (HQ) that has not moved or attacked this turn may attempt to rally a target pinned unit. (Make a Rally Roll +2) Leader units get +2 to Rally themselves.

Armored Vehicles

Armored units get to make an armor save when they are hit. Roll 1D6 (Armor Roll):

UI Infantry Squad

S Support (Attacks by Artillery & Airplanes)

STR Strength

Copies of that card in the deck

Assault = The unit gets +1 to Fire Rolls when Attacking (Assaulting) Defense = The unit gets an extra 2 Fire Rolls when Defending Anti-Tank = Any damage done by this unit is randomly distributed to Vehicles or artillery units first. Medium Tank = (Armor(Roll +2)+ Suppression + Anti-Tank + Assault) AT Gun = (Suppression + Anti-Tank + Defense + unit cannot Assault)

American Squad Deck Card List

Card Name	Type	STR	#	Notes
Company HQ	U	1	1	Leader
Platoon HQ	U	1	3	Leader
Rifle Squad	UI	2	3	
Replacement Squad	UI	2	2	Morale Rolls at -1
Heavy Rifle Squad	UI	3	1	
Engineering Squad	UI	2	1	Assault
Half Squad	U	1	2	
Recon Team	U	1	2	Recon
Browning 30 Calibre MG	U	1	1	Defense
Browning 50 Calibre MG	U	1	1	Defense & Suppression
60mm Mortar	U	1	1	Suppression
81mm Mortar	U	1	1	Suppression(Roll +1)
M1A1 Bazooka Team	U	1	1	Anti-Tank

Card Name	Type	STR	#	Notes
M4A1 Sherman Tank	U	1	1	Medium Tank
M8 Armored Car	U	1	1	Recon(Roll +1) & Armor

German Squad Deck Card List

Card Name	Type	STR	#	Notes
Company Leader	U	1	1	Leader
Platoon Leader	U	1	3	Leader
Jagergruppe Infantry Squad	UI	2	2	
Stosstrup Heavy Squad	UI	3	1	
Pioniere Engineering Squad	UI	2	1	Assault
Half Squad	UI	1	1	
Recon Team	U	1	2	Recon
Light MG 34	U	1	1	Defense
Heavy MG 42	U	1	1	Defense & Suppression
80cm Mortar	U	1	1	Suppression (Roll +1)
Panzerschreck Team	U	1	1	Anti-Tank
Panzer IV G Tank	U	1	1	Medium Tank
Scharfschutze Sniper	U	1	1	Suppression
7.5cm PaK 40 AT Gun	U	1	1	AT Gun
Half Track	U	1	1	Armor & Suppression

Tactics Deck

Card Name	#	Notes:
Smoke	2	Negate Suppression Roll
Hedgerows	1	Fire rolls vs all Defenders at Front at -1
Open Field	1	Defenders get +1 to Fire Rolls
Tree Line	1	Negate target Fire roll vs Defender
Daylight Push	1	Defenders at front get +1 to Fire Rolls
Woods	1	Fire rolls vs all Defenders at Front at -1
Howitzer Battery	2	4 Suppression Rolls
Artillery Barrage	2	4 Suppression Rolls
Dive Bomber	1	3 Suppression Rolls
Strafing Run	1	3 Suppression Rolls
Air Support	1	3 Suppression Rolls
Air Superiority	1	3 Suppression Rolls (Americans Only)
Radio	1	Draw an extra Squad card in Deploy Phase
Flame Thrower	1	Engineering Squad gets +2 Fire Rolls this turn
Commando Raid	1	Recon Squad gets +2 Fire Rolls this turn
Satchel Charge	1	Unit gets +1 Fire Roll
Enfilade	1	All your units on a Front get +1 to Fire Rolls
Grenades	1	Infantry Unit gets +1 Fire Roll
Entrenched	1	Fire Rolls vs Defender at -1
Veteran Unit	1	Target unit can Move & Assault this turn
Green Unit	1	Target unit can do nothing this turn
Shaken	1	Negate Morale Roll
Professionalism	1	Make an extra Morale Roll (German only)
Out of Ammo	1	Target unit can make no suppression Fire for rest of game

Card Name	#	Notes:
Breakdown	1	Target Vehicle cannot Move or Assault for rest of game
Reserves	1	Draw an extra Squad card in Deploy Phase
Reinforcements	1	Draw an extra Squad card in Deploy Phase (Americans Only)
Mine field	1	4 Fire Rolls vs Assaulting Units
Forward Observer	1	All suppression rolls vs the target front this turn are +1
Crossfire	1	All your units on a Front get +1 to Fire Rolls
Seasoned Commander	1	Draw 2 Tactics cards
Rifle Grenades	1	Infantry squad gets 1 Suppression Roll
Machine Guns	1	German Infantry squad gets 1 Suppression Roll
Panzerfausts	1	German non-tank unit gets Anti-Tank ability this turn
Air Reconnaissance	1	Same as successful Recon Mission
Opportunity Fire	1	Defender gets +1 Fire Roll
Unit Separated	1	Put Pinned marker on Non-HQ unit
Fog of War	1	Target Front cannot be attacked this turn
Take Cover	1	Negate Suppression Roll
Awaiting Orders	1	Target Unit cannot assault
Formation Disorder	1	Target Front cannot be assaulted this turn
Surprise Contact	1	Defense&Assault Fire Rolls are simultaneous on target front
Ambush	1	Defenders at front get +1 to Fire Rolls
Overrun	1	Fire rolls by all assaulting units at Front at +1
Surrounded	1	Fire rolls by all assaulting units at Front at +1
Breakthrough	1	Fire rolls by all assaulting units at Front at +1
Blitzkrieg	1	Fire rolls by all German assaulting units at Front at +1
Concentrate Force	1	Fire rolls by all assaulting units at Front at +1
Trapped	1	Fire rolls by all assaulting units at Front at +1
Hilltop Vantage	1	Defenders at front get +1 to Fire Rolls
Camouflage	1	Negate Suppression Roll
Mud	1	Negate target Move
Roads	1	Target Unit can Move & Attack this turn
Buildings	1	Negate target Fire roll vs Defender

Cardset Available!!!

Thanks Jose! [Click Here](#)





Death In The Sand

Introduction

Card Game for 2 players. Morocco circa 1925. Berber Tribesmen attack a company of French Foreign Legionnaires.

Victory

The first player to win 4 hands wins the battle

Decks

Each player has a unique deck.

Turn Sequence

Each player draws 8 cards from his deck. A player may then discard up to 4 cards & draw replacements.

French Foreign Legion Cardset

Card Name	Type	Force
Captain	L	4
Lieutenant	L	1
Sergeant	L	2
Gentleman Soldier	L	5
Model Soldier	L	3
Natural Leader	L	5
Sharpshooter	L	3
Brawler	L	1
Adventurer	L	2
Legionnaires	M	5
Riflemen	M	4
Reserves	M	1
Platoon	M	2
Soldiers	M	3
Troopers	M	4
Infantry	M	3
Cavalry	M	2
Guards	M	1
Veterans	M	5
Sand Dune	T	1

Arab Tribe Cardset

Card Name	Type	Force
Clan Chief	L	5
Desert Warrior	L	4

Each player then reveals a Meld.

A Meld may include: 2 Leaders 2 Men 1 Terrain 1 Weapon 1 Tactics 1 Morale Each card has a Force Value. Add up the total Force Value of each meld. The Meld with the highest Force Value wins.

Card Notation

- L** Leader
- M** Men
- T** Terrain
- W** Weapons
- O** Morale
- A** Tactics

Card Name	Type	Force
Rocky Outcrop	T	3
Hill Top	T	4
Gully	T	2
Oasis	T	5
Bolt Action Rifles	W	4
Machine Gun	W	5
Bayonets	W	1
Grenades	W	2
Mortar	W	3
Firing Line	A	1
Extra Ammo	A	3
Fire Power	A	4
Form Square	A	2
Rally	A	5
Brotherly Loyalty	O	4
Discipline	O	3
Patriotic Honor	O	2
Self Sacrifice	O	5
Survival	O	1

Card Name	Type	Force
Great Hunter	L	4
Body Guard	L	1
Freedom Fighter	L	3
Big Man	L	2
The Moor	L	3
Cutthroat	L	1
Wise Man	L	5
Assassin	L	2
Nomads	M	5
Horsemen	M	5
Tribesmen	M	3
Fanatics	M	4
Camel Riders	M	2
Raiders	M	3
Irregular Rabble	M	1
Dervishes	M	2
Rebels	M	4
Native Troops	M	1

Card Name	Type	Force
Ridge	T	4
Slope	T	1
Sand Storm	T	5
Rifles	W	5
Artillery Piece	W	4
Swords & Knives	W	3
Lances	W	1
Thrown Bombs	W	2
Ambush	A	5
Surround Foe	A	4
Charge	A	1
Skirmish	A	2
Hit & Run	A	3
Vengeance	O	5
Honor	O	4
Jihad	O	3
Duty	O	2
Glory	O	1





Delta Skirmish

Introduction

Board & card game for 2 players. Highly abstracted skirmish level combat. Simulation of a counter-terrorist team operation.

One side is the commandos: Delta/SAS/GSG-9/GIGN/etc. The other side is Terrorists holding hostages in a building.

Victory

To win the Delta team must kill all the terrorists before taking 4 casualties. The Terrorists win if they kill 4 Delta team members, which allows them time to Kill the hostages.

The Map

Use an 8X8 chessboard.

Pieces

Use counters or miniatures to represent troopers & terrorists.

Delta Team

The team has 8 members: 2 Snipers 2 Demolitions experts 3 Shooters 1 Team Leader (Shooter)

The Terrorists

There are 8 terrorists: 1 Leader 7 followers

Leaders

If a Leader is killed the player must discard his hand.

Setup

The Terrorist player first places his men in any spaces except edge spaces. The Delta player next places his men in any spaces on the edge of the board. Units may not stack.

Each player draws a hand of 3 cards.

The Cards

Players share a common deck. The deck contains 1 copy of each card in the Card list.

Card List

Turn Sequence

Players take turns. Each turn has 3 phases: Initiative Phase Move Phase Fire Phase

Initiative Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. You cannot move men into or through enemy units. Your opponent may play a Negation card to negate your move card.

Fire Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack is automatically Killed and removed from the map. Your opponent may play a Defense card to negate your Attack card.

At the end of Fire phase Discard cards in your hand in excess of 5.

Card List Notation

- A** Attack
- M** Move
- D** Defense
- N** Negation
- K** as a Knight would move in Chess
- S** Special Forces only: only the Delta player can use this card
- T** Terrorist only: only the Terrorist player can use this card
- E** Either player may use this card.
- Z** Your opponent must discard 2 cards
- B** Discard to draw 2 cards
- L** Look at opponents Hand & then Draw 1 card from the deck
- DE** Demolitions Expert

Card Name:	User	Type	Range	Notes
Camouflage	E	D	-	
Concealment	E	D	-	
Behind Cover	E	D	-	
Assault Rifle	E	A	4	
9mm Beretta Pistol	S	A	2	
Survival Knife	E	A	1	
Hand-to-Hand Combat	E	A	1	
Unarmed Combat	E	A	1	
Concussion Grenade	S	Z	-	
Covering Fire	E	D	-	
Pinned	E	N	-	
Smoke Grenade	S	Z	-	
Flash/Bang Grenade	S	Z	-	
Tear Gas Grenade	S	Z	-	
Submachine Gun	E	A	3	
Kevlar Vest	S	D	-	
Rappelling	S	M	1	
Climbing	S	M	1	
Explosive Breaching	S	M	1	DE only
Frag Grenade	E	2	-	
Sheltering Wall	E	D	-	
Need to Reload	E	D	-	
Radio Communications	S	B	-	
Extra Ammo	E	B	-	
First Aid	S	D	-	
Navigation	S	M	3	
Hostages	T	Z	-	
Human Shield	T	D	-	
Move Quickly	E	M	3	
Double Tap	S	A	2	
Head Shot	E	A	3	
Kick in Door	S	M	1	
Room Entry Techniques	S	M	1	
Lockpicking	S	M	1	
Target Identification	S	B	-	
Field of Fire	E	A	3	
Close Combat	E	A	1	
Mouseholes	S	M	1	DE only
Helicopter Insertion	S	M	4	
Small Arms Fire	E	A	2	
Recon	S	L	-	
Split Second Timing	S	B	-	
Surprise	S	D	-	
Shock	S	D	-	
Coordinated Movement	S	M	2	
Surgical Strike	S	B	-	
Forced Entry	S	M	1	
Hollow Tip Ammo	E	A	2	
Glaser Rounds	S	A	2	
Automatic Shotgun	S	A	2	Not Sniper

Card Name:	User	Type	Range	Notes
M21 Sniping Rifle	S	A	4	Sniper only
9mm HK SMG	S	A	3	
Colt .45 Pistol	S	A	2	
Stun Grenade	S	Z	-	
Room Clearing	S	B	-	
Veteran Soldier	S	D	-	
Unpredictable	T	D	-	
Barrier	T	N	-	
Disorientation	E	Z	-	
Teamwork	S	B	-	
Complicated Maneuver	S	M	K	
Takedown	S	B	-	
Surveillance	S	L	-	
Close Quarters Battle	E	A	1	
Tactical Battle Dress	S	D	-	
Laser Pointers	S	A	2	
Booby Trap	T	A	K	
Initiative	S	B	-	
Fanatic	T	M	1	
Window Entry	S	M	1	
Blow Open Wall	S	M	1	DE only
Infiltration	S	M	2	
Earpieces & Microphones	S	B	-	
Night Vision Goggles	S	L	-	
Clockwork Precision	S	B	-	
Fast Rope	S	M	1	
Choreographed Assault	S	B	-	
Rehearsed Pattern	S	M	3	
Secure Position	S	D	-	
Calculated Steps	S	M	2	
Spotter	S	A	4	Sniper only
Vantage Point	E	A	K	
Assault Team	S	M	2	Not sniper
Illumination	S	L	-	
Target Acquired	S	A	3	
Ballistic Helmet	S	D	-	
Fan Out	E	M	2	
Three Round Burst	E	A	3	
M40A1 Sniping Rifle	S	A	4	Sniper only
Flex Cuffs	S	A	1	
Ballet of Death	S	M	2	
Sweeper Team	S	M	3	Not Sniper
Drop to Crouch	E	D	-	
Disguise	E	B	-	
Point Blank Pistol Fire	E	A	1	
Stairwell	E	M	K	
Tactics	S	D	-	
Reach Out & Touch Someone	S	A	5	Sniper only
One Shot One Kill	S	A	4	Sniper only

Game Designers Notes

The Special Forces have many more cards at their disposal, which Reflects their high degree of training

& experience.





Desert Storm Solitaire

Introduction

Solitaire card game with Desert Storm Theme.

The Decks

There are 2 decks: The Coalition Forces Deck and The Iraqi Deck

Turn Sequence

Iraqi Phase Draw Phase Recon Phase Attack Phase Casualty Phase Scoring Phase

Iraqi Phase

Draw 5 cards (units) from the Iraqi deck. Place them face up in front of you.

Draw Phase

Draw 5 cards (units) from the Coalition deck. Keep them in your hand. If the Coalition deck runs out shuffle the discard and draw from it.

Recon Phase

If you have a recon card you may discard it to draw 2 cards. Discard one of these cards and keep the other in your hand.

Attack Phase

Play a (attacking) card from your hand to knock out (destroy: discard) an Iraqi card. The 'Target' of card you play must match the 'Type' of the target Iraqi card. Repeat this process until there are no more matches you can make.

Note that all cards that can target Vehicles can also target Positions. Air units cannot target SAM units.

Coalition Forces Deck

Card Name:	Type	Target	Notes:
M-1A1	V	V/I	Abrams Main Battle Tank
M-60	V	V/I	Main Battle Tank
British Challenger	V	V/I	Main Battle Tank
Chieftain	V	V/I	Main Battle Tank
French AMX-30	V	V/I	Main Battle Tank
AH-64 Apache	A	V/I	Attack Helicopter
Hellfire Missile	A	V	Can Knock out SAM units

Played cards are placed face up on to the table in front of you.

Casualty Phase

Lay your remaining unplayed coalition cards from your hand on to the table. If there are any Iraqi cards left, they attack back, matching target to type. Each of coalition card knocked out is counted as a casualty.

Discard all remaining cards to their appropriate discard piles.

Scoring Phase

Score points for the current round. Get 1 point for every Iraqi card you knock out. Bases are worth 2 points each.

If you knock out all 5 Iraqi cards get an extra 1 point. Lose 1 point for every casualty you suffer.

Game End

The game ends when there are no cards left in the Iraqi deck. Note your final cumulative score.

Card Type Notation

A Air
V Vehicle
I Infantry
P Position

Target Notation

A Air
V Vehicle
I Infantry
P Position
R Reconnaissance

Card Name:	Type	Target	Notes:
AH-1 Cobra	A	V/I	Attack Helicopter
OH-58D Kiowa	A	R	Scout Helicopter
A-10 Thunderbolt	A	V/I	Ground Support Attack Plane
OV-10 Bronco	A	R	Prop Plane
M-119 105mm	V	V/I	Towed Howitzer
155mm Howitzer	V	V/I	Self Propelled
MLRS	V	V/I	Multiple Launch Rocket System
Hawk	P	A	Medium Range Missiles
Chaparral	V	A/V/I	Self Propelled Short Range Missiles
Stinger	I	A	Shoulder-fired
M-2 Bradley	V	I	Infantry Fighting Vehicle
M-3 Bradley	V	V/I	Cavalry Fighting Vehicle
M-113A3	V	I	APC
LAV-25	V	R	Light Armored Vehicle
LVTP	V	I	Large APC
Dragon	I	V	Portable Anti-Tank Missile
TOW 2	I	V	Portable Anti-Tank Missile
Patriot	P	A	Missile: Can knock out SCUDS
F-117A	A	P	Stealth Fighter: Last to be knocked out
F-4G Wild Weasel	A	A	Can Knock out SAM Positions
AIM-7 Sparrow	A	A	Missile
AIM-9 Sidewinder	A	A	Missile
F-15 Eagle	A	A/V/I	Fighter-Bomber
Smart Bombs	A	V	Laser or TV Guided
F-16 Fighting Falcon	A	A	Fighter
F-111	A	V/I	Tactical Strike Aircraft
B52 Stratofortress	A	P	Strategic Bomber: Immune to SAMs
A-7 Corsair II	A	V/I	Attack Plane
E-3 Sentry	A	R	Air Force AWACS
Tomahawk	S	P	Cruise Missile
F/A-18 Hornet	A	A/V/I	Navy Strike Fighter
F-14 Tomcat	A	A	Navy Fighter
AGM-54A Phoenix	A	A	Missile
A-6 Intruder	A	V/I	Navy All Weather Attack Plane
AGM-65A	A	V/I	Maverick Missile
Rockeye Cluster Bombs	A	V/I	Can Knock out SAM units
AV-8B Harrier II	A	V/I	Navy VTOL Attack Jet
E-2C Hawkeye	A	R	Navy AWACS
Mirage 2000	A	A	French Superiority Fighter
Battleships	S	V/I	Naval Bombardment
Remote Control Vehicle	A	R	Unmanned
Aircraft Carriers	S	V/I	
U.S. Army	I	V/I	
U.S. Marines	I	V/I	
U.S. Special Forces	I	R	
Coalition Infantry	I	V/I	
Spy Satellites	-	R	

Iraqi Deck

Card Name	Type	Target	Notes
MiG-29 Fulcrum	A	A	Fighter
MiG-25 Foxbat	A	A	Fighter
MiG-23	A	A	Fighter
MiG-21	A	A	Fighter
AA-6 Acrid	A	A	Missile
AA-7 Apex	A	A	Missile
AA-8 Aphid	A	A	Missile
AA-2 Atoll	A	A	Missile
Sukhoi Su-7	A	A/V/I	Ground Support
Su-20 Fitter	A	A/V/I	Ground Support
Su-24 Fencer	A	A/V/I	Ground Support
Mirage F-1 Jet	A	A/V/I	
TU-22 Blinder	A	V/I	Bomber
TU-16 Badger	A	V/I	Strategic Bomber
T-72 Main Battle Tank	V	V/I	
T-62 Main Battle Tank	V	V/I	
Vintage Tanks	V	V/I	
Mi-24 Hind	A	V/I	
Exocet Missiles	A	S	
Silkworm Missiles	A	S	
Bo-105 Helicopter	A	V/I	
SA-316 Helicopter	A	V/I	
SA-321 Helicopter	A	V/I	
SA-342 Helicopter	A	V/I	
ZSU-23-4	V	A	Self Propelled 23mm AA
ZSU-57-2	V	A	Self Propelled 55mm AA
Towed AA Guns	P	A	
SA-2	P	A	SAM
SA-3	P	A	SAM
SA-6	P	A	SAM
SA-7	I	A	Shoulder Launched SAM
SA-8	V	A	Self Propelled SAM
SA-14	P	A	SAM
Rolland	V	A	Self Propelled SAM
Frog-7	V	V/I	SSM
SCUD	P	-	SSM: -3 VP if not Knocked out
122mm BM-21	V	V/I	Multiple Missile Launch
D-30 122mm Howitzer	P	V/I	
155mm Howitzer	P	V/I	American made
M-113 A1	V	I	APC
M-113 A2	V	I	APC
MT-LB	V	I	APC
AT-3 Sagger	I	V	Portable Anti-Tank Missile
AT-4 Spigot	I	V	Portable Anti-Tank Missile
Iraqi Popular Army	I	V/I	
Republican Guard	V	V/I	
Peoples Army	I	I	Irregulars
Troop Concentrations	I	V/I	
Million Man Army	I	V/I	
Baghdad	P	-	Base

Card Name	Type	Target	Notes
Oil Refinery	P	-	Base
Ballistic Missile Site	P	-	Base
Air Base	P	-	Base
Nuclear Site	P	-	Base
Bio-Chemical Site	P	-	Base
Headquarters	P	-	Base
Bunkers	P	-	Base
Fortifications	P	-	Base

Two Player Version

Both players are coalition members. Players take turns and compete to get the best score at end game.





Destroy The Rail Road Bridge

by Marcus Salo

Introduction

Scenario for WarpQuest: WWII. for the ??WarpQuest Core Rules. The player controls a combat team of 5 Finnish Army Recon (Kaukopartio in Finnish) men in a mission far behind Soviet lines. The mission is to destroy a Rail Road Bridge 60 miles behind the enemy lines. It's January 1943 and it's cold and dark in the Karelian woods.

The Party

Each party consists of 5 members: Sergeant V.Korpi Corpral J.Lahtinen Jaeger M.Koskinen Jaeger S.Berg Jaeger S.Stenstrom. The Sergeant has 3 skills, Corpral has 2 skills and Jaegers have 1 skill. The combat team is armed with 5 Suomi SMG's, 1 Sniper Rifle, Satchel Charges (AT weapon), mines, knives (the puukko's) and hand grenades. The team is carrying a radio. The team is skiing 60 miles to the target and 60 miles back to the Finnish lines.

Skill List Table

1D10	Skill:	Notes:
1	Armed Combat +1	
2	Sniping +1	
3	Agility +1	
4	Non-armed Combat +1	Knives and shovels
5	Survival +1	
6	Sapper Skills +1	Defusing mines, laying mine-fields.
7	Anti-Tank Skills +1	
8	Personality +1	
9	Stealth +1	
10	Pick any Skill	

MODULE 1: "Lahetaas hiihtelemaan kohti sita bridge is waiting." perkeleen siltaa." "Let's hit the skis, boys. The darned

Card Name:	Notes:
-40F Temperature	Survival x2
Strong Wind	Survival x2
Soviet Patrol	Armed Combat x2 or Sniping x 2
Soviet Infantry Company	Stealth x 2
Soviet Sniper	Agility & Sniping
Soviet Tank Column	Stealth x 2
Soviet Field Kitchen	Stealth & Non-Armed Combat or Sniping x 2
	(if succesfull, eat your stomach full and advance 1d6 spaces forward).
Great Skiing Weather	No challenge. Advance 1d6 spaces forward.
Exhaustion	Personality x 2
Booby Trap	Sapper Skills x 2
POW Transport Column	Armed Combat x 2 (if succesfull, gain one new Jaeger)
Deep Snow	Survival x 2
T-34 Tank with infantry	AT Skills & Armed Combat
Two T-28 Tanks	AT Skills x 2
Deep Ravine	Agility x 2
Desperation	Personality x 2
Soviet Ammo Dumb	Stealth & Agility
	(take weapons and ammo,if succesfull, gain one combat skill)

Card Name:	Notes:
Soviet Prison Camp	Armed Combat x 2 (if succesfull, go to target. Soviets are too busy hunting down released prisoners)
Soviet Recon Hunters	Stealth x 2 or Armed Combat x 2
Soviet Ski Patrol	Armed Combat x 2
Soviet Infantry Column	Stealth x 2

MODULE 2: "Silta on kappaleina, lahetaas pojat saunomaan!" "The Bridge has been blown to pieces, let's go to the sauna, boys."

Card Name:	Notes:
Another Recon Team	Personality x 2 (if successful gain two Jeagers)
Soviet Recon Hunters	Sappers Skills x 2 (build mine field) or ArmedCombat x 2
Soviet Spotting Plane	Stealth x 2
-40F Weather	Survival x 2
Deep Snow	Survival & Agility
Soviet Infantry Patrol	Armed Combat x 2 or Sniping x 2
Soviet Ambush	Agility & Armed Combat
Exhaustion	Personality x 2
Lack of Food	Survival x 2
Desperation	Personality x 2
Soviet Sniper	Agility x Sniping
Soviet Partisans	Armed Combat x 2
Soviet Mine Field	Sapper Skills x 2
Two T-34's	AT Skills x 2
Fever	Survival x 2
Tiredness	Personality x 2
Sisu (=Finnish Stubborness	No challenge, advance 1d6
Jermu (=Grogard) Spirit	No challenge, advance 1d6
Soviet Ski Patrol	Armed Combat x 2
Soviet Truck Convoy	Armed Combat x 2 (if succesfull, spirit goes up, Personality +1)
Booby Trap	Sapper Skills x 2
Soviet Infantry Company	Stealth x 2
Soviet MG Bunker	Stealth & Sniping
Soviet Parachutist Platoon	Armed Combat x 2
Soviet Infantry Battalion	Stealth x 2
Soviet Stormovik Raid	Agility x 2

There is no artifact in this module. All other Artifact Rules apply.

When the combat team reaches home, they take a good 3 hour sauna bath, sleep a little and start another mission.

Enjoy!
Salo

home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.

1-4 Go back 1D6 spaces

5-6 Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Dictators

Introduction

Card game for 2-4+ players. Each player takes the role of 1 or more successive 20th century Dictators.

Game End

The game ends when a turn starts and there are no cards left in the deck.

Victory

The player with the most Victory Points at the end of the game wins.

Victory Points

Use Tokens to represent Victory Points (VP).

The Deck

Players share a common deck. The Deck contains 5 types of cards: Challenge cards, Military Power cards, Political Power cards, Atrocity cards, Wealth cards. Note that each card type has a point value from 1 to 3.

Setup

Flip a coin to see who picks first in the first World stage Phase of the Game.

Turn Sequence

Turns are divided up into 5 Phases:

1. World Stage Phase
2. Coup Phase
3. Abuse of Power Phase
4. Icon Phase
5. Corruption Phase

World Stage Phase

Take the top 10 cards of the deck and place them face up in the middle of the table. These are called the Draw cards. Players take turns taking 1 Draw card and putting it into their hand.

The player with the highest Political Power goes first, next highest goes second, and so on. (This is called the Current Turn Order, determined only once per turn) Continue until all cards are picked. If you

are forced to take a Challenge card, instead of putting it in your hand, place it face up in front of you.

Coup Phase

If you have 6 or more points worth of Challenge cards in front of you, you have been deposed: Discard your hand and all of your cards in play. Start next turn as a new Dictator.

Abuse Of Power Phase

For all players in Current Turn order: You may put 1 Military Power(MP) card into play. You may put 1 Political Power(PP) card into play. You cannot have more points worth of PP than MP.

You may put 1 Atrocity card into play. You cannot have more total points worth of Atrocities than MP. Gain VP = the value of the Atrocity card.

You may put 1 Wealth card into play. You cannot have more total points worth of Wealth than PP. Gain VP = the value of the Wealth card.

Icon Phase

For all players in Current Turn order: Gain 1 VP for each Political Power Card you have in play.

Corruption Phase

Max hand size is 3 cards. Discard excess cards.

Early And Late

Some cards are designated as Early and some as Late. You may only have cards in play from one type.

Card List Notation

M Military Power

P Political Power

X Can be used as either Military or Political Power

Z Can be used as either Military Power or Atrocity

A Atrocity

W Wealth

C Challenge

E Early

L Late

Dictator Deck Card List

Name:	Type	Value
Commander in Chief	M	3
On the Take	WL	1
CIA Payroll	WL	1
Pentagon Payroll	WL	1
KGB Payroll	WL	1
Drug Connections	WL	2
US Invasion	C	3
Revolution	C	2
Palace Complex	W	3
10,000 Pairs of Shoes	W	3
Propaganda	PE	2
Iconic Status	P	3
Weapons of Mass Destruction	P	3
Drug Czar	PL	2
Drug Trafficking	WL	2
Racketeering	WL	1
Money Laundering	WL	1
President	PL	3
The Butcher	A	2
Communism	PE	1
Nationalism	P	2
Concentration Camps	AE	3
Hard Liner	M	1
Genocide	A	3
Ethnic Cleansing	Z	2
Cronyism	P	1
Militia Groups	M	1
Republican Guard	M	3
Rigged Elections	P	2
Military Coup	C	2
Student Protests	C	1
Political Coup	C	1
International Pressure	C	1
Regional War	Z	3
Finance Terrorists	AL	2
Oppress Minorities	Z	2
Torture	A	2
Political Prisoners	Z	1
People Disappear	A	1
Armed Uprising	C	2
Rebel Groups	C	2
Mass Graves	A	2
Rule With Iron Fist	M	3
Charisma	P	3
Demagogue	P	2
Royal Palace	W	2
Uniform	M	1
National Hero	M	3
Cult of Personality	P	3
Modernization	W	2

Name:	Type	Value
Oil Revenues	W	3
Ideological Leadership	PE	2
Party Split	C	2
Reign of Terror	Z	3
Power Struggle	C	2
Purges	Z	2
Mass Arrests	A	1
Exile Community	C	1
Five Year Plans	WE	2
Deportations	A	1
Executions	A	2
Gulags	A	2
Cold War	C	3
World War	C	3
Poison	C	1
Fascism	PE	2
Dissolve Political Parties	P	2
Strict Censorship	X	2
Psychotic	X	1
Paranoid	X	1
Scapegoats	A	1
Ambition	X	1
Manifesto	P	1
Suicide Attempt	C	1
Natural Causes	C	1
Brutal Suppression	Z	2
Swiss Bank Accounts	W	2
Generalissimo	M	2
Civil War	C	3
Isolation	C	1
Popular Support	P	1
Militant Atheism	P	1
Military Junta	M	2
Media Control	P	1
Western Aid	WL	2
Foreign Investors	W	1
Amass Personal Fortune	W	3
Martial Law	M	1
Crush Opposition	M	2
Commandeer Property	W	2
Insatiable Greed	W	3
Rob Treasury	W	2
Extortion	W	1
Despot	P	2
Violent Mood Swings	X	1
Tribal Warfare	C	1
Death Squads	X	2
Ostentatious Coronation	W	2
Embezzlement	W	2
Massacres	A	2

Name:	Type	Value
Corruption	W	1
Re-elected	P	2
Assassination Attempt	C	1
Unlimited Power	P	3
Secret Police	X	1
State Monopoly	W	2

Name:	Type	Value
Silence Dissenters	P	1
Cultural Control	P	2
Totalitarian Regime	X	3
Street Protests	C	1
Gold Taps	W	1
Gross Displays of Wealth	W	2

Links

Faq

1)The SETUP states that you "Flip a coin to see who picks first in the first Political Phase of the Game." But there is no such Phase listed. Should mean "World Stage Phase"? A> Yes, renamed as World Stage phase.
2) The number of players doesn't affect that there are always 10 new Draw cards each turn? Doesn't matter if some players will have to pick one more or less? A>

10 is it! By Dictatorial Decree.

3) All of the players do each phase before moving on to the next? Or does one player go through all phases before the next player goes through any? A> Added the Current Turn Order Nomenclature.
4) In Corruption Phase, you discard your hand down to 3. But the cards in play stay in play? If so, how can you get rid of those cards, if you can? A> Your cards in play stay in play until your Dictator is Deposed. Those in play are not those in your hand.





Dogs Of War

Introduction

Card game for 2-4+ players. Players build teams of Mercenaries (Merces) and send them on missions.

Objective

The player with the most money at the end of the game wins. Players can keep their money hidden from each other.

Setup

Roll high on 1D6 to determine turn order. Each player starts with \$100,000. Shuffle the deck.

Each player is dealt 7 cards.

Money

Use spare change. One penny = \$1,000.

End Of Game

The game ends when a player goes to draw a card from the deck, and there are no cards left.

The Deck

Players share a common deck. There are three types of cards in the deck:

1. Mission Cards
2. Mercenary Cards
3. Action Cards

Mission Cards

Mission cards contain 3 pieces of information:

1. A brief description of the mission.
2. The skill that applies to the mission.
3. The Danger level of the mission: Low, Medium, or High.

Mercenary Cards

These are professional "Character" Mercenaries. Each Mercenary cards contain 3 pieces of information:

1. A brief description of the Mercenary: Name & Nationality
2. The Skills the Mercenary has.
3. The Fee the Mercenary charges to go on a mission.

Unless killed, a mercenary can be used from mission to mission. When not on a mission the merc is kept face up in a 'Base' pile next to the player that controls him.

Skill Types

*Rescue- Hostage Situations *Escort- Transport
*Guard- Protect Set Location *Raid- Search & Destroy
*Clear- Take & Hold Territory

Action Cards

Most of these affect combat in some way, others say when and how they are used.

Basic Mercenaries

Use tokens or whatever to represent basic merces. Basic merces are relatively unskilled merces hired on site in the third world countries where the missions take place. Basic merces cost \$5,000 each to recruit one Basic Merc Combat unit.

Each unit may actually represent several soldiers. Basic Merces stick around for only one mission. After it is over they disband, and the units are discarded.

In combat each unit contributes one combat die and can sustain one casualty before being destroyed.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Contacts Phase
2. Negotiations Phase
3. Recruitment Phase
4. Insertion Phase
5. Execution Phase
6. Extraction Phase
7. Debriefing Phase

Contacts Phase

The current or active player may draw 1 card. The active player may draw an extra card for \$10,000.

Negotiations Phase

The player may choose to conduct a mission. The player plays a mission card from his hand onto the table face up. The player rolls to determine the fee he negotiates: Mission Danger Level Low = $2D6 \times \$10,000$
Mission Danger Level Medium = $4D6 \times \$10,000$
Mission Danger Level High = $6D6 \times \$10,000$
If after the roll is made, the player does not like the roll, he may choose to not take the mission.

If a mission is not taken, another player may take the mission and put it into his hand. If no one wants the mission it is discarded. If more than one other player wants the mission, those players may make a money bid for it.

The bid is secret. Only the winner pays. The bid winner gets the card. The active player may go on only one mission on his turn. If the active player chooses not to take a mission, his turn ends.

Payment is made in Debriefing Phase, if the mission is completed successfully.

Recruitment Phase

The active player assembles his team of mercenaries. There must be at least one Merc minimum. The team can have a maximum of 12 mercenaries: Basic (Standard) and Character (Special).

At least one merc on a team must be a character merc to act as a Leader. Basic Mercs cost \$5000 to recruit. Character mercs have their fee written on their card.

The character merc may be from the players hand or 'Base' pile.

Insertion Phase

Roll to determine the number of enemy units present at the mission that must be defeated: Mission Danger Level Low = 1D6 Mission Danger Level Medium = 2D6 Mission Danger Level High = 3D6 Enemy units are similar to Basic merc units. Use tokens or chits to represent Enemy units. Each enemy unit can represent several soldiers, squads, defenses, weapon systems, or vehicles.

One random opponent is chosen to be in control of the enemy units.

Execution Phase

Execution or Combat phase is broken down into turns. During each turn the enemy units (the resistance) roll 2 combat dice (CD). Use six siders (D6) for Combat Dice.

Cardplay allows the resistance to roll additional dice. During each turn every merc unit rolls one com-

bat die each. Some skills allow character mercs to gain extra combat dice rolls.

Combat Action cards may be played for a variety of effects. Each side may play up to 2 action cards per combat turn. Most cards allow a side to gain extra combat dice rolls.

For each DC roll made a result of 6 inflicts one casualty on the other side. A roll of 1-5 has no effect. Mercs inflict casualties before the resistance.

For each casualty inflicted on the enemy discard an enemy unit. For each casualty inflicted on the mercs discard a basic merc unit or a character merc card. Basic mercs become casualties before Character mercs.

Combat ends when one side is completely killed off. At the end of a combat turn the active player may choose to abort the mission. If a mission is aborted the character mercs return to base, and the mission card is discarded.

At the end of execution phase all enemy and basic merc units are discarded. At the end of execution phase all surviving Character mercs return to base. For each level of skill the Merc team has the skill listed on the mission card the merc side gets +1 Combat Dice per combat turn.

Extraction Phase

For each Character merc that became a casualty in mission phase roll 1D6: 1-4 The merc was killed, maimed, or captured. (Discard) 5-6 The merc was wounded, escaped, retreated. (Goes to base pile) Add +1 to the roll if the mercs have Medic skill.

Debriefing Phase

If all enemy units were destroyed and there were surviving Character mercs, the mission is successfully completed, and the player may collect the Mission payment fee. Between turns players may trade cards and money.

Merc Skill List

Skill:	Notes:
Pilot	+1 CD Rescue
Medic	+1 CD Rescue
Tactics	+1 CD Rescue
Survival	+1 CD Rescue
SWAT Training	+1 CD Rescue
Delta Force	+1 CD Rescue
Lucky	+1 CD Rescue
Commando	+1 CD Raid
Assassin	+1 CD Raid
Frogman	+1 CD Raid
Navy Seal	+1 CD Raid
Demolitions	+1 CD Raid

Skill:	Notes:
Freedom Fighter	+1 CD Clear
Special Forces	+1 CD Clear
Search & Destroy	+1 CD Clear
SOB	+1 CD Clear
Bodyguard	+1 CD Escort
Mechanic	+1 CD Escort
Martial Artist	+1 CD Escort
Soldier of Fortune	+1 CD Escort
Fighting Machine	+1 CD Escort
Kung Fu	+1 CD Escort
Mercenary	+1 CD Escort
Loyal	+1 CD Guard

Skill:	Notes:
Recon	+1 CD Raid
Sniper	+1 CD Raid
Air Force Ranger	+1 CD Clear
Guerilla Warfare	+1 CD Clear
Leadership	+1 CD Clear
Green Beret	+1 CD Clear

Skill:	Notes:
Ex-Marine	+1 CD Guard
Tough Guy	+1 CD Guard
Mafioso	+1 CD Guard
Law Enforcement	+1 CD Guard
Veteran	+1 CD Guard
Security Expert	+1 CD Guard

Mission Card List

Mission Name:	Danger:	Skills:
Rescue Survey Team	M	Rescue
Free Oil Workers	H	Rescue
Rescue TV Reporter	M	Rescue
Rescue Company Personnel	L	Rescue
Liberate Political Prisoners	L	Rescue
Rescue Kidnapped Diplomat	H	Rescue
Free Rebel Captives	L	Rescue
Rescue Hostages	M	Rescue
Escort Convoy	L	Escort
Evacuate Foreign Nationals	L	Escort
Escort Foreign Dignitary	M	Escort
Arrange escape of VIP	M	Escort
Escort Arms Shipment	L	Escort
Get supplies to Rebels	L	Escort
Evacuate Presidential Staff	H	Escort
Help Cabinet Minister Escape	H	Escort
Deliver Industrial Equipment	M	Escort
Protect Foreign Nationals	L	Guard
Protect Oil Tanker in Port	H	Guard
Security for Secret Meeting	M	Guard
Protect Well-capping Team	H	Guard
Protect Repair Crew	L	Guard
Protect Pipeline Workers	M	Guard
Guard Red Cross Team	L	Guard
Secure Airfield	H	Guard

Mission Name:	Danger:	Skills:
Prevent Destruction of Mine	M	Guard
Prevent Looting of Holy Site	L	Guard
Protect Holiday Resort	L	Guard
Destroy Terrorist Cell	H	Raid
Destroy Insurrectionist Group	M	Raid
Hunt down Assassins	L	Raid
Exterminate Revolutionary Group	H	Raid
Destroy Radar Post	M	Raid
Raid Safe House	M	Raid
Retrieve Mining Equipment	L	Raid
Sabotage Bridge	L	Raid
Sabotage Rail Junction	L	Raid
Retrieve Secret Documents	M	Raid
Intercept Arms Shipment	H	Raid
Open up Border Crossing	H	Clear
Clear Area of Rebels	H	Clear
Clear Roadblocks	M	Clear
Establish Supply Route	M	Clear
Gain control of Mountain Passes	H	Clear
Clear out Village	M	Clear
Rescue Industrialists from Mobs	M	Clear
Foment Trouble	L	Clear
Save Art Treasures from Mobs	L	Clear
Suppress Uprising	H	Clear
Secure Support of Separatists	L	Clear

Mercenary Card List

Merc Name:	Fee:	Skills:
Patsy the Prick	15,000	Pilot, SOB
The Reverend	15,000	Veteran, Leadership
Demolition Dan	15,000	Demolition, Tough Guy
Big Johnson	15,000	Fighting Machine, Green Beret
Crazy Igor	10,000	Pilot
Doc	15,000	Medic, Leadership
Mohammed Abdul	15,000	Freedom Fighter, Loyal
Brass Balls Malone	15,000	Ex-Marine, Pilot
Old Blood & Guts	15,000	Veteran, Tough Guy
Snake Eyes	15,000	SWAT, Lucky
One Eyed Jake	15,000	Commando, Fighting Machine

Merc Name:	Fee:	Skills:
Bullseye	15,000	Sniper, Mercenary
Captain Jack	15,000	Leadership, Pilot
Rosco	10,000	Recon
Mr. T.	10,000	Tough Guy
Bushbaby	15,000	Recon, Pilot
Boomer	15,000	Air Force Ranger, Search & Destroy
Fidel	20,000	Guerilla, Leadership, Mafioso
Chavez	20,000	Guerilla, Pilot, Mechanic
Victoria Cross	20,000	Sniper, Assassin, Medic
Sparky	15,000	Mechanic, Lucky
Helmut	10,000	Special Forces
Chang	10,000	Kung Fu
Vance	15,000	Security Expert, SOB
Luke	15,000	Mechanic, Soldier of Fortune
Frenchie	15,000	Frogman, Demolitions
Segal	15,000	Navy Seal, Martial Arts
Chuck	15,000	Martial Arts, Delta Force
McGuyver	20,000	Mechanic, Tactics, Loyal
Santos	15,000	Assassin, Pilot
Rambo	15,000	Commando, Fighting Machine
Clint	10,000	Ex-Marine, Tough Guy
Bruce	10,000	Law Enforcement, Tough Guy

Combat Action Card Abbreviations

User: Which side plays the card. Side: Which side that is affected by playing the card.

R Resistance: The card can be used by Enemy units only

M Merc: The card can be used by Mercenary units only

B Both: Either side may use the card.

S Same side as user.

Bonus: The number of additional Combat dice that side gets for playing the card.

U The side that plays the card gets the indicated number of additional units:

Enemy units or Basic Mercs units as appropriate. Units remain until killed. Duration: How many turns the CD bonus lasts for (or when the card is played):

F First turn of Combat only

1 Any one turn of Combat

2 Any one turn of Combat except the first

T Any two consecutive turns of Combat

O Every other combat turn.

A The entire rest of the combat

A1 The entire rest of the combat. The card must be played on the first turn

A2 The entire rest of the combat. The card must be played on the second turn or later.

Combat Action Card List

Card Name:	User	Side	Bonus	Duration
Guard Tower	R	R	+1	A1
Ambush	R	R	+6	F
Heavy Machine Gun	B	S	+1	A
Sniper	R	R	+1	A
Surprise Attack	M	M	+6	F
Grenades	B	S	+6	1
Rocket Attack	B	S	+6	1
Anti-Personnel Mines	R	R	+6	F
Booby Traps	R	R	+3	F
Reinforcements	R	R	+2U	-
Heavy Resistance	R	R	+2U	-
Light Resistance	M	R	-2U	-

Card Name:	User	Side	Bonus	Duration
Captured	R	R	+6	1
Enemy Surrenders	M	M	+6	1
Veteran Troops	R	R	+1	A1
Fanatic Troops	R	R	+1	A
Guerilla Troops	R	R	+1	A1
They've got a Tank!	R	R	+1	A
Conscript Troops	M	R	-1	A1
Night Vision Equipment	M	M	+1	A1
Helicopter Gunship	M	M	+4	T
Mortar	R	R	+4	O
Fortified Position	R	R	+1	A1
Enemy Routs	M	R	+6	1
Cut Communications	B	S	+1	A
Kill Leader	M	R	-1	A
Surrounded	B	S	+1	A
Position Compromised	B	S	+1	A
Smoke Screen	M	R	-3	1
Civilian Resistance	R	R	+1	A
Out of Ammo	R	M	-1	A2
Local Contacts	M	M	+1	A1
Crossfire	B	S	+1	A
Doublecross	R	R	+1	A1
Local Fanatics Ally	M	M	+2U	-
Local Warlord Allies	M	M	+2U	-
Local Rebels Ally	M	M	+2U	-
Disinformation	R	M	-4	F
Death Squad	R	R	+1	A1
Martyrs	R	R	+1	A
Know the Terrain	B	S	+1	A
Friendly Fire	B	S	+3	1
Target Moved	R	M	-1	A1
Everything goes to shit	R	R	+1	A
Radio Intercept	B	S	+1	A
Innocent Bystanders	R	M	-1	A

Miscellaneous Action Card List

Careful Planning- Counts as having Rescue Skill this turn. Freelancer- Take control of other players mercenary permanently in your recruit phase. Native guide- - Counts as having Escort Skill this turn.

Bribe- Discard \$10,000. Take control of other players mercenary permanently in your recruit phase. Renegotiate- Reroll your Negotiations dice roll in Negotiations phase. Political Pull- Add 2D6 to your negotia-

tions roll.

Body Armor- Negate 1 casualty received during combat. First Aid- Counts as having Medic skill this turn. Unstable Situation- Cause opponent to discard a mission card in negotiations phase before roll is made.

Lower bid- Steal mission card from opponent in negotiations phase before roll is made. Bloodbath- Both sides get +6 CD this combat turn. Revenge Killing- Kill any 1 target character Merc during your Debriefing phase.





East Front Sniper

Introduction

Each player takes the role of a Soviet Sniper during WWII.

Victory

The player with the most Kill Stars at the end of the game wins.

Game End

The Game ends when all but one player has been killed, or the Deck has been completely used up.

Stats

Each player has 3 stats: Shoot, Hunt, and Evade. Shoot is needed to kill Targets. Hunt is needed to find Targets.

Evade is used to survive Danger. Players start with a score of 5 in each Stat. No stat can ever go above 9.

The Deck

Players share a common deck. The Deck has 4 types of Cards: Targets, Danger, Aid, and Nothing cards.

Dice

Ten sided dice are needed.

Kills & Kill Pile

Every time you kill a Target, put the card in your Kill pile. Each such card counts as 1 Kill.

Experience Tokens

Every time you make a Kill gain 1 Experience token. Every time you draw a Danger card, gain 1 Experience token. Discard 3 Experience Tokens to increase any one of your Stats by 1 in Escape Phase.

Kill Stars

Target cards have a Kill Star rating on them. Keep track of stats with paper and pencil.

Setup

Shuffle the deck. Players roll high on 1D10 to determine who goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Hunt Phase
2. Shoot Phase
3. Escape Phase

Hunt Phase

Draw X cards.

X your Hunt Stat rating.

Do not look at them. Keep them face down. You may play (discard) 1 Aid card to increase your Evade stat by The amount indicated on the card.

Shoot Phase

Flip over (reveal) one card at a time. Resolve each card as it is revealed. If it is a Nothing card, nothing happens. Discard it.

If it is an Aid card, put it in your hand. If it is a Target card see the Target Resolution Rules Section. If it is a Danger card see the Danger Resolution Rules Section.

Escape Phase

Discard down to 3 Aid cards.

Target Resolution Rules

If you draw a Target card roll 1D10. This is the Shoot Roll. You may play (discard) 1 or more Aid cards to increase your Shoot stat by The amount indicated on the card. The target card will also modify your Shoot Stat up or down.

If the roll is equal to or less than your Shoot Stat you have killed the Target. Put it in your Kill pile. If the roll is greater, discard the Target.

Danger Resolution Rules

If you draw a Danger card roll 1D10. This is the Evasion Roll. You may play (discard) 1 or more Aid cards to increase your Evade stat by The amount indicated on the card. The Danger card will also modify your Evade Stat up or down.

If the roll is equal to or less than your Evade Stat you have Evaded the Danger. If the roll is greater, roll on the Wound Table. In either case, discard the Danger card.

Wound Table

1D10	Result:	Notes:
1-4	Minor	Skip the rest of this turn
5-7	Serious	Skip the rest of this turn and next turn
8-9	Major	Skip the rest of this turn and next 2 turns
0	Out of Action	Your Sniper has been Killed or Captured

When you skip the rest of this turn, discard the remaining face down cards you drew.

Card List Notation

T Target
D Danger

A Aid
N Nothing
S Shoot
H Hunt
E Evade
K Kill Stars
X Use as Hunt, Shoot, or Evade

Card List

Card Name:	Type	K	Notes:
Clean Shot	A	-	S +2
Engineer Laying Mines	T	1	S +1
Radio Operator	T	2	-
Lone Sentry	T	1	S +1
Tank Leader	T	4	S -2
SS Guard	T	2	-
Motorcycle Courier	T	1	S +1
Enemy Sniper	T	5	S -3
Artillery Barrage	D	-	E -1
Stuka Dive Bomber	D	-	E -1
Strafing Fighter	D	-	-
Medium Bomber Run	D	-	E -2
Hand Grenade	D	-	E -1
German Sniper	D	-	E -3
Close Combat	D	-	E -2
Street Fighting	D	-	E -1
Rubble	A	-	E +1
Camouflage	A	-	E +1
Close Range	A	-	S +1
Good Vantage	A	-	S +2
Blind Spot	A	-	E +2
Ruins	A	-	E +1
Crater	A	-	E +1
Kill Zone	A	-	S +1
Truck	T	1	S +1
Armored Car Commander	T	3	S -1
Machine Gun Post	T	2	-
Cross Open Ground	D	-	E -1
Darkness	A	-	E +2
Smoke	A	-	E +1
Rain	A	-	E +1
Snow	A	-	E +1
Elevation	A	-	S +1
Behind Enemy Lines	A	-	H +3
Salient	A	-	H +2

Card Name:	Type	K	Notes:
No Mans Land	A	-	H +2
Icy Cold	N	-	-
Rocket Salvo	D	-	E -2
Blizzard	N	-	-
Corpses	N	-	-
Illness	N	-	-
Barbed Wire	N	-	-
Mine Field	N	-	-
Tunnels	A	-	H +2
Good Hunting	A	-	H +3
German Thrust	A	-	H +2
Stalemate	N	-	-
Remain Hidden	A	-	E +2
Escape in Sewers	A	-	E +3
Russian Counter Offensive	A	-	H +2
Spotter	A	-	S +1
Infantry Sergeant	T	3	S -1
German Officer	T	4	S -2
Senior Officer	T	5	S -3
Enemy Patrol	D	-	E -2
Infiltration	A	-	H +3
Bombardments	N	-	-
Careful Aim	A	-	S +2
Damaged Building	A	-	X +1
Factory	A	-	X +2
Heroics	A	-	X +3
Shellfire	D	-	-
Messenger	T	3	S -1
Atrocities	N	-	-
Telescopic Sight	A	-	S +3
Fog	A	-	E +2
Track Target	A	-	S +1
Gun Crew	T	2	-
Vodka	N	-	-





East Front West Front

Introduction

Card game for 2 players simulating the conflict in Europe in the Second World War. One player is the Germans, the other is the Allies.

The Decks

Each player has his own unique deck. A deck has one of each of the cards described in its list.

Card Set Available

DTP Wizard

Fronts

There are three fronts:

1. The East Front
2. The West Front
3. The Mediterranean Front

Each front is represented by 4 Tokens. (There are 4 East, 4 West, & 4 Med. Tokens)

Victory

If the Allied player controls all 4 tokens in any one front he wins. To win, the German player must control all 4 tokens in both the East and West Fronts. If the Germans do not win by the end of 1945, they automatically lose.

Draw Table

Year	Allies	Germans	Notes:
1939	3	6	West Front Only
1940	8	12	
1941	9	11	
1942	10	10	

If the Germans control all 4 Med Tokens they get +1 cards (Control of North Africa & the Balkans) If the Germans control all 4 West Tokens they get +2 (Defeat of Britain) If the Germans control all 4 East Tokens they get +2 (Conquest of the Soviet Union) The Germans get -1 if the Allies control 9 total tokens.

Planning Phase

A player may discard up to 3 cards and draw an equal number of replacement cards.

The Cards

Each card has a title. Each card has a force value. Each card has a type. There are 4 card types: Leader, Operation, Unit, Special.

Each card lists which Fronts it can be played in. (1, 2, or all 3)

Setup

Both players shuffle their decks. Both players control two tokens from each of the 3 Fronts.

Turn Sequence

Each turn has 6 phases:

1. History Phase
2. Production Phase
3. Planning Phase
4. Mediterranean Front Phase
5. West Front Phase
6. East Front Phase

History Phase

Each turn represents one year. The starting year is 1939. Keep track of what year it is.

A player may keep up to 2 extra, unused cards from the previous turn. Excess cards are discarded.

Production Phase

Each player draws a number of cards as indicated by the Draw table. If a deck runs out, shuffle the discard and draw from it.

Year	Allies	Germans	Notes:
1943	11	9	
1944	12	8	
1945	13	7	

Mediterranean Front Phase

Both players play one or more cards from their hands in a stack face down to the table. Only cards that say they can be used in the Mediterranean Front may be played. A maximum of 1 Leader card, 1 Operations card, 2 unit cards, and 1 Special card may be played.

Both stacks are simultaneously revealed. The player with the highest total Force wins. The winner takes one Mediterranean front token from his oppo-

ment.

West Front Phase

If the German player controls all 4 West Front tokens, skip this phase. Both players play one or more cards from their hands in a stack face down to the table. Only cards that say they can be used in the West Front may be played.

A maximum of 1 Leader card, 1 Operations card, 2 unit cards, and 1 Special card may be played. Both stacks are simultaneously revealed. The player with the highest total Force wins.

The winner takes one West front token from his opponent.

East Front Phase

If the German player controls all 4 East Front tokens, skip this phase. Both players play one or more

cards from their hands in a stack face down to the table. Only cards that say they can be used in the East Front may be played.

A maximum of 1 Leader card, 1 Operations card, 2 unit cards, and 1 Special card may be played. Both stacks are simultaneously revealed. The player with the highest total Force wins.

The winner takes one East front token from his opponent.

Card List Notation

A All Fronts
E East Front
W West Front
M Mediterranean Front
S Special
L Leader
O Operation
U Unit

German Deck Card List

Card Title:	Type	Force	Fronts	Notes:
Blitzkrieg	S	2	A	
Lightning War	S	2	A	
Hitler	L	2	A	
Paratroops	U	2	A	
Air Superiority	S	2	A	
Nazi Propaganda	S	2	A	
Professionalism	S	2	A	
Stuka Dive Bombers	U	2	A	
Massed Armor	U	2	A	
Panzer Divisions	U	2	A	
Luftwaffe	U	2	A	
Guderian	L	2	A	
Wolf Packs	U	2	A	
U-Boats	U	2	A	
Jet Fighters	U	2	A	1944+
Speer	-	-	-	
Himmler	L	2	A	
Dietrich	L	2	A	
Manstein	L	2	A	
Model	L	2	A	
SS Troops	U	2	A	
Rhundstedt	L	2	A	
Panzer Lehr	U	2	A	
Grossdeutschland	U	2	A	
Non-Aggression Pact	S	3	E	
Russo-Finnish War	O	3	E	
Barbarossa	O	3	E	
Army Group North	U	3	E	
Army Group Center	U	3	E	
Army Group South	U	3	E	
Capture Kiev	O	3	E	

Card Title:	Type	Force	Fronts	Notes:
Occupation of Poland	O	3	E	
Annex Czechoslovakia	O	3	E	
Battle of the Atlantic	O	3	W	
Bismarck	U	3	W	
Maginot Line	S	3	W	
The Phony War	O	3	W	
Fortress Europe	S	3	W	
V2 Rockets	U	3	W	
V1 Flying Bombs	U	3	W	
Operation Sealion	O	3	W	
Invasion of Norway	O	3	W	
Capture the Low Countries	O	3	W	
Atlantic Wall	S	3	W	
Occupation of France	O	3	W	
Vichy Regime	S	3	W	
Traverse the Ardennes	S	3	W	
Battle of the Bulge	O	3	W	
Invasion of Yugoslavia	O	3	M	
Rommel, the Desert Fox	L	3	WM	
Italian Navy	U	3	M	
Mussolini	L	3	M	
Tobruk	O	3	M	
Africa Korps	U	3	M	
Gustav Line	S	3	M	
Anzio	O	3	M	

Notes: Discard the Speer card in Production Phase to draw 3 cards.

Allies Deck Card List

Card Title:	Type	Force	Fronts	Notes:
Allied Shipping	S	2	A	
Advanced Radar	S	2	A	
Convoy Support Groups	U	2	A	
American Air Force	U	2	A	
Partisans	U	2	A	
Roosevelt	L	2	A	
Assassination Plot	S	2	A	
Fuhrers Interference	S	2	A	
British Intelligence	S	2	A	
American Industrial Might	S	2	A	
Economic Strangulation	S	2	A	
Crack Enigma	S	2	A	
Allied Manpower	S	2	A	
Liberation	S	2	A	
Stalin	L	3	E	
Arctic Convoys	S	3	E	
T-34 Tanks	U	3	E	
Red Army	U	3	E	
Communism	S	3	E	
Soviet Air Force	U	3	E	

Card Title:	Type	Force	Fronts	Notes:
Scorched Earth	S	3	E	
Russian Winter	S	3	E	
Siege of Leningrad	O	3	E	
War without Mercy	S	3	E	
Siberian Troops	U	3	E	
Rasputitsa	S	3	E	
Moscow Counteroffensive	O	3	E	
Zhukov	L	3	E	
Timoshenko	L	3	E	
Defense of Stalingrad	O	3	E	
Operation Citadel	O	3	E	
Night Bombing Raids	S	3	W	
Strategic Bombing	S	3	W	
Royal Air Force	U	3	W	
Battle of Britain	O	3	W	
Evacuation at Dunkirk	S	3	W	
British Expeditionary Force	U	3	W	
Operation Overlord	O	3	W	
D-Day	O	3	W	
Operation Fortitude	S	3	W	
French Underground	S	3	W	
Operation Cobra	O	3	W	
Operation Market Garden	O	3	W	
Churchill	L	2	WM	
Royal Navy	U	2	WM	
Free French	U	2	WM	
Flying Fortress	U	2	WM	
Charles de Gaulle	L	2	WM	
Eisenhower	L	2	WM	
Montgomery	L	2	WM	
Patton	L	2	WM	
Bradley	L	2	WM	
El Alamein	O	3	M	
Operation Torch	O	3	M	
Tunisia	O	3	M	
Soft Underbelly	S	3	M	
Operation Husky	O	3	M	
Monte Cassino	O	3	M	
Break the Gothic Line	O	3	M	
Atomic Bomb	S	7	A	1945+

Game Designers Notes

World War II in under an hour! Will do the Pacific Theatre as a separate game. I hope I didn't give the Mediterranean theatre too much emphasis.

More Cards

Here's a few more examples of cards (titles only) you might want to add: Japan Attacks Russia (What if) Japan Defeated (What if) Destruction of Army Group

Center P51 Mustang Sherman Tanks Easy Company Red Ball Express Nazi Treasure Code-breakers Normandy Hedgerows Mulberry Harbors Invasion of Crete Drive to the Rhine Operation Typhoon Katyusha Rockets Lend Lease Program Tiger Tanks Operation Anvil British Electronics

Variants

Make it that certain 'American' cards cannot be played until 1942+.





Economic Warfare

Introduction

Card and Board game for 2-4+ players. Representation of Economic competition between Modern Nations. Destabilize your opponent's economies while protecting your own.

Game End

The Game ends when any player has either zero or 20+ Inflation Tokens. Zero represents a Great Depression. 20+ represents Severe Hyperinflation.

The game also ends when you go completely through the deck once.

Nation:	Advantage:
USA:	Global Powerhouse: When rolling the dice at the beginning of your turn, you may Reroll one of your dice rolls.
China:	Command Economy: When they land on a Policy card they may play it twice.
Russia:	Mafia State: When they land on an opponent's Pawn they may take or give 2 Tokens instead of just 1.
Eurozone:	Austerity Experts: When they land on an Event card, they may discard 1 Token.
Japan:	Innovative Industrialists: When they land on an Action card they may gain 1 Token.
India:	Rising Star: If they land on a Policy card, they may after applying it, go again.

Pawns

Each player has a pawn of a unique color to indicate their location on the Board.

The Board

The Board is a circular track divided up into 12 spaces. Each space must be big enough to hold 1 card and several pawns.

The Dice

Two six sided dice are needed to play.

The Deck

Players share a common deck. The deck is divided up into Event, Policy, and Action cards. Event Cards (almost) affect a random player.

Policy Cards target yourself. Action Cards target other players. Cards almost always cause some player to lose or gain Inflation Tokens.

Setup

Players pick their Nations and Pawns. Each player starts with 10 Inflation Tokens. Shuffle the deck.

Winning

When the game ends, the player closest to having exactly 10 Tokens is the winner.

Inflation Tokens

Players share a common set of Inflation Tokens. Each player starts with 10 Tokens. The rest are kept aside in the Bank.

National Advantages

Each player at the beginning of the game picks 1 nation as their identity:

Place all the Pawns together in 1 Space. Place a random card face up in each of the other 11 spaces. Players roll high on the die to see who goes first.

Turn Sequence

Players take turns. Play proceeds clockwise. On your turn roll the die twice.

Market Forces: With one die result gain that many Tokens -3. If the Sum is negative, lose that many Tokens. With the other die result, move your pawn that many spaces in either direction along the track.

World Event: If you land on an Event, it affects a random player.

(Roll 1D6 and count off starting with the player to your left) Policy Decision: If you land on a Policy, it affects you. Aggressive Action: If you land on an Action, it affects an opponent of your choice. Financial Warfare: If you land on an opponent's pawn you may either give Them 1 of your Tokens, or take 1 Token from them.

If a card has no possible target, nothing happens. Discard any Card you landed on. Place a new random card from the deck onto any empty space.

Check for end game conditions.

Card List Notation**E** Event**P** Policy**A** Action**AL** Action Play only on Target with 9 or less Tokens**AH** Action Play only on Target with 11 or more Tokens**PA** Use as Policy or Action**PE** Use as Policy or Event**X** Special**IT** Inflation Token**Common Deck Card List**

Card Name:	Type:	IT Adjustment:
Capital Controls	P	+/-1
Quantitative Easing	P	+1
Currency Devaluation	P	+1
Falling Exchange Rate	PA	+1
Make Exports more Competitive	P	-1
Make Exports more Expensive	P	+1
Debt Crisis	E	-2
Business Slump	E	-1
Private Sector Savings	P	-1
Paradox of Thrift	AL	-1
Overseas Tax Havens	E	-1
Increase Taxes	P	-1
Spending Cuts	P	-1
Increase Budget Deficit	P	+1
Decrease Budget Deficit	P	-1
Austerity Measures	P	-1
Currency War	X	Give 1 Token to target Opponent
Default on Loans	P	-1
Increase Money Supply	P	-1
Increase Production	P	-1
Aggregate Demand	E	+1
Rising Prices	E	+1
Rapid Wage Increases	E	+1
Raw Material Shortages	E	+1
Increasing Energy Demand	E	+1
Higher Production Costs	E	+1
Cost Push Inflation	E	+1
Demand Pull Inflation	E	+1
Stock Market Crash	E	-3
Put Brakes on the Economy	P	-1
Stimulate the Economy	P	+1
Economic Heat	E	+1
Bull Market	E	+1
Bear Market	E	-1
Tax Reform	P	+/-1
Recession	AL	-2
Depression	AL	-3
Runaway Inflation	AH	+2
Market Panic	AL	-1
Consumer Spending	E	+1
Disappearing Middle Class	E	+1
Lost Purchasing Power	E	+1
Hyperinflation	AH	+3
War	E	+2

Card Name:	Type:	IT Adjustment:
Bank Lending	PE	+1
Pay off Loans	P	-1
Financial Meltdown	E	-3
Loss of Jobs	E	-1
Less Investment	E	-1
Decreased Availability of Credit	E	-1
Borrow Money	P	+1
Sell Securities	P	+1
Central Bank	P	+/-1
Interest Rates High	PE	-1
Interest Rates Low	PE	+1
Deflationary Spiral	AL	-2
Trade War	S	Take 1 Token from target Opponent
Currency in Freefall	AH	+3
Ruined Infrastructure	E	+2
Production Standstill	E	+2
Sustained Price Declines	E	-1
Economic Crisis	E	-2
Shore Up Balance Sheets	P	+1
Fractional Reserve Banking	P	-1
Regain Profitability	P	+1
Economic Uncertainty	E	-1
Money Hoarding	P	-1
Economy Grinds to a Halt	AL	-3
Financial Institution Fails	E	-2
Open Market Operations	A	+/-1
Bad Loans	E	-1
Toxic Assets	E	-1
Burst Housing Bubble	E	-3
Exponential Rise in Prices	E	+3
Unstable Currency	E	+1
Economic Stagnation	E	-1
High Rate of Growth	PE	-1
Excess Production Capacity	PE	-1
Severe Economic Contraction	E	-2
Cyberwarfare	A	-1
Stockpiling Gold	P	+1
Foreign Currency Reserves	P	+1
Global Panic	S	All Players lose 1 Token
Banks Pull out Money	PA	-1
IMF Loans	P	+1
Currency Depreciation	E	+1
Sanctions	A	-1
Financial Shock	E	-1
Hacking and Sabotage	A	-1
Political and Social Upheaval	E	-1
Disruption and Retaliation	S	You and 1 Opponent lose 1 Token
Counterintelligence and Deterrence	P	+1
Malicious Covert Hedge Fund	A	-1
Psyop Fake News	A	-1
Buy Foreign Companies	S	Take 1 Token from Target Opponent
Deny Access to Networks	A	+1





End Of Apartheid

Introduction

Card game for 2 players. Theme based on the History of South Africa. One player is the White Nationalists; the other is the African National Congress.

Victory

Players continue playing hands until the ANC wins 3 games total which represents the Point at which the remaining Apartheid laws are repealed (1991).

The Decks

There are 2 Decks: The White Nationalists Deck and the African National Congress Deck. Cards have values from 1 to 6. Each deck has 4 Suites.

Turn Sequence

If a deck has run out, shuffle its discard and draw from it. Each player draws the top 8 cards of his deck to make his hand. Players may discard up to 4 cards and draw replacements.

A player may keep up to 2 cards of each Suite. Discard excess cards. Players add up the ranks of their remaining cards. Highest total wins the Hand.

White Nationalist Deck Card List

Card Name:	Rank	Type
White Supremacy	1	Power
National Party	2	Power
D.F. Malan	3	Power
Prime Ministers	4	Power
Security Forces	5	Power
Become a Republic	6	Power
1913 Natives Land Act	1	Laws
1949 Mixed Marriages Act	2	Laws
1950 Immorality Act	3	Laws
1950 Population Registration Act	4	Laws
1950 Group Areas Act	5	Laws
1953 Bantu Education Act	6	Laws
Racial Segregation	1	Segregation
Whites Only Areas	2	Segregation
African Homelands	3	Segregation
Large Over-Populated Slums	4	Segregation
Identity Passbooks	5	Segregation
Forced Resettlement	6	Segregation
Apartheid Policies	1	Oppression
Imprisonment	2	Oppression
Repression	3	Oppression
Arrests	4	Oppression
Ban Political Parties	5	Oppression
1960 Sharpeville Massacre	6	Oppression

Anc Deck Card List

Card Name:

Young Idealists	1	Opposition
Protestors	2	Opposition
African National Congress	3	Opposition
ANC Military Wing	4	Opposition
Pan-African Congress	5	Opposition
Nelson Mandela	6	Opposition
UN Resolution 1761	1	Pressure
Military Embargoes	2	Pressure
International Sanctions	3	Pressure
Multi-Party Talks	4	Pressure
Condemnation and Boycotts	5	Pressure
Olympic Games Exclusion	6	Pressure
Civil Disobedience	1	Actions

Young Idealists	1	Opposition
Sabotage Campaign	2	Actions
Assassination	3	Actions
Peaceful March	4	Actions
Demonstrations	5	Actions
Violent Clashes	6	Actions
Soweto Uprising	1	Results
ANC Unbanned	2	Results
Prisoners Released	3	Results
Apartheid Laws Repealed	4	Results
Overthrow of Apartheid	5	Results
Non-Racial Elections	6	Results





Endless Patrol

Introduction

Solo card game. WWII Western Front. Player controls a squad of American GI's on patrol.

Fight German units.

The Decks

There are 2 separate decks: The GI Deck and the Patrol Deck. They have separate discard piles.

Victory

Get completely through the Patrol Deck. You loose if all of your squad members become casualties.

The Squad

Your squad has 15 soldiers. Use tokens to keep track of soldiers.

Setup

Start with a hand of 4 cards dealt from the GI deck

Turn Sequence

Each turn has 4 phases: Supply Phase Contact Phase Fire Phase Casualty Phase

Gi Deck Card List

Card Name	Notes
Portable Flamethrower M1	3, AT
M3 Grease Gun	3
Thompson Sub-machinegun	4
Browning Automatic Rifle	4
Browning M1919 Machinegun	5
45 Colt automatic Pistol	1
M2 Carbine	2
M2 60-mm Mortar	4
M1 Garand Rifles	3
M1903 Springfield Sniper Rifle	4
Anti-tank Rifle Grenade M9A1	AT
M1 Bazooka	AT
Grenade down the hatch	AT
Satchel Charge	AT
Fragmentation Grenade	3, AT

Supply Phase

Draw the top card from the GI deck and put it in your hand. Max hand size = 5 cards. Discard excess cards.

If the deck runs out shuffle the discard and draw from it.

Contact Phase

Turn over the top card of the Patrol Deck.

Fire Phase

The Patrol card will have a number or an AT (Anti-Tank) symbol or both. Play a GI card with an AT symbol to defeat a Patrol card with an AT symbol. The number is called the Bullet Number.

Play GI cards with a total Bullet number that equals or exceeds the Bullet number of the Patrol card to defeat it. Discard the defeated Patrol card, and all GI cards played to defeat it.

Casualty Phase

If you did not defeat a Patrol card in play you take one casualty. Loose one soldier. The Patrol card stays in play (face up on the table) until it is defeated.

Each patrol card in play inflicts a casualty every turn it remains in play.

Card Name	Notes
Radio Artillery Support	AT
Radio Ground Support	AT
Fire Section	3
Assault Section	4, AT
Swarm Tank	4, AT
Reconnaissance	L
Binoculars	L
Tactics	L
Mission Briefing	L
Smoke Grenades	D
Camouflage	D
Combat Engineer	D
Behind Cover	D
Leadership	D
Medic	D

L Look at next 5 cards in Either Deck then draw 1 GI card.

D Discard to negate a casualty just incurred then draw 1 GI card.

Patrol Deck Card List

Card Name	Notes
Flammenwerfer Team	AT, 2
Assault Pioneer Team	3
Concrete Emplacement	AT
Panzergrrenadiers	5
Machinegun Team	4
Machinegun Nest	AT, 4
Pillbox	AT
House Clearing Infantry	4
SS Troops	5
Hitler Youth	3
Stormtroopers	5
Luftwaffe Paratroopers	5
Sniper	2
AT Gun Team	AT, 3
Wehrmacht Infantry	4
Tank Killer Squad	4
Mortar Team	AT, 3
Artillery Position	AT, 3
Nebelwerfer Unit	AT, 2
Flak Gun Position	AT, 3
Ammo Dump	AT, 2N
Fuel Depot	AT, 2N

Card Name	Notes
Truck Convoy	AT, 2N
Airfield	AT, 2N
Supply Halftracks	AT, 2N
Cargo Tractor	AT, 2N
Armored Car	AT
Patrol Car	AT
Panzerspahwagen	AT
Troop Carrier	AT, 4
Volkswagen Kubel	AT, 2
Hummel SPG	AT
Panzer IV	AT
Junker Divebomber	9AAI
Me109 Strafing	9AAI
Minefield	I
Shelling	I
Panther Tank	AT
Tiger Tank	AT
Marder Tank Killer	AT
Reservists	2
Occupied Farmhouse	AT, 4
Bunker	AT

AA GI cards with AT cannot be used against this card.

I This card makes only one attack and is then discarded.

N This card inflicts no casualties. Draw 2 cards from the GI deck if you Defeat it.

Card Set Available

[Click Here](#)

Faq

1) During the Fire Phase, you play GI cards against a patrol card, do you mean you play enough GI cards where the sum of the bullet #'s are greater than or equal to the patrol bullet ?? –yes

2) And if you can't defeat a patrol card and it stays in play do you still on the next turn sequence draw an additional patrol card? –yes

3) How do the cards work with both AT and a bullet ?? –use either the bullet # or the at ability.

More Faq

1. Must I shuffle both the GI card deck and the Patrol card deck and place both decks face down before I start the game? –yes

2. How do I defeat the "Minefield" or "Shelling" patrol cards or do

they inflict automatically one casualty, if these cards are drawn ? –you cannot defeat them. the casualty cannot be avoided.

3. Must I play any GI card with both the AT symbol and enough bullet

numbers or any combination of different GI cards with enough bullet numbers and one AT symbol to defeat any patrol card with an AT symbol and bullet numbers? –kill it with either one at card or sufficient bullets

4. May I draw three GI cards at the next supply phase (one card as

usual plus the two for defeating the patrol card), if I defeat a patrol card with a "N" symbol ("Truck Convoy") –yes

5. Must I re-shuffle the discard pile of the GI card deck and place

it face down, if the GI deck runs out at the supply phase ? –yes

6. Must I always play GI cards with a "L" symbol or a "D" symbol

("Tactics", "Medic") at the supply phase? –you may play them anytime

7. Does the number before the "N" symbol of the patrol cards "Ammo Dump", "Fuel Depot", "Truck Convoy", "Airfield",

"Supply Halftracks", "Cargo Tractor" represent bullet

numbers or the number of cards that may be drawn from the GI card deck? –cards to be drawn

8. May I look at the next 5 cards in both the GI card deck and the

Patrol card deck, if I play a GI card with a "L" symbol? –one deck or the other (your choice) but not both

9. May I look at the next 5 cards in the GI card deck after playing

a GI card with a "L" symbol , take any of these cards and put the rest back to this deck face down in any order I like or must I put them back to this deck face down after taking a look at, keep these cards in the original order and draw always the top card ? –keep the cards in the original order

10.) May I put back the next 5 cards of the Patrol card deck face down

to this deck in any order I like after taking a look at, if I play a GI card with a " L" symbol and decide to look in the Patrol card deck or must I put them back to this deck face down after taking a look at and keep these cards in the original order ? –keep the cards in the original order

11.) Must I always draw the top card of the GI card deck or may I draw

a GI card in any order I like from this deck at the supply phase or when I play a GI card with a "D" symbol? –always the top card





F-14 Tomcats

by Markus Salo (msalo71@yahoo.com)

Introduction

Solo Dice Game. Simulation of an American solo F-14 Bombing Mission in the Middle East circa 1987. Pretty much like Microprose F-15 II. No realism, I think no Tomcat would do a solo bombing mission.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Contact

On every turn roll 1D6.

- On a roll of 1 on 1D6 the strike force encounters hostile forces. Roll 1D6 again:
- On a roll of 1-3 on 1D6 a SAM site is encountered.
- On a roll of 4-6 on 1D6 a flight of Mig-23's are encountered.

Sam Site

1D6 Missiles are launched at the Strike Force. For each Missile make a Counter Measure Roll of 1D6: On a roll of 4-6 the missile is spoofed and misses. Each Counter Measure Roll costs the player one Chaff and Flare.

When the player runs out of Chaff and Flare, no Counter Measure Rolls can be done. For each missile not spoofed, roll 1D6 Evade Roll: On 1-4 on d6 player evades the missile. If the missile hits the player, the player gets one damage point.

MIG-23 Flogger FLIGHT 1D6 Migs will attack the

Mission

The mission consists 25 waypoints, first and last of which is home base. Draw the waypoints as circles connected with lines on a piece of paper. There are two targets in a mission, primary and secondary targets.

First target is 2d6 waypoints from the 1st waypoint, the second 2d6 waypoints from the first target. Roll on the target table to determine what the targets are.

Target Types

Roll to see what the target is:

1D6	Type:	Objective Points:	Objective Damage points
1	Truck Convoy	2	2
2	Temporary Bridge	2	2
3	Fuel Dump	2	2
4	Ammo Storage	2	2
5	HQ Bunker	3	3
6	Power Station	4	4

player. The player can intercept the Migs with missiles. If the player fires an AMRAAM, he rolls a Missile Roll on 1d6.

On 3-6 the AMRAAM hits one Mig and destroys it. If the player fires an Sidewinder, the missile hits one Mig on 4-6 on 1d6. If the player uses his guns, he hits the enemy with 5-6 on 1d6.

All the unintercepted Migs hit the players plane with one damage point.

Bombing Runs

Player can hit the target with Mavericks or Machine Cannon. Maverick hits the target with 4-6 on 1d6, the gun with 5-6. The player can make multiple passes over the target and can fire just one weapon per pass.

At every pass he has to roll a new Contact Roll (and face new enemies on 1 on 1d6) The Maverick causes 2 Damage points on the target if hits, the Cannon only one Damage point. To destroy a target, a different amount of damage points are needed. See target table (Objective Damage Points).

F-14	Armament	Type	Hit Roll d6	Ground Damage
10	Machine Cannon Bursts	A-A/A-G	5-6	1
2	AMRAAMS	A-A	3-6	–
2	Sidewinders	A-A	4-6	–
2	Mavericks	A-G	4-6	2
12	Chaff and Flares	–	–	Counter measure

A-A Air to Air**A-G** Air to Ground

Damage To F-14

F-14 can take up to 7 damage points. When full, the player can try to bail out. The player is able to bail out and be rescued with 3-6 on 1d6.

Promotion Table

2nd Lt	starting rank
1st Lt	5 missions and 15 points
Captain	15 missions, 25 points
Major	20 missions, 45 points

Scoring

Keep a running tally of points and kills while you play. You get awarded medals and promotions accordingly. You start with no medals and at a rank of 2nd Lt.

2nd Lt	starting rank
Lt Col	30 missions, 80 points
Col	50 missions, 100 points

Medal Table

Purple Heart	successful bail out and rescue
Ace (not a medal)	5 kills
Air Man's Medal	15 kills
Distinguished Flying Medal	20 kills
Congressional Medal of Honour	35 kills

Two Player Variant

Two players can play simultaneously as a team. The player with higher rank is the leader, the other player the wing man. The leader attacks always first.

When attacked by missiles, the first missile attacks the leader, the second the wingman, the third the

leader and so on. Same thing with the Migs.

F-18 Variant

<https://boardgamegeek.com/thread/1888166/f-18-variant>





Fall Of France

Introduction

Solo Card Game. 10 May 1940. The player takes the role of the Germans invading the Western Democracies.

Objective

You win if you run the Allied deck out of cards: The Allied forces collapse and you conquer France in 6 weeks. If you ever accumulate 7 delay tokens, the Allies have stopped you and you must fight a long war against France.

The Decks

There are two decks: The Allied Deck and the German Deck.

Card Types

The German Deck contains 6 card types: Strategy Units Air Power Movement Leadership Allied Blunder

Setup

Shuffle both decks.

Turn Sequence

There are 4 phases per turn:

1. Allied Defense Phase
2. German Logistics Phase

3. German Planning Phase

4. German Blitzkrieg Phase

Allied Defense Phase

Draw 4 Allied Cards and place them face up on the table.

German Logistics Phase

Draw 7 cards from the German Deck and put them in your hand. Leadership cards may be discarded to draw 2 cards.

German Planning Phase

You may discard up to 4 cards and draw replacements.

German Blitzkrieg Phase

You must try to make a meld from your hand. A meld consists of up to one card of each of the following 5 types: 1 - Strategy 2 - Units 3 - Air Power 4 - Movement 5 - Allied Blunder If the meld has a Force total equal to or greater than the Allied force total, discard all the Allied cards. If the meld has a Force total less than the Allied force total, gain a delay counter and shuffle the Allied cards back into the Allied deck.

At end of the turn Discard all German cards in play & in your hand.

The Allied Deck Card List

Card Name:	Force:
British Royal Air Force	3
British Expeditionary Force	2
French Artillery	2
Military Assets	2
Superior Artillery	3
Attritional Warfare	1
Superior Tanks & Vehicles	2
Static Warfare	1
Penny-Packets	1
Scattered Forces	1
French Air Force	2
Dutch Air Force	1
Belgian Air Force	1
Light Mechanized Division	1

Card Name:	Force:
Occupy Defensive Positions	1
Third Rate French Divisions	1
Fresh Reserves	2
Rugged Terrain	1
Belgian Fort Eben Emael	1
Heroic Defenses	3
Fortress Holland	1
Main Fortified Lines	2
French Forces	2
Dutch Armored Cars	1
Allied Defensive Line	2
French Light Cavalry	2
Allied Bombers	1
German Traffic Jams	1

Card Name:	Force:
Heavy Armored Division	2
Mechanized Infantry	2
Pillbox Tanks	1
British Armored Division	2
French B-1 Tanks	3
French H39 Tanks	2
Superior Firepower	3
Obsolete British Planes	1
Belgian Forces	1
Battle of Gembloux Gap	3
Low Country Air Defenses	2

Card List Nomenclature

L Leadership

S Strategy

Card Name:	Force:
Allied Formations	1
Natural Defensive Lines	2
Overstretched French Divisions	1
Wooded Hills & Rivers	1
Inept Counterattacks	1
Substantial Forces	2
Fighting Retreat	1
Panzers Overextended	2
Dunkirk Evacuation	1
Parity of Forces	2
Counter Attack	2

M Movement

U Unit

B Allied Blunder

A Air Power

The German Deck Card List

Card Name	Type	Force
German High Command	L	-
Adolf Hitler	L	-
General Erich von Manstein	L	-
Talented Field Commanders	L	-
Armored Blitzkrieg Theory	S	1
Diversionsary Operations	S	1
All-arms Formations	S	2
Lightning War Propaganda	S	1
Seize the Initiative	S	2
Boldness	S	2
Modifed Fall Gelb	S	2
Leak False Plans	S	1
Attack Airfields	S	2
Attack Communications	S	1
Bomb Rotterdam	S	3
Belgians Cut Off	S	3
Divide British & French	S	3
Battle in the Open	S	1
Consolidate Bridgeheads	S	1
Lines of Communication	S	1
Concentrate Force	S	1
Inside Allied Decision Cycle	S	2
Poor Planning	B	2
Allies Overwhelmed	B	2
Defeatism	B	1
Political Turmoil	B	1
Maginot Mentality	B	2
Low on Fuel	B	1
Failure to Coordinate	B	2
Few Radios	B	1
Independent Airpower	B	1
Churchill Orders Retreat	B	3

Card Name	Type	Force
Bypass Strongpoints	M	1
Drive Through Defenders	M	1
Armored Spearhead	M	2
Panzer Corridor	M	2
Maneuver Warfare	M	1
Encirclement	M	2
Outflank	M	2
Thrust Vectors	M	1
Salient	M	1
Rapid Exploitation	M	2
Cross the Frontier	M	2
Seize Intact Bridges	M	1
Maneuver Warfare	M	1
Achieve Air Superiority	A	2
Luftwaffe	A	2
Close Air Support	A	2
Luftwaffe Flying Corps	A	2
Aerial Bombardment	A	1
Junkers Ju-87's	A	2
Bomb Moving Troops	A	1
Heavy Air Attack	A	2
Stuka Dive Bombers	A	2
Paratroopers	A	1
Glider Troops	A	1
Airborne Troops	A	1
Superior Air Defense	A	3
Close Airbases	A	2
High Number of Sorties	A	2
Anti-Aircraft Guns	A	3
Fighter Squads	A	1
Mechanized Forces	U	2
Panzer Divisions	U	2

Card Name	Type	Force
French Government Panics	B	3
Fatally Flawed Plan D	B	2
Namur-Sedan Gap	B	2
Allied Retreats	B	1
Fail to Block the Roads	B	1
Wait for Main Attack	B	1
Exhausted & Disorganized	B	1
Postpone Attacks	B	1
Allied High Command Paralysis	B	2
Gaps in Allied Lines	B	2
Ardennes Breakthrough	M	2
Cross the Meuse	M	2
Bridging Equipment	M	1
Dramatic Gains	M	2
Reach the English Channel	M	3
High Tempo Operation	M	2
Advance into the Low Countries	M	1

Card Name	Type	Force
Motorized Infantry	U	1
Motorized Artillery	U	1
Signallers	U	1
Army Group A	U	2
Army Group B	U	2
Army Group C	U	2
PzKw I	U	1
PzKw II	U	1
PzKw III	U	2
PzKw IV	U	2
PzKw 35/38t	U	2
Brandenburg Teams	U	1
Advanced Elements	U	2
Wehrmacht	U	1
88mm Flak Cannons	U	3
Pionere Units	U	1





Fall Of The Weimar Republic

Introduction

Card game for 2-4+ players. Theme: Politics in Germany circa 1926-1933.

Victory

Have the most Political Support when the Game ends.

Game End

The game ends when the Anarchy Level is 10 or greater. Discarded Anarchy cards increase the Anar-

chy Level.

Main Political Parties

There are 4 main Political Parties:

1. Nazis (National Socialist Workers Party)
2. Spartakists (Communists)
3. Catholics (Center Party)
4. Socialists (SPD)

More parties are available if there are more than 4 players. Each Party is represented by a Political Party card, which provides X levels in Propaganda and a Special Ability.

Political Party Cards

Party:	Propaganda	Special Ability:
Nazis	7	Play an extra Organization card each turn
Spartakists	6	Draw an extra Card each turn
Socialists	5	You may always play a Legitimacy card
Catholics	4	Max hand size is 7 cards

The Deck

Not including Political Party cards. Players share a common deck.

Setup

Starting Anarchy Level = Zero. Each player picks one Political Party to control and takes possession of the corresponding Party Card. Each Party has a basic starting Political Support of Zero.

Shuffle the deck. Each player is dealt a random hand of 5 cards. The most German Player goes first.

Political Party Attributes

Each Political Party has 2 Attributes:

1. Propaganda Level
2. Political Support Level

Propaganda Level Attribute

Political Party cards and Organization cards increase a Party's Propaganda Level. Propaganda is needed to win control of Support Groups. Note that Propaganda levels are spent like money.

Your Propaganda Level regenerates fully each turn. Any levels of Propaganda you don't spend are not accumulated. Example: Lets say your Propaganda level is 17. On your turn, you use 10 Levels and 7 go unused. On your next turn you start all over again with 17 Levels of Propaganda.

Political Support Level Attribute

Political Support is accumulated by gaining control of Support Groups.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Resources Phase
2. Organization Phase
3. Discontent Phase
4. Recruit Phase
5. Steal Support Phase
6. Republic Phase
7. Reichstag Phase
8. Reorganization Phase

Resources Phase

Draw 1 card from the deck and put it in your hand. You may Spend 10 Propaganda Levels to draw 1 extra card. If the deck runs out, shuffle the discard and draw from it.

Organization Phase

Put up to 1 Organization card from your hand into play. Each Organization card has a Propaganda Level.

Cards In Play Rule

Cards in play are kept face up on the table in front of and facing the player who put them there (the owner of the card). Cards in play remain in play from turn to turn until some other rule or card action causes them to be discarded or otherwise removed.

Discontent Phase

You may play (discard) up to 1 Violence or 1 Nationalism card in this Phase.

Recruit Phase

Gain control of up to 1 Support Card. To gain control of a Support card you must first play a Support card from your hand face-up to the Table. Next you must spend Propaganda Levels in excess of the Political Support Rating of the Card to gain possession of it.

The Propaganda Levels you spend are from 2 sources:

1. Your Party & Organization Cards (Which can be used over again every turn)
2. Propaganda Cards (One time use: Discard when played)

Note: You may play more than one Propaganda card. Support cards you control stay face-up in play and Provide continuous Levels of Political Support.

Steal Support Phase

Attempt to gain control of 1 Target Support Card controlled by another player. To do this you must play a Propaganda card that allows this. Next you must spend Propaganda Levels in excess of the: Political Support Rating of the Target Support Card plus The Propaganda Level of the Controlling opponent plus The value of any Propaganda cards the defender plays.

The Propaganda Levels you spend are from 2 sources:

1. Your Party & Organization Cards (Which can be used over again every turn)

2. Propaganda Cards (One time use: Discard when played)

Republic Phase

You may play (discard) up to 1 Government card in this Phase. Government cards describe reactionary efforts of the collapsing Government and Produce a variety of ill-effects on your political opponents.

Reichstag Phase

You may play up to 1 Legitimacy card in this Phase. To play a Legitimacy card, you must have either the most Support Cards in play, or have the highest Political Support Level worth of Support cards, or be tied for either. Like Support cards, Legitimacy cards stay face-up in play and Provide Levels of Political Support.

Reorganization Phase

Max hand size is 5 Cards. Discard down to Max hand Size. All cards are discarded Face-up.

If a player discards 1 or more Anarchy cards on his turn, raise the Anarchy Level by 1.

Special Cards

Some Special cards are played as a reaction to another card play. Otherwise, play them without limit in your Government Phase.

Card List Notation

- S** Support (Groups outside the Party)
- O** Organization (Resources within the Party)
- P** Propaganda
- A** Anarchy
- V** Violence
- N** Nationalism
- L** Legitimacy
- G** Government
- X** Special

Common Deck Card List

Card Name:	Type	Level	Notes:
Civil Servants	S	5	+1 for each Legitimacy card you control
Freikorps	S	10	
Imperial Army	S	9	
Judges	S	8	
Professors	S	7	
Treaty of Versailles	N	-	Draw 2 cards
Demilitarized	N	-	Draw 2 cards
Lost Territories	N	-	Draw 2 cards
Crushing Reparations	A	-	
Dictated Peace	N	-	Draw 2 cards

Card Name:	Type	Level	Notes:
West Prussia	N	-	Draw 2 cards
Lost Colonies	N	-	Draw 2 cards
Changing Governments	N	-	Draw 2 cards
Escalating Inflation	A	-	
Mutinies	A	-	
Racism	N	-	Draw 2 cards
Extremism	N	-	Draw 2 cards
Nationalist Fervor	N	-	Draw 2 cards
Revolutionary Turmoil	A	-	
Self-Employed	S	4	
Middle Classes	S	6	
Great Industrialists	S	10	
Post-War Hardships	A	-	
Belief in Fate	P	4	Draw 1 card when played
Counter-Propaganda	X	-	Negate a Propaganda Card
Street Battles	V	-	Opponent must Discard 2 Cards
Fanaticism	P	7	You may Attack Opponents Support Card
Exploitation of Discontent	P	10	You may Attack Opponents Support Card
Anti-Semitism	N	-	Draw 2 cards
Reaction to Defeat	N	-	Draw 2 cards
Rabble Rousing	V	-	Draw 1 Card; Opponent must Discard 1 Card
Aryanism	N	-	Draw 2 cards
Public Speaking	P	5	
Masterful Propaganda	P	9	You may Attack Opponents Support Card
Military Contacts	O	4	
Raise Money	X	-	Draw 3 cards
Newspaper	O	4	
Rallies	P	6	
French Occupied Ruhr	N	-	Draw 2 cards
Paper Money	A	-	
Hyperinflation	A	-	
Collapse of the Mark	A	-	
Intimidation	V	-	Draw 1 Card; Opponent must Discard 1 Card
Coalition Government	L	7	
Emergency Powers	G	-	All opponents must discard 2 cards
Negotiate a Deal	L	6	
Unrest	A	-	
March to Berlin	P	8	
Beer Hall Putsch	V	-	Steal 1 Support Card from opponent
Police	X	-	Negate a Violence Card
Arrests	G	-	Discard a target Organization Card
Media	P	7	
Publicity	P	6	
Propaganda Victory	X	-	Get an extra Turn
High Treason	G	-	Opponent must discard 3 cards
Restore Order	G	-	Reduce Anarchy Level by 1
Internal Divisions	X	-	Opponent must discard 3 cards
Stabilized Mark	G	-	Reduce Anarchy Level by 1
US Loans	G	-	Reduce Anarchy Level by 1
Gain Reichstag Seats	L	6	
Campaigning	P	4	Draw 1 card
Reunification	O	2	
Charismatic Leader	O	5	

Card Name:	Type	Level	Notes:
Inspired Leadership	O	5	
Political Prisoners	G	-	Opponent draws no cards on his next turn
Government Crackdown	G	-	All Players must discard their hands
Party Mouthpiece	O	4	
Reorganization	O	2	
Youth Organizations	O	3	
Professional Organizations	O	3	
Absorb Minor Factions	O	3	
Alliance	L	5	
Wall Street Crash	A	-	
Unemployment	A	-	
Depression	A	-	
Early Elections	L	4	
Go to the Polls	L	4	
Working Class	S	6	
Protest Vote	L	5	
White Collar Workers	S	5	
Farmers	S	4	
Propaganda Machine	P	7	You may Attack Opponents Support Card
Films & Posters	P	7	
Books & Leaflets	P	6	
Intelligentsia	S	6	
Bourgeois	S	5	
Famous Speech	P	9	You may Attack Opponents Support Card
Bid for Chancellor	L	8	
Free Elections	L	4	
Attack Government	V	-	All players draw 1 card
Financial Contributions	O	2	
Party Morale	O	2	
Support Strikes	V	-	All players discard 1 card
Political Compromise	L	6	
Veto	X	-	Negate a Legitimacy card
Demonstration	V	-	Draw 2 Cards
Appointment	L	7	
Public Opinion	P	5	
False Claims	P	6	You may Attack Opponents Support Card
Scandal	P	8	You may Attack Opponents Support Card
Purge	V	-	Discard your hand & draw 5 cards
Murder	V	-	Discard a target Support card
Threats	V	-	Steal 2 random cards from opponent
Assassinations	V	-	Opponent must discard 3 cards
Oath of Loyalty	O	2	All your Support cards get +1
Majority Vote	L	8	
Local State Governments	S	5	
Trade Unions	S	10	
Promises	P	6	
Concessions	L	4	
Campaign of Terror	V	-	All opponents must discard 1 random card
Radio	P	6	
Appeals for Unity	P	5	
The Presidency	G	-	Opponent misses his next turn
Brownshirts	V	-	Steal 1 random card from each opponent
Occultism	P	5	Look at next 7 cards in deck

Card Name:	Type	Level	Notes:
Strong-Arm Tactics	V	-	Target opponent must discard his hand

Card Set Available

Thanks Ron! Click Here

Optional Rules

More Political Parties: Nationalists, Liberals, and Democrats.

Party:	Propaganda	Special Ability:
Nationalists	6	Get an extra Discontent Phase on your Turn
Liberals	5	Get an extra Republic Phase on your Turn
Democrats	4	Get an extra Recruit Phase on your Turn

Session Report

??Arizona Playtests Thanks Greg! Note that the

rules have been rewritten in response to this Review.





Fallujah

Introduction

Solo Card Game. You control a US Marine Company on Patrol in Fallujah.

Scoring

The game Ends when there are no cards left in the Deck. Your score = 100 minus the total force value of the cards in the Casualty Pile plus the total force value of the cards in the Elimination Pile.

The Deck

There is one deck. There are 2 main card types: American cards and Insurgency cards. Insurgency card types include: Tactics, Insurgents, Positions, Explosives American card types include: Tactics, Infantry, Armor, Support, Recon, Disarm

The Piles

As Play progresses 3 Piles will form:

1. Casualty Pile
2. Elimination Pile
3. Discard Pile

Turn Sequence

Each turn has 7 Phases:

1. Search Phase
2. Tactics Phase
3. Asset Phase
4. Destroy Phase
5. Disarm Phase
6. Recon Phase
7. Regroup Phase

Search Phase

Turn over (face up) the top card of the deck. This is called the Target card (or just Target).

Tactics Phase

If the target is an Insurgent Tactics card, put it and one Random card from your hand into the discard pile. If the target is an American Tactics card draw the top 2 cards: Put American cards you draw into your hand

and Insurgency cards you draw into the discard pile (in this phase only).

Asset Phase

If the Target is an American card put it in your hand.

Destroy Phase

If the Target is an Insurgent card or a Position card, you may destroy it By playing an American card from your hand with equal or greater Force. Both cards go into the Elimination Pile. If you do not have an American Card with equal or greater Force in your hand, put The Target card into the Casualty Pile.

Disarm Phase

If the Target is an Explosives card, you may neutralize it by playing an American Infantry or Armor card from your hand with equal or greater Force or by playing a Disarm card. Both cards go into the Elimination Pile. If you cannot neutralize the bomb, the card goes to the Casualty pile.

Recon Phase

Play (discard) a Recon card to look at the next 5 cards in the deck.

Regroup Phase

Max hand size is 4 cards. Put extra cards into the discard pile.

Card List Notation

N Insurgent Tactics
I Insurgents
P Positions
X Explosives
T American Tactics
G Infantry
A Armor
S Support
R Recon
D Disarm

Card List

Card Name	Type	#	Force	Notes
Suicide Bomber	I	2	5	
Jihadists	I	2	4	
Insurgents	I	2	3	
Terrorists	I	2	2	
Fundamentalists	I	2	1	
Rocket Attacks	I	2	3	
Mortar Attacks	I	2	2	
Guerilla Warfare	N	1	-	
Shoot & Scoot	N	1	-	
Ambush	N	1	-	
Attack Isolated Units	N	1	-	
Urban Combat	N	1	-	
Pitched Battle	N	1	-	
Close Quarters Firefight	N	1	-	
Vehicle Accident	N	1	-	
Pillbox	P	2	5	
Concrete House	P	2	4	
Tight Alley	P	2	3	
Roof Top	P	2	2	
Courtyard	P	2	1	
Protect Flanks	T	1	-	
Systematic Advance	T	1	-	
Coordination	T	1	-	
Company Commander	T	1	-	
Ingenuity	T	1	-	
Adaptability	T	1	-	
Small Unit Tactics	T	1	-	
Rapid Reinforcement	T	1	-	
M1 Abrams Tank	A	2	5	120mm Main Gun
Light Attack Vehicle	A	2	4	
Bradley AFV	A	2	3	
Up-Armored Humvee	A	2	2	
Humvee	A	2	1	
Infrared Cameras	R	1	-	
Unmanned Aerial Vehicles	R	1	-	
Dragon Eyes	R	1	-	
Pioneers	R	1	-	
Predators	R	1	-	
Surveillance	R	1	-	
Intelligence Profile	R	1	-	
Mounted Patrol	G	2	5	
Marine Rifle Squad	G	2	4	
SMAW Launcher	G	2	3	
Infantry Fire Team	G	2	2	
Grunts	G	2	1	
Roadside Bomb	X	2	5	
Radio Controlled Bomb	X	2	4	
Car Bomb	X	2	3	
Improvised Explosive Device	X	2	2	
Low Tech Bomb	X	2	1	

Card Name	Type	#	Force	Notes
Warlock Jammer	D	1	-	
Sharp Eyes	D	1	-	
Spotters	D	1	-	
Disposal Team	D	1	-	
Robot	D	1	-	
F/A-18 Fighters	S	1	4	Precision Munitions
Cobra Helicopter Gunships	S	1	3	Hellfire Missiles
AC-130 Slayer	S	1	5	105mm Howitzer
Fire Support Team	S	1	5	FIST
Artillery	S	1	3	
Mortars	S	1	1	
Forward Observer	S	1	1	
Forward Air Controller	S	1	4	Laser Designators
Sniper Team	S	2	2	Guardian Angel





Fighting Front

Introduction

Board game for 2 players. WWII theme.

The Deck

Players share a common deck. Note that cards are used as pieces.

AAAAA	Players A's Back Row
AAAAA	Players A's Middle Row
AAAAA	Players A's Front Row
XXXXX	Players X's Front Row

The Map

The Map (Board) is a 5 x 6 Grid. Each space must comfortably hold 1 card. Each player starts in control of half the board, a 5 x 3 section.

For example for player A & Player X

AAAAA	Players A's Back Row
XXXXX	Players X's Middle Row
XXXXX	Players X's Back Row

Victory

Occupy 2+ spaces of your opponents back row.

Setup

Each player draws the top 20 cards from his deck. Players deploy these cards to the 15 spaces they control. A Single space may contain a maximum of: 1 Unit card, 1 Leader card, & 1 Location card.

Event cards can never be deployed, they remain in the players hand. Players take turns deploying 1 card at a time, Axis player first.

Dice

Ten sided dice are needed.

Ownership Markers

Use markers to denote which units are yours

Disruption Counters

Leader cards cannot be given disruption counters (DC's). A ground unit card or location card with DC's exceeding its Toughness is destroyed (discarded). A Unit always gets -1 to its rolls for each DC it has.

Air Units

Air units may only be placed in a space that has an Airfield Location card. A Space with an Airfield Location card may hold any number of Air Units & Leaders. If an Airfield is destroyed, all Air units at it are also destroyed.

If you do not have an Air Strip, you may still use Air Units as Fly Over Units A Fly Over Unit starts from off the board and is discarded at the end of the turn.

Turn Sequence

Players take turns. Each turn has 15 phases:

1. Recovery Phase
2. Logistics Phase
3. Deployment Phase
4. Artillery Phase
5. Bombardment Phase
6. Air Phase
7. Fighter Phase
8. AA Gun Phase
9. Air Attack Phase
10. Ground Movement Phase
11. Ground Phase
12. Defender Fire Phase
13. Ground Attack Phase
14. Occupation Phase
15. End Phase

Recovery Phase

Remove 1 Disruption Counter (DC) from every one of your units that has them.

Logistics Phase

Draw up to 3 cards from your deck to your hand.

Deployment Phase

You may deploy non-Event cards from your hand to spaces on your Side of the board that are not occupied by enemy units.

Artillery Phase

Artillery units may make one attack each. They may attack any space in their range. Roll 1D10 on the Bombardment Table:

Bombardment Table

1D10	Result:
1-5	Nothing
6-9	One card in the space gets a Disruption Counter
10+	One card in the space is Destroyed

Units add their Artillery Bombardment Modifier to the Roll. Note that most tanks can function as artillery.

Air Phase

Air units may declare one attack each. They may attack any space on the board. These units are said to be on Bombing Missions.

Fighter units may declare they are escorting another unit making an attack

Fighter Phase

Enemy Fighters may intercept any air units on Bombing Missions. Roll on the Air Combat Table once for every Air Unit Involved:

Air Combat Table

1D10	Result:
1-4	Nothing
5-7	Enemy Air Unit gets a Disruption Counter
8+	Enemy Air Unit Destroyed

Bombing Run Table

1D10	Result:
1-4	Nothing
5-9	One card in the space gets a Disruption Counter
10+	One card in the space is Destroyed

Units add their Bombing Run Modifier to the Roll.

Paratrooper Cards

Treat Paratrooper (& Glider) cards start as Air Units. Declare, in Air phase, as your target, any empty space on the Board. Paratroopers may be intercepted by Fighters & AA Guns.

Instead of rolling on the Bombing Run Table, place the Paratrooper card in the target space whereupon they become Infantry units.

Ground Movement Phase

Units that attacked in a previous phase may not move. Ground Unit cards may move 1 space. Tank Units may move 2 spaces.

Defensive Fire Table

Units add their Air Combat Modifier to the Roll.

Aa Gun Phase

AA Guns may fire at any air units (& escorts) attacking spaces within their range. Roll on the AA Gun Table:

Aa Gun Table

1D10	Result:
1-6	Nothing
7-9	Enemy Air Unit gets a Disruption Counter
10+	Enemy Air Unit Destroyed

Units add their AAA Modifier to the Roll.

Air Attack Phase

Air units on Bombing Missions that survived AAA Fire & Fighter Interception may make its attack. Roll on the Bombing Run Table:

Ground Units cannot move into spaces occupied by enemy units. If a Unit moves into a space containing an enemy Location, they capture it.

Ground Phase

Units that attacked in a previous phase this turn may not attack again in this phase. Ground units may declare one attack each. They may attack any adjacent space.

Defender Fire Phase

Ground units that are the target of a Ground Attack get Defensive Fire. Defending Artillery Units in range may also make Defensive Fire. An Artillery unit may only make one Defensive fire per turn.

Roll on the Defensive Fire Table.

1D10	Result:
1-4	Nothing
5-7	Attacking unit gets a Disruption Counter
8-9	Attacking unit gets a DC & Attack is negated
10+	Attacking unit is Destroyed

Units add their Defensive Fire Modifier to the Roll.
Artillery add their ABM to the Roll.

Ground Attack Phase

Attacking Ground units that survived Defensive Fire may make their attack. Roll on the Ground Attack Table:

Ground Attack Table

1D10	Result:
1-3	Nothing
4-7	One card in the space gets a Disruption Counter
8-9	One card in the Space is Destroyed
10+	All cards in the Space are Destroyed

Units add their Ground Attack Modifier to the Roll.

Units Fortifications: Unit defending in this space gets DFM +1 & Toughness +1 Minefields: Any enemy unit entering this space gets 1 DC

Occupation Phase

Ground Attack units that cleared an enemy occupied space in Ground phase may move forward 1 space to occupy the captured space. Another friendly Ground unit may move into the space left open by the attacker.

Events

Most Event cards are played to give specific unit types bonuses to Specific Dice Rolls.

End Phase

Max hand size is 6 cards. Discard excess cards. Discard Flyover Air Units.

Leaders

Leader cards modify the Unit they share a space with. If the Unit is destroyed the Leader is destroyed too. Leaders move with their Unit.

When deployed, a leader must be deployed onto a unit.

Locations

Location cards cannot move unless a card says otherwise. Head Quarters: Hand Size +4. Draw 1 extra card on your Logistics phase. Fuel Dump: One Tank Unit may move & Attack twice per turn Ammo Dump: One unit per turn gets ABM +1 or GAM +1 or DFM +1 Field Hospital: Remove 1 DC from any target unit in Recovery Phase Air Strip: Holds any number of Air

Card List Notation

TF Toughness
RNG Range
AAM AAA Modifier
ABM Artillery Bombardment Modifier
ACM Air Combat Modifier
BRM Bombing Run Modifier
DFM Defensive Fire Modifier
GAM Ground Attack Modifier
LOC Location
C Condition
LDR Leader
T Tank
I Infantry
Inf Infantry
R Artillery
F Fighter
B Bomber
A Air
G Ground
Move x2 = Unit can move twice per turn

Card List

Card Name	Type	#	TF	RNG	Notes
Head Quarters	LOC	2	2	-	See Rules
Fuel Dump	LOC	2	2	-	See Rules
Artillery Dump	LOC	2	2	-	See Rules

Card Name	Type	#	TF	RNG	Notes
Field Hospital	LOC	2	2	-	See Rules
Air Strip	LOC	4	2	-	See Rules
Fortifications	LOC	6	4	-	See Rules
Minefields	LOC	6	3	-	See Rules
Fighter	AF	4	2	-	BRM -1 ACM +1
Fighter Bomber	AFB	4	2	-	—
Level Bomber	AB	4	2	-	BRM +1 ACM -1
Paratroopers	A/I	2	2	1	DFM +1
Infantry	GI	10	4	1	DFM +1
Mechanized Infantry	GIT	4	3	1	DFM +1
Engineers	GI	2	4	1	GAM +1
Veteran Infantry	GI	6	5	1	DFM +2
Second Rate Infantry	GI	8	3	1	GAM -1
Armored Cars	GT	3	2	1	Move x2
Light Tanks	GRT	5	3	1	Move x2
Medium Tanks	GRT	6	4	1	GAM +1
Tank Destroyers	GRT	4	2	2	DFM +1
Heavy Tanks	GRT	4	5	2	GAM +1
Self Propelled Guns	GRT	4	3	3	—
Mortars	GIR	4	3	1	—
AT Guns	GR	4	2	1	DFM +1
Light Artillery	GR	4	2	2	—
AA Guns	GR	4	2	1	AAM +1
Mobile AA Guns	GTR	2	2	1	—
Medium Artillery	GR	4	2	3	ABM +1
Heavy Artillery	GR	4	2	4	ABM +1
Flying Ace	LDR	2	+1	-	ACM +1
Bomber Captain	LDR	2	+1	-	BRM +1
Infantry Commander	LDR	2	+1	-	DFM +1
Tank Commander	LDR	2	+1	-	GAM +1
Artillery Commander	LDR	2	+1	-	ABM +1
Artillery Barrage E	2	-	-	-	Artillery gets ABM +3
War of Maneuver	E	2	-	-	Tank gets GAM +3
Counter Attack	E	2	-	-	Defender gets DFM +3
Infiltration	E	2	-	-	Infantry gets GAM +3
Out of the Sun	E	2	-	-	Interceptor gets ACM +3
Clear Skies	E	2	-	-	Air Unit gets BRM +3
Anti-Tank Teams	E	2	-	-	Inf DFM +3 vs Tanks
HMG Positions	E	2	-	-	Inf DFM +3 vs Inf
Entrenched	E	4	-	-	ABM, BRM, or GAM -3
Reconnaissance	E	4	-	-	Look at opponents hand
National Strategy E	2	-	-	-	See Rules
National Infantry G	2	-	-	-	See Rules
National Tank	G	2	-	-	See Rules
National Artillery G	2	-	-	-	See Rules
National Air Unit A	2	-	-	-	See Rules
National Location	LOC	2	-	-	See Rules

National Cards

These cards vary depending on what Nation you are.

German National Cards

Card:	Name:
Strategy	Blitzkrieg: All Tank Units may move & attack again this turn
Infantry	SS Troopers (GI) TF = 5; RNG =1; GAM +1
Tank	Tiger Tanks (GRT) TF = 6; RNG = 3; GAM +2
Artillery	Giant Siege Cannon (GR) TF = 2; RNG = 5
Air Unit	Junker Dive Bombers (AB) TF = 2; ACM -1; BRM +1
Location	Hedgerows: TF = 4; Unit gets DFM +1 & Toughness +1

Russian National Cards

Card:	Name:
Strategy	Steam Roller Tactics: All attacking Ground units get GAM +1 this turn
Infantry	Human Waves (GI) TF = 4; RNG =1; GAM +1
Tank	T 34's (GRT) TF = 5; RNG = 2; GAM +1
Artillery	Rocket Launchers (GR) TF = 2; RNG = 3 ABM +2
Air Unit	Yaks (AFB) TF =2
Location	Mother Russia: Draw 1 extra card on your Logistics phase

American National Cards

Card:	Name:
Strategy	Soften up Targets: All Artillery get a second Barrage attack this turn
Infantry	US Marines (GI) TF = 4; RNG =1; GAM +1
Tank	M4 Shermans (GRT) TF = 4; RNG = 2; GAM +1
Artillery	Howitzers (GR) TF = 2; RNG = 4; ABM +1
Air Unit	B-17 Bombers (AB) TF = 3; BRM +1
Location	Red Ball Express: Draw 1 extra card on your Logistics phase

Japanese National Cards

Card:	Name:
Strategy	Bonzai Charge: Infantry Unit gets GAM +3
Infantry	Jungle Fighters (GI) TF = 5; RNG = 1; DFM +1
Tank	Discard & Draw again
Artillery	Discard & Draw again
Air Unit	Zeroes (AF) TF = 2; ACM +1; BRM -1
Location	Underground Bunkers: TF = 4; Unit gets DFM +1 & Toughness +1





Firebase Nam

Introduction

Vietnam War theme. Card game for 2 players. One player is a defending US Firebase.

The other player is the attacking VC/NVA.

Decks

There are 2 decks, one for each player. Each deck contains 3 copies of each card in the card list.

Victory

Any player who wins 3 hands in a row automatically wins. The player who wins the most hands out of 9 hands wins.

Turn Sequence

Each turn has 3 phases: Draw Phase Tactics Phase Resolution Phase

Draw Phase

Each player draws 7 cards. If there are no cards left in the deck, shuffle the discard and draw from it.

Tactics Phase

Players may discard up to 4 cards and draw replacements.

Resolution Phase

Players reveal their hands.

Us Cardlist

Card Name	Type	Force
Sandbags	F	1
Wired Perimeter	F	2
Claymore Mines	F	3
Dug-In	F	4
Bunkers	F	5
Rifle Company	D	1
Mortars	D	2
M60 Machineguns	D	3

Vc Cardlist

- Each player determines their Combat Force Total (CFT) for their hand.
- The US player has 4 suites:(F)ortifications, (D)efenders, (A)irpower, and (S)upply.
- Add up the Force Values of all (F)ortification cards and add 1.
- This is the (F)ortification Total (FT).
- Add up the Force Values of all (D)efender cards and add 1.
- This is the (D)efender Total (DT).
- Add up the Force Values of all (A)irpower cards and add 1.
- This is the (A)irpower Total (AT).
- Add up the Force Values of all (S)upply cards and add 1.
- This is the (S)upply Total (ST).
- The US CFT = FT x DT x AT x ST.
- The VC player has 4 suites: (I)nfantry, (S)upport, (T)actics, and (M)orale.
- Add up the Force Values of all (I)nfantry cards and add 1.
- This is the (I)nfantry Total (IT).
- Add up the Force Values of all (S)upport cards and add 1.
- This is the (S)upport Total (ST).
- Add up the Force Values of all (T)actics cards and add 1.
- This is the (T)actics Total (TT).
- Add up the Force Values of all (M)orale cards and add 1.
- This is the (M)orale Total (MT).
- The VC CFT = IT x ST x TT x MT.
- The Player with the highest CFT wins the hand.

Card Name	Type	Force
Bravo Battery	D	4
Beehive Rounds	D	5
Skyhawk Ground Support	A	1
Huey Cobra Gunships	A	2
B52 Cluster Bombs	A	3
Phantom Napalm Strike	A	4
AC-47 Gunship	A	5
Resupply	S	1

Card Name	Type	Force
Diversionary Attack	I	1
Swarm Attack	I	2
Massed VC Attack	I	3
NVA Mainforce Unit	I	4
Revolutionary Army	I	5
50 Calibre Machineguns	S	1
Rocket Propelled Grenades	S	2
Mortar Fire	S	3

Card Name	Type	Force
Recoilless Guns	S	4
Soviet 130mm Field Guns	S	5
Perimeter Gaps	T	1
Concealment	T	2
Tunnel Complexes	T	3
Night Attack	T	4
Detailed Plan	T	5
Test US Willpower	M	1





Fix Bayonets

Introduction

Board & card game for 2 players. WWI Theme. Abstract skirmish level combat. Man to Man fighting in the Argonne Forest 1918.

One player is the defending American Lost Battalion. The other player is the attacking German Stormtroopers.

Victory

You win if you kill both of your opponents Officers.

The Map

Use a 8X8 chessboard.

The Men

Use chits or miniatures to represent men (Soldiers) There are 5 types of soldiers: Officers, Riflemen, Snipers, Runners and Heavy Weapon Specialists. Each player starts with: 2 Officers 10 Riflemen 2 Heavy Weapon Specialists 1 Runner 1 Sniper

Setup

Each player places 2 men on each square of his back row. Soldiers may stack. There is no stacking limit.

The Cards

Players share a common deck. The deck contains 3 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Fight Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Card List

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. The Zigzag card allows a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

A single man can move only once per turn. A runner can move twice per turn. You cannot move men into or through enemy soldiers.

Your opponent may play a rough ground card to negate your move.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Moves can be diagonal or orthogonal. The Grenade card is an attack with a range like a knight in chess. The enemy soldier that is the target of the attack is automatically Killed and removed from the map.

The American Heavy Weapons Specialist can only use the Machine Gun card. No other soldier may use the Machine Gun card. The German Heavy Weapons Specialist can only use the Flame Thrower card.

No other soldier may use the Flame Thrower card. Officers can only use Pistol cards. Only Snipers can use Sniper Cards.

If a stack of soldiers is hit, then one man, of the defenders choice, will be Killed unless the attack was made by a Grenade, Machine Gun or a Flame Thrower in which case all the men in the stack will be killed. Your opponent may play a trees card to negate your attack.

Card List Notation

A Attack

M Move

T Terrain

K as a Knight would move in Chess

'Germans Only' cards can only be used by the German player. 'Americans Only' cards can only be used by the American player.

Card Name:	Type	Range	Notes
Bayonet	A	1	
Pistol	A	1-2	
Flame Thrower	A	2-3	Germans Only
Grenade	A	K	
Rifle	A	3	
Rifle	A	4	
Machine Gun	A	4-5	Americans Only
Sniper	A	5-6	
Crawl	M	1	
March	M	2	
Double Time	M	3	
Zigzag	M	K	
Run	M	4	
Charge	M	5	
Advance	M	2	Germans only
Counter Attack	M	3	Americans Only
Trees	T	-	Negate an Attack Card
Fox Holes	T	-	Negate an Attack Card. Americans Only
Rough Ground	T	-	Negate a Move Card
Hold Ground	T	-	Negate a Move Card. Germans only

Strategic Version

Play with hands face up.





Flying Circus

Introduction

Card game for 2 players. WWI Aerial Dogfight Simulation. One player is the Germans, the other is the Allies.

Victory

The first player to shoot down 4 enemy machines wins the battle. Use coins to keep track of "Kills."

The Deck

Players share a Common Deck The deck has 6 suites: Pilots Allied Planes (These can only be used by the Allied player) German Planes (These can only be used by the German player) Tactics Shooting Flying Each suite has 12 cards ranked from 1 to 12.

Turn Sequence

Each turn has 4 Phases: Flight Phase Tactics Phase Attack Phase Regroup Phase

Flight Phase

Each player is dealt 5 cards.

Tactics Phase

Players may discard up to 3 cards and draw replacements.

Common Deck Card List

Card Name:	Suite	Rank:
New Pilot	P	1
Reckless Flier	P	2
Flamboyant Flier	P	3
Zealous Flier	P	4
Aviator	P	5
Veteran Pilot	P	6
Seasoned Airman	P	7
Master Airman	P	8
Ace Pilot	P	9
Top Gun	P	10
Knight of the Air	P	11
Patrol Leader	P	12
Morane Saulnier	A	1
Airco DH2	A	2
FE2b	A	3

Attack Phase

Each player may make an attack. An attack includes: 1 Pilot card required 1 Plane card (of your side) required Up to 1 Shooting card Up to 1 Tactics card Up to 1 Flying card. Add the ranks of all cards in the Attack to get the Attack Rank.

If one player is able to make an attack, and his Opponent does not, he automatically makes a Kill. If neither player is able to make an attack, no one makes a Kill. If both players attack, the higher Attack Rank makes the kill, and If the Attack Ranks are tied, both players make a kill.

Regroup Phase

Players discard their hands. Shuffle the deck.

Card List Notation

- P** Pilots
- A** Allied Planes (These can only be used by the Allied player)
- G** German Planes (These can only be used by the German player)
- T** Tactics
- S** Shooting
- F** Flying

Card Name:	Suite	Rank:
Potshot	S	1
Machine Guns	S	2
Synchronizing Gear	S	3
Lead Target	S	4
Enemy in Range	S	5
Gunnery	S	6
Strafe	S	7
Crossfire	S	8
Shooting Skill	S	9
Burst	S	10
Square in your Sights	S	11
Point Blank	S	12
Feint	T	1
Dogfight	T	2
Headlong Attack	T	3

Card Name:	Suite	Rank:
Bristol Scout	A	4
Sopwith Pup	A	5
Bristol Fighter	A	6
Nieuport 17	A	7
Spad 13	A	8
SE5a Scout	A	9
Sopwith Camel	A	10
Sopwith Dolphin	A	11
Sopwith Snipe	A	12
Aviatik	G	1
Hansa-Brandenburg	G	2
Eindecker	G	3
Halberstdt DI	G	4
Fokker Biplane DII	G	5
Albatross Scout DII	G	6
Albatross DIII	G	7
Pfalz DIII	G	8
Albatross DV	G	9
Fokker Triplane	G	10
Albatross DVa	G	11
Fokker DVII	G	12

Card Name:	Suite	Rank:
Decoy	T	4
Formation Flying	T	5
Teamwork	T	6
Out of the Sun	T	7
Stalk Prey	T	8
Dive Attack	T	9
Attack from Above	T	10
Blind Spot	T	11
Surprise	T	12
Chivalry	F	1
Stunt	F	2
Maneuver	F	3
Aerobatics	F	4
Spin	F	5
Stall Turn	F	6
Kick Over Turn	F	7
Climbing Turn	F	8
Immelman	F	9
Half Roll	F	10
Steep Climb	F	11
Stay on his Tail	F	12

Cardset Available!

WS III - by Evilnames





Fokker

Introduction

WWI Biplane dog fighting. Get in your Sopwith Camel and take out some Albatrosses. 1 plane per player.

Board

Use a Hex map. The map should depict a sky with clouds, or a WWI battlefield.

Pieces

Each player gets to fly one WWI era fighter plane. The model or figure or pawn must fit within 1 space of the map Six sided dice are needed

Deck

Players share a common deck. The deck has 52 custom cards.

Altitude

There are 6 steps of Altitude (1-6). Use a six sided die to record the altitude of your plane. The ground would be considered altitude = 0.

Ammo

A plane can shoot a maximum of 12 times. Use dice to record Ammo.

Setup

Planes start on opposite ends of the map facing towards the middle. Planes start at an altitude of 1D6. Your plane starts with a velocity = 3 Players start with 2 cards each.

Turn Sequence

During every round each player gets a turn. At the beginning of each round each player rolls high on 1D6 to determine turn order. Reroll ties. Keep the turn order constant in a 2 player game.

Each turn has 2 phases:

1. Draw Phase
2. Move Phase

2a. Shoot Segment 2b. Observer Shoots Segment

Draw Phase

Draw 2 cards from the common deck. Maximum hand size = 6. Discard excess cards.

If the deck runs out, shuffle the discard and use it. You may discard 2 cards to draw 1 card once on your turn.

Move Phase

Your plane must move a number of spaces equal to it's velocity. Velocity ranges from 0 to 6. Use a die to record your plane's velocity.

You may freely change your facing 1 arc (hex side or 60 degrees) anytime during your move. You may freely increase (Climb) or decrease (Dive) your altitude 1 step anytime during your move. You may freely increase or decrease your velocity by 1 anytime during your move.

You may discard a move card from your hand to gain extra movement anytime during your move. The number of Move cards you can play per turn is determined by plane type. A description of the movement allowed by each type of Move card: Left: change your facing 1 arc to the left.

You may decrease your altitude 1 step. Right: change your facing 1 arc to the right. You may decrease your altitude 1 step.

Hard Left: change your facing 1 arc to the left and velocity +1. You may decrease your altitude 1 step. Hard Right: change your facing 1 arc to the right and velocity +1.

You may decrease your altitude 1 step. Forward: Velocity +1 or -1. You may increase or decrease your altitude 1 step.

Slide Left: Move your plane into the space 1 arc to the left of forward. Do not change the plane's facing. You may decrease your altitude 1 step. Slide Right: Move your plane into the space 1 arc to the right of forward.

Do not change the plane's facing. You may decrease your altitude 1 step. Immelman (Loop): Move backwards 4 spaces. Do not change the plane's facing. You may increase or decrease your altitude 1 step.

You must have a velocity of 5+ to do a loop. If your ending velocity = 0 or 1, your opponent may play a Stall card on you. If you stall, you must play a recover card or you immediately drop 2 steps of altitude.

If this puts you at 0 or less steps you crash. All cards played are discarded. Two planes in the same hex at the same altitude crash.

Shoot Segment

This segment is part of your Move phase. You make take this segment at any point during your Move phase. You must discard a Shoot Card to attack.

If your opponent is 6 spaces directly in front of you he takes 1D6-5 hits. If your opponent is 5 spaces directly in front of you he takes 1D6-4 hits. If your opponent is 4 spaces directly in front of you he takes 1D6-3 hits.

If your opponent is 3 spaces directly in front of you he takes 1D6-2 hits. If your opponent is 2 spaces directly in front of you he takes 1D6-1 hits. If your opponent is 1 space directly in front of you he takes 1D6 hits.

The target must be at the same altitude or 1 step lower. A plane that takes 6 or more hits is shot down. The target player may discard a Recover card to evade the attack.

The attacker may also play a stall card on an opponent that was hit. Every time a plane is hit for 1 or more points of damage roll 1D6. On a roll of 1 on 1D6

roll on the Critical Hit Table.

Observer Shoots Segment

This segment is part of your Move phase. You make take this segment at any point during your Move phase. If your plane has an observer, play a Shoot card to let him attack.

The observer attacks into the 60 degree arc behind the plane. If your opponent is 3 spaces behind you he takes 1D6-4 hits. If your opponent is 2 spaces behind you he takes 1D6-3 hits.

If your opponent is 1 space directly behind you he takes 1D6-1 hits. The target must be at the same altitude or 1 step higher. A plane that takes 6 or more hits is shot down.

The target player may discard a Recover card to evade the attack. The attacker may also play a stall card on an opponent that was hit. Every time a plane is hit for 1 or more points of damage roll 1D6.

On a roll of 1 on 1D6 roll on the Critical Hit Table:

Critical Hit Table

1D6	Hit	Notes
1	Pilot Killed	Kill the observer first if there is one.
2	Engine Damaged	Max Speed -2.
3	Gas Tank Punctured	Plane must land in 2D6 turns.
4	Cables Severed	Maneuverability -1.
5	Controls Jammed	Hand Size -2.
6	Struts Damaged	Plane can no longer climb or loop.

Card List

Card	#	Type
Left	6	M
Right	6	M
Slide Left	3	M
Slide Right	3	M
Forward	9	M
Hard Left	3	M

Card	#	Type
Hard Right	3	M
Immelman	3	M
Stall	3	-
Recover	3	-
Shoot	9	-
Ace	1	-

Notes:

M Move card

The Ace card may be used as any other type of card except stall.

Aircraft Types

Name	Side	Maneuverability	Observer
Sopwith Camel	Allies	2	No
Bristol F2b	Allies	1	Yes
Fokker D-V11	German	2	No
Albatros C-V	German	1	Yes

Maneuverability is the number of Movement cards a plane may use on its Move turn. Planes with observers have a max speed of 5. Planes without observers have

a max speed of 6.

Aces

Ace pilots get +1 Maneuverability. Aces have 5+ kills.

Aerial Obstacles

These include Clouds & Balloons. Use counters to indicate these on the map. Indicate the altitude of Clouds and balloons.

Clouds

Clouds may occupy 1 or more hexes. Planes may move into or through clouds. Planes cannot shoot into

or through clouds.

Balloons

Balloons occupy 1 hex. Planes may shoot down balloons. (1 hit destroys them) Planes that move into balloons crash.

Ground Attacks

Ground units are stationary. Use counters to indicate ground units on the map. Rifles have a range of 1 hex and 1 altitude step.

Machine guns have a range of 1 hex and 2 altitude steps. Flak guns have a range of 3 hexes and 6 altitude steps. If an enemy plane comes in range of one of your ground units, discard a shoot card to do damage in your shoot phase: Rifles do 1D6-5 damage.

A machine gun does 1D6-4 damage. A Flak gun does 1D6-2 damage.

Victory

Shoot down your opponents. Other scenario objectives may include: Shooting down balloons, spotting missions, aerial photography, strafing/bombing trenches, dropping propaganda leaflets, etc.

Counter Set

The following counter & card set was created by Janne Thörne: jan.thorne@mail.bip.net Janne has also made sets for Blitz, Cannonade & Midway.

Links

Biplane Dogfight Game Rabbidgerbal





Get Castro!

Introduction

Card game for 2-4+ players. 1950-60's. Players represent various elements of the CIA trying to eliminate Castro.

Winning

Be the first player to Assassinate Castro. If Castro is not killed after the players have gone through the deck twice then Castro survives and all the players lose.

The Deck

Players share a Common Deck. There are 5 card Types:

- Method
- Conspiracy
- Location
- Save
- Event

Setup

Shuffle the Deck. The Deck is kept face down. Each player is dealt a hand of 5 cards.

The biggest Conspiracy Theorist goes first.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fate Phase
2. Meld Phase
3. Foil Phase
4. Kill Phase
5. Exit Phase

Fate Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it. Discard a Propaganda card to draw 2 cards.

Discard a Spy card to look at your opponents hand and steal one card.

Meld Phase

If you have 2 or more of the same card in your hand you may make a Meld. Place the Meld cards face-up

in front of you. For Example: 2 Rifle cards would be a Meld or 3 Mafiosi cards would be a Meld.

You can only have 1 Meld of Method type cards in play.

You can only have 1 Meld of Conspiracy type cards in play.

You can only have 1 Meld of Location type cards in play.

If you later gain another card of a Meld you have in play, you may add it to the Meld in this Phase.

Foil Phase

Any opponent may play (discard) a Save or Event card. A Save card causes the target indicated Meld to be discarded. An Event card causes any target Meld to be discarded.

An Event card once used is removed from play. Any opponent may play (discard) a card that matches one of your Melds. If they do so, they may put those meld cards into their hand.

Kill Phase

If you have 3 Melds in play (1 each for Method, Conspiracy, and Location) you may Roll 3 six-sided dice (This is called the Assassination Attempt). If all 3 rolls are different numbers, you have killed Castro and win the game. If 2 of the numbers match, you must discard 1 of your Melds of your choice.

If all 3 numbers match, you must discard all of your Melds.

Exit Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card Notation

- M** Method
- C** Conspiracy
- L** Location
- S** Save
- E** Event
- P** Propaganda
- X** Spy
- #** Copies of that card in the deck

Common Deck Card List

Card Name:	#	Type:	Note:
Exploding Cigar	3	M	
Poison Pen	3	M	
Exploding Conch Shell	3	M	
Telescopic Rifle	3	M	
Start Counterrevolution	3	M	
CIA Spooks	3	C	
Diplomat	3	C	
Mafiosi	3	C	
Contract Killer	3	C	
Cuban Exiles	3	C	
Havana Casino	3	L	
United Nations	3	L	
Public Speech	3	L	
Favorite Restaurant	3	L	
Scuba Diving	3	L	
Plot Fails	1	S	Negate a Method Meld
Security Risk	1	S	Negate a Conspiracy Meld
Bad Timing	1	S	Negate a Location Meld
Bay of Pigs	1	E	
Missile Crisis	1	E	
JFK Objects	1	E	
Anti-Castro Coup	1	P	
Cold War Fever	1	P	
Executive Actions	1	P	
Spies	1	X	
Intrigue	1	X	
Dirty Tricks	1	X	





Global Inequality

Introduction

Poker Style card game for 2 players.

Premise

The rich get richer and the poor get poorer. Currently the 8 richest men in the world have wealth equal to the poorest 3.6 Billion people. The gap between the rich and the poor has been increasing for decades.

Each hand represents 10 years starting with the 1950's. One player is the Rich. The other player is the Poor.

Type:	Used by:
Rent Seeking	Rich player
Enlightened	Poor Player
Tax Evasion	Rich player
Investment	Poor player

Suites

Each player has 3 types of cards he can use plus the Neutral type. This equals 4 suites for each player.

Setup

Determine who is the rich player and who is the poor player. Shuffle the deck.

Points:	Hand:	Notes:
2	1 Pair	2 of the same Suite
4	3 of a Kind	3 of the same Suite
6	4 of a Kind	4 of the same Suite
8	5 of a Kind	5 of the same Suite
5	2 Pairs	2 of the same Suite and 2 of the same Suite
7	Full House	2 of the same Suite and 3 of the same Suite
5	Flush	4 from 4 different Suites

Common Deck Card List

Card Name:	Type:	User
World Economic Forum	Enlightened	Poor
Corporate Responsibility	Enlightened	Poor
Moral Issue	Enlightened	Poor

Victory

At the end of 7 hands, the player with the most points wins. If the rich player wins, it is business as usual. If the poor player wins, then the world is a better place.

The Deck

Players share a common deck.

Card Types

There are 7 card Types:

Type:	Used by:
Extraction	Rich player
Reaction	Poor player
Neutral	Both players

Turn Sequence

1. Deal each player 5 cards. If the deck runs out shuffle the discard and draw from it.
2. Each player may discard up to 3 cards and draw replacements.
3. Players reveal their hands and score them.
4. All cards are discarded.

Scoring Hands

Each player has a hand of 5 cards. This will include cards they can and cannot use.

Card Name:	Type:	User
Political Issue	Enlightened	Poor
Sustainable Prosperity	Enlightened	Poor
Enlightened Leaders	Enlightened	Poor
Enlightened Self Interest	Enlightened	Poor
Shared Prosperity	Enlightened	Poor
Shifting Taxes	Tax Evasion	Rich
Lower Tax Jurisdictions	Tax Evasion	Rich
Tax Avoidance	Tax Evasion	Rich
Offshore Tax Havens	Tax Evasion	Rich
Tax Competition	Tax Evasion	Rich
Panama	Tax Evasion	Rich
Cayman Islands	Tax Evasion	Rich
Luxembourg	Tax Evasion	Rich
Long Term Investments	Investment	Poor
Treat Workers Decently	Investment	Poor
Increase Wages	Investment	Poor
Invest in Employees	Investment	Poor
Technology Investments	Investment	Poor
Capital Investments	Investment	Poor
Invest in the Future	Investment	Poor
Profits back into Company	Investment	Poor
Lobbying	Rent Seeking	Rich
Deregulation	Rent Seeking	Rich
Taxpayers pick up the Tab	Rent Seeking	Rich
Monopolies	Rent Seeking	Rich

Card Name:	Type:	User
Rent Seeking	Rent Seeking	Rich
Demand Fair Share	Reaction	Poor
Elections	Reaction	Poor
Referendums	Reaction	Poor
Rebellion	Reaction	Poor
Anti-Poverty Organizations	Reaction	Poor
International Monetary Fund	Reaction	Poor
Democracy	Reaction	Poor
Oxfam	Reaction	Poor
Shareholders	Extraction	Rich
Top Executives	Extraction	Rich
Super Rich	Extraction	Rich
Dividend Payouts	Extraction	Rich
Under Investing	Extraction	Rich
Bankruptcy	Extraction	Rich
Pension Deficits	Extraction	Rich
Corporate Borrowing	Extraction	Rich
Global Economy	Neutral	Both
Economic Gains	Neutral	Both
Political Systems	Neutral	Both
Globalization	Neutral	Both
Market Economies	Neutral	Both
Corporations	Neutral	Both
Magnates	Neutral	Both
Ordinary Citizens	Neutral	Both

Links

Permaculture





Global Resolution

Introduction

Card game for 2-6 Players. Theme: Growth & Competition amongst Nations circa 1990-2010.

Nations

Each player takes control of 1 of 6 available Nations:

1. United States of America
2. Russian Federation
3. Peoples Republic of China
4. European Union
5. Japan
6. Republic of India

Dice

Six sided dice (D6), Ten (D6), and twenty sided dice (D20) are used.

Starting Stats

Nation:	ECO	DEF	SOC	ENV	PP	DP	RANK
USA	20	20	15	5	30	0	1
Russia	5	15	5	5	15	1	2
China	10	15	5	5	15	2	3

DP Disengagement Points

PP Prestige Points

RANK Rank for purpose of determining Turn Order

ENV Environment

SOC Social

DEF Defense

ECO Economy

High And Low Traits

If your score in a Trait is 5 or less it is considered to be Low. If your score in a Trait is 15 or more it is considered to be high.

Decks

There are 2 Common Decks:

1. The Crisis Deck
2. The Development Deck

Victory

The player with the most PP at the end of the game wins. The game ends after the 20th Turn.

Traits

Each Nation has 4 Traits:

1. Economy
2. Defense
3. Social Stability
4. Environment

Prestige Points

Each player has Prestige Points (PP)

Disengagement Point

Each player has Disengagement Points (DP) A player may spend a Disengagement Point to give a War he is in to another target Player. It costs 2D6 PP to play a DP.

Nation:	ECO	DEF	SOC	ENV	PP	DP	RANK
EU	20	10	10	10	20	1	4
Japan	10	5	15	5	20	3	5
India	5	10	10	10	15	3	6

Turn Sequence

Each turn has 8 Phases: National Quirk Phase Opportunity Phase International Trade Phase Strategic Growth Phase National Policy Phase Prestige Phase Crisis Phase End Phase

National Quirk Phase

In Rank order each player rolls once on their National Quirk Table.

Opportunity Phase

Each turn in Rank order each player draws 5 cards from the Development Deck. If the deck runs out, shuffle the discard and draw from it.

International Trade Phase

Players may trade Development Cards from their hands.

Strategic Growth Phase

In Rank order each player gains 1 Free Level in 1 Trait of their Choice. Also players may convert 2 points of any 1 Trait into 1 Point of another Trait.

National Policy Phase

In Rank order each player may play up to 3 Development cards from their hands.

Prestige Phase

In Rank order each player gains PP equal to the value of their lowest Trait.

Crisis Phase

In Rank order each player flips over the top card of the Crisis Deck and then must resolve it using the Crisis Resolution Rules.

End Phase

Each player must discard down to 3 Development Cards.

National Quirks

Each nation has its own unique Table.
DC Development Card

Usa Quirk Table

1D10	Result:	Notes:
1	Melting Pot	SOC +1
2	Government Spending	ECO -1
3	Last Superpower	DEF +1
4	Bipartisan Politics	Discard 1 DC
5	American Dream	ENV -1 SOC +1
6	American Ingenuity	ECO +1
7	Special Interests	ECO -1
8	Largest Economy	ECO +2 ENV -1
9	Scandals	SOC -1
10	Engagement	Draw 1 extra Crisis Card this turn

Russia Quirk Table

1D10	Result:	Notes:
1	USSR Breakup	DEF -1
2	Chernobyl Recovery	ENV -1
3	Rampant Corruption	SOC -1
4	Newfound Freedoms	SOC +1
5	Largest Country	ECO +1

1D10	Result:	Notes:
6	Largest Natural Resources	ECO +1
7	Chechen Rebels	DEF -1
8	Russian Mafia	ECO -1
9	Political & Social Chaos	SOC -1
10	Oil Reserves	ECO +1

China Quirk Table

1D10	Result:	Notes:
1	Modernization	ECO +1
2	One Party Rule	SOC -1
3	Rapid Urbanization	ENV -1
4	Manufacturing	ECO +1
5	Export Leader	ECO +1
6	Overpopulation	ENV -1
7	Desertification	ENV -1
8	Planned Economy	Play 1 Extra DC this Turn
9	Taiwan & Tibet	SOC -1
10	Information Control	SCO -1

Eu Quirk Table

1D10	Result:	Notes:
1	Unification Difficulties	ECO -1
2	Cultural Diversity	SOC +1
3	Suppress Nationalism	DEF -1
4	Banking Industry	ECO +1
5	Welfare States	ECO -2 SOC +1
6	Socialism	ENV +1 SOC +1 ECO -1
7	Poor Member States	ECO -1
8	Balkan Conflicts	DEF -1
9	Common Market	ECO +1
10	Political Divisiveness	SOC -1

Japan Quirk Table

1D10	Result:	Notes:
1	Homogenous Population	SOC +1
2	Small Population	ECO -1
3	Samurai Work Ethic	ECO +1
4	Technology & Electronics	ECO +1
5	Self Imposed Defense Cap	DEF -1
6	Investments	ECO +1
7	Small Territory	ENV -1
8	Economic Stagnation	Discard 1 DC
9	Highly Educated	SOC +1
10	Competition Asian Tigers	ECO -1

India Quirk Table

1D10	Result:	Notes:
1	Outsourcing	ECO +1
2	Endemic Poverty	SOC -1
3	Largest Democracy	SOC +1
4	Fast Growth	Draw 1 DC
5	Disease	ECO -1

1D10	Result:	Notes:
6	Widespread Corruption	ECO -1
7	Entrepenership	ECO +1
8	Malnutrition	SOC -1
9	Flooding	ENV -1
10	Conflict with Pakistan	DEF -1

Crisis Resolution Rules

There are 11 types of cards in the Crisis Deck:

1. War (Peacekeeping Mission)
2. Major Disaster (Recovery)
3. Environmental Opportunity
4. Economic Crisis
5. Peace Talks
6. Humanitarian Aid
7. National Scandal
8. International Crime
9. Technology Opportunity
10. Standard of Living
11. International Embarrassment

Crisis Table Notation

NT Next Turn

War Crisis Cards

If you flip over one of these, you must immediately pick an option from the War Decision List. The War (Peacekeeping) Card stays in play until you get a Diplomatic Success Roll or you pick the Appeasement Decision. Note: You may be engaged in a max of 4 Wars at one time. If another comes your way, you must give it to another player of your choice.

War Card Decision List

1. Handoff: Spend a DP to give the War to another target Player.
2. Diplomacy: Roll on the Diplomacy Table
3. War: Roll on the War Table
4. Appeasement: Lose 3D6 PP and X SOC. Discard the War Card.

X is the Strategic value of the War Card

Diplomacy Table

1D20	Result:	Notes:
1-5	Failure	Lose 1 SOC and 1D6 PP. NT: Roll on War Table
6-15	Situation Worsens	Lose 1 SOC and 1D6 PP. NT: Decision List
16+	Success	Gain X SOC* and 2D6 PP. NT: Discard War Card

If your SOC is High get +1 to Roll. If your SOC is Low get -1 to Roll.

* If you achieved a Military Success previously in this

War, the gain is in ECO not SOC.

X is the Strategic value of the War Card

War Table

1D20	Result:	Notes:
1-5	Military Disaster	Lose 2 SOC and 2 DEF. NT: War Table or Appeasement
6-15	Situation Worsens	Lose 1 SOC and 1 DEF. NT: Decision List
16+	Military Success	Gain 2D6 PP. NT: Diplomacy Table +5 to Roll

If your DEF is High get +1 to Roll. If your DEF is Low get -1 to Roll.

At the end of each turn in which a Recovery is not completely paid off, lose 1 SOC and 1 ENV.

Major Disaster Recovery Cards

If you flip over one of these, roll 2D6 to get the number of Disaster Magnitude Points Generated. You may pay off up to 3 DMP per turn in End Phase. The Recovery card stays in play until it is paid off.

Environmental Opportunity Cards

If you flip over one of these, you may invest (pay) up to 5 ECO. If you pay nothing lose 1 ENV. For each ECO spent roll once on the Environmental Benefits Table: Discard the Card at the end of your turn.

Environmental Benefits Table

1D20	Result	1D20	Result
1-2	ENV +3	11-12	ENV +2
3-4	SOC +3	13-14	PP + 1D6
5-6	SOC +1	15-16	PP + 2D6
7-8	SOC +2	17-18	ECO +1 & ENV +1
9-10	ENV +1	19-20	ECO +2

Economic Crisis Cards

If you flip over one of these, you must immediately pick an option from the Economic Decision List. The Economic Crisis Card stays in play for 2D6 Turns or until you roll a success result on the Stimulus Decision Table. At the End of each turn an Economic Crisis card remains in play you lose 2 ECO, 1 SOC, and 1D6 PP.

Economic Decision List

1. Stimulus Package: Pay 3 ECO and Roll on the Stimulus Table
2. Austerity Program: Pay 3 SOC and Roll on the Austerity Table
3. Financial Reform: Pay 10 PP and Roll on the Financial Table
4. Nothing: Roll 4 times on the Economic Crisis Table

Stimulus Table

1D20	Result	Notes:
1-10	Failure	SOC -2. Get +3 to next roll on Stimulus Table
11+	Success	Gain 1D6 PP. The Crisis Ends Immediately

Notes: Get +1 to roll for each ECO you pay above 3

Austerity Table

1D20	Result	Notes:
1-7	Failure	Lose 1D6 PP
8+	Success	Reduce the Crisis by 1D6 Turns

Notes: Get +1 to roll for each SOC you pay above 3

Financial Table

1D20	Result	Notes:
1-10	Failure	ECO -2
11+	Success	Gain 1D6 PP. Reduce the Crisis by 1D6 Turns

Notes: Get +1 to roll for each 3 PP you pay above 10
If you succeed at Financial Reform your next Economic Crisis lasts 2 less turns.

Economic Crisis Table

1D20	Result
1-10	ECO -1
11-15	SOC -1
16+	Lose 1D6 PP

Fund Table

1D20	Result	Notes:
1-10	Less Progress	Roll once on the Ignore Table. +2 to next roll on Fund Table
11-18	More Progress	Gain 1D6 PP. +1 to next roll on Fund Table
19+	End Crisis	SOC +5 and gain 4D6 PP

Notes: Get +1 to roll for each ECO you pay above 2

Ignore Table

1D20	Result
1-10	SOC -1
11-15	ECO -1
16+	Lose 1D6 PP

Host Table

1D20	Result	Notes:
1-10	Sanctions	ECO -1 and get +3 to next roll on Host table
11-15	Behind the Scenes	Gain 2 PP and get +2 to next roll on Host table
16-18	Host Talks	Gain 3 PP and get +1 to next roll on Host table
19+	Signed Accord	SOC +4 and gain 4D6 PP

Notes: Get +1 to roll for each DC you discard above 1

National Scandal Cards

If you flip over one of these, you must immediately pick an option from the Scandal Decision List. The Scandal Card is discarded at the end of your turn.

National Scandal List

1. Cover Up: Roll on Cover Up Table
2. Apology: Roll on Trial Table

Standard Of Living Cards

If you flip over one of these, you must immediately pick an option from the Standard of Living (SOL) Decision List. The SOL Card stays in play until you get an End Crisis Result on the SOL List.

Standard Of Living List

1. Fund Government Program: Pay 2 Econ and Roll on Fund Table
2. Ignore Problem: Roll 2 times on Ignore Table

Peace Talks Cards

If you flip over one of these, place the card in the middle of the table. Peace Talk cards are Global: They stay in Play until any player gets a Signed Accord result on the Host Table. All Players on their turn in Crisis Phase must make a decision from the Peace Talks List.

Peace Talks List

1. Ignore: Lose 1 PP
2. Apply Pressure: Discard 1 DC and roll on the Host Table

Cover Up Table

1D20	Result	Notes:
1-10	Failure	SOC-3 and lose 1D6 PP
11+	Mass Confusion	SOC-1

Trial Table

1D20	Result	Notes:
1-5	Obvious Injustice	SOC-4 and lose 2D6 PP
6+	Justice	SOC-2 and gain 1D6 PP

International Embarrassment Cards

If you flip over one of these, lose 1 DEF & 1 SOC, and 2D6 PP.

International Crime Cards

If you flip over one of these, you must immediately pick an option from the Criminal Decision List. The Crime Card stays in play until you get a Major Bust Result on the Crackdown Table or you pick the Decrim-

inalization Option. Note the Decriminalization Option is available for only some Crime Cards.

Criminal List

1. Suppression: Roll on the Suppression Table
2. Major Crackdown: Pay 3 DEF. Roll on the Crackdown Table
3. Decriminalization: Pay 4 SOC & 2 ECO. Discard the Crime Card

Suppression Table

1D20	Result
1-2	Lose 2D6 PP
3-5	Lose 1D6 PP
6-8	SOC-1
9-11	SOC-2

1D20	Result
12-14	ECO-1
15-17	ECO-2
18-20	DEF-1

Crackdown Table

1D20	Result	Notes:
1-15	Minor Busts	SOC+1. Get +3 to next Roll on Crackdown Table.
16+	Major Busts	SOC+2. Gain 3D6 PP. Discard the Crime Card

Humanitarian Aid Cards

If you flip over one of these, place the card in the middle of the table. Humanitarian cards are Global: They stay in Play until the players have spent a total of 20 ECO to resolve it. All Players on their turn in Crisis Phase must make a decision from the Humanitarian List.

Humanitarian List

1. Ignore: Lose 1 PP
2. Give Aid: Spend up to 4 ECO. For each ECO spent gain 1D6 PP and place a marker on the card.

Technology Opportunity Card

If you flip over one of these, place the card in the middle of the table. Technology cards are Global: They stay in Play until the players have spent a total of 20 ECO on it. All Players on their turn in Crisis Phase must make a decision from the Technology List.

Technology List

1. Ignore: Nothing
2. Fund Research & Development: Spend up to 2 ECO. For each ECO spent Roll once on the Tech Table and place a Marker on the Tech card.

Tech Table

1D20	Results
1-2	DEF+1
3-4	DEF+2
5-6	ECO+1
7-8	ECO+2
9-10	ECO+3

1D20	Results
11-12	Gain 1D6 PP
13-14	SOC+1
15-16	SOC+2
17-18	ENV+1
19-20	ENV+2

Crisis Deck Card List Notation

W War (Peacekeeping Mission)
D Major Disaster (Recovery)
V Environmental Opportunity
E Economic Crisis
P Peace Talks
H Humanitarian Aid

S National Scandal
L Standard of Living
I International Embarrassment
C International Crime
T Technology Opportunity
***** Cannot be Decriminalized
X Strategic Value

Crisis Deck Card List

Name	Type	Notes
Liberation: Kuwait	W	X = 5
Anarchy: Liberia	W	X = 1
Genocide: Rwanda	W	X = 1
WMD: Iraq	W	X = 5
Insurgency: Iraq	W	X = 4
Power Vacuum: Afghanistan	W	X = 4
Rebellion	W	X = 3
Criminality: Panama	W	X = 2
Piracy: Somalia	W	X = 2
Ethnic Cleansing	W	X = 3
Foreign Civil War	W	X = 2
Regional Conflict	W	X = 3
Hostile Neighbor	W	X = 3
Territorial Dispute	W	X = 3
Occupation	W	X = 4
Police action	W	X = 3
Uprising	W	X = 2
Sectarian Violence	W	X = 1
Oil War	W	X = 5
Holy War	W	X = 4
Tsunami Recovery	D	
Hurricane Recovery	D	
Earthquake Recovery	D	
Oil Spill Recovery	D	
Volcano Recovery	D	
Desertification	V	
Biodiversity Loss	V	
Seed Project	V	
Habitat Loss	V	
Bans on Whaling	V	
Fishery Management	V	
Carbon Trading	V	
Improved Nuclear Power	V	
Ozone Layer Depletion	V	
Acid Rain	V	
Climate Talks	V	
Deforestation	V	
Pollinator Bee Die-offs	V	
Overpopulation	V	
Sustainable Agriculture	V	
Smart Energy Grid	V	
Alternate Energy Sources	V	
Coastal Erosion	V	
Endangered Species	V	
Water Pollution	V	
Food Price Crisis	E	
Trade Barriers	E	
Banking Crisis	E	
Global Depression	E	
Housing Crisis	E	
Tech Bubble	E	

Name	Type	Notes
Institutional Corruption	E	
Diversions of Aid	E	
Welfare Reform	E	
Deficit Spending	E	
Healthcare Reform	E	
Social Security	E	
Government Bankruptcy	E	
Double Digit Inflation	E	
Balance the Budget	E	
Energy Crisis	E	
OPEC Petroleum Crisis	E	
Stock Market Crash	E	
Trade Imbalance	E	
Record Unemployment	E	
Massive Ponzi Scheme	E	
Computer Internet Technology	T	
Biomedical Technology	T	
Space Exploration Technology	T	
Genetic Engineering Technology	T	
End of Apartheid	P	
Prisoners of War	P	
South American Rebels	P	
Missile Testing: North Korea	P	
Nuclear Threat: Iran	P	
Oppressed Minority	P	
Human Rights Abuses	P	
Mid East Peace Process	P	
Famine Relief	H	
Refugee Crisis	H	
Nation Building	H	
Global AIDS Epidemic	H	
Women's Rights	H	
Hostage Crisis	I	
Boomer Sinks	I	
Shoot Down Airliner	I	
Leadership Crisis	S	
Assassination	S	
Government Torture	S	
Disputed Election	S	
Illegal Covert Activity	S	
Organized Crime	C*	
Human Trafficking	C*	
Immigration Crisis	C	
War on Terror	C	
Drug Cartels	C	
Weapons Trafficking	C*	
Illiteracy	L	
Urban Decay	L	
Chronic Poverty	L	
Infant Mortality	L	
Social Injustice	L	

Development Deck Card List Notation

DP Disengagement Points
PP Prestige Points
ENV Environment
SOC Social
DEF Defense
ECO Economy

DC Development Card
DX Draw 1 DC
PX Play 1 Extra DC this Turn
X1X Discard 1 DC
S1E Steal 1 ECO from target Opponent
LN Look at next 5 cards in Crisis Deck
AOP All Other Players

Development Deck Card List

Name:	Notes:
Urbanization	ECO+2
Referendum	SOC+1 & DX
Military-Industrial Complex	ECO+1 & DEF+1
Strategic Purpose	Any Trait +1 & PX
Military Buildup	ECO-1 & DEF+3
Agriculture	ENV-1 & ECO+3
Military Service	SOC-2 & DEF+4
Fund Basic Research	Roll Once on Tech Table
Infrastructure	ECO+2 or ENV+2
Leadership	Any Trait +2
National Will	SOC+2 or ENV+2
Communication Technology	ECO+1 & DX
GI Bill	DEF+1 & DX
Peace Corps	SOC+1 & PX
Non-Governmental Orgs	SOC+2 or ENV+2
Subsidies	ECO-1 & SOC+3
Culture of Greed	ECO+3 & SOC-1
International Trade	SOC+1 & ECO+1
Print Money	ECO+2
New Technology	ENV+2 or DEF+2
Green Party	ENV+2
Top Secret Projects	DEF+2
New Social Media	SOC+2
Banking	ECO+1 & S1E
Patriotism	SOC+2 or DEF+2
Spend Political Capital	Lose 1D6 PP. Any Trait +3
Political Compromise	SOC+1 & DX
Financial Planning	ECO+1 & LN
Intelligence Agencies	SOC+1 & LN
Oil Reserves	ENV-1 & ECO+3
Conservation Legislation	ENV+2
Bipartisanship	DEF+2 or ECO+2
Trade Agreement	ECO+3 & Target Player ECO+2
Protective Tariffs	ECO-1 & SOC+3
Education Funding	SOC+1 & DX
Modernization	DEF+2 or ENV+2
Environmental Initiatives	ENV+1 & DX
War Footing	DEF+3 & X1X
Social Security	SOC+3 & X1X
National Security	DEF+2
Multinational Corporations	ECO+1 & DX
Privatization	ECO+1 & PX

Name:	Notes:
Big Government	ECO-1 & SOC+1 & DEF+1 & ENV+1
Construction Boom	ECO+3 & ENV-1
Economic Globalization	ECO+3 & AOP ECO+1
Cultural Globalization	SOC+3 & AOP SOC+1
Military Coalition	DEF+3 & AOP DEF+1
Environmental Summit	ENV+3 & AOP ENV+1
United Nations	PX & LN
Nobel Peace Prize	SOC+1 & gain 1D6 PP
International Aid	ECO-1 & gain 3D6 PP
Host Olympics	ECO-1 & SOC+1 & gain 2D6 PP
Military Analysts	DEF+1 & LN
Think Tanks	ENV+1 & LN
Underground Economy	ECO+3 & X1X
Raise Taxes	ECO+3 & SOC-1
Foreign Investments	ECO+2
Arms Reduction Treaty	You & Target Opponent: DEF-2 & gain 4D6 PP
Isolationism	SOC-1 & gain 1 DP
Consumer Goods	ECO+1 & SOC+1
Emerging Markets	ECO+1 & DX





Green Plastic Massacre

Introduction

Combat rules for plastic Army men.

Materials

Army Men Safety Goggles Yard stick Marbles Golf balls Tennis balls Dice Pencils 'Terrain' (Furniture, Books, Cans, Boxes, Fine China)

Setup

Armies start at opposite ends of the room. Determine turn order: High roll gets to go first each turn.

Turn Sequence

Each figure gets to move once and attack once per turn. Mortars, Machine guns & artillery can either move or attack during a turn.

Attack Ranges

Weapon	Feet
Pistol	2
Flame Thrower	1
Bazooka	3
Rifle	4
Prone Rifle	3
Sniper	5
SMG	3

Attack Resolution

Pistol- Stand over the attacker. Drop a marble from the tip of your nose. Rifle- Standing 10 feet away from the target throw a marble. Sniper- Standing 5 feet away from the target throw a marble.

SMG- Standing 15 feet away from the target throw 3 marbles simultaneously. Machine gun- Standing 15 feet away from the target throw 6 marbles simultaneously. Grenade- Standing 5 feet away from the target throw a golf ball.

Bazooka- Standing 10 feet away from the target throw a golf ball. Mortar- Standing 15 feet away from the target throw a golf ball. Flamethrower- Stand over the attacker. Drop a tennis ball from the tip of your nose.

Artillery- Standing 15 feet away from the target throw a tennis ball.

Movement

Unit Type	Feet
Fixed Artillery	0
Mortar/MG team	1/2

Infantry 1

Tank	2
Horse	2
Horse & Cart	1
Other vehicles	3

Attacking

A figure can only attack another unit if it is in range. Any unit knocked over by an attack is killed.

Weapon	Feet
Machine Gun	4
Grenade	1
Hand to Hand	1/6
Mortar	7
Artillery	Any
Radio(Artillery)	Any
Tank Main Gun	Any

Hand To Hand Attacks

This occurs between two infantry within 2 inches of each other. Roll 1D6 to determine the method of resolution: 1- Thumb wrestling 2- Arm wrestling 3- Staring contest 4- Pencil fight 5- Slaps 6- Rock, Paper, Scissors The winner of this contest kills the opposing figure.

Game Designers Notes & Safety Rules

Wear goggles at all times. Never throw at another human being or animal. Resolve disputes with dicerolls if necessary.

You may want to substitute other lightweight, blunt projectiles such as wiffleballs or playdough. Cowboy & Indian version: Use rubberbands for arrows.





High Seas Fleet

Introduction

Simple World War I Naval Combat rules. Map, counters, and dice game.

Ship Stats

Cost Cost in Build points for balancing scenarios and creating custom forces.

Speed = Maximum number of spaces the ship can move per turn. **Armor** = Based on Thickest Armor (usually amidships belt).

Hull Equivalent to displacement in tons (rounding up).

If Hull is reduced to 0 the ship is sunk.

HG Heavy Gun Batteries (Gun size in inches)

LG Light Gun Batteries (Gun size in inches)

General Notes

Number of guns is based on broadside maximum. Guns do not include Machine guns and AA guns. Depot ships sometimes have one or more light guns.

All Warships except Gun and Mine boats have Torpedoes (1 Attack/turn). U-boat speeds are for above/below surface. Shore batteries are located on land.

A Mine Field contains about 30 mines.

Sample German Ship Stats

Ship Type:	Cost	Speed	Armor	Hull	HG	LG
Bayern Class(1915): Bayden	-	-	-	-	-	-
Dreadnaught	30	4	5	28	8(15)	8(6)
Lutzow Class(1913):	-	-	-	-	-	-
Derfflinger, Hindenburg	-	-	-	-	-	-
Battle Cruiser	20	5	3	25	8(12)	6(6)
Blucher Class(1908)	-	-	-	-	-	-
Armored Cruiser	12	5	2	16	8(8)	4(6)
Deutschland Class(1904):	-	-	-	-	-	-
Pommern, Schlesien, Hannover	-	-	-	-	-	-
Old Battleship	10	3	4	13	4(11)	7(7)
Konigsberg Class(1915):	-	-	-	-	-	-
Nurnberg, Emden	-	-	-	-	-	-
Light Cruiser	5	6	1	5	0	6(6)
Vulkan Class(1915)	-	-	-	-	-	-
Destroyer	2	7	1	1	0	4(4)
A 1-95 Class(1915)	-	-	-	-	-	-
Torpedo Boat	1	5	0	1	0	2(3)
Delphin(1906)	-	-	-	-	-	-
Gun Boat	0.5	2	0	1	0	2(4)
Nautilus(1906)	-	-	-	-	-	-
Mine Layer	1	4	0	1	0	8(3)
M28-30 Class(1915)	-	-	-	-	-	-
Mine Sweeper	1	3	0	1	0	2(4)
93 & U96 Classes(1917)	-	-	-	-	-	-
U-Boat(Patrol Sub)	3	4/2	0	1	0	1(4)
Depot Ship	X	3	0	5+	0	0
Shore Battery	7	0	5	1	1	0
Mine Field	1	0	0	-	0	0

Notes: The Nautilus carries 200 mines. M28-30

Class ships carry 30 mines.

Sample British Ship Stats

Ship Type:	Cost	Speed	Armor	Hull	HG	LG
Royal Sovereign Class(1913):	-	-	-	-	-	-
Resolution, Revenge	-	-	-	-	-	-
Dreadnaught	30	5	4	26	8(15)	7(6)
Renown Class(1915):	-	-	-	-	-	-
Repulse	-	-	-	-	-	-
Battle Cruiser	25	6	2	27	6(15)	8(4)
Lord Nelson Class(1904):	-	-	-	-	-	-
Agamemnon	-	-	-	-	-	-
Old Battleship	15	4	4	17	4(12)	5(9)
Courageous Clas(1916):	-	-	-	-	-	-
Glorious	-	-	-	-	-	-
Cruiser	20	7	2	19	4(15)	9(4)
Vindictive(1918)	-	-	-	-	-	-
Aircraft Carrier	10	6	1	10	4(8)	0
Carlisle Class(1917):	-	-	-	-	-	-
Cairo, Calcutta, Capetown	-	-	-	-	-	-
Light Cruiser	5	6	1	5	5(6)	2(3)
Erebus, Terror(1916)	-	-	-	-	-	-
Monitor	10	3	2	8	2(15)	8(4)
Admiralty Class(1918):	-	-	-	-	-	-
Bruce, Cambell, Stuart	-	-	-	-	-	-
Flotilla Leader	3	8	0	2	0	5(5)
Yarrow Class(1918):	-	-	-	-	-	-
Tomahawk, Torch, Tumult	-	-	-	-	-	-
Destroyer	2	7	0	1	0	3(4)
Torpedo Boat	1	5	0	1	0	2(3)
Gun Boat	0.5	2	0	1	0	2(4)
Mine Layer	1	3	0	1	0	2(4)
Mine Sweeper(Sloops)	1	3	0	1	0	2(4)
Submarine	3	4/2	0	1	0	1(3)
Depot Ship	X	3	0	5+	0	0
Shore Battery	7	0	5	1	1	0
Mine Field	1	0	0	-	0	0

Notes: The Vindictive can carry 6 Aeroplanes.

The Map

Use a hex Map. Scale: Each hex = 600 feet. 1 Nautical mile = 10 hexes.

The 2 basic terrain types are land and sea.

Dice

Six, ten, and twenty sided dice are needed.

Counters

One counter per ship. Indicate ship facing on counter.

Turn Sequence

Players take turns moving one ship at a time. The player with more ships goes first. A player may have any of his ships fire some or all of its guns at any time.

A Gun battery can only be fired once per turn. Record which guns have fired. When all players have moved once this is called a round.

One round is equal to 1 minute of game time.

Moving

Ships cannot stack (1 Submerged U-Boat and 1 Surface ship is allowable). A ship may move some, none, or all of its movement allowance. A ship can rotate 1 hex face for free before each move of 1 space forward.

A ship can rotate additional hex faces at a cost of 1

point per face. Ships may move in reverse during the turn at speed -1. U-Boat movement is hidden: write moves on a piece of paper.

A ship detects a U-Boat within 4 spaces on a roll of 5-6 on 1D6. (+2 if the U-Boat attacks)

Range Table

Battery Type:	Long	Medium	Short
Heavy	15-11	10-5	5-1
Light	-	-	5-1
Torpedo	-	-	2-1

-1	Long Range
+1	Short Range
-1	Indirect Fire
-1	Rough Seas
-2	Moonless Night
-1	Night
-2	Storm
-1	U-Boat attacking
-2	Attacking Submerged U-Boat

-1	Long Range
-1	Attacking small boat (Destroyer or Smaller)
-2	Smoke Screen
-1	Green Crew
+1	Veteran Crew
-1	Ship has been hit
-1	Ship at half speed or less
-2	Ship is sinking

If a Gun attack hits roll on the Gun Damage Table.
If a Torpedo attack hits roll on the Torpedo & Mine

A Heavy Gun has a maximum range of 15 spaces.
A Light Gun has a maximum range of 5 spaces.

Gunnery

A gun will hit on a roll of 17-20+ on 1D20. Modifiers to this roll:

Damage Table. A natural roll of 20 always hits.

Heavy Gun Table

Size	Damage	ROF
15"	+4	1
14"	+3	1
13"	+2	1
12"	+1	2

Size	Damage	ROF
11"	+0	2
10"	-1	3
9"	-2	4
8"	-3	5

Light Gun Table

Size	Damage	ROF
7"	+1	6
6"	+0	7
5"	-1	8

Size	Damage	ROF
4"	-2	12
3"	-3	15

Damage = Modifier to roll on Gun Damage Table.
ROF Shots per turn: For playability every gun only shoots once per turn.

The higher ROF is already factored into the Damage modifier.

Gun Damage Table

1DX	Result:
0-1	No effect
2-5	Minor Damage: A Destroyer or smaller is 'damaged'
6-10	Reduce Hull score by 1 points
11-14	Reduce Hull score by 2 points
15-16	Reduce Hull score by 3 points

1D6	Result:
1-7	Reduce Hull score by 4 points
8-10	Reduce Hull score by 5 points
11-13	Reduce Hull score by 6 points
14-20	Reduce Hull score by 2D6 points

Roll 1D20 for a Heavy Gun. Roll 1D10 for a Light Gun. Medium Range gets -2 Long Range gets -5 Subtract targets armor value from above roll.

Hit Location

Every time a ship takes damage roll 1D20:

1-4	Turret is destroyed: 2 HG or 2 LGs.
5-6	Funnel damaged: Speed reduced by 1 point permanently
7-8	Tower damaged: All attacks at -1
9-20	Hull damaged only

If a turret is destroyed there is a 1 in 6 chance the Magazine Blows (Lose 2D6 Hull points) A ship at 0 or less Hull points will sink in 1D3 turns. If crippled or

at one-quarter hull points a ships' Speed is reduced by half.

Torpedo & Mine Damage Table

1D6	Result:
1	Reduce Hull score by 1 point
2	Speed reduced by half current total permanently
3	Speed reduced by 1 point permanently
4-5	Sink in 1D6 turns
6	Explode: Sink Immediately

Anti-submarine Warfare

Only Light Gun batteries can attack U-Boats. The U-Boat must be detected first. The U-Boat must be within 4 spaces.

Mines

Mine locations are secretly written down in setup or by the controller of Mine Layers during play. A ship moving into a mined hex will hit a mine on a roll of 6 on 1D6. A Destroyer or Gunboat may sweep a hex of mines before entering it.

Sweeping costs 4 Move Points.

Aeroplanes

These fly at a speed of about 50 hexes per minute. They can carry one bomb. To make a bomb attack they must be over the target.

The bomb hits on a roll of 17+ on 1D20. Roll 1D20 on the Gun Damage table. A warship can destroy an enemy plane within 2 hexes with AA fire on a roll of 17+ on 1D20.

Links

Old Photos & Specs





In The Nam

Introduction

Scenario for WarpQuest: Vietnam War. for the ??WarpQuest Core Rules. Your platoon has been de-
assed in the bush.

You must patrol the area and meet at a new pick-up
point.

The Scenario

The map spaces represent abstract time and dis-
tance. There is only one Module. There is no "Artifact".
The Scenario is a one way trip. When your Platoon
(Pawn) reaches the End Space (Landing Zone) it is

airlifted out.

The winner is the Platoon with the most confirmed
Kill points.

Failure

If you ever have less than 20 men left in the platoon,
the survivors are airlifted out and your game ends.

The Platoon

Each player has a platoon of 42 men. The platoon
has 12 rolls on the skill table.

Skills Table

1D6	Skill:	Notes:
1	Jungle Warfare +1	Ability to set-up & detect Booby Traps & Ambushes
2	Fire Support +1	Ability to call in Artillery Strikes & Close Air Support
3	Firepower +1	Ability to achieve small arms fire superiority
4	Diplomacy +1	Ability to communicate with villagers
5	Leadership +1	Ability to avoid strife within the platoon
6	Medical +1	First Aid (Maximum of +2)

Foes

If you encounter a Foe, you have to make several
challenge Test Rolls:

1. Make a test vs Jungle Warfare x2. If successful
add one to your next roll. . .
2. Make a test vs Firepower x2. If successful, you
kill the Foe. Discard it. If not. . .
3. Make a test vs Fire Support x2. If successful, you
call in Artillery or Air support that kills the Foe.
Discard it. If not. . .
4. Make a test vs Leadership x2. If successful, you
are able to make an orderly retreat. Discard the
Foe card.
5. Roll 1D6 to determine casualties:

Subtract your Medical Skill roll. Subtract 1D6 if you
passed the Jungle Warfare Test. Add 1D6 if you failed

the Firepower test.

Add 1D6 if you failed the Navigation test. Add 1D6 if
you failed the Leadership test. Casualties are airlifted
out on a medevac chopper.

If you passed your Firepower test get a confirmed
kill point.

Booby Traps

If you fail a Jungle Warfare x2 test roll 1D6 to de-
termine casualties: Subtract your Medical Skill.

Leadership & Diplomacy Tests

If you fail a Non-Foe Leadership test all future chal-
lenge rolls are at -1. If you fail a Non-Foe Diplomacy
test go back 2D6 spaces.

Module Card List

Card Name:	Challenge:
Victor Charlie	(Foe)
Heavy Contact	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Dinks in the Bush	(Foe)
Viet Cong	(Foe)

Card Name:	Challenge:
Hot Landing Zone	(Foe)
NVA Assault	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Fire Zone	(Foe)
Ambushed	(Foe) DM +1
Village Warfare	(Foe) Replace Jungle Warfare with Diplomacy
Guerilla Warfare	(Foe)
Sniper	(Foe) DM +1
Charlie Owns the Night	(Foe)
Search & Destroy	(Foe) DM -1 for Fire Support Roll
Set up Ambush	(Foe) DM -1
Tunnel Complex	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Bunker	(Foe)
Toe Popper	(Booby Trap) Max 1 Casualty
Punji Stakes	(Booby Trap)
Trench foot & Snakebites	(Booby Trap)
Friendly Fire	(Treat as Booby Trap)
HE Shell & Tripwire	(Booby Trap) Casualty roll +1D6
Tripwire Grenade	(Booby Trap)
Mortar Attack	(Treat as Booby Trap)
Child with Grenades	(Treat as Booby Trap)
Landmine	(Booby Trap)
Chinese Claymore	(Booby Trap) Casualty roll +1D6
Navigation Errors	Jungle Warfare x2. If failed go back 1D6 spaces
Protected by the People	Diplomacy x2
Pacification	Diplomacy x2
Winning Hearts & Minds	Diplomacy x2
Relocation	Diplomacy x2 (Counts as a Confirmed Kill)
Destroy VC Stockpile	Diplomacy x2 (Counts as a Confirmed Kill)
Interrogations	Diplomacy x2
Fragging	Leadership x2 (If failed take 1 casualty)
Torch Village	Leadership x2
Dead Marines	Leadership x2
Communist Propaganda	Leadership x2 DM -1
Short Timers	Leadership x2
Live Bait	Leadership x2
Drug Addiction	Leadership x2
Civilian Deaths	Leadership x2
1000 Yard Stare	Aid: Jungle Warfare +1
Avoid Trails	Aid: Jungle Warfare +1
Special Forces	Aid: Jungle Warfare +1
Point Squad	Aid: Jungle Warfare +1
Stay Alert	Aid: Jungle Warfare +1
Intelligence Report	Aid: Leadership +1
Chocolate Bars	Aid: Diplomacy +1
ARVN Interrogator	Aid: Diplomacy +1
Medic	Aid: Medical +1
Field Dressings	Aid: Medical +1
Fire Superiority	Aid: Firepower +1
Grenade Launchers	Aid: Firepower +1
M60 GP Machineguns	Aid: Firepower +1
M16 Rifles	Aid: Firepower +1
Defensive Perimeter	Aid: Firepower +1
Blast the Gooks	Aid: Firepower +1

Card Name:	Challenge:
Helicopter Gunship	Aid: Fire Support +1
Map Reading	Aid: Fire Support +1
Forward Observer	Aid: Fire Support +1
Artillery Barrage	Aid: Fire Support +1
Radio Contact	Aid: Fire Support +1
Napalm Strike	Aid: Fire Support +1





Iran-iraq War

Introduction

Card game for 2 players. Simulates the Iran- Iraq War of 1980-88. One player uses the Iraq deck.

The other player uses the Iran deck.

Victory

A game lasts 16 turns. The player with the most Victory Points at the end of the game wins. If a player is ever able to win 3 victory points in 3 consecutive turns, he automatically wins.

Set Up

Players pick sides. The Iraqi player starts the game with the Initiative. The Iranian player starts on the Defense.

Turn Sequence

Each turn has 5 phases: Recruit Phase Maneuver Phase Offensive Phase Actions Phase Battle Phase

Recruit Phase

Each player draws 10 cards (from their own deck).

Maneuver Phase

Each player may discard up to 3 cards and draw replacements.

Offensive Phase

Players reveal their hands face up onto the table..

Actions Phase

Certain cards have the ability to take an action. Players take turns taking actions with their cards able to do so. The player with the initiative takes the first action.

The player with the initiative cannot use defense card actions. A single card may only use its action once. A card that is destroyed by an action is discarded immediately.

Battle Phase

Each player adds up the Force of his remaining cards. The player with the higher force total wins the turn. The player with the initiative cannot gain Force from defensive cards.

The winner gains the initiative, if he didn't already have it. If the winner already had the initiative, he gains a victory point. Discard all cards played this turn.

Card Notation

- O** Offensive Card (Card can only be used if you have the initiative)
- D** Defense Card (Card can only be used if opponent has the initiative)
- A** Air Raid Card
- L** Leadership Card
- I** Intelligence Card
- B** Blunder Card (Defects in the enemies Forces)
- E** Economic Advantage Card
- M** Military/Morale Advantage Card
- P** Political Advantage Card
- U** Military Unit Card
- W** Weapon Card
- F** Fighting Card

Iraq Card List

Card Name:	Type	Force	Action:
Combat Engineers	D	3	
Saddam Hussein	L	5	
Baath leadership	L	1	
Iraqi intelligence officers	I	1	Look at next 7 cards in enemy deck
Kurdish rebellion	B	3	
Lack cohesive leadership	B	1	
Lack spare parts	B	1	All enemy Air Raid cards get Force-1
Fully equipped and trained forces	M	1	All Unit cards get Force +1

Card Name:	Type	Force	Action:
Mechanized divisions	U	3	
Latest Soviet materiel	W	3	
Military buildup	E	1	Draw an extra card next turn
River-crossing equipment	A	3	
Iraqi intelligence sources	I	1	Look at next 7 cards in enemy deck
Poorly maintained equipment	B	1	All enemy Unit cards get Force +1
Massive preemptive air strike	A	1	Enemy draws 1 less card next turn
Deep bombing raids	A	1	Enemy draws 1 less card next turn
Exchange of artillery fire	F	2	
Iraqi MiG-23s and MiG21s	A	2	
Attack Iran's air bases	A	1	Enemy draws 1 less card next turn
Destroy fuel & ammunition depots	A	1	Enemy draws 1 less card next turn
Surprise Iranian defenses	A	1	Enemy draws 1 less card next turn
Bombs designed to destroy runways	A	1	Enemy draws 1 less card next turn
Surprise attack	A	1	Enemy draws 1 less card next turn
Multiple Fronts	O	4	
Diversionsary move	O	3	
Mechanized mountain infantry division	U	3	
Main attack thrust	O	4	
Siege and occupation	O	4	
Iraqi armored units	U	5	
Prevent reinforcement	F	4	
Supported by heavy artillery fire	F	3	
Rapid and significant advance	O	4	
Blitz-like assaults	O	4	
Attack scattered & demoralized forces	O	3	
Inadequate armor support	B	2	Use only on Defense
Dig in along their line of advance	D	2	
Militarily superior Iraqi force	M	3	
Premature attack	B	4	Use only on Defense
Surrounded on three sides	B	5	Use only on Defense
Limited military stocks	B	2	
T-22 and Il-28 bombers	A	1	Enemy draws 1 less card next turn
Antiaircraft guns	W	1	Destroy target Air Raid Card
Man-portable missiles	W	1	Destroy target Air Raid Card
SA-2 and SA-3 antiaircraft missiles	W	1	Destroy target Air Raid Card
Iraqi SA-6s	W	1	Destroy target Air Raid Card
High casualties	B	2	
T-55 tanks	U	4	
T-62 tanks	U	5	
BM-21 Stalin Organ rocket launchers	W	3	
Mi-24 helicopter gunships	A	1	Destroy target enemy Ground unit
Soviet-type three-line defense	D	4	
Obstacles	D	2	
Minefields	D	3	
Fortified positions	D	4	
Flood lowland areas	D	4	
Dig in tanks	F	1	
Attack helicopters	A	1	Destroy target enemy Ground unit
Massive air attacks	F	5	
Infantry divisions	U	2	
Fierce fighting	F	1	All Unit cards get Force +1
Killing zones	D	4	

Card Name:	Type	Force	Action:
Attack economic centers	A	1	Enemy draws 1 less card next turn
Attack Iranian shipping	A	1	Enemy draws 1 less card next turn
Mirage F-1 fighters	A	1	Enemy draws 1 less card next turn
Anti-ship Exocet missiles	A	1	Enemy draws 1 less card next turn
Attack without armor and air support	B	3	
Surface-to-surface missiles	A	1	Enemy draws 1 less card next turn
Long-range artillery attacks	F	1	Enemy draws 1 less card next turn
Attack Tehran	A	1	Enemy draws 1 less card next turn
Air raids and missile attacks	A	1	Enemy draws 1 less card next turn
Mustard gas	W	1	Destroy target enemy Ground unit
Nerve gas	W	1	Destroy target enemy Ground unit
Chemical warfare	W	1	Destroy target enemy Ground unit
Hit-and-run attacks	F	1	
Concerted air-strike campaign	A	1	Enemy draws 1 less card next turn
Concrete-roofed bunkers	D	3	
Barbed wire	D	2	
Impressive fortifications	D	4	
Static defensive strategy	D	4	
Exploit failed Iranian assaults	F	4	
Relieve forces under pressure	F	3	
Maturing of Iraqi military capabilities	M	1	All Unit cards get Force +1
Tanker War	A	1	Enemy draws 1 less card next turn
Chemical warheads	W	1	Destroy target enemy Ground unit
Republican Guard	U	4	
Regular Army units	U	2	
Low-level fixed-wing attack sorties	A	3	
Attack command and control facilities	A	1	Enemy draws 1 less card next turn
Attack artillery positions	A	3	
Attack logistics points	A	1	Enemy draws 1 less card next turn
Heliborne and amphibious landings	O	4	
Capture armor and artillery	O	4	
Extended range Scud missiles	A	1	Enemy draws 1 less card next turn

Iranian Card List

Card Name:	Type	Force	Action:
American Arms Shipments	E	3	
Iraqi Kurdish rebels	U	2	
Well-disguised diversion assaults	O	3	
Hit-and-run attacks	F	1	
Final offensive	O	4	
Surprise amphibious assault	O	4	
Entrenched	D	3	
Air raids and missile attacks	A	1	Enemy draws 1 less card next turn
Child soldiers roped together	O	1	
Open passages through minefields	O	2	Destroy target Fortification card
Capture oil fields	O	1	Enemy draws 1 less card next turn
War of attrition	F	4	
Air, armor, and artillery support	F	3	
Major humanwave offensives	O	4	

Card Name:	Type	Force	Action:
Dig in tanks	F	1	
Helicopters for close air support	A	1	Destroy target enemy Ground unit
Helicopters gunships	A	1	Destroy target enemy Ground unit
Operation Karbala Five	O	3	
Large-scale helicopter-borne operations	O	3	
Chinooks and Bell helicopters	A	2	
Sea Cobra choppers	A	2	
Operation Undeniable Victory	O	3	
Penetrate Iraq's "impenetrable" lines	O	4	
Split Iraq's forces	O	4	
Force the Iraqis to retreat	O	4	
Break the Iraqi line	O	4	
Biggest land battles since 1945	O	3	
Low-flying groups of F-4s	A	1	Enemy draws 1 less card next turn
Western-made air defense system	D	1	
Hawk, Rapier, and Tigercat missiles	D	1	
Antiaircraft guns	W	1	Destroy target Air Raid Card
Man-portable missiles	W	1	Destroy target Air Raid Card
Helicopter troop carriers	A	2	
Helicopter emergency supply transports	A	2	
Maverick missiles	A	1	Destroy target enemy Ground unit
Attack Iraqi oil field complex	A	1	Enemy draws 1 less card next turn
Well-coordinated assault	O	1	All Units get +1 Force
Iranian pilots	A	1	Air Raid cards get Force +1
Refuel in midair	A	1	Enemy draws 1 less card next turn
Unwilling to sustain high casualty rate	B	3	Use only on Defense
Refusal to initiate a new offensive	B	3	Use only on Defense
Lift Siege	D	4	
Iranian air force prevails	A	2	Enemy draws 1 less card next turn
Bombs & rockets	A	1	Enemy draws 1 less card next turn
Destroy supply and support systems	A	1	Enemy draws 1 less card next turn
Attack Baghdad	A	1	Enemy draws 1 less card next turn
Attack key Iraqi air bases	A	1	Enemy draws 1 less card next turn
Series of counteroffensives	D	3	
Refuse to accept defeat	M	3	
Eager to fight	M	3	
Fail to follow up with another attack	B	2	
Human wave assaults	O	3	
Basij volunteers	U	2	
Popular Mobilization Army	U	2	
People's Army	U	2	
Attack the northern pipeline	A	1	Enemy draws 1 less card next turn
Persuade Syria to close Iraqi pipeline	P	1	Enemy draws 1 less card next turn
Untiring resistance in Khuzestan	D	4	
Assault on Iraqi oil export terminals	A	1	Enemy draws 1 less card next turn
Carry their own shrouds	M	3	
Commando units	U	3	
Fight bravely	M	3	
People's Militia	U	2	
Pasdaran forces	U	2	
Ideologically committed troops	U	2	
Revolutionary regime	L	3	
Veterans of the old imperial army	M	3	

Card Name:	Type	Force	Action:
Rapid mobilization of volunteers	E	3	
Stiff resistance	D	3	
Border garrison	D	1	
Air support	A	1	Destroy target enemy Ground unit
Attack strategically important targets	A	1	Enemy draws 1 less card next turn
Iranian F-4 Phantoms	A	1	Enemy draws 1 less card next turn
Specially strengthened hangars	D	2	
Ayatollah Khomeini	L	5	
Religious mullahs	L	4	
Imperial Iranian Army	U	3	
American-made equipment	W	4	
Pasdaran troops	U	2	
Revolutionary Guard	U	3	
Ill-equipped battalion-sized formations	U	2	
Company-sized tank units	U	2	
Iranian air force	A	1	Enemy draws 1 less card next turn
Islamic militants	U	2	
Assassination	P	1	
Exchange of artillery fire	F	2	
Deep bombing raids	A	1	Enemy draws 1 less card next turn
Arab minority remains loyal	M	3	

Links

Military Analysis Network





Iraqi Conflict

Introduction

Card game for 2-5 players. Theme: Post-Invasion Insurgency Phase of the Iraqi Reconstruction

Factions

There are 5 Factions:

1. US Backed Government (USBG or US)
2. Sunnis
3. Shiites (Shia)
4. Kurds
5. Insurgents

Each player picks 1 Faction to represent. The Sunnis, Shia, and Kurds are collectively known as the Ethnic Groups. The Ethnic Groups and the Insurgents are collectively called the Minorities.

Two Player Game

Insurgency Only Scenario: One player is the USBG. The other player is the Insurgents Special Card Use Rules: Remove all Ethnic cards from the deck.

Three Player Game

Civil War Only Scenario: Each player is one of the 3 Ethnic Groups. Special Card Use Rules: During a given turn, you can use US cards or Insurgent cards but not both.

Four Player Game

Isolated North Scenario: All factions except the Kurds. Special Card Use Rules: Remove the Kurd Specific cards from the deck.

Five Player Game

Full Scale Conflict Scenario: All Five Factions are represented.

The Conflicts

There are 2 main simultaneous parallel conflicts: The Insurgency and the Civil War. The Insurgency is between the US and the Insurgents. The Civil War is between the 3 Ethnic Factions.

Game Length

The game lasts 10 Turns (= 10 Hands). Each turn is equivalent to 1 year.

Victory

Separate Victories are determined for the Insurgency and the Civil War. Players score Victory Points (VP) at the End of each turn. Players keep a running total of their accumulated VP.

(Use coins to keep track of VP) The Ethnic group with the highest total VP at the End of the game wins the Civil War. The victor in the Insurgency is either the US or the Insurgent player, whichever has the highest VP total.

The Deck

Players share a common deck. Every card has a Force Value (FV). FV's are used to determine the winner of a Hand.

Certain cards can only be used by certain Factions. The deck contains 1 copy of each card in the card list.

Turn Sequence

Each turn has 5 Phases:

- Situation Phase
- Commitment Phase
- Negotiations Phase
- Ground Phase
- Score Phase

Situation Phase

Each player is dealt a random hand of 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Commitment Phase

Players may discard up to 5 cards and draw replacements.

Negotiations Phase

Players may trade cards with each other and make and break secret deals. Players may want to put a time limit on this phase.

Ground Phase

Players reveal their hands. Each player adds up the total FV from all cards in his hand he can use.

Score Phase

The player with the highest total FV gets 5 Victory Points The second highest total FV gets 4 VP Third highest total FV gets 3 VP Fourth highest total FV gets 2 VP Lowest total VP gets 0 VP In case of a Tie, all tied get the indicated VP: For example both players tied for first place get 5 VP. All players tied for last place get 0 VP.

Card List

Card Name:	Use	FV
Terrorist Attacks	I	4
Iraqi Resistance	I	2
Jihadists	I	2
Criminal Insurgents	I	1
Foreign Fighters	I	1
Infiltration	I	5
Suicide Bombings	I	3
Roadside Bombs	I	4
Sabotage Oil Industry	I	1
Hostages & Beheadings	I	5
Attack Police Stations	I	4
Anti-Occupation Sentiment	I	5
Ratlines	I	3
Mujaheddin	I	2
Al Queda	I	3
Air Supremacy	U	2
Coalition Troops	U	1
Interim Government	U	1
Control Oil Supply	U	2
Iraqi Government	U	1
US Occupation	U	2
Iraqi Police	U	1
Iraqi Defense Forces	U	3
UN Support	U	3
Reconstruction	U	3
Moderate Iraqi Politicians	U	4
Counter Terrorism	U	5
Halliburton	U	3
Patrols & Sweeps	U	4
Security Contractors	U	1
Blackwater	U	2
Private Contractors	U	4
Government Controlled Media	U	3
Counter Insurgency Operations	U	5
US Special Forces	U	5
Intelligence Operations	U	5
Pacification	U	3
Open Elections	U	2
Negotiations	U	2

Card Notation

FV Force Value

Use Which players can use this card.

U US Backed Government

K Kurd

H Shiite

N Sunni

I Insurgents

E Ethnic Groups (Sunni, Shia, and Kurds)

M Minorities (Ethnic Groups & Insurgents)

A All (Any player may use this card)

Card Name:	Use	FV
Hard Line Clerics	M	3
Executions	M	2
Kidnappings	M	2
Ambushes	M	2
Mines & IUD's	M	1
Sniper Tactics	M	1
Mortar & Rocket Strikes	M	1
Civilian Targets	M	4
Political Strife	M	4
Anarchy	M	5
Sectarian Violence	E	3
Gain Parliament Seats	E	1
Religious Schism	E	4
Civil War	E	5
Vigilante Justice	E	1
Massacre	E	4
Attack Mosque	E	2
Reprisal Attacks	E	3
Refugees	E	2
Ethnic Cleansing	E	5
Old Regime Supporters	N	2
Iraqi Nationalists	N	4
Ba'athists	N	1
Islamists	N	3
Sunni Triangle	N	5
Militant Shia	H	3
Shiite Militias	H	4
Mahdi Army	H	2
Iranian Support	H	1
Large Population	H	5
Autonomous Region	K	4
No Fly Zones	K	1
Self Determination	K	2
Control Kirkuk	K	5
Independence	K	3
Civilian Deaths	A	1
Ethnic Minorities	A	1
Checkpoints	A	2
Battle for Baghdad	A	5

Card Name:	Use	FV
Join Political Process	U	5
Cease Fire	U	4
Reconciliation	U	5
Economic Aid	U	4
Nation Building	U	1
Cordon & Search Operations	U	4
Assassinations	M	5
Death Squads	M	4
Religious Extremists	M	5
Militant Attacks	M	3
Guerrilla Groups	M	3

Card Name:	Use	FV
Trial of Saddam	A	4
Pakistani Influence	A	2
Propaganda	A	5
Allegations of Torture	A	4
Alienated Citizens	A	3
Asymmetric Warfare	A	1
Divide & Conquer	A	4
Islamic Media Coverage	A	5
Iraqi Politics	A	3
American Politics	A	3
World Politics	A	2

Game Designers Notes

The Negotiations Phase should be the core of this game. There is plenty of room for backstabbing and the like. The Deck has 100 cards.

Each Faction has exactly 45 cards in the deck it can use. I am considering giving cards special abilities. One easy variant is to alter the number of turns in a game.





Jungle Skirmish

Introduction

Two Player Board & Card Game of Modern Infantry Combat.

Victory

Destroy or Rout all enemy Squads or take and hold 3 Objectives.

Squad Quality Rules

Squad Types:	NS	CD
Rambo	1	6
Elite	2	6
Veterans	3	5

NS Number of Squads that player starts the game with.

CD Number of cards that player draws each turn. Rambo Squads can make multiple attacks per turn.

Setup

Players pick whether they are Rebels or Government Troops. Each player picks one Squad type. Each player places one unit on each square of his back two rows.

Terrain Types List

Type:	Cover:	Movement:
Buildings	Hard	-
Mountain	Hard	Difficult
Swamp	Soft	Difficult
Jungle	Soft	-

Terrain Cover

Hard and soft cover are collectively referred to as Protected Terrain. None and Exposed terrain are collectively referred to as Open Terrain. Certain cards can be used by or can target units in certain terrain types.

A squad entering Difficult Terrain must stop when entering and Cannot make any further moves.

Dice

Six sided dice are needed.

The Deck

Players share a common Deck.

Units

Use unique Miniatures, counters, or tokens to represent Squads. Each Squad starts with 10 men (or 10 men equivalents). A Squad is destroyed when no men remain.

Players will have to keep records of how many men remain in each individual squad.

Squad Types:	NS	CD
Regulars	4	4
Sub-Standard	5	3
Green	6	2

Units may not stack. Flip a coin to see who goes first. Deal 3 cards to the loser of the coin toss.

The Map

The basic map is an 8x8 square grid. Map sizes can be larger or smaller. The rules will also work with hex grids and irregular grids.

Give each space a terrain type according to the Terrain type list. Mark 3 or more spaces as being objectives.

Type:	Cover:	Movement:
River	None	Difficult
Fields	None	-
Clearing	Exposed	-
Road	Exposed	Double while on road

Turn Sequence

Players take turns. Each turn has 5 phases: Orders Phase Move Phase Defensive Fire Phase Offensive Fire Phase Logistics Phase

Orders Phase

Draw a number of cards as determined by your Squad type. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Each of your units gets 1 free move to 1 adjacent space per turn. Play (discard) a Move card to move one of your units the extra distance indicated on the card. Moves can be to any space within range.

Your opponent may play Negate cards to negate the (Free or Card driven) Move of a single unit.

Defensive Fire Phase

Your opponent may play (discard) an Defensive Attack card to have one of his units attack. A Squad can make a maximum of 1 Attack per turn. All Attacks have a range of 1 or more spaces.

The enemy unit that is the target squad of the attack loses 1D6 Men. If it is a half strength attack there are only 1D3 casualties. You may play Protection cards to negate the Attack.

Offensive Fire Phase

You may play (discard) an Attack card to have one of your units attack. A Squad can make a maximum of 1 Attack per turn. All Attacks have a range of 1 or more spaces.

The enemy unit that is the target squad of the attack loses 1D6 Men. If it is a half strength attack there are only 1D3 casualties. Your opponent may play Protection cards to negate your Attack.

Logistics Phase

Max hand size = 3 cards. Discard excess cards.

Government & Rebel Forces

Certain cards can only be used by either Government troops or Rebel troops. It is possible for both players to be of the same type.

Card Notation

A Attack

M Move

MA Move first then Attack

N Negate Move

P Protection: Negates an Attack

PN Can be used as a Protection or Negate card

PD Protects from Fire in Defensive Phase only

D Defensive Fire Only

O Offensive Fire Only

H Half Strength Attack

G Government Troops only

R Rebel Troops only

Y Special

Z This Squad may make an additional attack this turn

X Attack that cannot be used at Range 1 but only farther

XX Attack that cannot be used at Range 1 or 2 but only farther

S Suppression: Opponent must discard 1 random card

Range = Farthest allowed range of a Move or Attack

Common Deck Card List

Card Name:	Type	Range	Notes
Covering Fire	PD	-	S
Grenade	A	1	Z
Pistol Fire	A	1	H
Machetes	A	1	HR
Close Combat	A	1	-
Bayonets	A	1	HG
Infiltration	MA	1	O
Claymore Mine	A	2	D
Ambush	A	1	ZD
Opportunity Fire	A	2	DH
Surprise Attack	A	1	ZO
Forced March	M	1	-
Double Time	M	1	-
Crossfire	A	2	Z
Suppression Fire	PN	-	S
Mortar	A	3	X
Recoilless Rifle	A	4	X
Artillery Strike	A	4	SXX
Air Strike	A	5	SXXG
Helicopter Gunship	A	5	XG
Smokescreen	P	-	-
Helicopter Insertion	M	5	G (Ignore Terrain)

Card Name:	Type	Range	Notes
Trucks	M	4	-
Lay of the Land	M	1	R
Know the Terrain	M	1	R
Carefully Picked Position	P	-	R
Home Ground	P	-	R
Fire Superiority	A	3	Z
Assault Rifles	A	2	-
Small Arms Fire	A	2	H
Automatic Weapons	A	2	-
Light Machine Gun	A	3	H
Heavy Machine Gun	A	3	S
Grenade Launcher	A	2	-
RPG	A	3	X
Shotgun	A	1	H
Obstructions	P	-	Use by Unit in Hard Cover
Concealment	P	-	Use by Unit in Soft Cover
Find Cover	P	-	Use by unit in Protected Terrain
Easy Pickings	A	3	Vs Unit in Exposed Terrain
Out in the Open	A	2	Vs Unit in Open Terrain
Camouflage	P	-	-
Recon	M	1	Look at Opponents Hand
Pinned	N	-	S
Ammunition Shortage	P	-	-
Sniper	A	3	-
Exhaustion	N	-	-
Lost	N	-	-
Tough Going	N	-	-
Radio Contact	Y	-	Draw 3 cards
Tactics	Y	-	Draw 2 cards
Firefight	A	2	-
Body Armor	P	-	G
Patrol	M	1	Look at Opponents Hand

Booby Traps & Minefields

Players may optionally designate secretly picked spaces to be Booby traps and/or Minefields. These

cause Half Strength Attacks when an enemy squad enters them. They cannot be defended against.





Jutland

Introduction

WWI card game for 2 players. The indecisive battle of Jutland, May 31-Jun 1, 1916 (called Skagerrak by the Germans) involved more than 250 ships, and was the last great battle to be fought exclusively by surface ships.

The Deck

The common deck contains 52 cards. Both the British and German card lists are shuffled together. Cards must include the card name, fleet identification, and Force value.

Victory

Historically, both sides had reason to claim victory. The British lost 117,025 tons of ships. The Germans lost 61,180 tons of ships. The smaller German fleet proved superior in guns and armor.

However, the German fleet never set out to sea again to seek open battle. The player that sinks the greatest number of enemy big and small ships is the winner.

Turn Sequence

The game is played in 6 turns. Each turn is divided into 4 phases:

1. Sight Phase
2. Sail Phase
3. Strike Phase
4. Sink Phase

Sight Phase

Both players may discard some, none or all of their cards. Both players may draw replacement cards to fill their hands to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Sail Phase

Both players may discard some, none or all of their cards. Both players may draw replacement cards to fill their hands to 7 cards.

Strike Phase

Both players simultaneously reveal the cards they are deploying this turn. Deployed cards are placed on the table face up. Players may deploy some, none, or all of their cards.

The turn number will determine which cards each player can deploy. The German player adds up the total force value of all the cards he deploys. The British player adds up the total force value of all the cards he deploys.

Players compare their force values. The higher force value wins. The British win ties.

All cards deployed are discarded into the discard pile.

Sink Phase

The turn number will determine the casualties suffered by each side. Record casualties. Big ships include Battleships and Battle Cruisers.

Small ships include Light Cruisers and Destroyers. Ship losses do not affect the composition of the deck, or players hands.

Turn 1: First Blood

Hipper, traveling north along the coast of Jutland, encounters Beatty, traveling south. The German player can only deploy Hipper or Fleet cards. The British player can only deploy Beatty cards.

The winner loses one small ship. The loser loses one big ship and 3 small ships. Historically, the Germans won this part of the battle.

Turn 2: Pursuit

Hipper is reinforced by Scheer. Beatty retreats to the north, pursued by the Germans. Only play the sight phase this turn.

Skip all the other phases.

Turn 3: Main Engagement

Beatty is reinforced by Jellicoe, traveling east. The British fleets cross the German van. The main engagement involves all 4 fleets.

The German player can deploy any German card. The British player can deploy any British card. The winner loses one big ship and two small ships.

The loser loses two big ships and 3 small ships. Historically, the British won this part of the battle.

Turn 4: Smoke

Under cover of smoke screens and destroyer torpedo attacks, the German Fleet moves southwest. The Germans are cut off from their ports. The German player can deploy any German card.

The British player can deploy any British card. The winner suffers no casualties. The loser loses 3 small ships.

Historically, the British won this part of the battle.

Turn 5: Darkness

The Germans force their way through the light forces at the rear of Jellicoe's line during a confused 4 hour night battle. The German player can deploy any German card. The British player can only deploy Jellicoe cards.

The winner loses one small ship. The loser loses one big ship and 4 small ships. Historically, the Germans won this part of the battle.

Turn 6: Escape

The Germans break through and head for home. Neither side can play Admirals or Battleships. The winner loses one small ship.

The loser loses 2 small ships. Historically, the Germans won this part of the battle.

German High Seas Fleet Card List

#	Card Name	Force	Fleet	Real	Sunk
1	Admiral Von Hipper	5	Hipper	-	-
2	Battle Cruisers	3	Hipper	5	1
1	Light Cruisers	2	Hipper	6	0
4	Destroyers	1	Hipper	33	0
1	Admiral Reinhard Scheer	5	Scheer	-	-
4	New Battleships	4	Scheer	16	0
2	Old Battleships	4	Scheer	8	1
1	Light Cruisers	2	Scheer	5	4
3	Destroyers	1	Scheer	30	5
4	German Gunnery	2	Fleet	-	-
3	German Armor	1	Fleet	-	-

Number of that type of card in the deck.

Real The actual number of these ships in the real battle.

Sunk The actual number of these ships sunk in the real battle.

British Grand Fleet Card List

#	Card Name	Force	Fleet	Real	Sunk
1	Admiral Sir David Beatty	5	Beatty	-	-
2	Battle Cruisers	3	Beatty	6	2
1	Battleships	4	Beatty	4	0
3	Light Cruisers	2	Beatty	17	0
4	Destroyers	1	Beatty	40	0
1	Admiral Sir John Jellicoe	5	Jellicoe	-	-
1	Battle Cruisers	3	Jellicoe	3	1
6	Battleships	4	Jellicoe	24	0
1	Armored Cruisers	2	Jellicoe	8	0
2	Light Cruisers	2	Jellicoe	9	3
4	Destroyers	1	Jellicoe	40	8

Cardset

Janne Thorne's Site Thoth Module





Kill Hitler

Introduction

Card game for 2-4+ players. 1940-45. Players represent various elements of the German Resistance trying to assassinate Hitler.

Winning

Be the first player to Assassinate Hitler. If Hitler is not killed after the players have gone through the deck twice then Hitler survives, the German Resistance is crushed, and all the players lose.

The Deck

Players share a Common Deck. There are 6 card Types: Method (Plot Card. Weapons used in an attempt) Conspirator (Plot Card. Key Personnel involved) Venue (Plot Card. Exact Building or Location the Fuhrer is currently in) Locale (Plot Card. City or Region the Fuhrer is currently in) Save (Events that Prevent an assassination) Action (Events with Special effects)

Dice

Six sided dice (D6) are needed.

Setup

Shuffle the Deck. The Deck is kept face down. Each player is dealt a hand of 5 cards. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fate Phase
2. Plot Phase
3. Foil Phase
4. Kill Phase
5. End Phase

Common Deck Card List

Card Name:	Type	#	Notes:
Time Bomb	M	2	
Pistol	M	1	
Poison Gas	M	1	

Fate Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Plot Phase

You may put 1 or more Plot cards into play. Place these face up in front of you. A Complete Plot consists of 1 of each of the 4 different types of Plot Cards: Method, Conspirator, Venue, Locale.

You may have a maximum of 1 of each type of Plot card in play.

Foil Phase

Any opponent may play (discard) 1 or more Save cards. A Save card causes the target indicated Plot card to be discarded. You may immediately play a Plot card from your hand to replace the card eliminated by the Save Card.

Kill Phase

If you have Complete Plot in play, roll 1 die for each of the 4 Plot cards. (This is called the Assassination Attempt). For each odd number you roll, discard 1 Plot card.

If all the rolls are even, the Attempt is a success, you have killed Hitler, and you win the game.

End Phase

Max hand size is 7 cards. Discard excess cards.

Common Deck Card Notation

- M** Method (Plot)
- C** Conspirator (Plot)
- V** Venue (Plot)
- L** Locale (Plot)
- S** Save
- A** Action
- #** Copies of Card in the Deck

Card Name:	Type	#	Notes:
Sub-Machine Gun	M	1	
Brandy Bottle Bomb	M	1	
Briefcase Bomb	M	1	
Sniper Rifle	M	1	
Ambush	M	1	
Fatal Accident	M	1	
Overcoat Bomb	M	1	
Plastic Explosives	M	1	
General	C	1	
Resistance	C	1	
Intelligence Officer	C	1	
Staff Officer	C	1	
Minister	C	1	
Cavalry Captain	C	1	
Infantry Captain	C	1	
Count	C	1	
Colonel	C	1	
Coup	C	1	
Operation	C	1	
Field Marshall	C	1	
Villa	V	1	
Conference Room	V	1	
Reviewing Stand	V	1	
Headquarters	V	1	
Mess Hall	V	1	
Motorcade	V	1	
Plane for Berlin	V	1	
Visit Fortifications	V	1	
Military Parade	V	1	
Private Meeting	V	1	
Wolf's Den Bunker	V	1	
Podium	V	1	
Munich	L	1	
Berlin	L	2	
The Berghof	L	2	
Rastenburg	L	2	
Paris	L	2	
Siegfried Line	L	1	
Poltava	L	1	
Smolensk	L	1	
Air Raid	S	1	Venue
Bodyguards	S	1	Venue
SS Guards	S	1	Venue
Missed Appointment	S	1	Venue
Himmler Absent	S	1	Locale
Goering Absent	S	1	Locale
Abrupt Cancellation	S	1	Locale
Change Travel Plans	S	1	Locale
Arrests	S	1	Conspirator
Interrogations	S	1	Conspirator
Gestapo	S	1	Conspirator
Firing Squad	S	1	Conspirator
Malfunction	S	1	Method

Card Name:	Type	#	Notes:
Wounded	S	1	Method
Heavy Oak Table	S	1	Method
Hesitation	S	1	Method
Conspiracy	A	2	Draw 2 Cards
Double Cross	A	2	Steal 1 Random Card from Opponent
Access to Fuhrer	LV	1	Use as Locale or Venue
Suicide Mission	MC	1	Use as Method or Conspirator

Links

Assassination Attempts Killing Hitler





Kill Rasputin

Introduction

Card game for 2-4+ players.

Winning

Be the first player to kill Rasputin.

The Deck

Players share a Common Deck. There are 5 card Types: Method Conspiracy Location Save Fate

Card Set Available

[Click Here Thanks Ron!](#)

Setup

Shuffle the Deck. The Deck is kept face down. Each player is dealt a hand of 5 cards.

The player most closely related to Russian Nobility goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Fate Phase
2. Meld Phase
3. Foil Phase
4. Kill Phase
5. Event Phase
6. End Phase

Fate Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Meld Phase

If you have 2 or more of the same card in your hand you may make a Meld. Place the Meld cards face-up in front of you. For Example 2 Poison cards would be a Meld or 3 Palace cards would be a Meld.

You can only have 1 Meld of Method type cards in play. You can only have 1 Meld of Conspiracy type cards in play. You can only have 1 Meld of Location type cards in play.

If you later gain another card of a Meld you have in play, you may Add it to the Meld in this Phase.

Foil Phase

Any opponent may play (discard) a Save card. A Save card causes the target indicated Meld to be discarded. The Active player may play (discard) the Fate card to negate a Save card.

Any opponent may play (discard) a card that matches one of your Melds. If they do so, they may put those meld cards into their hand.

Kill Phase

If you have 3 Melds in play (1 each for Method, Conspiracy, and Location) you may Roll 3 six-sided dice (This is called the Assassination Attempt). If all 3 rolls are different numbers, you have killed Rasputin and win the game. If 2 of the numbers match, you must discard 1 of your Melds of your choice.

If all 3 numbers match, you must discard all of your Melds.

Event Phase

Roll 1D6 if you did not play any cards in Meld Phase.

1D6	Result:	Notes:
1	Spies	Look at target Opponent's hand
2	Revolution	Trade Hands with Target Opponent
3	Sabotage	Target Opponent must discard 1 Random card
4	Plot	Draw 1 Card
5	Betrayal	Steal 1 Random card from Opponent's Hand
6	Prophecy	Look at top 5 cards of the deck

End Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card Notation

M Method

C Conspiracy

L Location

S Save

F Fate

Copies of that card in the deck

Common Deck Card List

Card Name	#	Type	Notes
Poison	4	M	
Club	4	M	
Revolver	4	M	
Knife	4	M	
Peasants	4	C	
Nobles	4	C	
British Officers	4	C	
Prostitutes	4	C	
Palace	4	L	
Church	4	L	
Village	4	L	
River	4	L	
Method Fails	1	S	Negate a Method Meld
Conspiracy Flounders	1	S	Negate a Conspiracy Meld
Wrong Location	1	S	Negate a Location Meld
Destiny	1	F	

Links

Wikipedia

VARIANT GAME SPOOF (Better than the Original)
Kill Gwen Stacy by Kap Cardset by Ron





Last Men Standing

Introduction

Solo Card Game. This game is a tribute to the genre of Squad Level, Suicide Mission, Ensemble Cast, Survival, War Movies such as: Sahara, Saving Private Ryan, The Big Red One, The Dirty Dozen, The Desert Rats, The Guns of Navarone, Inglorious Bastards.

The Formula

Most of these type Movies included several common themes:

1. A very Dangerous (Commando) Mission.
2. Lots of casualties. Usually only 2 or 3 Members of the Squad survive.
3. Characters with different national and racial backgrounds working together.

Disclaimer

The game does not try to perfectly simulate any one Movie but instead, you Create your own band of Misfits and lead them to their Glorious ends.

Themes Not Used

Some of these movies have a period where the recruits are trained together, Where they learn to work together. This piece is left out. Some of these Movies have a very detailed step by step mission plan. This is Not simulated, rather the game works as a series of encounters.

Victory

Play 30 Turns, complete the last Mission, and have at least 1 Soldier survive.

The Decks

There are 4 Decks:

1. Soldier Deck
2. Mission Deck
3. Encounter Deck
4. Aid Deck

Soldier Deck

These are the Soldiers you start with and some you acquire along the way.

Mission Deck

This is the one main objective you are trying to achieve in the last game turn.

Encounter Deck

These are the Foes and Difficulties you encounter along the way.

Aid Deck

These are Help and Friends you acquire during the game.

Skills

Encounters and Missions require certain skills to overcome them. Soldiers and Aid cards provide those skills. Most Soldiers provide 1 to 3 Skills.

Most Aid cards provide 1 to 2 Skills. Most Encounters require 1 to 3 Skills. Most Missions require 4 Skills to complete.

There are 18 Skills.

Skill List

1. Courage
2. Leader
3. Martyr
4. Tactics
5. Stealth
6. Disguise
7. Mechanic
8. Medic
9. Sniper
10. Firepower
11. Anti-Tank
12. Demolitions
13. Cover
14. Grenades
15. Speed
16. Intelligence
17. Interrogation
18. Diplomacy

Setup

Shuffle the decks Draw 12 Soldiers. You may discard up to 4 Soldiers and draw replacements. Note: You can have a max of 2 Leaders in your squad.

Soldier cards are kept face up in front of you. Draw 4 Aid Cards and put them in your hand. Draw 1 Mission Card and place it face up.

Draw 14 Encounter cards. Place these face down in a row leading Up to the Mission card. This is called the Encounter Row.

Turn Sequence

Each turn has 3 Phases:

1. Aid Phase
2. Encounter Phase
3. End Phase

Aid Phase

Draw 1 Aid card and put it in your hand. If the Aid deck ever runs out, shuffle the discard and draw from it.

Encounter Phase

Flip over the next card in the Encounter row. See what skills it requires. Check your Soldiers and Aid cards to see if you have those skills.

If you are missing one or more skills, a random Soldier is killed. Martyrs are killed first. Leaders are killed last. If you needed to use one or more Aid cards discard them.

If you completed the encounter successfully roll 1D6: on a roll of 5 or 6 a Random Soldier is killed anyway (these are dangerous missions). This is called the Danger Roll. If all the encounters are finished, the squad faces the final Mission.

When facing the final mission you may draw an extra 2 Aid cards. You only win the game if the final Mission is completed successfully.

End Phase

Max hand size is 5 Aid cards. Discard excess cards.

Special Rules

1. If you used the Interrogation Skill during an encounter, you may Look at the next 2 Encounters.
2. If you have the Medic Skill roll 6 on 1D6 to prevent a casualty.
3. If you used the Intelligence Skill during an encounter, draw 2 Aid cards.

Soldier Deck Card List

Soldier:	Skills:
Yank Sergeant	Leadership, Diplomacy, Interrogation
British Doctor	Leadership, Medic
Commonwealth Soldier	Firepower, Martyr
Lovesick Doughboy	Martyr
Free French Corporal	Courage, Martyr
British Soldier	Grenades, Firepower
British Commando	Stealth, Tactics
Sudanese Sergeant Major	Courage, Speed
Brit Intelligence Officer	Intelligence, Leadership, Diplomacy
Rescued POW	Stealth, Martyr
French Commando	Demolitions, Stealth
British Explosives Expert	Demolitions, Intelligence
Black Yank	Anti-Tank, Stealth
Kentucky Marksman	Sniper, Martyr
Happy Go Lucky	Firepower, Speed
Fearless Lieutenant	Courage, Leadership, Speed
Coward	Martyr, Grenades
Sneaky Bastard	Speed, Stealth
Aussie Desert Rat	Tactics, Speed
Yank Medic	Martyr, Medic
Convict Soldier	Stealth, Interrogation
Jewish GI	Martyr, Tactics
Scottish Grenadier	Grenades, Tactics
Irish Bastard	Stealth, Courage
Reluctant Sergeant	Leadership, Tactics
Tank Driver	Mechanic, Anti-Tank
Sniper Commando	Sniper, Tactics
Secret Agent	Disguise, Intelligence
Combat Engineer	Demolitions, Mechanic

Soldier:	Skills:
Foreign Contact	Intelligence, Stealth
Heavy Weapons Expert	Firepower, Anti-Tank

Mission Deck Card List

Mission:	Skills Required:
Defend Well	Cover, Firepower, Tactics, Leadership
Defend Town	Tactics, Firepower, Sniper, Grenades
Find Soldier	Intelligence, Leadership, Tactics, Courage
Kill German Officers	Stealth, Grenades, Disguise, Mechanic
Blow Up Bridge	Demolitions, Sniper, Courage, Stealth
Blow Up Dam	Demolitions, Disguise, Stealth, Mechanic
Destroy Shore Battery	Demolitions, Intelligence, Speed, Cover
Blow Up Ammo Dump	Demolitions, Firepower, Grenades, Stealth

Aid Deck Card List

Aid:	Skills:
M3 Tank	Cover, Firepower, Anti-Tank
Radio Report	Intelligence
Offer Water	Interrogation
Impersonation	Disguise
Speak German Fluently	Disguise, Intelligence, Interrogation
Set Up Ambush	Tactics
Rush Position	Speed
Vickers Machine Gun	Firepower
Italian Prisoner	Courage
Pick up Straggler	Discard to Draw 1 Soldier
Bazooka	Anti-Tank
Demolition Charges	Demolitions
Morphine	Medic
Scoped Rifle	Sniper
Anti-Tank Gun	Firepower, Anti-Tank
Camouflage	Cover
Slit Trenches	Cover
Ropes & Hooks	Stealth
Friendly Civilians	Cover
Italian Trucks	Disguise, Speed
Night Operation	Stealth
Fem Fatale Contact	Intelligence
Urban Combat	Cover, Tactics
Offer Surrender Terms	Diplomacy
Enemy Vehicle	Disguise
Officer Uniforms	Disguise
Sub-Machine Guns	Firepower
Infiltration	Stealth
Friendly Squad	Firepower, Tactics

Encounter Deck Card List

Encounter:	Skills Required:
Captured Scouts	Interrogation
Luftwaffe Pilot Prisoner	Interrogation, Courage, Speed
Half-Track	Anti-Tank
German Scouts	Tactics
Mechanized Battalion	Firepower, Cover
German Sniper	Cover
Mortar Team	Tactics, Speed
Machinegun Nest	Speed, Grenades
Pill Box	Grenades, Tactics
Uncover Traitor	Interrogation, Leadership
Low Morale	Leadership, Courage
White Flag Parlay	Diplomacy, Cover, Speed
Take Out the Guards	Stealth
German Assault	Firepower, Cover, Sniper
Minefield	Demolitions
Operate Lift	Mechanic
Create Diversion	Grenades
Germans Playing Dead	Tactics, Stealth
Shot in the Back	Speed, Cover
Strafed by Fighter	Cover, Firepower
Parachute Accident	Medic
Enemy Territory	Intelligence
Information Gathering	Disguise
Overwhelming Odds	Courage
Sudden Standoff	Firepower, Tactics
Panzer Tank	Anti-Tank, Tactics
Overrun	Sniper, Cover
Kill Escaped Prisoner	Sniper
Open Ground	Speed
Evade Patrols	Cover, Stealth
German Headquarters	Disguise, Intelligence
Repair Getaway Vehicle	Mechanic

Two Player Variant

There are enough cards for 2 players to play simultaneously.

Awesome Cardset

[Click Here English](#)

[Click Here Spanish](#)

Card Variants

Feel free to tinker: Add, remove, alter cards and rules.

Links

[Telegraph](#)





Latin Intervention

by Alex Kremer

Latin Intervention - One Page Wars (C)

By Alex Kremer For 2 players
Latin Intervention is about cold war influence.

- Place the Panama canal in Panama. (This can not be moved!)
- Each turn a player may move or play one of their pieces. (Place an Aid counter on Nicaragua for example.)
- At the end of each turn a contest of political wills occurs for every nation which has been influenced by a major power. Thus when you put aid in Nicaragua you will now roll.
- Each side (That has a piece in the nation) rolls 1d6. If the 1d6 = 6 or greater then the nation is now under your influence. (Place an influence counter.) If both sides get 6 or greater then no one gains the influence.
- Who ever gains the influence of 5 nations wins the game.
- Each time you play a piece you must move up the 'Threat Level.' If the threat level reaches WARNING. Then the game ends (With the one who triggered the warning losing the game. Consider this a situation of brinkmanship.)
- If you do not move or play a piece then you move down by 1 green each turn.
- If there is a green circle, then move the threat level up 1 green. A red = move +1 red one. The number above the star is the amount you add to an influence roll.
- Any time a nation gains an influence they can be challenged only if there is another piece from another nation in the nation.

Panama Canal

Aid (Green star +1)

Aircraft Carrier Group (Blue star +2)

Aid (Green star +1)

CIA Agent (Blue star +2)

Aid (Green star +1)

Aid (Green star +1)

CIA Agent (Blue star +2)

Aid (Green star +1)

KGB Agent (Red star +2)

Aid (Green star +1)

Marxist Revolutionaries (Red star +3)

Aid (Green star +1)

Missile Agreement (Red star +5)

Marxist Revolutionaries (Red star +3)

Aid (Green star +1)

KGB Agent (Red star +2)

Aid (Green star +1)

Threat Meter

WARNING!!

-Taking a piece off the board will reduce the threat meter by that amount. (You can not play a piece if you remove a piece.)

-When a nation successfully challenges and takes a position remove all opponents pieces from that nation. (Do not reduce threat!)

-A superpower wins at the end of the conflict resolve phase (After the dice are rolled)

U.S. Influenced

USSR Influenced

U.S. Influenced

USSR Influenced

U.S. Influenced

USSR Influenced

U.S. Influenced

USSR Influenced

U.S. Influenced

USSR Influenced

WARNING!!





Lawrence Of Arabia

Introduction

Card Game for 2+ players. Each player represents an incarnation of Lawrence of Arabia. Players recruit Arab allies and use them to attack the Turks.

Victory

The first player to have Mission cards in his Victory pile with A total Force Rating of 40 or more wins.

The Deck

Players share a common deck.

The Cards

There are 5 types of cards: Events, Leaders, Tribesmen, Missions, Defenses

Dice

Six-sided dice are needed.

Setup

Most well traveled player goes first. Each player is dealt a hand of 5 cards.

Turn Sequence

Players take turns. The current player is called the active player. Each turn has 6 Phases:

1. Fate Phase
2. Recruit Phase
3. Mission Phase
4. Attack Phase
5. Loot Phase
6. End Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

Put 1 Leader face-up into play from your hand. You may attach face-up any number of Tribesmen cards from your hand to this new leader. If you did not play a

leader, you may attach one Tribesmen card from your Hand to one of your Leaders in play.

A Leader cannot attach more Tribesmen than his Force Rating.

Mission Phase

You may put 1 Mission card face-up into play. Designate 1 of your Leaders to attack it. The player to your left may attach Defense cards from his hand to the Mission.

Attack Phase

Mission cards and Defense cards have Defense Point Values. For every Defense Point roll one six sided Die (Defense Rolls): On a roll of 4-6+ Active player must discard 1 Tribesman attached to attacking Leader. All Leaders, Tribesmen, Missions, and Defense cards have a Force Rating Add up the Force Rating of all you Leader and Remaining Tribesmen (Arab Total).

Compare this to the total Force of the Mission and attached Defenses (Turk Total). If the Arab Total is greater than the Turk Total, the Attack succeeds. If the attack succeeds, the active player puts the Mission card into his Victory pile.

If the Attack fails, the Mission stays in play, with attached defenses, and The other players on their turns may attack it.

Loot Phase

After an Attack, win or loose, roll 1D6 (The Loot roll): On a roll of 4-6+ the Leader is discarded (In Shame or with Honorable Loot) If the Leader is discarded, also discard all attached Tribesmen.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

E Event
L Leader
T Tribesmen
M Mission
D Defense
Number of copies of that card in deck.
F(D) Force Rating (Defensive Points)

Common Deck Card List

Card Name	#	Type	F(D)	Notes:
Prince	4	L	5	Tribesmen get Force +2
Chieftain	4	L	4	Tribesmen get Force +1
Sharif	4	L	3	-
Alliance	4	E	-	1 extra Leader may join Attack
Bedouins	8	T	4	Discard in Loot Phase if Attack fails
Nomads	8	T	4	Discard in Loot Phase if Attack succeeds
Arabs	8	T	3	-
Howeitai	8	T	5	May not Attach with Rualla
Rualla	8	T	5	May not Attach with Howeitai
Guide	2	E	-	Search Deck for card & put it in your hand
Bribes	2	E	-	Draw 2 Cards
Nothing is Written	2	E	-	Draw 3 Cards and discard 2
Shifting Sands	2	E	-	Take control of Target Leader
Old Men Talk	2	E	-	Opponent Discards 2 Cards from hand
Long Ears	4	E	-	Look at opponent's hand
Surprise	4	E	-	Discard a Defense when Attacking
Cavalry Charge	4	E	-	All Tribesmen get Force +3
Cross the Desert	4	E	-	You get an extra Mission & Attack Phase
Lost in the Desert	4	E	-	Opponent skips his Mission & Attack Phase
Unprofitable Raid	4	E	-	+2 to target Loot Roll
Great Loyalty	4	E	-	-2 to target Loot Roll
Lawrence Captured	2	E	-	Opponent skips his next turn
Tribal Divisions	2	E	-	Discard target Leader in End Phase
Strafed by Planes	2	E	-	Discard target Tribesman in End Phase
Desertions	2	E	-	Discard target Tribesman in Loot Phase
Armored Car	2	E	-	Force Rating +3
Explosives	2	E	-	Force Rating +5
British Machine Guns	2	E	-	Force Rating +4
Train	6	M	6(1)	May not attach Fortifications
Outpost	2	M	8(2)	
Town	2	M	10(2)	
Coastal Fort	2	M	12(3)	
Damascus	1	M	20(4)	
Garrison	4	D	2(1)	
Turkish Infantry	4	D	3(1)	
Machine Guns	4	D	4(2)	
German Troops	2	D	5(2)	
Fortifications	3	D	6(1)	
Artillery	3	D	7(2)	





Malta Convoy

Introduction

Solo dice game. WWII Simulation of the Allied relief convoy to the British Island Stronghold of Malta August 3rd, 1942. Also known as Operation Pedestal.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Convoy Composition

Ship Type:	Number of Ships:	Notes:
Cargo Ships	3D6	Merchant Men
Oil Tankers	1D6	-
Aircraft Carriers	1D3	-
Cruisers	1D6 + 6	Warship
Destroyers	3D6 + 20	Warship

Record how many of each type of ship you have.

Length Of Journey

The game will last 20 + 1D6 Turns Make a column of that many boxes on a piece of paper. Number the boxes.

Covering Force Returns

When you are halfway through the trip roll 1D6 for each of your remaining Aircraft Carriers. On a roll of 4-6 they return to their bases with 3 + 1D6 warships each.

Friendly Waters

The convoy will not be attacked for the first 1D6 turns.

Contact

Every turn make one contact roll.

1D6	Contact:	Notes:
1	Dumb Luck	-1 to this roll next turn
2-3	No Contact	Turn Ends
4	Reconnaissance Plane	+2 to this roll next turn
5	Surprise Contact	Force Size -1
6	Contact	Force Size No Change
7	Sortie	Force Size +1
8	Attack Force	Force Size +2

Enemy Force

If contact is made roll to see what type:

1D6	Type:	Notes:
1	U-boats	Force Size -1
2-3	Italian Air force	Attack Rolls -1
4-5	German Air Force	Attack Rolls +1
6	Combined Air Force	Force Size +1

Force Size

Roll 1D6. The result of this roll is the Force Size of the enemy force. The Force size is a minimum of 1 with Modifications.

Interception

Make 3 Interception Rolls. Make one additional roll for every Aircraft Carrier you have. Make one less roll if all of your cruisers are destroyed.

Make one less roll if all of your destroyers are destroyed. For every roll of 1 on 1D6 the size of the attacking enemy force is reduced by one.

Enemy Attacks

(Attack Rolls) Roll a number of times equal to the enemy force size:

1D6	Damage:
1-2	Miss
3-4	Ship Damaged
5-6	Ship Destroyed

1D6	Type:
1	Tanker
2	Cargo Ship
3-4	Aircraft Carrier

If there are no Aircraft carriers left treat the result as a Cargo Ship. If you already have a damaged ship of a certain type and you get another 'Ship damaged or destroyed' result for that type there is a 1-3 in 1D6 chance that the damaged ship is hit again and sunk.

Options

You may take an option at the very beginning of your turn. You cannot take another option if you are currently using one.

Decoy Option

Once during the trip you may send out a dummy convoy. Target rolls +2 for 1D6 turns. Get 1 less intercept roll.

Split Option

Once during the trip you may split up the fleet (Every ship for himself). Force Size -1 for 1D6 turns. Contact rolls are at +1.

Targets

(Target Rolls) If a ship is damaged or destroyed make a Target roll to see which type:

1D6	Type:
5	Cruiser
6	Destroyer

Evade Option

Once during the trip you may take an evasive route. Contact rolls at -2 for 1D6 turns. Game length increases by 1D3 turns.

Screen Option

Once during the trip you may set up a screen of warships to face the enemy routes of advance. Get two additional Intercept rolls for 1D6 turns. Attack rolls are at +1.

Scoring

Start with 100 points. Lose 2 points for every cargo ship lost. Lose 1 point for every cruiser lost.

Lose 3 points for every tanker lost. Lose 5 points for every aircraft carrier lost. Gain 1 point for every Interception.

Lose 10 points if all of your Tankers are destroyed. Lose 10 points if all of your Cargo ships are destroyed.

Support Page





Manifesto

Introduction

Players represent ideologies in conflict in the 20th century.

Ideologies

Each player picks one Ideology: Democracy Communism Fascism Socialism Imperialism If there are more than 5 players also use the following: Totalitarianism Parliamentarianism Dictatorship Monarchy Fundamentalism

#	Region	Influence
1	North America	3
2	Russia	3
3	Germany	2
4	South America	1
5	Central America	1
6	Balkans	1
7	West Europe	1
8	United Kingdom	2
9	East Europe	1
10	North Africa	1

Influence is the number of Influence Tokens (ITS) the Region generates per turn. Minor regions have an influence = 1. Major regions have an influence = 2+.

Playing Pieces

Use cardboard counters (chits). Each player has a set of control counters of a unique color. All players share a set of Influence Tokens (ITS).

ITS can be represented by coins. Dice are also needed.

The Deck

Players draw from a common deck. The deck includes 42 conflict cards and 23 influence cards.

Setup

Each player starts with a hand of 2 cards. Each player begins in control of adjacent Regions with a combined Influence of 3. For example: North America (3) by itself; or Japan (2) and SE Asia (1) Alternatively, a player could start with an Influence of 2 and 2 extra cards. Each player starts with a reserve of 1D6 Influence tokens.

A player places one of his chits on a region he controls. All regions not controlled by a player are

Object

Control the most countries by the end of the century. Ties are resolved by bidding. Each round represents 5 years.

The game starts in 1900 and ends in 2000. There are 20 game rounds.

The Map

The map is divided into 20 Regions:

#	Region	Influence
11	South Africa	1
12	Australia	1
13	China	2
14	Japan	2
15	Mediterranean	1
16	India	1
17	South East Asia	1
18	Scandinavia	1
19	Middle East	1
20	Pacific Islands	1

considered to be neutral. Neutral regions are denoted by the absence of a control marker.

Bidding Rules

Bidding is the mechanism for resolving all conflicts. All bids are secret. Players are bidding Influence tokens (ITS).

A player may bid none, some, or all of his ITS. A player cannot bid more ITS then he has. Bids are written on pieces of paper and are then revealed simultaneously.

Include on the note any influence cards you are using. The value of the cards is added to the ITS you bid. All bids must be paid, even if you lose.

Break ties by rolling high on 1D6. Players must write on their bid what they are bidding for. Used Influence cards are discarded.

Turn Sequence

Each round is composed of 6 phases.

1. Production Phase
2. Draw Phase
3. Initiative Phase
4. Peace Phase
5. War Phase
6. Conflict Phase

Production Phase

Gain 1D6 Influence tokens (ITS). Also gain ITS equal to the influence of all of your regions. ITS may be saved from round to round.

Draw Phase

Each player draws 1 card. A player may draw extra cards for 3 ITS each. A player may have a maximum of 7 cards in his hand.

Excess cards are discarded.

Initiative Phase

All players bid to determine turn order in all the other phases for The rest of the round. The winner gets to choose whether he wants to go first or last in each phase.

Peace Phase

A player may target 1 opponent and play one of the following peace cards: Treaty or Trade Agreements. If a peace card is played, neither player may play military conflict cards against each other, or Bid in military conflicts against each other for 1D6 rounds.

War Phase

A player that controls a Major Region may target 1 opponent that also controls a Major Region and play

one of the following war cards: World War, Cold War. The player that started the war is the leader of the axis side. The target opponent is the leader of the allies side. The 2 players resolve the War by bidding.

Other players may bid to help one of the two sides. The losing side has 1D6 of their controlled regions become neutral. The winner picks which regions.

Conflict Phase

Players, in turn order, may play conflict cards other than war and peace cards. To target a Major country with a conflict card costs 3 ITS. (It costs nothing to target a Minor country) The player that plays the card is the active player.

Each conflict is resolved in turn by bidding. Other players may bid for or against the outcome of the card. For example: John the Fascist plays Diplomacy against Neutral India.

If he wins he gains control of India. If he loses nothing happens. John plays Military Coup on South America controlled by Ray the Socialist. If John wins, S. America becomes neutral. If he loses nothing happens.

Controlled regions that become neutral lose a control marker. Regions that come under control gain a control marker. A player may play more than one conflict on his turn.

Conflict Card List

Card Name	Target	Result	Type	#
World War	D	Z	XM*	2
Cold War	D	Z	XE*	2
Treaty	D	T	XP	2
Trade Agreements	D	T	XE	2
Superpower Operation	O	B	XM*	2
Limited War	O	B	XM	2
Insurgency	O	B	XM**	2
Rebellion	O	B	IM	2
Military Coup	O	B	IM	2
Civil War	O	B	IM	2
Revolution	O	B	IM	2
Insurrection	O	B	IM	2
Coup d'etat	O	B	IP	2
Depression	O	B	IE	2
Economic Collapse	O	B	IE	2

Card Name	Target	Result	Type	#
Economic Boycott	O	B	IE	2
Terrorism	O	B	XP**	2
Trade War	O	B	XE	2
Incursion	OA	C	XM	2
Power Vacuum	N	C	IP	2
Regional War	N	C	XM	2
Colonialism	N	C	XE	2
Occupation	NA	C	XM	2
Police Action	N	C	IP	2
Cultural Revolution	N	C	IP	2
Alliance	N	C	XP	2
Annexation	NA	C	XM	2
Puppet State	NA	C	XM*	2
Counter Revolution	NL	C	IM	2
Purge	NL	C	IP	2

Number of that card in the deck

* Can only be played by a player with a Major Region

** Can only be played by a player without a Major Region

O Region controlled by opponent

N Neutral Region

D Opposing Ideology

C You gain control of target region

B Target region becomes neutral

A Target must be adjacent to a region you control

M Military

P Political

E Economic

L Must target region you just lost control of

I Internal

X External

Z 1D6 controlled regions of Loser become neutral
T Neither Ideology may play Military conflicts against

each other for 1D6 rounds.

Influence Card List

Card Name	#	Inf	Notes
Appeasement	2	3	+1M
Isolationism	2	2	+2I
Foreign Aid	2	2	+1E
Guerilla Warfare	2	2	+1M
War Crimes Tribunal	2	1	+1P
Charismatic Leader	4	5	+1P
Iron Curtain	1	3	+1E
League of Nations	1	2	+1X

Card Name	#	Inf	Notes
United Nations	1	3	+1X
Diplomacy	2	2	+1P
Espionage	2	1	+2 for Initiative
Propaganda	2	2	+2I
National Will	2	4	+1X
Manifesto	2	3	+1P
Industrial Buildup	2	0	*

* Permanently increase Influence of target region by +1

Additional bonus Influence is received in the appropriate type of conflict:

M Military, **P** = Political, **E** = Economic, **I** = Internal, **X** = External

Inf Influence that may be added to the conflict bid.

Number of that card in the deck.

Game Designers Notes

Remember you are an Ideology, not a nation. Don't get too attached to any particular country. Russia was a Tsarist Empire, then communist, now a democracy.

Even the USA could have switched governments several times this Century: the Great Depression, McCarthyism, The 60's. A humanists wish: May objective truth triumph over all doctrines.

Manifesto Destiny

A More Historically Constrained Variant For "Manifesto" By Michael Callahan Achtung!!! Read ??MANIFESTO DESTINY Now!!!

Faq

Questions by Michael Andre-Driussi...

Q: About writing out the bids, it seems like you intended it to be verbose "Police State in South America, Against, 2 ITS." But we tended to just write Y for yes or N for no and the number of coins, if any. (Less a question than a statement—but here's the question: was there a reason for a verbose bid?) **A:** The simpler you can make it the better. I'll take the short version over the doctoral thesis.

Q: The "die roll of 1 to 3 means target a minor country" thing. I took this to mean that first a player would select a card, playing it down (perhaps face down?); then roll; then apply the card accordingly. One player thought that it went another way—first one rolls, then if the die forces an action against a minor country the player selects the most appropriate card and plays it. I still think I'm right but I wanted to alert you to this. **A:** The 1-3 rule was an inelegant fudge rule to prevent the big guys from directly duking it out. More problems than its worth. New rule: To target a Major country with a conflict card costs 3 ITS.

I think that might work better.

Q: Bidding for initiative. If no bids, then we resolved with dice. But we didn't do a complete scramble, we simplified it and said whoever wins gets the choice of first or last to move, and play moves clockwise from that player. (Another statement.) **A:** Works for me.





Mass Warfare

Mass Warfare

WWII Technology. Generic countries. Production and strategic combat.

Terrain

TYPE	NOTES
Water	Ships only. This may represent oceans, lakes, or rivers
Bridge	Ships & Ground units may enter. This also represents ferrys
Barren	Bases can be built on this terrain. Also hills

Desert

Forest	Defense +1
Mountains	Defense +1, Only Infantry may enter this terrain
Mountain Pass	Defense +1
Marshland	Defense +1, Only Infantry may enter this terrain. Also Jungle
Mines	1 Metal
Agriculture	1-3 Food
City	1-6 Population; Defense +1
Oil Fields	1 Oil

Military Units

UNIT	POP	TYPE	METAL	MOVE	OIL	ATTK	RANGE	DEF	NOTES
Infantry	1	Ground	1	1	0	1	1	2	
Mechanized Inf.	1	Ground	2	2	1	1	1	2	
Tanks	1	Ground	3	2	1	2	1	2	
Artillery	1	Ground	3	1	1	2	2	1	
Anti-Aircraft	1	Ground	2	1	1	1	1	1	Can be used against nonair units
Fighters	1	Air	3	4	1	1	0	1	
Bombers	1	Air	3	8	1	2	0	1	Cannot attack other planes
Transports	1	Sea	3	2	1	0	0	1	Carry 2 Ground units
Warships	1	Sea	5	3	1	2	2	2	
Carrier	1	Sea	5	2	1	1	1	1	Carry 4 planes
Subs	1	Sea	3	2	1	1	1	1	Can only be attacked by Warships
Fortification	0	Base	3	0	0	0	0	+1	
Airfield	1	Base	3	0	0	0	0	0	
Port	1	Base	3	0	0	0	0	0	Build adjacent to water hex
Factory	1	Base	3	0	0	0	0	0	

The Map

Use a hex map. Assign each city a population value of 1-6. Write this in on the map. This maximum level does not change. Likewise, assign a value of 1-3 to all agricultural lands.

All mines & Oil fields have a level of one. Large

cities are represented by several adjacent city hexes.

Setup

Each player should begin by controlling a corner of the map that contains several cities (Population of around 15) and enough agricultural land to feed them.

They should also have access to nearby mines & oil fields. Each player starts with reserves of 30 oil and 30 metal. Each side starts with 1 Factory and 5 Infantry units positioned adjacent to the city hexes.

Stacking

Only one unit per hex. The exceptions include planes, and units carrying other units.

Victory Conditions

Control all cities on the map.

Turn Sequence:

1. INITIATIVE
2. AIR STRIKE DECLARATIONS
3. FIGHTER DEFENSE
4. FLAK DEFENSE
5. AIR STRIKE RESOLUTIONS
6. GROUND RETURN FIRE
7. AIR TRANSFERS
8. SEA MOVE
9. SEA ATTACK
10. GROUND MOVE
11. ARTILLERY ATTACKS
12. GROUND ATTACK
13. FREE ADVANCE
14. FOOD PRODUCTION
15. METAL PRODUCTION
16. OIL PRODUCTION
17. UNIT PRODUCTION
18. CLAIM TERRITORY
19. BUILD BASES
20. REPAIR & REINFORCEMENTS

Initiative

Each player roll 1D6. High roll wins. The Initiative winner goes first in each of the following phases.

Air Strike Declarations

Bombers and fighters may declare sortie attacks against targets within range of their airfield or carrier. Planes can attack any ground or sea unit except subs. Planes can also attack infrastructure: Cities, mines, factories, oil fields, airfields, and ports. If a carrier or transport is destroyed all units on board are also destroyed.

Fuel Rule

Every time a noninfantry unit moves, it uses up one oil from your oil reserves. This is 1 oil per turn, not one oil per hex.

Attack Rule

The attacking unit rolls its Attack dice and the defending unit rolls its defense dice. If the attackers

roll is higher than the defenders total, the defender is destroyed. Put a fire counter on any unit that was attacked but not destroyed. A unit gets -1 on its dice rolls for every fire counter on it. Terrain, fortification, and fire counter modifiers add pips not dice. For example: defending Infantry (2D6) in fortified (+1) mountains (+1) with one fire counter (-1) would have a roll of 2D6 +2 to defend.

Fighter Defense

If the target is in range of a fighter squad, the squads may scramble and attack. If the sortie units survive, they get to return fire with one attack die each.

Flak Defense

If an Anti-aircraft unit is the target, is in the same hex as the target, or is adjacent to the target, it may attack the plane. Warships and carriers function as Anti-aircraft units having one attack die.

Air Strike Resolutions

If the planes get past the fighter and flak defenses they may attack their targets. Infrastructures do not have Defense dice. Instead when the attacking plane rolls attack dice, the infrastructure receives one fire counter for every roll of 1-2 on D6. If an airbase receives a fire counter, all planes stationed there are destroyed.

Ground Return Fire

If a nonartillery ground unit survives an attack by a fighter, it may counterattack with small arms fire for one attack die.

Air Transfers

Planes that have not attacked may move to other airfields or carriers in range. An airbase may hold 10 planes. A carrier may hold 4 planes.

Sea Move

Transports can carry 2 ground units.

Sea Attack

Warships and subs may attack. Warships can attack subs with depth charges for one attack die if the sub is adjacent. No other units may attack subs.

Ground Move

A ground unit may use its move to board an adjacent transport or to disembark. Tanks & Mechanized infantry use up their move entering or leaving a forest, desert, fortification, mine, or city. Ground units cannot enter bridge spaces if the bridge has sustained fire counters.

Artillery Attacks

Artillery units get to attack. Attacks may target infrastructure inflicting 1D3 Fire counters. Artillery cannot attack if they moved this turn.

Ground Attack

Tanks, infantry, and mechanized infantry may attack. A ground unit may attack the infrastructure it occupies inflicting 1D6 Fire counters.

Free Advance

If a defender is destroyed the attacking nonartillery ground unit may enter the hex it occupied.

Food Production

Food is not saved from turn to turn. Compare the amount of food you produce to your city populations. The smaller number is your Unit Limit. Agricultural lands with fire counters do not produce anything. Cities with fire counters have their population score reduced by that amount to a minimum level of 0.

Metal Production

Extra metal is saved from turn to turn in your metal reserves. Each turn in this phase increase your metal reserves by the number of mines you control. Mines with fire counters do not produce anything.

Oil Production

Extra oil is saved from turn to turn in your oil reserves. Each turn in this phase increase your oil

reserves by the number of mines you control. Oilfields with fire counters do not produce anything.

Unit Production

If you have more units than your Unit Limit (This value determined in food production phase) you may not build units this turn. Expend the required amount of metal from your metal reserves to build the unit. Place the unit in a production site space: A factory for ground units, a port for ships, or an airfield for planes. A production site can only build one unit per turn. Production sites with fire counters do not produce anything.

Claim Territory

Gain control of any terrain you have infantry or mechanized infantry in. Recieve production from this hex starting next turn.

Build Bases

These can be built on any barren hex occupied by an infantry unit you control not adjacent to an enemy unit.

Repair & Reinforcements

Each unit and infrastructure may remove one Fire counter. The maximum number of fire counters a unit or infrastructure can have is six. Bridges will only be repaired if a player has an adjacent infantry unit and says he is repairing it.





Megiddo 1918

Introduction

WWI card game for 2 players. Recreate the last great cavalry campaign in history. One player is the British.

The other player is the Turks.

The Decks

Each player has his own deck. Each player keeps two discard piles: The Reserve pile, and the Casualty pile.

Victory

The British win with 5 Victory points. This indicates that they have overrun the Turks, and that they have captured Damascus before their Arab allies led by Colonel Thomas Edward Lawrence, also known as Lawrence of Arabia. The Turks win with 3 Victory points.

This indicates that the Turks have made a successful fighting withdrawal and that they have retreated back to Turkey without being overrun.

Turn Sequence

1. Maneuver Phase
2. Reserve Phase
3. Order of Battle Phase
4. Air Strike Phase
5. Cavalry Exploitation Phase
6. Artillery Phase
7. Machine Gun Phase
8. Infantry Phase

Maneuver Phase

Players fill their hands to 10 cards. If a players deck runs out, shuffle the reserve pile and draw from it.

Reserve Phase

Players may discard up to 5 cards to their reserve pile, and draw an equal number of replacement cards. If a players deck runs out, shuffle the reserve pile and draw from it.

Order Of Battle Phase

Players place all cards they want to commit to the Battle face down in a stack. Players may play any number of Infantry, Cavalry, Artillery, And Supply cards. The Turkish player may play only one Terrain Card.

After both players have put down their stacks, Both turn their stacks face up. These stacks are referred to as the Orders of Battle.

Air Strike Phase

Starting with the British player, discard a Plane card to do one of the following:

1. Destroy a card with a Force less than the Plane's Force.
2. Disrupt a card with a Force equal to or greater than the Plane's Force.

Target cards in opponents Order of Battle. Leader cards cannot be targeted. Destroyed cards go to the owners Casualty pile.

Disrupted cards have half force in Infantry phase. Units disrupted twice are destroyed. The Plane card is discarded to its owners reserve pile.

Cavalry Exploitation Phase

Starting with the British player, discard a Cavalry card to: Destroy a card with a Force equal to or less than the Cavalry unit's Force. Target cards in opponents Order of Battle. Target Infantry get double Force.

The target card must be a Supply card if possible. Leader cards cannot be targeted. Destroyed cards go to the owners Casualty pile.

The Cavalry card is discarded to its owners reserve pile. The Lawrence of Arabia card may be used as a Force = 3 Cavalry card by the British this phase.

Artillery Phase

Starting with the Turkish player, discard an Artillery card to do one of the following:

1. Destroy a card with a Force less than the Artillery unit's Force.
2. Disrupt a card with a Force equal or greater than the Artillery unit's Force.

Target cards in opponents Order of Battle. Leader cards cannot be targeted. Destroyed cards go to the owners Casualty pile.

Disrupted cards have half force in Infantry phase. Units disrupted twice are destroyed. The Artillery card remains in the battle.

Machine Gun Phase

Starting with the Turkish player, discard a Machine gun card to do one of the following:

1. Destroy a card with a Force equal or less than the MG unit's Force.

2. Disrupt a card with a Force greater than the MG unit's Force.

Target cards in opponents Order of Battle. Leader, Artillery and Machine guns cannot be targeted. Destroyed cards go to the owners Casualty pile.

Disrupted cards have half force in Infantry phase. Units disrupted twice are destroyed. The MG card remains in the battle.

Infantry Phase

Each side adds up all the remaining Force in its Order of Battle (OB). This includes Artillery, MGs, Cavalry, Leaders, and Infantry cards. For each supply card in your OB all of your Non-Leader cards get Force +1.

Each non-Leader card of the Turks gets the Force bonus indicated on the Terrain card if the Turk played a terrain card. If the Turk did not play a terrain card, the battle is assumed to take place in the open desert.

British Card List

Name	#	Type	Force
General Allenby	1	L	+5
Armored Patrol Cars	1	C	1
Australian Mounted Division	1	C	5
New Zealand Mounted Div.	1	C	4
Desert Mounted Corps	1	A	3
Egyptian Camel Corps	1	C	2
Sherifian Camel Corps	1	C	1
Lawrence of Arabia	1	L/C	+5
Howeitat Tribe	1	C	1
Palestine Brigade	1	I	1
Rualla Tribe	1	C	2
Arab Irregulars	1	C	1
French Detachment	1	I	3
Royal Air Force	2	P	2
British Infantry	11	I	6
British Artillery	3	A	4
HMS Druid/HMS Forester	1	A	4
British Machineguns	1	M	3
British Cavalry	2	C	4
Engineer	1	I	1
Supply Trains	3	S	+1
Roads	3	S	+1
Escort Prisoners	1	N	0
Forage	1	N	0
Dysentery	1	N	0

Number of that card type in the deck

C Cavalry

I Infantry

A Artillery

P Planes

Each Leader card must be attached to a non-leader card.

A non-leader card may only have one leader attached. An unattached Leader generates no Force. Disrupted cards have half force.

The side with the higher Force total wins.

The British win ties.

The cards of the OB of the loser go into the Casualty pile.

The cards of the OB of the winner go into the Reserve pile.

The winner gets 1 Victory point.

The Naval bombardment card always goes into the Reserve pile. If Lawrence goes to the Casualty pile, the British automatically lose.

Nuisance Cards

These have no Force value, and are there to represent missed opportunities.

Turkish Card List

Name	#	Type	Force
Bedouins	1	C	1
Turkish Air Force	1	P	1
German Railway Artillery	1	A	3
German Pasha Contingent	2	I	3
German Machineguns	1	M	2
Corps Headquarters	2	L	+1
Amman Division	1	I	3
Anatolian Division	1	I	3
Von Oppen	1	L	+4
Tiller	1	L	+3
Liman Von Sanders	1	L	+5
General Army Reserve	3	I	1
Asienkorps	1	I	1
Caucasus Cavalry	1	C	2
Composite Division	1	I	2
Depot Regiment	1	I	3
Garrison Troops	3	I	1
Turkish Infantry	9	I	4

Name	#	Type	Force
Turkish Artillery	2	A	3
Turkish Machine Guns	2	M	2
Supply Wagons	3	S	+1
Kemal	1	L	+5
Rail lines	3	S	+1
Trenchlines	1	T	+2
Wadi El Fara Line	1	T	+2
Jordan Crossings	1	T	+2
Mountains	1	T	+1
Rough Ground	1	T	+1
Towns	1	T	+1
Spread Thin	1	N	0
Poor Morale	1	N	0
Arab Uprising	1	N	0
Supply Problems	1	N	0
Command Problems	1	N	0
Rail Cuts	1	N	0

T Terrain



Midway

Introduction

Historical simulation of the WWII battle of Midway. Two player set piece Dice game. One player is the Japanese, the other is the Americans.

Flowcharts are used instead of Maps.

Materials

Paper & writing implements. Six sided dice are required. Each player must have: 1 copy of the Flowchart 4 copies of the Carrier Box 1 set of chits representing his squads Chits & Charts are provided at the bottom of the page.

Turn Sequence

There are 2 Phases:

1. Move Phase
2. Attack Phase

Move Phase

The Americans go first, followed by the Japanese. A squad represents about 10 planes. Squads are represented by cardboard counters or chits.

Both Players have one copy of the Strike force flow chart in front of them. Players also have a drawing of the "Carrier Box" for each of their Carriers. Chits representing squads are placed in the boxes of the flowchart and can move to adjacent boxes connected by arrows.

Every squad can move once on the flowchart during his players turn. A squad must move to the next Box if it is not on a carrier or on patrol. A fighter squad can spend up to 4 turns on Patrol before having to refuel.

Turn squads upside down to indicate that they have moved. Turn all of your squads right side up at the beginning of your turn. Squads On Deck can be moved below decks to rearm and refuel.

A carrier can have a maximum of 4 squads in the "On Deck" Box at one time. A Japanese carrier can have a maximum of 3 squads in its "Rearm/Refuel" Box at one time. An American carrier can have a maximum of 4 squads in its "Rearm/Refuel" Box at one time.

Treat Midway Island like a carrier. Midway can have a maximum of 10 squads in its "Rearm/Refuel" Box at one time. Squads landing on the Carrier Box from the Return I, Takeoff, or Patrol Boxes must chose which carrier they are landing on. They are then moved to the On Deck box of that carrier.

Squads landing on the On Deck Box from the Return I, Takeoff, or Patrol Boxes are flipped face down to

indicate that they are out of fuel and/or ammo. Face down squads can only be moved to the Rearm/Refuel Box. Squads that start their turn in the Rearm/Refuel Box are flipped face up.

Only Fighters may move into the Patrol Box. Squads in the Takeoff Box may form into stacks called strike groups. Squads in a Strike group move and search together.

You may have two or more strike groups in a Box. In order for a Strike Force to move into the Attack Box it must make a successful search roll. The Americans succeed on a roll of 1-4 on 1D6.

The Japanese succeed on a roll of 1-3 on 1D6. No search roll is necessary to locate Midway. If the Search roll is unsuccessful the Strike force may move to the Return I Box, or the 2nd Search Box. Fighters cannot enter the 2nd Search Box. They run low on fuel and must return.

You may allow fighters to proceed to the 2nd Search Box, but they must ditch after the attack. Squads moving from the Attack Box to the Return II Box are destroyed on a roll of 1 on 1D6. If a squad is moving out of the Patrol or Return I Boxes, and cannot land because all the carrier decks are full or gone, than that squad must "pancake" into the ocean, and is destroyed.

A squad may land on any friendly carrier.

Attack Phase

This occurs if you have any Strike Forces in the Attack Box. American squads may attack any combination of enemy carriers. A Japanese Strike force must attack either Midway Island, Task Force 16, or Task Force 17.

Task Force 16 was the Yorktown. Task Force 17 included the Enterprise and Hornet. The Americans go first, followed by the Japanese. This is divided into 4 Segments:

1. Interception Segment
2. Anti-aircraft Segment
3. Bombing Segment
4. Damage Segment

Interception Segment

All Fighters in the Attackers Attack box may make 1 Attack roll. All Fighters in the Defenders On Deck, Takeoff, and Patrol boxes may make 1 Attack roll. A Zero squad will destroy 1 enemy squad on a roll of 1-3 on 1D6.

A Wildcat squad will destroy 1 enemy squad on a roll of 1-3 on 1D6. A Buffalo squad will destroy 1

enemy squad on a roll of 1-2 on 1D6. All attack rolls are simultaneous.

A player decides which of his squads are destroyed. Destroyed squads are placed in a pile known as "The Drink."

Anti-aircraft Segment

The Japanese Fleet if attacked may make 4 AA Attack rolls. An AA attack will destroy 1 enemy squad on a roll of 1 on 1D6. The American Carriers (& Midway) if attacked may make 3 AA Attack rolls.

The Japanese carriers were accompanied by 2 Battleships, 3 cruisers, and 30 destroyers. The American

carriers were escorted by 6 cruisers, and 9 destroyers.

Bombing Segment

All bombers and Torpedo squads surviving may attack the carriers. Attacks will hit a carrier on a roll of 1-X on 1D6, where X is equal to the AS(Anti-ship) value of the squad as given in the Squad Lists. A carrier can dodge a Torpedo attack on a roll of 1-2 on 1D6.

Damage Segment

Roll 1D6 on the Following table to determine the extent of the Damage by a Torpedo or Bomb hit.

D6	Result
1-4	Out of Action: Hull Breach, Fuel Fires, Munitions Explode
5-6	Immobilized: No search roll necessary, Cannot dodge torpedos

If a carrier is immobilized by a bomb attack, there will also be a Deck Fire: Reduce On Deck Box capacity by 2 Squads & Destroy 2 Squads on Carrier. An Out of Action (destroyed) carrier may take hours to sink or may even be salvageable. If a carrier is destroyed so are all squads onboard.

Midway Island is impervious to Torpedoes, however, every bomb hit will destroy one of its 4 Runways on a roll of 1-4 on 1D6. Like carriers, Midway has an On Deck capacity of 4 squads.

American Setup

The Americans have 3 carriers with the following squads:

Carrier	Wildcats	Devastators	Dauntlesses
Yorktown	2	2	2
Enterprise	1	1	4
Hornet	2	2	2

On Midway Island there is 1 squad of each of the following: Catalinas Avengers, Brewster Buffaloes, Marauders, Vindicators, and Flying Fortresses. There are also 2 Wildcat squads and 2 Dauntless squads.

Japanese Setup

The Japanese have 4 carriers with the following squads:

Carrier	Zeros	Kates	Vals	Judys
Soryu	2	2	2	1
Hiryu	2	2	1	1
Kaga	2	2	2	1
Akagi	2	2	2	1

Strike Force Flow Chart

One per player.

BOXES:	DRAW ONE-WAY ARROW TO THESE BOXES:
ATTACK	RETURN II
2nd SEARCH	ATTACK; RETURN II
SEARCH	ATTACK; 2nd SEARCH; RETURN I
RETURN II	RETURN I

Carrier Box Flowchart

One per carrier.

BOXES:	DRAW ONE-WAY ARROW TO THESE BOXES:
TAKEOFF	SEARCH; CARRIER; PATROL
RETURN I	CARRIER
PATROL	CARRIER
CARRIER	TAKEOFF

BOXES:	DRAW ONE-WAY ARROW TO THESE BOXES:
ON DECK	TAKEOFF; REFUEL/REARM
REFUEL/REARM	ON DECK

American Squad List

#	Squad	AA	AS	Type
7	Grumman F4F Wildcat	3	-	Fighter
5	Douglas TBD Devastator	-	2	Slow Torpedo Plane

#	Squad	AA	AS	Type
10	Douglas SBD Dauntless	-	3	Dive Bomber
1	Avenger	-	1	Torpedo Strike Planes
1	Brewster Buffalo	2	-	Obsolete Fighters
1	B26 Marauder	-	1	Twin Engine Bombers
1	Marine Vindicator	-	1	Scout Bomber
1	Flying Fortress	-	1	High Altitude Bombers

1 Catalina - 1 Flying Boat

Japanese Squad List

#	Squad	AA	AS	Type
8	Mitsubishi A6M Zero	3	-	Fighter
7	Nakajima B5n Kate	-	2	Torpedo Plane
7	Aichi D3ai Val	-	3	Dive Bomber
4	Yokosuka D4Y Judy	-	3	Dive Bomber

Optional Historical Constraints

The Japanese must attack Midway immediately with at least 9 bombers & 4 Zeros. Midway must attack the Japanese immediately with everything except fighters. This must be followed by a second attack on the Island.

The American carriers must coincide the attacks of 4 Strike forces with the return of the second wave of planes to attack Midway. The Japanese may only send

attackers after being attacked by carrier planes. Their first counter-attack must be against the Yorktown.

The Americans get a free torpedo attack on turn 17, made by the submarine USS Nautilus. The sub hits on a roll of 1-3 on 1D6.

Victory

Destroy all of your opponents carriers.

Counter Set

The following counter set and boards were created by Janne Thörne: <jan.thorne@mail.bip.net> Janne has also made counters for Cannonade.

[Download Midway Counters](#) [Download Midway Strikeforce Flowchart](#) [Download Midway Carrier Flowchart](#)

??Midway Review by jon parshall at the Imperial Japanese Navy Homepage





Militia Groups

Introduction

Each player controls a militia group in a region undergoing civil war.

Victory

Reduce your opponent to zero population tokens.

Population Tokens

Each player starts the game with 20 population tokens. (Members of their own ethnic group)

The Deck

Players share a common deck. There are 3 card types:

- L** Leaders
- U** Units
- E** Events

Setup

Players are dealt a hand of seven cards. The youngest player goes first.

Turn Sequence

Players take turns. Each turn has 3 phases: Support Phase Recruit Phase Conflict Phase

Support Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

You may put unit & leader cards from your hand into play.

Conflict Phase

You may pass or attack with one or more your units. An unblocked unit does damage to the target population. Remove population tokens equal to the force of the attacking unit.

Defending units may block. Compare the Forces of the blocking & blocked units. The unit with the smaller force is destroyed (discard).

In case of a tie, both units are destroyed. Certain Event cards may be played to increase the Force of Units. A Unit can only receive a Force bonus from one Event card.

Discard Event cards as soon as they are played.

Leaders

If you have no leaders, you may not attack. A Leader may give one unit a Force +1 for the duration of the conflict Phase. A Unit may receive a bonus from only one leader.

Card List

Card Name:	#	Type	Force	Notes:
General	1	L	-	Leader
Nationalist	1	L	-	Leader
Psychopath	1	L	-	Leader
Crime Lord	1	L	-	Leader
Reformer	1	L	-	Leader
Warlord	1	L	-	Leader
Cleric	1	L	-	Leader
Rebel	1	L	-	Leader
War Monger	1	L	-	Leader
Racist	1	L	-	Leader
Paramilitary Group	2	U	2	Unit
Local Militia	4	U	1	Unit
Death Squad	2	U	1	Unit. Force +1 if Unblocked
Heavy Machine Gun	2	U	1	Unit. Force +2 if Blocking
Child Soldiers	2	U	1	Unit

Card Name:	#	Type	Force	Notes:
Patrol	2	U	1	Unit. Force +1 if Attacking
Mercenaries	2	U	2	Unit
Militia on Trucks	2	U	2	Unit
APC	2	U	3	Unit
Round up Intellectuals	1	E	-	Unit gets Force +1 if Unblocked
Target Civilians	1	E	-	Unit gets Force +2 if Unblocked
Genocide	1	E	-	Unit gets Force +3 if Unblocked
Ethnic Cleansing	1	E	-	Unit gets Force +3 if Unblocked
Atrocities	1	E	-	Unit gets Force +1 if Unblocked
Mass Graves	1	E	-	Unit gets Force +2 if Unblocked
Indiscriminate Killing	1	E	-	Unit gets Force +1 if Unblocked
Firing Squads	1	E	-	Unit gets Force +2 if Unblocked
Killing Fields	1	E	-	Unit gets Force +3 if Unblocked
Surprise Attack	1	E	-	Blocked Attacking Unit gets Force +3
Ambush	1	E	-	Blocker gets Force +3
Rocket Propelled Grenades	1	E	-	Block(ing/ed)Unit gets Force +3
Guerilla Warfare	1	E	-	Block(ing/ed)Unit gets Force +3
Molotov Cocktail	1	E	-	Block(ing/ed)Unit gets Force +1
Major Offensive	1	E	-	All Attacking Units get Force +1
Concentrate Force	1	E	-	All your Block(ing/ed)units Force +1
Countryside	1	E	-	Target unit cannot be blocked
Starvation	1	E	-	Do 2 Damage to Target Population
Disease	1	E	-	Do 2 Damage to Target Population
Siege	1	E	-	Do 2 Damage to Target Population
NATO Peacekeepers	1	E	-	Opponent cannot Attack this turn
Cease Fire	1	E	-	Opponent cannot Attack this turn
Peace Talks	1	E	-	Opponent cannot Attack this turn
Red Cross	1	E	-	Gain 1 Population Token
Refugees	1	E	-	Gain 2 Population Tokens
Landmines	1	E	-	Kill attacking Unit
NATO Bombing	1	E	-	Destroy target Unit
Commando Raid	1	E	-	Destroy target Unit
Weapons Shipment	1	E	-	Draw 2 cards in Support Phase
Intercept UN Food Shipment	1	E	-	Draw 2 cards in Support Phase
International Aid	1	E	-	Draw 2 cards in Support Phase
Foreign Military Aid	1	E	-	Draw 2 cards in Support Phase
Weapon Dealers	1	E	-	Draw 2 cards in Support Phase
Popular Support	1	E	-	Draw 2 cards in Support Phase
Propaganda	1	E	-	Draw 2 cards in Support Phase
Strategic Control	1	E	-	Draw 2 cards in Support Phase
Sniper Fire	1	E	-	Do 1 Damage to target
Mortar Fire	1	E	-	Do 1 Damage to target
Artillery Fire	1	E	-	Do 1 Damage to target
Assassination	1	E	-	Kill target Leader
Execution	1	E	-	Kill target Leader





Modern War Domains

Introduction

Card game with a near-future, modern war theme. 2-4+ Players. In addition to the Ground, Air, and Naval theatres of war, Space and Cyberspace are now equally important factors.

Victory

Reduce all of your opponents to zero Strength Points (SP). Players with 0 SP are eliminated from the game.

Strength Point Tokens

Use tokens to represent SP. Players share a common pile of SP Tokens. Use denominations of 1, 5, 10, and 20.

These represent a Nation's ability and willingness to continue to wage War.

Abrv:	Defense:	Notes:
H	Hardened	Unit has Armor, Physical Damage Resistance
A	Active	Point Defense, Jamming, Electronic Warfare
E	Evasion	Unit relies on Speed, Agility, Flares to avoid Attacks
D	Dispersed	Large Force. Surviving Units continue to function
S	Stealth	Invisibility to Detection: Sonar, Radar, EM Spectrum
V	Vast	Units protected by great Distances

Note: Defense Chits are discarded immediately back to the pool when used.

The Deck

Players share a common deck. If the Deck ever runs out, shuffle the discard and draw from it.

Card Terminology

- Each Card will have 6 Traits:
1. Type: Unit, Attack, or Counter
 2. Search: This is how a card is identified when one is being searched for.
The search trait will be 1 or more of the 5 Domains.
 3. Target: This is how a card is identified when it is being targeted for Attack.
The target trait will be 1 or more of the 5 Domains.
 4. Hits: How many successful attacks are needed to destroy this target. (1 or 2)
 5. Defense Type: Which types of Defense Chits can be used to neutralize Attacks against this card
 6. Ability: The effect that is activated when this card is played: Kill, Draw, Search, Gain SP, Spy, Neutralize, Opponent discard or lose SP.

Action Counters

Players share a common set of Action Counters. These are used to denote the readiness of Surviving Units to Reuse their Special Abilities.

Dice

Six sided dice are needed.

Defense Chit Pool

Players share a common Pool of Defense Chits. Keep these in a cup to be drawn from and discarded back into. The pool should contain 10 copies of each type of chit.

There are 6 types of Chit:

Minor Traits

Some Cards will have the Minor designation of Missile or Base.

Basic Card Types

- There are 4 Basic Types of Cards:
- U** Units- These remain in play after being used.
 - A** Attacks- These are discarded once used.
 - C** Counters- Discarded once used, these negate an attack made by a Unit.
 - X** Special- These are discarded once used.

Domains

- There are 5 Domains:
- G** Ground
 - N** Naval
 - A** Air
 - S** Space
 - C** Cyber

Abilities

NOTE: As noted in the Card text a Unit with 2 or more Abilities might be able To do both (AND) or just one (OR) during a turn. Kill: (Destroy, Degrade) Cause a Target Unit of the indicated Target Type to be discarded. Neutralize: (Counter, Negate) Cause an Attack of the indicated Search Type to be cancelled.

Draw: Draw 1 or 2 cards from the top of the Deck and add them to your hand. Search: look at the next 10 cards in the Deck and place 1 of them of the Indicated Search Type into your hand. Gain SP: You gain the indicted number of SP (1 or 2).

Spy: Look at opponent's hand. IMPORTANT: If a Unit can do the Spy ability OR another ability, there is a 50% it Must pick the Spy Ability.

Setup

Shuffle the Deck. Each player starts with 50 Strength Points.

Round Sequence

Each round has 5 Phases:

1. Readiness Phase
2. Resupply Phase
3. Initiative Phase
4. Deployment Phase
5. End Phase

Readiness Phase

Each player draws 10 cards and 3 Defense Chit.

Common Deck Card List

Unit Name:	Type	Search	Target	Hits	Def	Ability
Carrier Task Force	U	NA	N	2	A	Kill GNA
Boomer Sub	U	N	N	1	Z	Kill GN (Missile)
Hunter Killer Sub	U	N	N	1	Z	Kill N
Armored Division	U	G	G	2	XH	Kill G or SP +1
Artillery Brigade	U	G	G	1	X	Kill G or SP -1
Infantry Division	U	G	G	2	X	Kill G or SP +1
Destroyer Group	U	N	N	1	A	Kill NA
Air Cavalry	U	A	A	1	E	Kill G or Search G
Missile Cruiser	U	N	N	1	A	Kill GN (Missile)
Marines	U	GN	G	1	X	Kill G or SP +1
Army Group	U	G	G	2	XA	Kill G or SP +1
Special Forces	U	GNA	G	1	Z	Kill G or SP -1
Stealth Fighter	U	A	A	1	Z	Kill GN or SP -1
Bombers	U	A	A	1	E	Kill G or SP -1
Interceptors	U	A	A	1	E	Kill A
Drones	U	A	A	1	E	Kill G
Mobile Launchers	U	G	G	1	X	Kill GNA (Missile)
Air Defense	A	G	G	-	-	Kill A
Naval Base	U	N	G	1	H	Search N (Base)

Resupply Phase

Place 1 Action Counter on all Surviving Units. A Unit may have a Maximum of 1 Action Counter on it.

Initiative Phase

Players roll 1 Die each. High roll goes first in Deployment Phase. Play proceeds clockwise.

Deployment Phase

Players take turns conducting 1 Deployment each. An Deployment may be either:

1. Playing a Unit and resolving it's action if there is a target.
2. Playing an Attack card and resolving it.
3. Removing an Action Counter from a Unit to resolve its action.

In order to pass, a player must discard a card if he has one. As a reaction to an action or an attack, a player may immediately play a Counter Card (Match attack's Search type) or a Defense Chit (Match Target's Defense Type) out of turn to Negate it. Deployment phase ends when everyone has no cards left in hand, no useable Action counters, and/or Passes in turn.

IMPORTANT: Every time an Enemy Unit is destroyed the enemy loses 1 SP for Every Hit the Unit had. If a Base is Destroyed the Enemy loses 2 SP.

End Phase

Players discard Cards and Defense Chits they did not use.

Unit Name:	Type	Search	Target	Hits	Def	Ability
Army Base	U	G	G	1	H	Search G (Base)
Air Base	U	A	G	1	H	Search A (Base)
Laser Satellite	U	S	S	1	V	Kill GNA
Missile Satellite	U	S	S	1	V	Kill GNS (Missile)
EMP Attack	A	NotC	NotC	-	-	Kill NSAC
Hunter Killer Sat	U	S	S	1	V	Kill S
Cyber Command	U	C	GC	1	H	Spy or Search C (Base)
Cyber Security	C	C	C	-	-	Negate C Attack
Cyber Network	C	C	GC	1	X	Spy or Search C
Hacker Groups	U	C	GC	1	ZX	Spy or Search C
Comm Sat	U	SC	SC	1	V	Draw 1
Militias	U	G	G	1	X	Kill G or SP -1
ICBM Silos	U	GA	G	2	H	Kill GSN (Missile, Base)
Military Base	U	Any	G	1	H	Draw 1 (Base)
Stockpiles	U	G	G	1	-	SP +2 (Base)
Strategic Point	U	G	G	1	-	SP -1 (Base)
Industrial Area	U	G	G	2	-	SP +1 (Base)
Population Center	U	G	G	2	X	SP +1 (Base)
Biological Attack	A	GNA	GNA	-	-	Kill G
Chemical Attack	A	GNA	GNA	-	-	Kill G
Nuclear Attack	A	NotC	NotC	-	-	Kill GNS (Missile)
Hyperkinetic Sat	U	S	S	1	V	Kill GNS
Air Command	U	A	A	1	Z	Spy or Search Any
Fighter Bomber	U	A	A	1	E	Kill GNA
Ground Support	U	A	A	1	E	Kill G
Antiship Missiles	A	GNA	GNA	-	-	Kill N (Missile)
Merchant Marine	U	N	N	1	-	SP +1
Reserves	X	-	-	-	-	Draw 2
Diplomacy	X	-	-	-	-	End Round. Shuffle Discard into Deck
Cruise Missile	A	GN	GN	-	-	Kill GN (Missile)
Mechanized Infantry	U	G	G	1	XH	Kill G or SP +1 or -1
Mission Control	U	S	G	1	H	Spy or Search S (Base)
Spy Satellite	U	SC	S	1	V	Spy
Missile Defense	C	All	All	-	-	Negate Missile Attack
Orbital Attack	A	S	S	-	-	Kill GN
Orbital Battle Station	U	S	S	1	VA	Spy or Kill GSN (Base)
Scram Jet	U	A	A	1	E	Kill S
Attack Shuttle	U	S	S	1	VE	Kill S
Multistage Rocket	A	S	G	-	-	Kill S (Missile)
Micro Satellites	U	S	S	1	VX	Kill S
Denial of Service	A	All	All	-	-	Kill C or SP -1
Spam: Propaganda	A	C	C	-	-	Draw 1 and Foe Discard 1 Card
Malware: Sabotage	A	C	C	-	-	SP -2
Trojan: Intercept	C	C	C	-	-	Negate Any Attack
Spoof: Replace	C	C	C	-	-	Redirect Any Attack to new target
Virus: Compromise	A	C	C	-	-	SP -1 and Foe Discard 1 Card
Worm: Disruption	A	C	C	-	-	Foe Discard 2 Cards





Modern World

Introduction

Card & Bidding game for 2-6+ players. Each player controls a Modern Nation. Players compete for Markets and Resources to develop their Countries.

Victory

The game ends at the beginning of the turn there are no cards remaining in the Resource or Event Decks. The player with the most Victory Tokens Wins.

The Decks

There are 3 Decks:

1. Resource Deck
2. Market Deck
3. Event Deck

Resource Deck

Resource cards when put into play, provide a player with a steady stream of Resource Tokens of 1 or 2 types. This deck has 4 copies of each card described in the card list

Market Deck

Market cards provide One-Time Token gains. They are bid upon using Influence Tokens. This deck has 1 copy of each card described in the card list

Event Deck

These will variously reward or punish particular players. This deck has 1 copy of each card described in the card list

The Resource Tableau

The top ten cards of the resource deck are kept face up in a line. The card farthest from the deck has a purchase value of 1. The next has a value of 2 and so on up to 10.

The value is the price to purchase the card (in Action and Research Tokens). After purchasing 1 or more cards, the remaining cards slide over (Further out) to occupy the missing spaces. New cards from the deck are flipped over to fill the closest empty spaces on the Tableau.

Player Mats

Each player gets a Mat on which to place his Tokens. Resource Cards a player owns and Permanent Events a player is saddled with are placed next to his Mat.

Tokens

There are 7 types of Tokens:

1. Victory
2. Money
3. Materials
4. Influence
5. Action
6. Labor
7. Research

Victory Tokens

These will determine who, at the end of the game, wins.

Money Tokens

Money Tokens can be converted (as needed) to other types of Tokens, at a 3 to 1 conversion rate. For example: Spend 3 Money Tokens to get 1 Victory Token.

Materials Tokens

Materials Tokens are needed along with Labor Tokens, to put Resource cards into play.

Influence Tokens

Influence Tokens are used to Bid for Markets.

Action Tokens

Action Tokens along with Research Tokens are used to claim Resource cards from the Resource Tableau.

Labor Tokens

Materials Tokens are needed along with Labor Tokens, to put Resource cards into play.

Research Tokens

Action Tokens along with Research Tokens are used to claim Resource cards from the Resource Tableau.

Leader Marker

There is only 1 leader marker. The player in possession of the leader marker goes first in bidding and selecting. Other players follow in order clockwise going around the table.

Definition: Capacity

Capacity is the number of Tokens of a Particular type you gain in Production Phase. For example: If you produce 7 Research Tokens in Production Phase, your Research Capacity is 7.

Dice

Six sided dice are used for tie breaking and determining random Players.

To Determine A Random Player...

Players roll high on 1D6 (or use 1D10). Reroll ties

Setup

Shuffle the Decks Each player starts with 3 of each Token Type. One random player gets the Leader Marker.

Turn Sequence

Each turn has 9 phases

1. Production Phase
2. Event Phase
3. Leader Phase
4. Market Phase
5. Resource Phase
6. Investment Phase
7. Trade Phase
8. Build Phase
9. End Phase

Production Phase

Each player produces as a baseline: 4 Money Tokens 1 Victory Token 10 Influence Tokens 3 Labor Tokens 3 Action Tokens 3 Materials Tokens 3 Research Tokens Players also gain additional Tokens according to the Resource Cards they have in play (additional Capacity).

Event Phase

The Top card of the Event Deck is flipped over. Resolve it per the card instructions. If 2 or more players tie in Capacity, they roll low on 1D6 to break the tie.

Cards that do not say Permanent are immediately discarded. Permanent Event cards are placed face-up next to a players Mat.

Leader Phase

A Bid for Leader begins. Players bid using Influence Tokens. The Current Leader Bids first (or passes).

If you pass, you may still bid later. If no one bids, the Market card is discarded. Bids are verbal, and must be at least 1 higher than the previous bid.

The winner pays the Influence Tokens he bid (to the storage area). The losers keep their Influence Tokens. Winner of the bid gets possession of the Leader Marker.

Market Phase

Draw X-1 Cards from the Market deck and place them face-up on the center of the table.

X the number of players.

If the deck runs out, shuffle the discard and draw from it. Bid on them in the order they were drawn. Players bid using Influence Tokens.

The Leader Bids first (or passes). If you pass, you may still bid later. If no one bids, the Market card is discarded.

Bids are verbal, and must be at least 1 higher than the previous bid. The winner pays the Influence Tokens he bid (to the storage area). The losers keep their Influence Tokens.

Winner of the bid gets the Market card and then discards it to get the stated Token reward.

Resource Phase

Going in Order each player may buy 1 or more Resource cards from the Resource Tableau. The top ten cards of the resource deck are kept face up in a line. The card farthest from the deck has a purchase value of 1.

The next has a value of 2 and so on up to 10. The value is the price to purchase the card (in Action and Research Tokens). After purchasing 1 or more cards, the remaining cards slide over (Further out) to occupy the missing spaces. New cards from the deck are flipped over to fill the closest empty spaces on the Tableau.

Spent Tokens are placed in the Storage Area. Purchased cards go into the players hand.

Investment Phase

You may discard one or more Resource cards from your hand (to the storage area) to gain Three times the Tokens listed on them as you would in Production Phase. Example: Discard a Military card to get 6 Influence Tokens or a Finance card to get 12 Money Tokens. Discard an Industry card to gain 3 Material Tokens and 3 Research Tokens.

Trade Phase

Players may trade resource cards and Tokens.

Build Phase

In order, players may put Resource cards into Play. The cost to Build a Resource is 5 Material Tokens and 5 Labor Tokens. If you already have one or more copies of the same resource in play the cost is 7 Material and 7 Labor Tokens.

For each additional Resource you build in this phase after the first one, pay an extra cumulative 1 Material & Labor Tokens. Built Resource cards are placed face-up next to a players Mat.

Resource Deck Card List

Card Name:	V	I	\$	M	L	R	A
Government	-	-	-	-	-	-	2
Science	-	-	-	-	-	2	-
Agriculture	-	-	-	-	2	-	-
Mining	-	-	-	2	-	-	-
Finance	-	-	4	-	-	-	-
Military	-	2	-	-	-	-	-
Culture	2	-	-	-	-	-	-
Media	1	1	-	-	-	-	-
Entertainment	1	-	2	-	-	-	-
Chemicals	1	-	-	1	-	-	-
Medicine	1	-	-	-	1	-	-
Technology	1	-	-	-	-	1	-
Law	1	-	-	-	-	-	1
Oil	-	1	2	-	-	-	-

Event & Market Deck Card Notation

PWH Player with Highest
PWL Player with Lowest
Cap Capacity
VT Victory Tokens

End Phase

Max Resource hand size is 7 cards. Discard excess cards.

Resource Deck Card Notation

V Victory
I Influence
\$ Money
M Materials
L Labor
R Research
A Actions

Card Name:	V	I	\$	M	L	R	A
Energy	-	1	-	1	-	-	-
Land	-	1	-	-	1	-	-
Internet	-	1	-	-	-	1	-
Politics	-	1	-	-	-	-	1
Manufacturing	-	-	2	1	-	-	-
Fishing	-	-	2	-	1	-	-
Corporations	-	-	2	-	-	1	-
Commerce	-	-	2	-	-	-	1
Water	-	-	-	1	1	-	-
Industry	-	-	-	1	-	1	-
Infrastructure	-	-	-	1	-	-	1
Education	-	-	-	-	1	1	-
Cities	-	-	-	-	1	-	1
Bureaucracy	-	-	-	-	-	1	1

IT Influence Tokens
\$T Money Tokens
MT Materials Tokens
LT Labor Tokens
RT Research Tokens
AT Action Tokens

Event Deck Card List

Card Name:	Notes:
Political Crisis	PWL Influence Cap loses all AT
Foreign Insurgency	PWH Influence Cap loses all AT
Overpopulation	PWH Labor Cap loses 10 VT
Food Crisis	PWL Labor Cap loses all LT
Pollution	PWH Materials Cap loses 10 VT
Depression	PWL Money Cap loses all IT
Social Revolution	PWL Research Cap loses all LT
Territorial Dispute	PWL Materials Cap loses all AT
Trade War	Skip Trade Phase this Turn
Stock Market Crash	Skip Investment Phase this Turn
Global Economic Crisis	Skip Market Phase this Turn
Civil War	PWL Research Cap skips Build Phase this Turn

Card Name:	Notes:
Corruption	Random Player loses all \$T
Rebellion	Random Player loses all AT
Desertification	Random Player Permanent Labor Capacity -1
Long Term Recession	Random Player Permanent Money Capacity -1
Over Exploitation	Random Player Permanent Materials Capacity -1
Brain Drain	Random Player Permanent Research Capacity -1
Military Quagmire	Random Player Permanent Influence Capacity -1
Organized Crime	Random Player Permanent Money Capacity -1
Rising Sea Level	Random Player Permanent Materials Capacity -1
Scandals	Random Player Permanent Action Capacity -1
Economic Stagnation	Random Player Permanent Money Capacity -1
Human Rights Abuses	Random Player Permanent Victory Capacity -1
Minority Oppression	Random Player Permanent Victory Capacity -1
Cyber Warfare	All players lose 1D6 AT. Roll for each
Pandemic	All players lose 1D6 LT. Roll for each
Energy Crisis	All players lose 1D6 MT. Roll for each
Peace Talks	All players gain 1D6 VT. Roll for each
Epidemic	Random Player loses 1D6 LT
Natural Disaster	Random Player loses 1D6 AT
Man Made Disaster	Random Player loses 1D6 AT
Host Olympics	Random Player gains 1D6 VT
Think Tank	Random Player gains 1D6 RT
Poverty	Random Player Permanent Money Capacity -1
Fast Growth	Random Player Permanent Labor Capacity +1
Entrepreneurship	Random Player Permanent Money Capacity +1
Modernization	Random Player Permanent Research Capacity +1
Foreign Investing	Random Player Permanent Influence Capacity +1
Industrialization	Random Player Permanent Materials Capacity +1
War on Terror	Random Player Permanent Influence Capacity +1
Green Policies	Random Player Permanent Materials Capacity +1
Military Buildup	Random Player Permanent Influence Capacity +1
Emerging Markets	Play 2 extra Market cards in Market Phase this turn

Market Deck Card List

Card Name:	Reward:	Card Name:	Reward:
Middle East	9 VT	Secular Arab Country	5 VT
Central Asia	3 LT	Developing Economy	9 \$T
South East Asia	7 LT	Asian Tiger	13 \$T
North Africa	5 VT	Banana Republic	3 MT
Sub-Saharan Africa	7 MT	Internet Economy	7 AT
Oil Rich State	9 MT	Regional Cartel	5 AT
Central America	5 LT	Balkan State	5 \$T
South America	11 \$T	Baltic State	3 RT
Scandinavia	7 RT	Global Market	9 AT
Eastern Europe	9 RT	Commonwealth State	5 RT
Third World Country	5 MT	Pacific Rim Nation	3 AT
Caribbean Nation	7 \$T	Island Nation	4 \$T
Indigenous Population	7 LT		

Optional Rule National Identity

At the beginning of the game each player picks as his identity one of six Nations: Europe, China, Japan,

India, Russia, USA.

Nation:	Starting Resource Card:
Europe	Culture
China	Manufacturing
Japan	Technology

Nation:	Starting Resource Card:
India	Agriculture
Russia	Land
USA	Military

Links

Modern World





Mujaheddin

Introduction

Card game for 2 players. Theme: Russia's war with Afghanistan 1979-1988

The Decks

One player is the Soviets. The other player is the Afghanis. Each player has his own deck.

A deck contains 1 of each card in its list. Play also requires 3 Pacification counters.

Game End

The game ends when the Russian player has no cards left in his deck.

Victory

The Soviets win if they ever get 3 Pacification counters. The Afghanis win if the game ends before this.

Turn Sequence

- Logistics Phase
- Strategy Phase
- Conflict Phase

Russian Deck

Card Name:	Type:
Spetsnaz Special Forces	U
Mi-24 Hind Gunship	W
Clear Roads	M
Control Cities	S
Seize Airfield	M
Control Mountain Pass	M
Control Tunnel	M
Deportations	P
Large Scale Offensive	M
Large Scale Ground Sweep	M
Escorted Convoy	S
Airmobile Operations	S
Depopulate Vital Areas	S
Bombing Villages	M
Air Raids	M
Cut Supply Route	M
Drive Rebels into the Hills	S
Eliminate Rebels	S

Logistics Phase

Each player draws 7 cards from his own deck.

Strategy Phase

Each player may discard and draw replacements. If the Afghanis player ever runs out of cards he may shuffle his discard and draw from it.

Conflict Phase

Players reveal their hands. For each card of a different type in a player's hand that player scores one point. The player with most points wins.

If tied nothing happens. If the Soviets win they gain one pacification counter. If the Soviets lose they lose one pacification counter.

Players discard their hands.

Russian Deck Card Types

- M** Mission
- S** Strategy
- U** Units
- W** Weapons
- P** Politics
- L** Leaders

Card Name:	Type:
Airborne Division	U
Motor Rifle Division	U
DRA Forces	U
Soviet Tank Regiment	U
Destruction of Agriculture	S
Kabul Regime Division	U
Heavy Bombers	W
Air War Strategy	S
Occupation Forces	U
Heavy Air Support	S
Soviet Artillery	W
AK-47 Assault Rifles	W
Anti-personnel Mines	W
Agents and Informers	P
Intelligence Patrol	M
DRA Militia	U
Combined Arms Forces	U
Air Assault Brigade	U

Card Name:	Type:
Massacres	S
Purges	P
Propaganda	P
Exploit Tribal Differences	P
Truce	P
Buy off Afghan Groups	P
20 Year Pacification Program	S
VDV Paratroopers	U
BMD Infantry Fighting Vehicles	W
Soviet Oppression	P
Refugees	P

Card Name:	Type:
MiG-27 Flogger Fighter-Bombers	W
Interdiction	M
Mi-17 Hip Helicopter	W
AGS-17 30mm Auto Grenade Launcher	W
Phosgene Gas	W
Mycotoxins (Yellow Rain)	W
Nerve Gas (The Flash)	W
KGB Border Guards	U
KHAD Secret Police	U
DRA Frontier Troops	U
DRA Commandos	U

Afghani Deck Card Types

U Units
W Weapons

L Leaders
A Advantage
M Morale
S Strategy

Afghani Deck

Card Name:	Type:
Mujaheddin (Freedom Fighters)	U
Soviet Casualties	M
Soviet Conscripts Disaffected	M
Supplies from Pakistan	A
Stinger Missiles	W
Captured Soviet Weapons	W
Captured Soviet Tanks	W
Politically Decentralized	A
Mountainous Terrain	A
Desert Terrain	A
Hot Summers Cold Winters	A
Jihad (Holy War)	M
Foreign Infidels	M
Afghan Army Mutineers	U
Afghan Army Deserters	U
Guerrilla Warfare	S
Headquarters in Pakistan	A
Strikes and Demonstrations	M
Intense Resistance	M
Guerrilla Stronghold	U
Panjsher Valley Resistance	M
Guerrilla Raids	S
Besiege Fort	S
Large Scale Guerrilla Ambush	S
107mm and 122mm Rockets	W
SA-7 SAMs	W
Hit-and-Run Tactics	S

Card Name:	Type:
RPG-7s Rocket Launchers	W
Control the Countryside	A
Infiltration Routes	A
Element of Surprise	S
Guerrilla Sympathizers	M
Soviet Brutality	M
Support of the People	M
Combat Coalition	S
Ahmed Shah Massoud	L
Abdul Haq	L
Sayid Jaglan	L
Ishmael Khan	L
Mohammed Amin Wardak	L
Mohammed Anwar	L
Ramatullah Safi	L
Jalulladin Haqani	L
Moslem Brotherhood	M
Assault Rifles	W
Old Bolt Action Rifles	W
Heavy Machine Guns	W
US Aid	A
Ambush Supply Columns	S
Martyrs	M
NIFA Troops	U
Jamiat Troops	U
Harakat Troops	U
Hekmatyar Troops	U





Nations At War

Introduction

2-5 player card game with WWII theme.

Victory

Reduce your opponents to zero Power Points.

Power Points

Each player starts with 25 Power Points.

Turn Sequence

Players take turns. Each turn is divided into 3 phases:

1. Production Phase
2. Deployment Phase
3. Operations Phase

Production Phase

Draw 1 card. Max hand size is 7 cards. If your deck runs out, shuffle your discard and draw from it.

Discard excess cards at end of Operations phase.

Deployment Phase

Put any Permanent type cards into play from your hand. Permanents are placed face up on the table. A permanent remains in play until it is destroyed.

Modifier cards may be attached to appropriate Unit cards. Leaders are a type of permanent card.

German Card List

Card Name	#	Type	Notes
Blitzkrieg	3	A	Attack only. Force = 5
Junker Dive Bombers	2	P	Air Force = 2
Level Bombers	2	P	Air Force = 2
Luftwaffe	1	P	Air Force = 2
Panzerfausts	1	A	Destroy 1 Tank Unit
Panzer Tanks	3	P	Ground Force = 2
Panther Tanks	2	P	Ground Force = 3
Tiger Tanks	1	P	Ground Force = 4
Combined Arms Tactics	1	A	Force = 4

Operations Phase

Unit cards are Permanents with a Force value. Each of your units with a Force value may attack. Attacks may be against your opponents power base or enemy units.

Units do damage to each other equal to their Force value. Any unit reduced to zero Force is destroyed. An attack against the power base does damage equal to the Force of the attacking unit.

Keep track of Power Points with coins. The defender may block with his units to protect the target of the attack. Units may combine their Damage when attacking or defending.

Permanents with no Force value can never gain a Force value. Action cards are played when appropriate and then discarded. Instead of losing a Power Point, you may discard one of your Permanents from play.

Special Rules

In 2 on 1 or 3 on 1 games the outnumbered player gets to draw an extra card per extra opponent. Sea & Ground units cannot attack or block each other. Bombers may not block. Bombers may not attack Fighters.

Ground Forces may not attack Air Forces. Subs & U-Boats cannot be attacked. Leaders may not be attacked.

Card Type Notation

- # Number of that card in the deck
- A Action
- P Permanent
- L Leader
- M Modifier

Card Name	#	Type	Notes
General Manstein	1	L	Ground Force = 3
General Guderian	1	L	Ground Force = 4
General Rommel	1	L	All your Tanks get Attack +1
Hitler	1	L	All your Units get Force +1
Me 110 Fighters	1	P	Air Force = 1
Me 109 Fighters	2	P	Air Force = 1 (3 when Blocking Bombers)
Me 206 Fighter Jets	1	P	Air Force = 2 (5 when Blocking Bombers)
Hedgerows	1	A	Defenders get Force + 1
Encirclement	2	A	All enemy units get Force -1
SS Troops	1	P	Ground Force = 3
Wehrmacht	3	P	Ground Force = 2
Panzer Grenadiers	1	M	Tank gets Force +1
U-Boats	4	P	Sea Force = 1
German Navy	1	P	Sea Force = 1
Wolf Packs	2	A	Negate a Convoy card & draw a card
Italian Troops	1	A	Ground Force = 1
Volksgrenadiers	2	A	Ground Force = 1
Industrial Might	2	A	Draw 1 extra card per turn
Occupied Countries	2	A	Draw 1 extra card per turn
Nazi Propaganda	3	A	All your Units get Force +1
Atlantic Wall	1	P	Force = 2 (Defense only)
Sigfried Line	1	P	Ground Force = 4 (Defense only)
War of Maneuver	2	A	Ground Force = 3
88mm Cannons	2	P	Ground Force = 3
Paratroopers	1	A	Ground Force = 2
V2 Rockets	1	P	Air Force = 1 (Only attack Power Base)

Russian Card List

Card Name:	#	Type	Notes:
T-34 Tanks	6	P	Ground Force = 3
Snipers	3	P	Ground Force = 1
Communist Propaganda	4	A	All your Permanents get Force +1
Defense of Stalingrad	1	P	Ground Force = 6 (Defense only)
Human Waves	2	A	Ground Force = 2
Manufacturing	2	P	Draw 1 extra Card per Turn
Lend Lease Program	1	P	Draw 1 extra Card per Turn
Manpower Reserves	2	P	Draw 1 extra Card per Turn
Stalin	1	L	All your Units get Force +1
Steamroller Tactics	2	A	Attack only. Force = 5
Red Army Infantry	6	P	Ground Force = 2
Russian Officers	2	P	Ground Force = 1
Russian Air Force	4	P	Air Force = 1 (3 when Blocking Bombers)
Rockets & Artillery	2	A	Ground Force = 3
General Winter	3	A	All enemy units get Force -1
Large Territories	1	P	Negate 1 Attack per Turn
General Konev	1	L	All your Tanks get Attack +1
Marshal Zhukov	1	L	All your Infantry get Attack +1

British Card List

Card Name:	#	Type	Notes:
Decipher Enigma	1	P	Look at opponents hand
Night Time Bombing	4	A	Force = 3 (Only to attack Power Base)
Commandos	1	P	Ground Force = 1
Stiff Upper Lip	1	A	All your Units get Force +1
Dunkirk Evacuation	1	A	Negate destruction of a Ground unit
Atlantic Convoys	3	P	Draw 1 extra card per turn
British Empire	1	P	Draw 1 extra card per turn
Convoy Escorts	2	A	Destroy target U-Boat
British Tommies	4	P	Ground Force = 2
Naval Power	2	P	Sea Force = 3
RAF	4	P	Air Force = 2 (3 when Blocking Bombers)
Spitfires	2	P	Force = 2 (3 when Blocking Bombers)
Battle of Britain	1	A	All your Air Units get Force +2
Code-breakers	1	P	Look at next 2 cards in opponents deck
British Intelligence	2	A	Look at next 7 cards in any deck
British Armor	2	A	Ground Force = 1
Electronics	1	P	All your Air Units get Force +1
Colonial Units	2	A	Ground Force = 2
Free French Forces	1	A	Ground Force = 2
Montgomery	1	L	Ground Force = 3
Churchill	1	L	All your Units get Force +1

American Card List

Card Name:	#	Type	Notes:
Daylight Bombing	3	A	Air Force = 3
Sherman Tanks	6	A	Ground Force = 2
Flying Fortresses	4	P	Air Force = 4 (Only attack Power Base)
Industrial Giant	3	P	Draw +1 Card per Turn
Redball Express	1	P	Draw +1 Card per Turn
General Patton	1	L	All Tanks get Force +1
General Eisenhower	1	L	Ground Force = 3
Atom Bomb Research	1	P	Win game in 10 Turns
Roosevelt	1	L	All your Units get Force +1
Carrier Taskforce	5	P	Sea/Air Force = 4
US Submarines	2	P	Sea Force = 1
Destroyers & Seaplanes	2	A	Destroy target Sub or U-Boat
General Infantry	6	P	Ground Force = 2
50 Calibre MG's	1	A	Destroy target Infantry
Amphibious Landing	4	A	Ground/Sea Force = 3. Attack only
Artillery Bombardments	4	A	Ground/Sea Force = 3
Air Superiority	2	A	Air Force = 3
Attrition Warfare	2	A	Force = 2
American Fighters	2	P	Air Force = 1 (3 when Blocking Bombers)

Japanese Card List

Card Name:	#	Type	Notes:
Banzai Charge	4	A	Ground Force +3
Zero Fighters	4	P	Air Force = 2 (3 when Blocking Bombers)
Val Bomber	2	P	Air Force = 2
Kate Bomber	2	P	Air Force = 2
Japanese Infantry	5	P	Ground Force = 2
Japanese Tanks	1	P	Ground Force = 1
Kamikaze Planes	4	P	Air Force = 3 (vs Sea units only)
Jungle Warfare	2	A	All your Ground Units get Force +1
Island Fortress	2	P	Ground Force = 4 (Defense only)
Tunnel Complex	2	P	Ground Force = 4 (Defense only)
Bayonets & Katanas	1	M	Ground Force +1
Camouflage	2	M	Ground Force +1
Tree Snipers	2	P	Ground Force =1
Fanaticism	3	M	Force +1
Midget Subs	1	P	Sea Force = 1
Aircraft Carriers	5	P	Air/Sea Force = 4
Conquered Territories	4	P	Draw 1 extra card per turn
Bushido Code	1	A	Unit gets Force +2
Super Battleships	2	P	Sea Force = 2
The Emperor	1	L	All your Units get Force +1
Tora Tora Tora	2	A	Force = 4
Admiral Yamamoto	1	L	All your Sea Units get Force +1

Basic 5 Man Variant

Japan 4 - Russia 5 - Germany (goes twice!) 6 - America

Allies: America, Britain, & Russia Axis: Germany
 & Japan Turn Sequence: 1 - Germany 2 - Britain 3 -





Naval Engagement

Introduction

Card game for 2 players. Simplistic WWII era Pacific sea battle simulation. Micro-Deck Concept: Easily made minimalist deck.

Card Set Available

Awesome cardset by Janne Thörne: for Cardset

Victory

Reduce your opponent to zero Fleet Points.

Fleet Points

Each player begins with 10 Fleet Points. Use coins, dice, or tokens to keep track of FP's.

The Deck

Players share a common deck. There are 15 card types. The deck contains 4 copies of each card for a total of 60 cards.

Setup

Each player is dealt a hand of 7 cards. Flip a coin to determine who goes first.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Maneuver Phase
2. Deploy Phase
3. Attack Phase
4. Logistics Phase

Maneuver Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it. Ariel Reconnaissance cards are played in this phase.

Card List

Card Name:	Type	Notes:
Submarine	U	Sub; Uses Torpedoes
Destroyer	U	Ship; Uses Torps, Guns, & Depth Charges
Battleship	U	Ship; Uses Guns, & Depth Charges
Carrier	U	Ship; Uses Bombs
Fighters	U	Planes; Uses Guns

Play (discard) the Air Recon card to look at your opponent's hand and Then draw one card from the deck.

Deploy Phase

Unit cards include Planes, Ships, and Subs Put one or more unit cards into play. Unit cards are placed face up in front of you.

Attack Phase

Use Attack cards to attack. In order to use an attack card you must have a unit capable of using that attack card. Attack card have specific target types (that are destroyed).

If your opponent does not have a suitable target the attack causes your foe to lose 1 FP. Your opponent may play certain Defense cards to neutralize certain types of attack.

Big Ship Rule

Carriers & Battleships must be successfully attacked twice before they are destroyed. Use a Token to mark the first attack.

Logistics Phase

Max hand size is 7 cards. Discard excess cards. You may discard a Smoke card for the following effect: Foul Weather: Opponent may only attack next turn if they play Air Recon.

Card List Notation

- U** Unit Card
- A** Attack Card
- D** Defense Card
- X** Special Card

Card Name:	Type	Notes:
Bombers	U	Planes; Uses Torps, Bombs
Torpedo Attack	A	Destroys Ships
Bomb Attack	A	Destroys Ships
Gun Attack	A	Destroys Ships & Planes
Depth Charge Attack	A	Destroys Subs
Radar/Sonar	A	Destroys Subs & Planes
Anti-Aircraft Guns	A/D	Destroys Planes & Negates Bomb Attacks
Smoke	D	Negates Gun Attacks
Evasion	D	Negate Torpedo & Depth Charge Attacks
Air Recon	X	Look at opponent's hand & Draw 1 card from deck

Optional Rules

Add an extra Card: National Traits It has 2 copies in the deck. One player is the Americans who can use

it for: Industrial Might: Draw 2 cards The other player is the Japanese who can use it for: Kamikaze: Discard a Plane to destroy a target ship.





New Deal

Introduction

Solo Card Game. New Deal Theme 1932-37. You are FDR. Help the US recover from the Great Depression.

Game End

The Game ends after 15 turns.

End Game Scoring

Your Final Score is equal to your lowest score multiplied by your highest score in all the 8 Scoring Categories.

Setup

Shuffle the Deck. You start with a score of zero in each of the 8 Scoring Categories.

Turn Sequence

- 1. Proposal Phase
- 2. Depression Phase
- 3. Legislation Phase
- 4. Reform Phase
- 5. Politics Phase

1. PROPOSAL PHASE
Fill your hand to 9 Cards. If the deck runs out, shuffle the discard.

- 2. DEPRESSION PHASE

If you have one or more Crisis cards in your hand, You must play 1 of them.

3. LEGISLATION PHASE

You may play 1 card to get one of its benefits.

4. REFORM PHASE

You may play a Meld of 1 or more cards that give the same Category Bonus. For Example, you have 3 cards that give a Crop Price Bonus. You discard all 3 and get the combined bonus of all 3 to your Crop Price Category Score.

5. POLITICS PHASE

You may discard up to 5 cards from your hand and must discard at least 1.

Gaining Actions

Some cards allow you to gain additional Actions. An action can be used to either play an extra card in legislation Phase or Play an extra Meld in Reform Phase.

Scoring Categories

The Eight Scoring Categories include:

- IC** INDUSTRY CODES
- AR** AGRICULTURE REFORM
- FN** FINANCE
- BK** BANKING
- NS** NATIONAL SPIRIT
- IF** INFLATION
- PW** PUBLIC WORKS
- WF** WELFARE

Card List

Name:	Notes:
Franklin Delano Roosevelt	Gain 3 Actions or NS +2
Power of Government	Add +2 to any Meld
Louis McHenry Howe	Draw 2 Cards or Gain 2 Actions
Bold, Persistent Experimentation	Draw 1 Card and Gain 2 Actions
Broad Programs	Get +1 in any 2 Categories
Social Welfare	NS +1 or WF +1
Unemployment Relief	WF +1 or gain 2 Actions
Restore Faith of the Nation	NS +1 or Draw 2 cards
Restore Shattered Economy	Any Category +1 or Draw 2 Cards
Federal Regulation	FN +1 or BK +1 or IF +1
Outbursts of Violence	Crisis Skip Legislation Phase
Protests Against Foreclosures	Crisis Skip Reform Phase
Brain Trust	Draw 2 Cards or Gain 2 Actions

Name:	Notes:
Raymond Moley	Draw 3 Cards
Rexford Guy Tugwell	AR +2
Adolf Berle Jr.	SM +1 or BK +1
Bank Closures	Crisis BK -1
Fear Itself	Crisis NS -1
First 100 Days	Draw 2 Cards and Gain 1 Action or NS +1
President's Speeches	NS +1 and gain 1 Action
Rehabilitate the Banks	BK +2
Issue Edicts	Any Category +1 or NS +2
Fireside Chats	NS +1 or Gain 2 Actions
New Deal	Draw 1 Card & Play 1 extra Meld or NS +1
Propose Bills	Draw 3 Cards and discard 1 or PW +1
Sign Bills into Law	Gain 2 Actions or IC +1
Glass-Steagall Act	BK +1 or SM +1
Federal Deposit Insurance	BK +2
Repeal Prohibition	NS +2
Relief Recovery Reform	Get +1 in any 2 Categories
Ratify Amendment	Gain 2 Actions or NS +2
Century of Progress	Draw 3 Cards or NS +1
Far Reaching Legislation	Add +2 to any Meld
Farm Crisis	Crisis AR -1
Stabilize Crop Prices	AR +1 or IF +1
Subsidize Scarcity	AR +1 or IF +1
Henry Agard Wallace	AR +2
Agricultural Adjustment Act	AR +1 or Gain 2 Actions
Farm Subsidies	AR +1 or Draw 2 Cards
Harold L. Ickes	PW +2
Farm Bill	AR +1 or Gain 2 Actions
Go Off the Gold Standard	IF +2
Stunning Press Release	NS +1 and Gain 1 Action
Inflationary Proposal	IF +1 or Draw 2 Cards
Gold Buying	IF +1 or Gain 2 Actions
Silver Purchase Act	IF +1 and Gain 1 Action
Controlled Inflation	IF +2
Fiscal Policy	IF +1 or BK +1
Gold Reserve Act	IF +1 or BK +1
Emergency Banking Relief Act	IF +1 or BK +1
National Industrial Recovery Act	IC +1 and Gain 1 Action
Frances Perkins	IC +2
Industry-Wide Agreements	IC +1 or Gain 2 Actions
Antitrust Law Exemptions	IC +1 or FN +1
Collective Bargaining	IC +1 or Draw 2 Cards
Worker's Rights	IC +1 or WF +1
Minimum Wages	IC +1 or WF +1
Public Works Administration	PW +1 and Draw 1 Card
National Recovery Administration	IC +1 or WF +1
Hugh Johnson	IC +2
"We Do Our Part"	IC +1 or NS +1
NRA Codes	IC +1 and Draw 1 Card
Maximum Hours	IC +1 or WF +1
Outlaw Child Labor	IC +1 or WF +1
Highways & Subways	PW +1 or Draw 2 Cards
Dams & Power Plants	PW +1 or Gain 2 Actions

Name:	Notes:
Hospitals & Housing Projects	PW +1 or WF +1
Schools & Playgrounds	PW +1 or NS +1

Reconstruction Finance Corporation BK +1 or Draw 2 Cards

Jesse Jones	BK +2
RFC Investments	PW +1 or Draw 2 Cards
Securities Act	FN +2
Require Financial Statements	FN +1
Deep Rooted Reform	FN +1 or Gain 2 Actions
Securities & Exchange Commission	FN +1 and Gain 1 Action
Wall Street Opposition	Crisis FN -1
Economic Legislation	FN +1 or Draw 2 Cards
Sanction Unionization	IC +1
Poverty	Crisis WF -1
Run on Banks	Crisis BK -1
Unemployment	Crisis WF -1
Lost Foreign Trade	Crisis Discard 1 random card
Stock Market Crash	Crisis FN -1
Sense of Purpose	NS +1 or Draw 2 Cards
Federal Art Project	NS +1 or WF +1
Bread Lines	WF +1
Homelessness	Crisis WF -1
Welfare State	WF +1 or Draw 2 Cards
Dust Bowl	Crisis WF -1
Labor Disputes	Crisis IC -1
Political Challenges	Crisis NS -1
Riots	Crisis NS -1
Harry Hopkins	WF +2
FERA Program	WF +1 or Draw 2 Cards
Direct Relief	WF +1 or Gain 2 Actions
Civil Works Administration	WF +1 or PW +1
Works Progress Administration	WF +1 or PW +1 or AR +1
Canker, Moths, Weevil Control	WF +1 or AR +1
Federal Theatre	PW +1 or NS +1
Federal Writers Project	WF +1 or NS +1
Federal Music Project	WF +1 or NS +1
Black Cabinet	WF +1 or NS +1
National Youth Administration	WF +1 or NS +1
Civilian Conservation Corps	WF +1 or NS +1 or AR +1
Soil Conservation Service	AR +1 and Draw 1 Card
Tennessee Valley Authority	AR +1 or PW +1
Rural Electrification Administration	PW +1 and Gain 1 Action

Public Utility Holding Company Act FN +1 or Draw 2 Cards

Brandeis Group	FN +1 or Draw 2 Cards
Second Hundred Days	Draw 2 Cards and gain 2 Actions or FN +1
Revenue Act	FN +1 or Gain 2 Actions
Estate, Gift, & Capital Stock Taxes	FN +1 and Gain 1 Action
Excess Profits Tax & Surtaxes	FN +1
National Labor Relations Act	IC +1 and Draw 1 Card

Brandeis Group	FN +1 or Draw 2 Cards
Social Security Act	WF +2
Unfair Labor Practices	Crisis IC -1
Opposition by Big Business	Crisis Negate last Action
US Housing Authority	WF +1 or FN +1 or PW +1
Home Owners Loan Corporation	WF +1 or FN +1 or PW +1
Federal Housing Administration	WF +1 or FN +1 or PW +1
Resettlement Administration	WF +1 or AR +1
Unemployment Insurance	WF +1 or NS +1
Public Health Services	WF +1 or NS +1
Eastern Floods	Crisis AR -1
Shelter Belt	AR +1
John Collier	WF +2
Supreme Court Rulings	Crisis Negate last Meld
Recession	Crisis IF -1
Anti-Trust Policy	FN +1 or Draw 2 Cards





Operation Blitzkrieg

Introduction

Board & card game for 2 players. World War II theme. Abstract platoon level combat. Each figure represents a company or unit of men.

Victory

You rout the enemy if you destroy 9+ of his units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. There are 3 types of units: Cavalry, Infantry & Artillery. Each player starts with: 4 Tanks 8 Infantry 4 Artillery

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 2 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Card List

Card Name:	Range	Type	User	Target	Notes:
Assault	1	A	G	G	
Fire Team	2	A	I	IR	
Sniper	3	A	I	IR	
Mortars	3	A	I	IR	
Grenades	1	A	I	G	
Bazooka	2	A	I	T	

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically destroyed and removed from the map.

Your opponent may play certain Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

D Defense

R Artillery

I Infantry

T Tanks

G Ground: Applies to Artillery, Infantry, and Tanks

U Any type of Unit

K as a Knight would move in Chess

Type Purpose of card

Target = What units are targeted by the attack

User What type of unit can use the card

Card Name:	Range	Type	User	Target	Notes:
Fighting Advance	1	M	IT	-	
March	2	M	I	-	
Column	2	M	IR	-	
Trucks	3	M	IR	-	
Mechanized Infantry	4	M	I	-	
Infiltration	K	M	I	-	
AT Gun	1	A	R	T	
Field Guns	2	A	R	IR	
Rockets	3	A	R	G	
Barrage	4	A	R	IR	
Howitzers	5	A	R	IR	
Bombardment	6	A	R	IR	
Man Handled	1	M	R	-	
Self Propelled	2	M	R	-	
Flame Thrower	1	A	IT	G	
Overrun	1	A	T	IR	
Tank Killer	2	A	T	T	
Machine Guns	2	A	IT	IR	
AP Rounds	2	A	RT	T	
HE Rounds	3	A	RT	IR	
Treads	2	M	T	-	
Tracks	3	M	T	-	
Clear Ground	4	M	T	-	
Road	5	M	T	-	
Blitzkrieg	6	M	T	-	
Outflank	K	M	T	-	
Armor	-	D	T	-	Negate Attack
Entrenched	-	D	I	-	Negate Attack
Fortifications	-	D	IR	-	Negate Attack
Dug In	-	D	G	-	Negate Attack
Pill Box	-	-	-	-	Negate Infantry Move
Breakdown	-	-	-	-	Negate Tank Move
Minefield	-	-	-	-	Negate Move

Air War Rules Variant

Replace 2-4 Infantry units with Air Units. Add the following cards to the Deck:

Card Name:	Range	Type	User	Target	Notes:
Bombing Run	1	A	Air	G	
Dive Bomber	1	A	Air	G	
Incendiary Bombs	1	A	Air	G	
Strafe	2	A	Air	G	
Ground Support	2	A	Air	G	
AA Guns	1	A	R	Air	
Flak	2	A	R	Air	
Fighters	2	A	Air	Air	
Fighter Ace	3	A	Air	Air	
Ground Fire	1	A	IT	Air	
Circle	1	M	Air	-	
Climb	2	M	Air	-	

Card Name:	Range	Type	User	Target	Notes:
Cruise	3	M	Air	-	
Patrol	K	M	Air	-	
Dive	4	M	Air	-	
Flying	5	M	Air	-	
Mission	6	M	Air	-	
Fuel Tanks	7	M	Air	-	
Paratroopers	7	M	I	-	
Camouflage	-	D	G	-	Negate Attack
High Altitude	-	D	Air	-	Negate Attack
Bad Weather	-	-	-	-	Negate Air Unit Move
Reconnaissance	-	-	-	-	Look at Opponents Hand

Notes: The Paratroopers card can only be used by infantry in your back two rows and they must move orthogonally or diagonally forward. Air units can also use Machine Gun and Rocket cards.





Pacific Gamble

Introduction

Card game for 2 players representing the Pacific Theatre of WWII. One player is the USA. The other player is Imperial Japan.

Victory

Reduce your opponent to Zero Fleet Tokens or win 4 Battles (Hands) in a Row.

Fleet Tokens

Each Fleet Token represents a large number of Ships, Men, and Planes including Naval Forces, Ground Forces, Subs, and Merchant Marine.

Industrial Capacity

Each player starts with an Industrial Capacity (IC) = 1. IC determines how many fleets can be produced per turn.

- For both players: Minimum IC = Zero
- Japanese Maximum IC = 4
- American Maximum IC = 5

The Deck

Players share a common Deck.

Cards

Each card has a score in 5 Stats:

- Leadership
- Intelligence
- Air Power
- Sea Power
- Ground Power Some cards can be used by both players or just 1 specific Nationality.

Setup

Each player starts with 10 Fleet Tokens.

Turn Sequence

Each Turn is divided into 5 Phases:

1. Industry Phase
2. Logistics Phase
3. Strategy Phase
4. Battle Phase
5. End Phase

Industrial Phase

Each Player gains Fleet Tokens = Industrial Capacity.

Logistics Phase

Each player draws 10 cards The player with more Fleet Tokens may draw an extra card.

Strategy Phase

Players may discard up to 5 cards and draw replacements.

Battle Phase

Players reveal their hands. If your hand contains any cards you cannot use, immediately discard them. The player with the highest Leadership Score may immediately draw 2 extra cards and put 1 into play and discard the other.

The player with the highest Intelligence Score may immediately draw 2 extra cards and put 1 into play and discard the other. The player with the highest Air Score wins the battle. (If Air Scores are tied, Highest Sea score wins) The winner of the battle automatically destroys 1 Enemy FT If the winner had a greater Sea Score, he destroys an additional 1 FT If the winner had a greater Ground Score, he destroys an additional 1 FT

End Phase

Players discard their hands.

Pearl Harbor Rule

The Japanese get Air +5 on the First Turn of the Game.

Overwhelming Force Rule

If you have twice as many or more FT than your opponent, you get an additional A+3 S+2 G+1 in Battle Phase.

Card List Notation

- A** Air Power
- S** Sea Power
- G** Ground Power
- L** Leadership
- I** Intelligence
- U** American Player only

J Japanese Player only
B Both Players
IC Industrial Capacity
FT Fleet Tokens

OL Opponent Loses Extra
OD Opponent Draws
D1NT Draw 1 extra card next Turn

Common Deck Card List

Card Name:	Use	Notes:
Carriers	B	A = 5
Super Battleship	J	S = 5
Battleships	B	S = 4
Turkey Shoot	U	A = 5 If you win battle OL 2 FT
Yamamoto	J	L = 5 A = 2
Admiral Koga	J	L = 4
Imperial Japanese Navy	J	S = 5
Midget Subs	J	I = 1 S = 1
Sneak Attack	J	I = 4 If you win battle OL 2 FT
General MacArthur	U	L = 5 G = 2
Break Japanese Codes	U	I = 5
Spies	B	I = 3
P-38 Lightnings	U	A = 4
Secret Mission	B	I = 2 D1NT
Flying Boat	B	I = 1 A = 1
Admiral Nimitz	U	L = 4
Guerrillas	B	I = 2 G = 2
Swift PT Boats	U	I = 1 S = 1
Propaganda	B	IC +1
Invasion Force	B	A = 2 S = 2 G = 2
Expeditionary Force	B	A = 2 S = 2 G = 2
Headquarters	B	L = 1 I = 1
Flagship	B	L = 2 S = 1
Radio	B	I = 3
Radar	U	I = 3
Bombing Raid	B	A = 4
Long Lance Torpedoes	J	S = 3
Zero Fighters	J	A = 5
Kamikazes	J	A = 2 OL 1 FT
Overcomplicated Plan	B	I = 4 If you win battle OL 1 FT
Gross Miscalculation	B	I = 5 If you win battle OL 1 FT
Lack of Convoy Protection	U	Japanese IC -1
Diversionsary Force	B	I = 1 OD 1 Less card next Turn
Search Planes	B	I = 4
Spirit of Bushido	J	A = 1 S = 1 G = 1
Night Battles	B	S = 4
Zeke Fighters	J	A = 5
Lure Opponent	B	I = 4 If you win battle OL 2 FT
Tokyo Express	J	IC +1
Attrition	U	OL 1 FT
Great Victory	B	A = 2 If you win battle OL 2 FT
US Sub Campaign	U	Japanese IC -1
Better Pilots	B	A = 4
Waken A Sleeping Giant	U	IC +1 D1NT
Occupy Dutch East Indies	J	If you win battle IC +1

Card Name:	Use	Notes:
Conquer SE Asia	J	If you win battle IC +1
Take French Indochina	J	If you win battle IC +1
Invade Philippines	J	If you win battle IC +1
Germany Surrenders	U	IC +1
Coral Sea	B	A = 2 If you win battle OL 1 FT
Midway	U	A = 4 If you win battle OL 2 FT
Guadalcanal	B	S = 2 If you win battle OL 1 FT
Marianas	U	A = 5 If you win battle OL 2 FT
Leyte Gulf	B	A = 3 If you win battle OL 2 FT
Iwo Jima	B	G = 4 You Lose 1 FT OL 2 FT
Okinawa	B	A = 4 You Lose 1 FT OL 2 FT
Human Bombs	J	OL 1 FT
Doolittle Raid	U	OD 1 Less card next Turn D1NT
Roosevelt	U	L = 5
Divine Wind	J	OL 1 FT
Escort Carriers	B	A = 4
American Might	U	IC +1
Airbases	B	A = 4
Mines	B	OL 1 FT
Attack Merchant Marine	U	Japanese IC -1
Val Dive Bombers	J	A = 4
Kate Torpedo Bombers	J	A = 3
Submarines	B	S = 1 OL 1 FT
Cruisers & Destroyers	B	S = 3 D1NT
Battle Fleet	B	A = 3 S = 3
Air Superiority	B	A = 5
Light & Medium Tanks	B	G = 4
Artillery	B	G = 5
Infantry	B	G = 3
Marines	U	G = 4
Japanese Fortifications	J	If you lose battle OL 1 FT
Island Hopping	U	G = 2 D1NT
Dominate the Seas	J	If you win battle IC +1
British Royal Navy	U	A = 1 S = 2 G = 1
Fail to Act	B	S = 1
Vastness of the Pacific	B	OD 1 Less card next Turn
Bad Weather	B	OD 1 Less card next Turn
Grumman Hellcats	U	A = 5
Corsair Fighters	U	A = 5
B-17 Flying Fortresses	U	OL 1 FT OD 1 Less card next Turn
Dauntless Dive Bombers	U	A = 4
Devastator Torpedo Bombers	U	A = 3
Trap	B	I = 4
Mass Production	B	IC +1
Carrier Planes	B	A = 3
Photographic Reconnaissance	B	I = 3
Tide has Turned	B	A = 1 If you win battle OL 1 FT
Capture Malaya	J	G = 2 If you win battle IC +1
Masters of Infiltration	J	I = 2 G = 3
Garrison	B	G = 2
Wreck Communications	B	I = 1 OD 2 Less cards next Turn
Cause Panic & Confusion	J	I = 1 OD 2 Less cards next Turn
Hiroshima & Nagasaki	U	Win game if turn 10 or later

Cardset Available!!!

Thanks Alessandro!





Pacification Of The Middle East

Introduction

Solo card game. Low-Complexity Simulation of current efforts by Western Powers to Stabilize the Mid-East Region in their favor. The Player takes on the Role of the US President.

Victory

The Game ends at the end of 10 turns. You win a Peace Victory if at the end of the game, both the Western Fear Meter and the Arab Hostility Meter are at 5 or less. You win an Oil Victory if at the end of the game, your Oil Control Meter is 15+.

Defeat

You lose if the PTM is ever 5+ at the end of your turn: You are kicked out of Office. You lose if the AHM is ever 30+ at the end of your turn: All the Arab Countries declare war against you.

Meters

The minimum score for any meter is zero. The maximum score for any meter is thirty.

#	Descr
0 or Less	Popular Presidency
1-4	Damage Control Required
5+	Impeachment, Lame Duck, or Lost Election

Oil Control Meter (ocm)

Use tokens to keep track. Start at level 5.

#	Descr
5 or Less	Marginal Control
6-14	Partial Control
15+	Major Control

The Decks

There are 2 Decks:

- The Event Deck
- The Decision Deck

Event cards and Decision cards usually act to increase or decrease one or more of the above Meters.

The Event Deck

These are things that must happen and are beyond your control.

Western Fear Meter (wfm)

Use tokens to keep track. Start at level 5.

#	Descr
5 or less	Low Fear Level
6-14	Medium Fear Level
15+	High Fear Level

Arab Hostility Meter (ahm)

Use tokens to keep track. Start at level 10.

#	Descr
5 or less	Low Hostility Level
6-14	Medium Hostility Level
15+	High Hostility Level

Political Turmoil Meter (ptm)

Use tokens to keep track. Start at level 0.

The Decision Deck

These are policy decisions that you may choose to implement or not.

Turn Sequence

Each turn has 5 Phases:

- Event Phase
- Policy Phase
- Implementation Phase
- Damage Control Phase
- End Phase

Event Phase

Flip over the top card of the Event Phase. It immediately takes effect and is then discarded. If the Arab Hostility Meter is 11+ draw and play 2 Event cards.

Some Event cards have specific requirements in order to go into effect. If these requirements are not met, the Event is simply discarded without Taking effect and no replacement is drawn.

Policy Phase

Draw 2 cards from the decision Deck and put them in your hand. Straddle the Fence: You may opt for PTM+1 to draw an extra card.

Implementation Phase

You may play one Decision card from your hand. It immediately takes effect and is then discarded. Deficit Spending: You may opt for PTM+1 to play an extra card.

Damage Control Phase

You PTM decreases by 1 Point. (Minimum = 0)

End Phase

Keep track of Turn number in this phase. Max hand size is 5 cards. Discard excess cards. If your WFM is High get +1 to your PTM.

Event Deck Notation

REQ Requirements to take effect
AHM Arab Hostility Meter
WFM Western Fear Meter
PTM Political Turmoil Meter
OCM Oil Control Meter
AM Arab Hostility Meter at Medium or Greater
AH Arab Hostility Meter at High
WM Western Fear Meter at Medium or Greater
WH Western Fear Meter at High

Event Deck Card List

Card Name:	REQ	Notes:
Major Terrorist Attack	AM	WFM+4
Suicide Bombers	AM	WFM+2
Biological Attack	AM	WFM+3
Chemical Attack	AM	WFM+3
Attack Mass Transit	AM	WFM+3
Islamic Jihad	AM	AHM+1 WFM+2
Incendiary Video Tapes	AH	AHM+1 WFM+2
Prison Atrocities	AM	AHM+3
Missile Attack vs Israel	AH	WFM+3
Oil Fields Burn	AH	WFM+2 OCM-1
Israeli Pre-Emptive Strike	AM	AH+3
Israeli Retaliatory Strike	AH	AH+3
Islamic Extremists	-	WFM+1
Insurgency	AH	WFM+2 PTM+1 OCM-2
Stalled Peace Talks	-	WFM+1 AHM+1
Bar Weapon Inspectors	-	WFM+2
Threaten Oil Embargo	-	WFM+2 OCM-1
Mad Dictator	AM	WFM+2 OCM-2
Muslim Fundamentalist Regime	-	WFM+2 OCM-1
Hostage Taking	-	WFM+2
False Intelligence Reports	-	PTM+1
Accusations of Corruption	-	PTM+1
Allegations of Conspiracy	-	PTM+1
Political Backlash	WM	PTM+1
Anti-US Protests	AM	WFM+1
Taliban Seize Power	AM	WFM+3 OCM-1
Catch Terrorists	-	WFM-2
Coup in Pakistan	AM	WFM+4 OCM-1
Hezbollah Activity	-	WFM+1
Moderate Arab Cleric Killed	AM	WFM+1 AHM+1
Riots in Jordan	AM	WFM+1
Embassies Attacked	AM	WFM+2
Power Vacuum in Afghanistan	-	WFM+1 OCM-1
Al Queda Attacks	AM	WFM+3

Card Name:	REQ	Notes:
Kurd Rebellion	-	WFM+1
Iraq Invades Neighbor	-	WFM+4 OCM-2
Iran Invades Neighbor	-	WFM+4 OCM-2
Revolt in Saudi Arabia	AM	WFM+4 OCM-3
Shia Uprising	AM	WFM+2
Nuclear Proliferation	-	WFM+4
Silkworm Missile Attack	AM	WFM+2
SCUD Missile Attack	AH	WFM+2
Get Support from Allies	AM	WFM-2
Executions	-	WFM+2
American Casualties Mount	-	PTM+1
Bases Expelled	AM	WFM+2 PTM+1 OCM-2
Reform Failure	-	AHM+2
Western Support of Israel	-	AHM+3
Car-Bombings	-	WFM+1
Infatada	-	WFM+2 AHM+1
Palestinian Oppression	-	AHM+2
Hijackings	-	WFM+2

Decision Deck Card List

Card Name:	REQ	Notes:
Wag the Dog	WM	PTM-2 WFM+2
Road Map to Peace	-	PTM-2 WFM-1
Stay the Course	-	PTM-1 WFM-2
Connect the Dots	WM	PTM-2 WFM+2
Build Patriotism	WM	PTM-3 WFM+4
Raise Threat Level to Red	-	PTM-2 WFM+2
Military Operation	WM	WFM-1 AHM+1 OCM+1
Deploy Troops	WH	WFM-2 AHM+2 OCM+2
Invasion	WH	WFM-2 AHM+3 OCM+3
Occupation	WH	WFM-3 AHM+3 OCM+3
Sieze Oil Fields	WH	OCM+2
Naval Blockade	WH	WFM+1 AHM+1 OCM+1
Counter Terrorist Operations	-	WFM-2
State Plan for Victory	-	WFM-2
Positive Propaganda	WM	WFM-1 AHM-2
Strong Rhetoric	WM	WFM+2 AHM+2
Covert Operations	-	WFM-1
Increase Homeland Security	WM	WFM-1 PTM+1
Appeasement	-	AHM-4 PTM+1 OCM-1
Military Withdrawals	WM	AHM-5 PTM-1 OCM-2
Land for Peace	WH	AHM-5 PTM-1 OCM-2
Negotiations	-	AHM-1 OCM+1
Ceasefire	AH	WFM-1
Set Timetable	-	WFM-2
Diplomacy	WM	AHM-1
Peace Talks	WH	AHM-1
Humanitarian Aid	-	AHM-1 WFM-1
Build War Favor	WM	PTM-2 WFM+3

Card Name:	REQ	Notes:
Build International Coalition	-	WFM-2
De-Rail Investigations	-	PTM-2
Anti-Civil Rights Legislation	WM	PTM+1 WFM+2
Cover-Ups	-	PTM-2
Spin Doctors	-	PTM-1 WFM-2
Control the Press	-	PTM-2
Embedded Journalists	-	PTM-1 WFM+1
Investment	-	AHM-2 OCM+1
Encourage Democratic Reform	-	AHM-2
Economic Aid	-	AHM-1 OCM+1
Terrorist Trials	-	WFM-1 AHM+1
Nation Building	-	AHM-3 PTM+1 OCM+1
Air Strikes	WM	WFM-1 AHM+3 OCM+1
Precision Bombing Campaign	WM	WFM-1 AHM+3
Cruise Missile Attacks	WM	WFM-1 AHM+3
Pre-Emptive Strike	WM	WFM-1 AHM+3 OCM+1
Ultimatums	WH	AHM+2 WFM-1
Liberate Nation	WH	AHM-2 PTM+1 OCM+3
War on Terror	WH	AHM+2 PTM+1 OCM+3
Overthrow Regime	WH	AHM+1 PTM+1 OCM+2
Set Up Puppet Dictator	-	WFM+1 OCM+2
Put Pressure on Arab Allies	-	PTM-2 AHM+1 OCM+1
Secure Contracts	-	OCM+1
Secret Machinations	-	OCM+1
Broker Deals	-	OCM+1
Control Pipelines	-	OCM+1
Cronyism	-	OCM+2 PTM+1
Ties with Royal Family	-	AHM+1 OCM+2
Protect Rich Arab Investors	-	OCM+1
Force UN Resolutions	WM	WFM-2 AHM+2

Game Designer Notes

Capability Meter

Other Meters I was considering include: Crony Enrichment Meter Conservative Agenda Meter Terrorist





Panzer

Introduction

Board & card game for 2 players. Tank Warfare in WWII. Each figure represents one Tank (Vehicle, Gun).

Updates!!!!!!!!!!!!!!!!!!!!

Updated rules, cards, maps, counters by Petre Tutunea... [Click Here BGG Link](#) Or [Click Here Rapid Share](#) I recommend jZip to get into .rar files

Victory

Per Scenario. Basic Conditions: Destroy 50% of Enemy Force.

Terrain (optional)

Terrain Types:	MPTE	DB	Notes:
Road	1	-	Bridges
Clear Off Road	2	-	Fields, Light Woods
Difficult Off Road	3	-1	Hedge Rows
Urban	2	-2	Town
Fortified Lines	2	-3	Tank Traps
Mine Field	2	-	-
Impassable	-	-	River; Cannot be moved through

MPTE Move Points to Enter.

DB Defense Bonus: Attack Modifier to hit unit in this terrain.

When entering a Minefield roll 1D6: On 3+ the unit is destroyed.

The Tanks

Use chits or miniatures to represent Tanks. The facing of the unit must be apparent.

Cardset Available

DTP Wizard Janne Thörne's Website Much thanks should be given to Janne. I tinker with this game more than any other: Constant upgrades & revisions. If the the cards are not updated, blame me, not him.

The Map

Use a Hex map. Each space = 500 meters.

Unit List Notation

Speed = Maximum level Move card the Tank can use.

Pen Penetration: Maximum level Attack card the Tank can use.

S Sloped Armor

Number of that unit in your force.

T Truck Transport

LB Long Barreled

L Light Tank

M Medium Tank

H Heavy Tank

German Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
Panzerkampfwagen I	4L	1	1	Training Tank
PzKpfw II	5L	1	1	20-mm gun
PzKpfw 38(t)	4L	1	2	Captured Czech Light Tank
PzKpfw III	4M	2	3	50-mm gun
PzKpfw IV	3M	4	5	75-mm gun
PzKpfw V	4H	5S	6	Panther (LB 75-mm gun)

Unit Name	Speed	Armor	Pen	Notes
PzKpfw VI	2H	6	7	Tiger (88-mm gun)
PzKpfw VII	1H	7	10	King Tiger II (LB 88-mm gun)
Marder III	4	1	4	Tank Killer
Marder II	5	1	3	Tank Killer
7.5cm PAK 40	T	1	4	Anti-Tank Gun
8.8cm Flak 18	T	1	7	Anti-Tank Gun

Note: the PzKpfw I is only armed with Machine guns and cannot damage other tanks.

British Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
Cruiser IV	5M	2	2	40-mm Gun
Crusader III	4M	3	3	Cruiser tank (57-mm Gun)
Cromwell	6M	4	4	75-mm Gun
Valentine	2L	2	3	Infantry Tank (57-mm Gun)
Matilda	2M	4	2	Infantry Tank (40-mm Gun)
Churchill	2M	4	3	Infantry Tank (57-mm Gun)
Sherman Firefly	5M	3	5	76-mm Gun

French Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
Hotchkiss H-39	3	1	2	
Renault R-35	2	1	2	
Somua S-35	4	2	3	
Char B1-bis	2	3	4	

Russian Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
BT-7	7L	1	2	Light Tank (45-mm Gun)
T-28	3M	2	4	Medium Tank (Short 76-mm Gun)
T-60	5L	2	1	Light Tank (20-mm Gun)
T-70	6L	2	2	Light Tank (45-mm Gun)
T-34/76	6M	5S	5	Medium Tank
T-34/85	5M	5S	6	Medium Tank
KV-1	3H	6	5	Heavy Tank
IS-2	4H	7	14	Heavy Tank (122-mm Gun)
SU-152	4	6	20	Tank Killer (152-mm Gun)

American Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
M-4 Sherman	5M	3	4	Medium Tank (75-mm Gun)
M-4 Sherman	5M	3	5	Medium Tank (76-mm Gun)
M-3 Lee	4L	2	2	Grant; Light Tank
M-24 Chaffee	6L	2S	4	Light Tank (75-mm Gun)
M-18 Hellcat	8	1S	5	Tank Killer (with Turret) 76-mm Gun
M-26 Pershing	5	5S	6	Heavy Tank (90-mm Gun)

Setup

As per Scenario.

Stacking

Multiple units may occupy the same Hex. Friendly Units in the same hex are stacked together. Units stacked together may have different facings.

Enemy units may be in the same space (Range = 0). Units get +2 to Attack Rolls at Range =0.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Orders Phase
2. Free Move Phase
3. Opportunity Move Phase
4. Shoot Phase

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Free Move Phase

You may move (or just change the facing) of up to 3 of your Light or Medium tanks. They may move up to their maximum range. You may change the facing of a tank at the end of its move.

Artillery pieces can be transported by truck: A Gun cannot attack the turn it moves or the turn after it moves by truck.

Opportunity Move Phase

Play (discard) a Move card to move one of your Tanks. The move card has a number. This is the max number of spaces the Tank moves.

Card List

Card Name:	#	Type	Range	Notes:
Slow	4	M	1	
Treads	4	M	2	
Advance	3	M	3	
Cruise	3	M	4	
Good Suspension	1	M	4	Russians only
Diesel Engine	1	M	3	Russians only
Flank	2	M	5	
High-Speed	2	M	6	
Point Blank	4	A	1	
AT Teams	2	A	1	Bazookas & Panzerfausts
Infantry Support	2	A	0	Grenades & Satchel Charges
Close	4	A	2	
Short	3	A	3	
Fast Turret Traverse	2	A	3	Americans (& Shermans) only
Spin in Place	2	A	3	Not Americans or Shermans
Medium	3	A	4	

Moves can be diagonal or orthogonal. You may change the facing of the tank at the end of the move. Special Cards are played during your or your opponent's move phase.

Shoot Phase

Any Player may discard an Attack card to have a Tank attack. (Your opponent may make his attacks first) The attack card has a number. This is the maximum range of the attack.

Attacks can be diagonal or orthogonal. Roll 1D6. This is the Attack Roll. Subtract the Distance to the Target Subtract the Armor Factor of the Target (Full from Front & 1/2 from side or rear) Add the Penetration Factor of the attacking unit.

Attack Modifier cards can be played (by both players) to further modify the Attack Roll. If the final value is 1 or more the attack destroys the target. Your opponent may play a defense card to negate your attack.

Heavy ATG's & Tank Killers with no turrets can only attack out of the direction they are facing. If you attacked a unit but did not kill it, you may play a Damage card on it. Penetration Rule: A tank with a penetration Factor less than the Armor factor of the tank it is attacking cannot kill it with a Frontal shot (This does not apply to at Point Blank Range)

Card List Notation

A Attack

M Move

Z Attack Modifier

D Damage

X Special

TCNLM = Tank can no longer Move

Card Name:	#	Type	Range	Notes:
Long	2	A	5	Units with Penetration 5+ only
Extreme	2	A	6	Units with Penetration 5+ only
Superior Optics	1	A	6	Germans only
Superior Training	1	A	6	Germans only
Deflection	3	Z	-	Attack Roll -2 (only with Sloped Armor)
Dug-In	1	Z	-	Attack Roll -2
Smoke & Dust	1	Z	-	Attack Roll -2
Thick Glacis	1	Z	-	Attack Roll -2 (Only vs frontal Attack)
Speed	1	Z	-	Attack Roll -2 (Only unit of Speed = 5+)
Skirt Armor	1	Z	-	Attack Roll -2
Superior Steel	1	Z	-	Attack Roll -2 (Germans & Russians only)
Momentum	2	X	-	Unit may move twice this turn
Confusion	2	X	-	Opponent must discard 2 Random cards
Fog of War	2	X	-	Opponent must discard 2 Random cards
Pinned Down	2	X	-	Target Tank cannot move this turn
Complex Engines	1	X	-	German TCNLM
Transmission Breaks	1	X	-	Russian TCNLM
Treads Damaged	1	D	-	TCNLM
Crew Abandons Tank	1	D	-	Tank Destroyed
Gasoline Engine	1	D	-	American or German Tank Destroyed
Commander Killed	1	D	-	Tank can move or attack each turn not both
Turret Jammed	1	D	-	Tank can only attack straight ahead
Mechanical Breakdown	1	X	-	TCNLM
Armor Piercing Round	1	Z	-	Attack Roll +2
Shot Trap	1	Z	-	Attack Roll +2
Out of Gas	1	X	-	TCNLM (Not Russians)
Stuck in the Mud	1	X	-	Heavy TCNLM
Blitzkrieg	2	X	-	Draw 2 Cards
Radio	2	X	-	Draw 2 Cards (Not Russians)
Reliable	2	X	-	Negate a TCNLM (American only)

Scenario 1: Blitzkrieg France 1940

German Units: 4 PzKpfw II 3 PzKpfw 38(t) 2 PzKpfw III 1 PzKpfw IV French Units: 2 Hotchkiss H-39 2 Renault R-35 2 Somua S-35 1 Char B1-bis

Scenario 2: Barbarossa 1941

German Units: 6 PzKpfw II 4 PzKpfw III 3 PzKpfw IV Russian Units:

1 T-28

4 T-34/76

1 T-60

1 Bt-7

1 Kv-1

Scenario 3: Desert Warfare 1941

German (Afrika Korps) Units: 4 8.8cm Flak 18 (secretely located) 4 PzKpfw II 4 PzKpfw III 2 PzKpfw IV

British Units: 6 Crusader III 6 Valentine 6 Matilda

Scenario 4: Normandy Breakout 1944

German Units: 5 PzKpfw IV 2 PzKpfw V 1 PzKpfw VI American Units: 10 M-4 Sherman 2 M-18 Hellcat

Links

Panzer Design Page Wiki The Armor Site Lone Sentry





Pearl Harbor

Introduction

Solo Card Game. December 7, 1941. The player takes the role of the Japanese Imperial Navy First Air Fleet.

Objective

Destroy as many US targets as possible.

End Of Game

The game ends at the end of the turn in which there are no cards left in the deck.

The Deck

There is one of each card in the card list.

The Cards

There are 4 types of cards: Strategy Cards Target Cards Weapon Cards Defense Cards

Turn Sequence

Each turn has 5 phases:

1. Scout Phase
2. Reserve Phase
3. Attack Phase
4. Target Phase
5. Regroup Phase

Scout Phase

Draw 6 cards.

Reserve Phase

Draw an additional 0, 1, 2, 3, or 4 cards.

Attack Phase

Discard 0, 1, or 2 cards and draw replacements. Defense cards cannot be discarded.

Target Phase

From your hand, make as many 3-card-combos as you can. A combo must have one Weapon card, one Strategy card, and one Target card. Place the Target cards into your Success Pile.

Place the Weapon and Strategy cards into your discard.

Regroup Phase

Discard all cards remaining in your hand.

Card List Notation

T Target
S Strategy
W Weapon
D Defense

Card List

Type	Name
S	Japanese Imperial Navy First Air Fleet
S	Vice Admiral Chuichi Nagamo
S	A Day that Will Live in Infamy
D	The Carriers are Missing
S	Empire of Japan
S	Massed Surprise Attack
D	Franklin D Roosevelt
D	Admiral Husband E Kimmel
T	US Navy Pacific Fleet
S	Pre-Emptive Strike
S	Admiral Isoroku Yamamoto
T	Oahu Island
W	Val Dive Bombers
W	Kate Level Bombers

Type	Name
T	Battleship USS California
T	Battleship USS Maryland
T	Battleship USS Nevada
T	Battleship USS Oklahoma
T	Battleship USS Pennsylvania
T	Battleship USS Tennessee
T	Battleship USS West Virginia
W	Armor Piercing Bombs
W	Shallow Water Torpedoes
T	Pearl Harbor
T	Heavy Cruisers
T	Destroyers
T	Submarines
T	US B-17 Bombers

Type	Name
W	Kate Torpedo Bombers
W	Zero Fighters
W	Nakajima B5N2 97s
W	Aichi D3A1 99s
W	Midget Submarines
W	Fleet Submarines
W	Aircraft Carrier Akagi
W	Aircraft Carrier Hiryu
W	Aircraft Carrier Kaga
W	Aircraft Carrier Shokaku
W	Aircraft Carrier Soryu
W	Aircraft Carrier Zuikaku
W	Fighter Escort
S	US Lack of Communication
S	First Wave
S	Second Wave
S	Sitting Ducks
S	Intense Pilot Training
S	Daylight Raid
S	Complete Surprise
T	Battleship USS Arizona

Type	Name
D	Army Mobile Radar
T	Battleship Row
S	Tora Tora Tora
S	Attack Run
T	Army Airfields
T	Ewa Airfield
T	Grounded Planes
W	Strike Planes
D	Ship AA Guns
D	Shore AA Guns
D	AA Gun Barrage
T	Support Ships
S	Heavy Bombing
S	Sunk or Capsized
S	Major Damage
T	Fuel Reserves
T	Ammunition Reserves
T	Repair Shops
T	Dry Docks
D	Fearful of Counterattack





Pork Chop Hill

"How many hordes in a chinese platoon?" -Unkown
US Marine

The forward slope => A Military Crest => hilltop =>
the CP => the chow bunker =>the rear slope

Introduction

Important note: this a variant of the "Attrition" Game in the WWI section. Two player Card game simulating the stagnant Warfare of the Korean War's later phase.

Objective

Chinese: Capture pork chop hill hills

Us:

Reduce Chinese inf. to zero. and hold the hill!

Supplies

The six territories on the hill must be taken:

Setup

US Player starts with all Territory Markers US Play-ers forces are weakend by the rotation of units out of Korea, Thus he only gets 50 squads. The Chinese are desperate to get the hill to use for leverage at the Pammajon Talks. They Get 100 Squads.

ARTILLERY BARRAGE Phase During the Korean War the Chinese forces are utterly lacking. They only roll a 1d2 during this phase. The US however had plenty of artillery. The US player rolls 1d6 for artillery bombardment and 1d6 for air support. To determine how many Chinese squads are killed.

Orders Phase

The US player is never ordered by the brass to charge.

Card List: Notes

Card	Note
Heavy Shelling:	-
	Active player plays in Barrage
	Phase. +1D6 squads killed
Machine Gun:	-
	Defending player plays in
	Defender Fire Phase. +2D6 squads killed
Hand Grenades:	-
	Either player plays in Defender Fire Phase
	Negate a Machine gun card or kill 1D6 enemy squads
Bunker:	-
	Defending player plays in Barrage Phase
	Negate casualties caused by artillery (Bunker Destroyed)
Barbed Wire:	-
	Defending player plays at end of Defender Fire Phase
	Play an additional Defender Fire Phase
Bugle Calls:	-
	When Active the Chinese player plays in Defender Fire Phase
	Negate a Barbed Wire or a Machine gun card
Reinforcements:	-
	Active player plays in Logistics Phase. Gain +1D6 squads
Napalm:	-
	US Active player plays in Barrage
	Phase. +2D6 squads killed

Card	Note
Mine Field:	-
	Defending player plays in
	Defender Fire Phase. +1D6 squads killed
Mortar Attack:	-
	Either player plays in Trench
	Fighting Phase. +1D6 squads killed
Bayonets:	-
	Either player plays in Trench Fighting Phase.
	You lose 1D6 squads. Opponent has 2D6 Killed
Break Down in Command:	-
	Active player plays in Logistics Phase. 1D6 squads killed
Major Offensive:	-
	Active player plays at end of turn
	Go again but skip Logistics & Artillery Barrage Phase
POW Captured:	-
	Active player plays in Logistics Phase

Look at opponents hand and discard one of opponents cards Notes: Yes these are the same cards as the original game but; hey look on the bright side now you can still use a 52 card deck! Assign each card a corresponding number 1 through 14 and there you go. Some cards only effect the Chinese. Watch Pork Chop

Hill by Gregory Peck for mood. I plan a second edition after I read the book the movie is based on.

SOLO-VARIANT: Play as US, the Chinese play all the cards they draw as soon as possible. Chinese Player always charges.





Pow

Introduction

Solitaire Card Game. You are a POW trying to survive and/or escape.

Victory

You successfully escape if your total Escape level is ever +3. If you go through the whole deck and survive, you are sent back Home after the War ends.

Death

If your Health level is ever -3 you die from physical ailments. If your Sanity level is ever -3 you lose the will to live and die.

Starting Levels

You start with a Level of zero in the following 3 categories: Health, Sanity, and Escape.

Card List

Card Name:	Notes:
Steal Food	Health +1
Rest	Health +1
Bread & Water	Health +1
Medical Attention	Health +1
Exercise	Health +1
Keep Clean	Health +1
Medical Lore	Health +1
Extra Clothing	Health +1
Rat Stew	Health +1
Calisthenics	Health +1
Red Cross	Health +1
Housekeeping	Health +1
Medicine	Health +1
Lye Soap	Health +1
Malnutrition	Health -1
Hard Labor	Health -1
Dysentary	Health -1
Yellow Fever	Health -1
Crowding	Health -1
Hypothermia	Health -1
Boils & Abscesses	Health -1

Setup

Shuffle the deck.

Turn Sequence

Draw a card. The card will alter the level of one of the 3 Categories. An Escape X card will reset your Escape Level to Zero.

Decision Making

Early Escape: Before Drawing a card you may decide to attempt an Early Escape: If you draw a Sanity +1 card, you may use it as an Escape +1 instead.

Good Behavior: Before Drawing a card you may decide to be on Good Behavior: If you draw an Escape +1 card, you may use it as a Health +1 instead.

Role Model: Before Drawing a card you may decide to help the other Prisoners: If you draw an Escape +1 card, you may use it as a Sanity +1 instead.

Bad Behavior: Before Drawing a card you may decide to be on Bad Behavior: If you draw a Sanity -1 card, you may use it as a Health -1 instead.

Card Name:	Notes:
Deprivations	Sanity -1
Hopelessness	Sanity -1
Light Deprivation	Sanity -1
Emotional Distress	Sanity -1
Desperation	Sanity -1
Sodomized	Sanity -1
Threats	Sanity -1
Water Torture	Sanity -1
Storytelling	Sanity +1
Discipline	Sanity +1
Problem Solving	Sanity +1
Creative Visualization	Sanity +1
Music & Poetry	Sanity +1
Makeshift Radio	Sanity +1
Time is on our Side	Sanity +1
Camaraderie	Sanity +1
Keep the Mind Occupied	Sanity +1
Card Games & Chess	Sanity +1
Brain Teasers	Sanity +1
Tap Code	Sanity +1
Escape Plan	Escape +1

Card Name:	Notes:
Beatings	Health -1
Parasites	Health -1
Typhoid Fever	Health -1
Poor Sanitation	Health -1
Brutal Guards	Health -1
Skin Infections	Health -1
Physical Punishment	Health -1
Locked in Irons	Health -1
Tuberculosis	Health -1
Exposure	Health -1
Starvation	Health -1
Poor Ventilation	Health -1
Isolation	Sanity -1
Boredom	Sanity -1
Solitary Confinement	Sanity -1
Interrogations	Sanity -1
Passivity	Sanity -1
Self-Pity	Sanity -1
Propaganda	Sanity -1

Card Name:	Notes:
Dig Tunnel	Escape +1
Escape Route	Escape +1
Fake Identification	Escape +1
Changing of the Guard	Escape +1
Conspiracy	Escape +1
Improvisation	Escape +1
Wire Cutters	Escape +1
Perfect Timing	Escape +1
Lookouts	Escape +1
Hand Tools	Escape +1
Deception	Escape +1
Dead of Night	Escape +1
Confiscation	Escape -1
Moved to New Cell	Escape X
Discovered	Escape X
Captured	Escape X
Surprise Inspection	Escape X
Patrols	Escape X
Snitch	Escape X





Protecting The Skies

Introduction

Solo Dice Game. Simulation of an Air War between USA and an imaginary Middle Eastern Nation.

Materials

Paper, pencil, 1-2 six sided dice & 1 ten sider, nobody to play with.

Goal

The player plays the commander of Anti-Aircraft troops of an imaginary Middle Eastern Nation. The

goal is to bring down ten American war planes to create anti-war sentiment in the USA and halt the American assault.

Map

Draw a map of your nation with ten provinces and the capital city. Number the provinces with numbers from 1 to 10, 1 being the capital city. Place the 12 possible American bombing targets to provinces according to 1d10 rolls.

American Bombing Targets

#	Name
1	International Airport
2	TV Station
3	Power Station
4	Power Station
5	Military Airport
6	Oil Distillery

#	Name
7	Military Base
8	Ammo Factory
9	Military Base
10	Main Military HQ
11	Military Airport
12	Presidential Residence

Aa Troops And Weapons

#	Description
1d6	Long Range Missile Systems
	Against High Flying Bombers (B-52)
2d6	Short Range Missiles
	Against Low Flying Assault Planes (F15, Tornado(RAF), A10)
3d6	Units with Stinger Missiles
	Against Low Flying Assault Planes (F15, Tornado (RAF), A10)
3d6	Units with AA-guns
	Against Low Flying Assault Planes (F15, Tornado (RAF), A10)

PHASE 1: Deployment

Deploy your troops and units into provinces. The Units cannot be transferred from Province to Province after the American Assault has begun. Units can be deployed either as active or hidden. An active unit can fire against attacking troops but has a greater risk of being detected and attacked. A hidden unit cannot attack but the risk of being discovered is smaller. Once a hidden unit has changed to active status, it cannot be hidden again.

PHASE 2: American Assault

Roll Target Province Roll with 1d10. That's the Province the Americans are attacking. Then Roll d6 to determine, whether the Americans are attacking the

AA units or the Targets in the province. On 1-3 on d6, the Americans are attacking the AA units, on 4-6 on d6, another target in the province. If there is no targets in the province, Americans have bad intelligence and they attack targets with no value. During the first five turns, the Americans attack only with 1d6-1 B-52's, aftern that the Americans attack with 1d6-1 B-52's, 1d6-1 F-15's, 1d6-1 Tornados (RAF) and 1d6-1 A10's.

PHASE 3: Intercept

Against B-52's you can fire 1d6 Long Range Missiles if you have such unit active in a province. A Long Range Missile destroys a B-52 with 6 on d6.

Against Low Flying Bombers you can fire 1d6 Short Range Missiles, 1d6 Stingers and 1g6 AA-guns are at

range. A Short Range Missile hits a Low Flying Bomber with 5-6 on d6. A stinger and a gun hits with 6 on d6.

All unintercepted planes attack the targets. B-52 will kill an active AA unit with 5-6 on d6 and destroy other target with 4-6 on d6. A low flying bomber will kill an active AA unit with 4-6 on d6 and destroy another target with 5-6 on d6. A hidden AA- unit is killed with 6 on d6. The AA units will be attacked in order: 1. Long Range Missile Unit, 2. Short Range Missile unit, 3. AA-gun, 4. Stinger Unit.

PHASE 4: Regroup.

You count your losses. You can activate hidden AA-units.

Victory

You win if you destroy 10 American planes. Then the public opinion in the USA forces the President to stop bombings. You lose if the Americans destroy all the Targets or all your AA units.





Race To Messina

Introduction

Card Game for 2-3 Players. Theme: Invasion of Sicily 1943 starting after the capture of Palermo. There are 3 Versions of the Game:

1. Invasion Variant: 2 Player: Allies vs. Axis
2. Race Variant: 2 Player: British vs. Americans
3. Sicily Variant: 3 Player: British, American, and Axis

The Deck

Cards are of 2 main types:

1. Ally Cards (British & American)
2. Axis Cards (German & Italian)

— In the Sicily and Invasion Variants the Ally cards form one deck and the Axis cards form a second deck.

— In the Race Variant the Axis and Ally cards are mixed together to form a single deck. Cards are further described by:

1. Traits (Tank, Infantry, Air, Leader, etc.)
2. Force (A single Numerical Value between 1 and 10)
3. Special Abilities (Usually the discarding of a target card with a certain trait)

Progress Tokens

Players share a common set of Progress Tokens (PT).

Invasion Variant Victory

2 Player: Allies vs. Axis. The Axis tries to evacuate before the Allies take Messina. Only one player can win each hand.

The Ally player gets 1 PT every time he wins a hand. The Axis player gets 1 PT at the end of every turn no matter what. When the Ally player gets 10 PT, he has reached Messina and the game ends.

If the Axis player gets 20 PT the Evacuation is complete and the Game ends. If the Axis player has 15 or less PT at the end of the game, the Ally player wins. If the Axis player has 16 or more PT at the end of the game, the Axis player wins.

In case of ties the Axis player wins.

Race Variant Victory

2 Player: British vs. Americans. The Brits and Yanks are in a race to see who takes Messina first. It is possible in this variant for both players to win or lose the same hand (turn).

The first player to get 10 PT reaches Messina first and wins.

Sicily Variant Victory

3 Player: British, American, and Axis. The Americans and British race to Messina while the Axis tries to evacuate before either arrive. The Axis player plays hands against both the British and American players.

It is possible for both Allied players to win or lose during the same turn. The game ends when:

1. The Axis player gets 16 PT: The Axis player wins. (Evacuation complete)
2. The American player wins with 10 PT. (Patton gets there first)
3. The British player wins with 10 PT. (Monty gets there first)

In case of ties the Axis player wins.

Setup

Decide which Variant you are playing and assign Identities. Shuffle the cards.

Turn Sequence

Each turn has 6 Phases:

1. Logistics
2. Strategy
3. Deployment
4. Action
5. Resolution
6. Recovery

Note: If a deck ever runs out, shuffle the discard and draw from it.

Invasion Variant Logistics Phase

Each player fills their hand to 10 cards.

- The Axis player from the Axis deck.
- The Ally player from the Ally deck.

Invasion Variant Strategy Phase

Each player may discard up to 5 cards and draw replacements.

Invasion Variant Deployment Phase

Both Players reveal all cards they want to play from their hands. Player keep cards they don't want to play or can't play in their hands. These cards are played face-up in front of you.

Revealed cards are also called Deployed cards.

Invasion Variant Action Phase

Players take turns activating the special abilities of their cards. The Axis player goes first. Note that not all cards have a Special ability.

Players activate 1 card at a time. A single card can only be activated once. This continues until both players pass.

Most Special Abilities cause a target opponent's card with a specific trait to be discarded.

Invasion Variant Resolution Phase

Every card has a Force Value. Total the Force Value of all your deployed cards still in play. If your Total Force Value is greater than your opponents, you win the turn.

If tied, the Axis player wins. The Ally player gets 1 PT if he wins the hand.

Invasion Variant Recovery Phase

You must discard down to 2 cards or less. The Axis player gets 1 PT at the end of every turn no matter what.

Race Variant Logistics Phase

Note: All cards are combined into a single deck. Each player fills their hand to 12 cards. One player is the Americans, the other is the British.

Race Variant Strategy Phase

Each player may discard up to 4 cards and draw replacements.

Race Variant Deployment Phase

Both Players reveal all cards they want to play from their hands. Player keep cards the don't want to play or can't play in their hands. These cards are played face-up in front of you.

Revealed cards are also called Deployed cards. Note that players are revealing both Ally cards and Axis cards.

Race Variant Action Phase

Players take turns activating the special abilities of their cards. The American player goes first. Note that not all cards have a Special ability.

Players activate 1 card at a time. A single card can only be activated once. This continues until both players pass.

Most Special Abilities cause a target opponent's card with a specific trait to be discarded. Use your Ally cards only to target your opponents revealed Axis cards. Use your Axis cards only to target your opponents revealed Ally cards.

Race Variant Resolution Phase

Every card has a Force Value. Total the Force Value of all your Ally deployed cards still in play. Total the Force Value of all your Axis deployed cards still in play.

If your Total Ally Force Value is greater than your opponents Axis Total, you win the turn and you get 1 PT. If your Opponent's Total Ally Force Value is greater than your Axis Total, he wins the turn and gets 1 PT. Note: it is possible for both players to win the turn (and get a PT)

Race Variant Recovery Phase

You must discard down to 2 cards or less. The Axis player gets 1 PT at the end of every turn no matter what.

Sicily Variant Logistics Phase

3 Player: British, American, and Axis The Axis player draws 14 cards from the Axis deck. The American player draws 7 cards from the Ally deck. The British player draws 7 cards from the Ally deck.

Sicily Variant Strategy Phase

Each player may discard up to 3 cards and draw replacements.

Sicily Variant Deployment Phase

Players reveal all cards they want to play from their hands. Player keep cards the don't want to play or can't play in their hands. These cards are played face-up in front of you.

Revealed cards are also called Deployed cards. The Axis player must deploy 2 Sets of cards; one opposing the Americans, and one opposing the British. A Set can have a max of 7 cards.

Sicily Variant Action Phase

Players take turns activating the special abilities of their cards. The Axis player goes first against the Americans. The Americans go next.

The Axis player goes again, this time against the British. The British go last. The Axis player can only use cards in a Set against the opponent that that set is facing (The cards you deployed against the American cannot target the Brit players cards) Note that not all cards have a Special ability.

Players activate 1 card at a time. A single card can only be activated (use its special ability) once. This continues until all players pass (The Axis player must pass twice: Once vs. each opponent) Most Special Abilities cause a target opponent's card with a specific trait to be discarded.

Sicily Variant Resolution Phase

Every card has a Force Value. Total the Force Value of all your deployed cards still in play. If your Total Force Value is greater than your opponents, you win the turn.

If tied, the Axis player wins. Each of the 2 Axis Sets will have its own Force Total to be used against their respective opponents. Each time an Ally player wins a Hand he gets 1 PT.

Sicily Variant Recovery Phase

All players must discard down to 2 cards or less. The Axis player gets 1 PT at the end of every turn no

matter what.

Card List Notation

X Axis card

A Ally card

AA Ally card only American player can use

AB Ally card only British player can use

SA Special Ability

DT Discard Target Card with the following Trait

Progress = Gain 1 PT if you win this Turn Supply =

Draw 1 card: Put it in you hand or Reveal it Immediately

Recon = Look at opponents Hand

Card List

Name:	Use	Force	Type	Notes:
Rubble	X	3	Terrain	SA: DT Strategy
AA Guns	X	3	Artillery	SA: DT Air
Counter Attack	X	5	Strategy	-
Pill Boxes	X	4	Defense	SA: DT Infantry
Luftwaffe	X	7	Air	SA: DT Naval
Summer Heat	X	4	Weather	SA: DT Infantry
Hills & Ridges	X	6	Terrain	-
Blow Bridges	X	5	Defense	-
Blow Tunnels	X	6	Defense	-
Bottleneck	X	7	Defense	-
Minefields	X	5	Defense	SA: DT Infantry or Tank
Demolition	X	6	Defense	-
Ambush	X	7	Strategy	-
German Pilots	X	7	Air	SA: DT Naval
Air Raid	X	8	Air	SA: DT Naval
German Buildup	X	3	Infantry	SA: Supply
Pull Back	X	4	Strategy	-
Trenches	X	6	Defense	-
Hube	X	5	Leader	SA: Gain 1 PT
Mountain Town	X	9	Terrain	-
Fortified Positions	X	10	Terrain	-
Infiltration	X	7	Infantry	-
Reconnaissance	X	2	Intelligence	SA: Recon
Dual Purpose Guns	X	8	Artillery	-
Evacuation	X	2	Strategy	SA: Progress
Fighting Withdrawal	X	5	Strategy	SA: Progress
German Ferry System	X	1	Naval	SA: Progress
Antitank Guns	X	5	Artillery	SA: DT Tanks
Rearguard Action	X	6	Strategy	-
No Water	X	4	Blunder	-
Skillfully Sited Guns	X	8	Artillery	-
Mortar Fire	X	3	Artillery	-
15th Panzergrenadiers	X	7	Infantry	Also Tanks
Panzer Division	X	7	Tanks	(Hermann Goring)
Company of Tigers	X	9	Tanks	-
Kesslerling	X	10	Leader	Defense & Terrain get +2F

Name:	Use	Force	Type	Notes:
Italian 6th Army	X	3	Infantry	-
Garrisons	X	2	Infantry	Also Defense
Slapping Incident	X	2	Blunder	SA: DT Leader
Friendly Fire	X	2	Blunder	SA: DT Air or Infantry
General Guzzoni	X	5	Leader	Italian Cards get +1F
Italian Tanks	X	3	Tanks	(Obsolete)
Machine Gun Battalion	X	4	Defense	SA: DT Infantry
Italian Guns	X	3	Artillery	-
Italian Fleet	X	3	Naval	SA: DT Naval
German Paratroopers	X	7	Infantry	-
Etna Line	X	9	Terrain	Also Defense
Flanking Maneuver	A	6	Strategy	SA: Defense or Terrain
Sherman Tanks	A	4	Tank	-
Montgomery	AB	9	Leader	Strategy Cards get +2F
Infantry Division	A	7	Infantry	-
Allied Bombs	A	7	Air	-
Aerodromes	A	6	Base	SA: Supply
Operation Husky	A	5	Strategy	SA: Supply (Also Naval)
Airfields	A	3	Base	Air Cards get +2F
Harbor	A	4	Base	SA: Supply (Also Naval)
Beach Heads	A	3	Base	SA: Supply (Also Naval)
Supply Ships	A	2	Base	SA: Supply (Also Naval)
US Rangers	AA	6	Infantry	-
1st Canadian Division	AB	8	Infantry	-
Capture Prisoners	A	7	Strategy	SA: DT Infantry
Manpower Superiority	A	10	Infantry	-
Mobile Warfare	AA	6	Strategy	Also Tanks
Breakthrough	A	6	Strategy	SA: Progress
Engineers	A	3	Infantry	SA: DT Defense
Paratroop Drop	A	4	Infantry	Also Air
Night Bombing	A	5	Air	Immune to Anti-Air
Assault	A	6	Strategy	-
Air Battle	A	4	Air	SA: DT Air
Grenades	A	3	Infantry	SA: DT Defense
Heavy Air Attacks	A	5	Air	-
Rifleman	A	4	Infantry	-
Cruiser Fire	A	8	Naval	SA: DT Tanks
Reserves	A	5	Infantry	-
British Tankmen	AB	5	Tanks	-
2nd Armored Division	AA	6	Tanks	-
Field Artillery	A	5	Artillery	-
Competition	A	5	Strategy	SA: Progress
General Keyes	AA	6	Leader	-
Artillery Battalion	A	6	Artillery	-
Seize Key Bridges	A	5	Strategy	-
Slug it Out	A	4	Strategy	-
Captured Guns	A	4	Artillery	SA: DT Artillery
Amphibious Landing	A	6	Strategy	Also Naval
General Patton	AA	10	Leader	Inf & Tank Cards get +1F
Naval Bombardment	AA	9	Naval	SA: DT Tanks
Intelligence Report	A	7	Intelligence	SA: Recon
Tactical Air Support	A	7	Air	Infantry Cards get +2F
General Alexander	A	4	Leader	Leader Cards get +1F

Name:	Use	Force	Type	Notes:
Pincer Movement	A	6	Strategy	-
British 8th Army	AB	7	Infantry	-
Commando Forces	AB	8	Infantry	SA: DT Defense
Veteran Force	AB	7	Infantry	-
American 7th Army	AA	7	Infantry	-





Reds & Whites

Introduction

Two player card game depicting the Russian Civil War of 1918-1922. One player is the Reds (communists), the other is the Whites (monarchists).

Victory

There are 2 ways to win: – Each player starts the game with 20 Morale points.

1. If you reduce your opponent to zero Morale points, you win the game.
- There are 3 Fronts. – Each player starts the game with 3 Territory Markers for each front.
2. If you ever have all 6 Territory Markers on any 2 Fronts you win.

The Decks

Each player has their own unique deck.

Dice

Six sided dice are needed.

Fronts

There are 3 Fronts:

1. North-Western
2. South
3. East

Territory Markers

There are 6 Markers for each Front. Each player starts with 3 Markers for each Front. If either player accumulates 6 Markers at a Front, the Front is decided; there will be no more fighting at that Front.

When a Front is claimed discard all units stationed at that Front.

Morale Points

Use counters to keep track of Morale. Max Morale is 20.

Setup

Each player starts the game with 20 Morale points. Each player starts with 3 Markers for each Front. Each player starts with a hand of 5 cards.

Mulligan: Discard & Redraw if you drew no Leaders. The Red player goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Rally Phase
2. Propaganda Phase
3. Event Phase
4. Attack Phase
5. Recruitment Phase
6. Reserve Phase

Rally Phase

Max hand size is 7 cards. Discard excess cards. Put a Rally token on one of your Leader cards that does not have one. You may move Units in this phase: The White player may only reattach Troops from one Leader to another Leader within the same Front.

The Red player in addition to reattaching troops may move up to 3 Units from one Front to another Front (Internal Lines of Communication).

Propaganda Phase

Draw 2 cards from your deck. If your deck runs out, shuffle your discard & draw from it. Gain 1 Morale Point if you did unblocked damage to your opponent on your last turn.

Event Phase

Play Event cards that do not apply to other phases: Epidemic, Sacked, Execution, Red Terrorism, Internal Lines, Railroads, Any card that allows you to draw cards, or your opponent to discard cards, White Terrorism, Purge, Assassination, Subversive Attack You may play a max of one event card in this phase that allows you draw extra cards.

Attack Event Card Rulings

Some event cards are meant to be played during Attack Phase: Subversive Attack, Confused & Divided, National Defense, Death Penalty, Counter Attack, Peasant Insurrection, Munitions & Supplies, Allied Firepower, Tanks & Artillery These can be played during yours or your opponents attack phase. Note: the card Confused & Divided causes the attacker to lose the Rally Marker he used to start the negated attack. This is done before blocking.

Loss Of Leaders Rulings

If one of your Leaders is discarded you may move his troops to a different Leader. If there is no other Leader put the troop cards in your hand. If you are

to discard a random Leader roll a die to determine which.

Attack Phase

Players may not attack on their first turn of the game. You may attack your opponent with one or more of your armies. An army must attack in the Front it is stationed.

Remove the Rally token from its Leader to have an Army attack. (Each activated Army requires the expenditure of a Rally Point) If the attackers are unblocked, take a Territory Marker from that Front from the defender who did not block. Your opponent may block with his Armies.

Remove the Rally token from its Leader to have an Army block. Each Troop & Leader card has a Force point value. The side with the higher total Force must discard 1 committed Troop card.

The side with the lower total Force must discard all units in 1 committed army. The loser must give the winner 1D6 Morale Points. A max of 2 White player Armies may combine to attack or block at one time.

A max of 3 Red player Armies may combine to attack or block at one time. A Leader may defend (but not attack) by himself without attached troops.

Reinforcement Rule

You may discard Leader and Troop cards from your hand in Attack Phase to increase the Force of a target Army by 1. Note that cards used for this purpose give the +1 Force Bonus and are then discarded.

The Red Deck Card List

Card Name:	#	Type	Force	Notes:
Trotsky	1	L	3	Troops get +1
Lenin	1	L	3	Soviet Troops get +1
Stalin	1	L	3	Bolshevik Troops get +1
General Tuhatshevski	1	L	2	-
Red Generals	2	L	1	Red Army Troops get +1
Revolutionary Commissars	4	L	1	Partisan Forces get +1
Red Partisans	10	T	1	-
Bolshevik Forces	5	T	1	-
Soviet Forces	5	T	1	-
Red Army	5	T	2	-
Subversive Attack	2	E	-	Take control of Target Troop
Epidemic	1	E	-	Opponent must discard 2 Troops
Confused & Divided	2	E	-	Negate Attack of target Army
National Defense	2	E	-	All your Troops get +1
Manpower	1	E	-	Discard to draw 3 cards
Communist Ideology	1	E	-	Discard to draw 3 cards
Revolutionary Spirit	1	E	-	Discard to draw 3 cards

Recruitment Phase

Troop and Leader cards are collectively called Units. Put Leader & Troop cards from your hand into play. Troops must be attached to a Leader.

A set of cards that includes a Leader & 1 or more Troops is called an Army. A minor Leader (Force = 1) can attach up to 2 troops. A major Leader (Force = 2) can attach up to 3 troops.

A Legendary Leader (Force = 3) can attach up to 4 troops. When assigning units, you must assign them to one of the 3 Fronts.

Front Assignment Limitations

Units that must be Played in the North-West: Yudenich, Americans, Serbs, Baltic Forces, Finns, Germans, Latvians Units that must be Played in the South: Wrangel, Denkin, Nestor Makhno, Ukrainians Units that must be Played in the East: Kolchak, Siberians, Czech Army Units that cannot be Played in the North-West: Cossacks

Reserve Phase

You may discard a card to do one of the following:

1. Draw a card
2. Put a Rally Token on a Leader
3. Gain 2 Morale Points (Max 20)

You may do this up to 2 times per turn.

Card Type Notation

L Leader

T Troops

E Event

Number of Copies of that card in the deck

Card Name:	#	Type	Force	Notes:
Peasant Conscripts	2	E	-	Discard to draw 3 cards
Death Penalty	1	E	-	Troops in target Army get +1
Counter Attack	1	E	-	Blocking Troops get +1
Red Terrorism	1	E	-	Opponent must discard 3 cards
Internal Lines	2	E	-	Put Rally Token on 2 Leaders
Railroads	1	E	-	Put Rally Token on Leader
Sacked	1	E	-	Discard target Leader
Execution	1	E	-	Discard target Leader

The White Deck Card List

Card Name:	#	Type	Force	Notes:
Czar Nicholas II	1	L	3	Troops get +1
General Pjotr Wrangel	1	L	3	-
Admiral Kolchak	1	L	2	-
General Anton Denikin	1	L	2	-
General Michael Alexeyev	1	L	1	Cossack Troops get +1
General Kornilov	1	L	1	Cossack Troops get +1
Nestor Makhno	1	L	1	Ukranian Troops get +1
General Yudenich	1	L	1	Russian Troops get +1
General Nikolai Judenits	1	L	1	-
General Krasnov	1	L	1	-
Czech Army	2	T	2	-
Ukranian Anarchists	2	T	1	-
Russian Whites	4	T	1	-
Germans	1	T	2	-
Serbs	1	T	1	(And Italians)
Baltic Forces	2	T	1	-
Finns	1	T	1	-
Poles	3	T	2	-
French & Romanians	1	T	1	-
Siberian Forces	2	T	1	-
Latvians	1	T	1	-
Don Cossacks	3	T	2	(And Ural Cossacks)
British Forces	1	T	2	(Entente Fleets)
American Forces	1	T	2	(And Canadians)
Epidemic	1	E	-	Opponent must discard 2 Troops
White Terrorism	1	E	-	Opponent must discard 3 cards
Japanese Occupation	1	E	-	Opponent must discard 3 cards
Allied Intervention	1	E	-	Discard to draw 3 cards
Entente Powers	1	E	-	Discard to draw 3 cards
Social Revolutionaries	1	E	-	Discard to draw 3 cards
Monarchists	1	E	-	Discard to draw 3 cards
Nationalists	1	E	-	Discard to draw 3 cards
Peasant Insurrection	1	E	-	Opponent cannot attack this turn
Munitions & Supplies	2	E	-	Troops in target Army get +1
Allied Firepower	2	E	-	Troops in target Army get +1
Tanks & Artillery	2	E	-	Target Troop gets +2
Purge	2	E	-	Discard Random Enemy Leader
Assassination	2	E	-	Discard Random Enemy Leader

Card Sets

Cards BGG

Links

Civil War Wikipedia





Revolution

Introduction

Card Game. Simulates a Coup in a Developing Country. 2 Player Game. One player is the Government. The other is the Rebels.

Victory

Neutralize all of opponents units.

The Cards

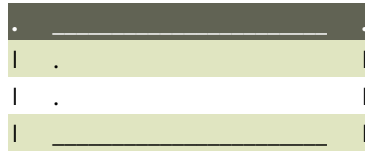
To play you will have to make your own cards. There are 140 cards in the deck. There are three types of cards: unit, dummy, & modifier cards.

Use unlined colored index cards. One side should be blank or have the name 'Revolution' written on it. The other side should include: Name of the card. For example: Death Squad; Propaganda Card Type. For example: Paramilitary unit; Modifier; Dummy Card Force Value. A number 0-12 All information in the card description. For example: +8 vs Leaders Sample Card:

•	_____	•
	Death Squad	
	.	
	.	
	.	
	.	
	.	
	.	
	.	
	Paramilitary unit	
	.	
	7	
	+8 vs Leaders	
	.	
	.	
	.	

Sample Card:

•	_____	•
	Propaganda	
	.	
	.	
	.	
	.	
	.	
	.	
	.	
	Modifier	
	.	
	4	
	+4 For Media	
	.	



Setup

Shuffle. Deal out all the cards. Each player has their own Draw pile (70 cards each in a 2 player game). Each player will have a Reserve pile (Starts with 0 cards).

There is one discard pile for Casualties & used up modifier cards.

Turn Sequence

There are 2 phases in a turn:

1. Draw Phase
2. Conflict Phase

Draw Phase

Draw to fill hand to 10 cards. If a players draw pile runs out, he shuffles his reserve pile and his reserve pile becomes his new draw pile. If a player drew no unit cards, a mulligan, he reveals his hand, discards it, and draws again.

If a player gets 3 mulligans in a row, he loses the game.

Conflict Phase

Players put their Unit cards face up on the table. Modifier cards remain in the player's hands. After each player has had a look, the cards are put back into the player's hands.

Modifier Cards

POWER	NUMB	FORCE	NOTES
Oppression	2	4	+5 vs Groups
Disruption	2	2	+5 vs Business
Martyr	2	4	+5 For Leader
Demonstrations	2	3	+5 For Groups
Imprisonment	2	4	+5 vs Leader
Confiscation	2	2	+5 vs Media
Influence Peddling	2	3	+5 For Business
Diplomacy	2	4	+5 For Foreign
Documentation	2	4	+5 For Media
Interrogation	2	3	+5 For Paramilitary
Humanitarian Aid	2	2	+5 For Groups
Guerrilla warfare	2	4	+5 For Military
Propaganda	2	3	+5 For Media
Threats	2	4	+5 vs Media
Concealment	2	2	+5 For Civilian
Corruption	2	4	+5 vs Civilian
World Opinion	2	2	+5 For Foreign

Conflict proceeds in a series of rounds: Each player plays one Unit card face down. The unit cards are revealed. At this time either player may play a Dummy card.

If a dummy is used both unit cards go to their owners reserve piles. If a dummy is not used players may play Modifier cards face down. The modifier cards are revealed.

The unit with the highest modified Force point total wins. The Winner keeps his unit card, putting it into his reserve pile. The Losing unit card & all modifier cards used by both players go to the common casualty (discard) pile.

The Rounds are repeated until one player has no unit cards left. Both players reveal their hands to show no unit cards remain. Each player puts their hand into their reserve pile.

Sample Round

Player A plays Infantry face down. Score = 8 Player B plays Police face down. Score = 6 Unit cards are flipped face up. No one plays a dummy card. Player A plays Propaganda(+3) & Confiscation(+2) face down. Score = 13 Player B plays Interrogation (+3 & +5 bonus) face down. Score = 14 Modifier cards are flipped face up.

Player B wins. He puts the Police into his reserve pile. All other cards go to the casualty pile.

POWER	NUMB	FORCE	NOTES
Terrorism	2	3	+5 vs Foreign
Treason	2	4	+5 For Leaders
Assassination	2	4	+5 vs Leaders
Atrocities	2	4	+5 For Paramilitary
Infiltration	2	3	+5 vs Paramilitary
Bribery	2	2	+5 vs Military
Occupation	2	4	+5 For Military
Sabotage	2	6	
Dummy	10	0	Discard both units to reserve

NOTES: The force bonuses in the notes column are in addition to the point value of the card. Dummy

cards are technically not Modifier cards.

Unit Cards

POWER	NUMB	TYPE	FORCE	NOTES
Foreign Business Interests	2	FB	6	
Foreign Military Advisors	2	FM	8	
Foreign Arms Dealers	2	FB	7	
Foreign Dignitary	2	FL	7	
Foreign Media	2	FC	6	
Military Leader	2	L	12	
Paramilitary Leader	2	L	11	
Civilian Leader	4	L	10	
Wealthy Families	2	BL	9	
Death Squad	2	P	7	+8 vs Leaders
Air Power	2	M	11	
Tanks	2	M	10	
Artillery	2	M	9	
Infantry	6	M	8	
Military Police	2	MP	7	
Police	4	P	6	
Riot Control Police	2	P	5	+4 vs Groups
Thugs	2	PG	5	
Labor Unions	3	CG	4	
Peasants	5	CG	2	
Intellectuals	2	C	3	
Students	4	CG	3	
Media	4	C	7	
Business	4	CB	6	
Criminal	2	CB	4	
Militia	4	PC	5	
Bureaucrats	2	C	5	
Religious groups	2	CG	3	
Ethnic Groups	2	CG	2	
Political Opposition Parties	2	C	3	

NUMB is number of that card in the deck.

Type Abbreviations

M Military
P Paramilitary

C Civilian
B Business
F Foreign
L Leader
G Group





Rolling Thunder

Introduction

Solo Dice Game. Simulation of an American Rolling Thunder Bombing Mission during the Vietnam War circa 1966.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Rolling Thunder Strike Force Composition

#	Descr
16	F-105 Bombers (Thuds)
8	F-105 Wild Weasels
10	F-4 Phantoms (Fighters)
2	EB-66 EW Aircraft (Jamming)

Fuel Limit

After 12 turns the planes begin to run low on fuel and start turning back. All remaining Bombing targets (Turns 13-24) are considered to be on the way back.

If 2 or more bombers get 'Damaged' results the target is destroyed.

Contact

On every turn you are not bombing roll 1D6. On a roll of 1 on 1D6 the strike force encounters hostile forces. Roll 1D6 again: On a roll of 1-3 on 1D6 a SAM site is encountered. On a roll of 4-6 on 1D6 a flight of Mig-21's are encountered.

Sam Site

1D6 Missiles are launched at the Strike Force. For each Missile make a Jamming Roll of 1D6: On a roll of 4-6 the missile is jammed and misses. Get a -1 for each EB-66 EW Aircraft destroyed.

For each missile not jammed roll 1D6 to see which kind of plane it attacks:

1D6	Result:
1-4	Wild Weasel
5-6	Thud

The Planes have returned and the mission is over on turn 25.

Acquiring Targets

The first target will be in range on turn 1D6. After a target has been bombed, the next target will appear in another 1D6 turns.

Target Types

Roll to see what the target is:

1D6	Type:	Objective Points:
1-3	Ho Chi Minh Trail	2
4-5	Strongpoint	3
6	Staging Area	4

Bombing Runs

Each bomber can make only one bombing run per game. When reaching a target decide how many of your Thuds will drop their loads. For each plane that bombs roll:

1D6	Result:
1-2	Target missed or Minor Damage (No Objective points)
3	Moderate Damage (-2 Objective points)
4	Major Damage (-1 Objective points)
5-6	Target Destroyed (Gain Full Objective points)

An attacked plane may try to evade. Wild Weasels evade on a roll of 1-4 on 1D6. Thuds evade on a roll of 1-3 on 1D6.

Planes that do not evade are destroyed. After this barrage the Weasels will destroy the SAM site with Shrike Missiles on a roll of 1-5 on 1D6. If the Weasel attack misses repeat the process.

Mig-21 Flight

1D6 Migs will make a single pass. 1D6 of the Phantoms will get to make Intercept Rolls. To Intercept roll 1D6: On each roll of 5-6 on 1D6 one Mig is shot down. Next the surviving Migs get to attack. For each roll 1D6: On a roll of 4-6 on 1D6 one American plane is destroyed.

Roll 1D6 to see which type:

1D6	Result:
1-3	Thud
4-5	Phantom
6	Weasel (or EB-66 EW if no Weasels remain)

An attacked plane may try to evade. Phantoms evade on a roll of 1-4 on 1D6. Wild Weasels evade on a roll of 1-3 on 1D6.

Thuds evade on a roll of 1-2 on 1D6. Finally 1D6 of the Phantoms will get to make Pursuit Rolls. To Pursue roll 1D6: On each roll of 5-6 on 1D6 one Mig is shot down. You can't intercept or pursue with more phantoms than you have.

Scoring

Keep a running tally of points while you play. Start with 10 Objective points. Each Target bombed adds its listed Objective points.

Each SAM site destroyed is worth 2 Objective points. Each Mig shot down is worth 1 Objective point. Every

American plane lost is -2 points.

Graphics

Graphic at the top of the page done by: Mike Marinos (mikemarinos@yahoo.com)

THOTH MODULE by Zak The new Thoth module for Rolling Thunder is now available (while not yet in the CardSets page).

The desktop has been completely redesigned by Mike Marinos and is really worth a look. Please note that you need the latest Thoth release (1.5.0) to use the "buttons" on the desktop - key "1" rolls a D6 while key "2" determine the target type. The rules are also available in PDF format with the usual "F2" key.





Russia And The West

Introduction

Card game for 2 players. One player represents the West, the other Russia.

Premise

Since the Cold War has ended and the fall of the Soviet Union as a Superpower, Russia has maintained an active war-footing with the West, using every means Possible (covert, hacking, criminal, disinformation, hard force, etc.) to Subvert and destabilize the Western powers and the New world order. Their long term goal is to remain a major player in an illiberal, multipolar world.

History

The game starts in the year 2000. Each turn represents 2 years. The game ends in 2020. There are a total of 11 Turns.

Objective

- If any player wins 3 Hands in a row, they win the game.
- The winner of the first turn gets 1 Victory point.
- The winner of the second turn gets 2 Victory points.
- The winner of the third turn gets 3 Victory points and son.

The player with the most Victory points at the end of the game wins. Use pen and paper to record Victory points.

The Deck

Players share a common deck. Some cards can be used by both players. Some cards can only be used by

one side.

Turn Sequence

1. Players are dealt 7 cards each.
2. You may reveal a Spy card to look at your opponent's hand.
3. Players can discard up to 4 cards and draw replacements.
4. A player may discard an economic card to draw 2 cards.
5. A player may discard a military card to make his opponent discard a random card
6. A player may discard a political card to draw 3 cards and discard 2 cards.
7. A player may discard a culture card to gain 1 Victory point.
8. Players reveal their hands.
9. The player with the highest Force total wins the hand.

-Every card has a Force value. -A player can only count cards that match his side or that can be used by both players. -A player may only use 1 card of the same type, so for example, he could use one Military card toward his total but not two. This is the "One-Type-only Rule".

-If a player reveals a Crime card he may break the One-Type-Only Rule once unless His opponent plays a Law card. A card with the "Any" type may be assigned any type its owner wants (Political, cultural, etc.)

10. Discard all cards.

Card Notation

R Russia
W West
B Both

Card List

#	Name:	User	Force	Type
1	Vladimir Putin	R	5	Any
2	Russian Federation	R	2	Any
3	Semi-Criminal Oligarchy	R	2	Crime
4	Soviet Roots	R	2	Culture
5	Encourage Nationalism	R	4	Culture
6	Dis/Misinformation	R	4	Info
7	Security State	R	3	Any
8	Undermine Democracies	R	3	Political

#	Name:	User	Force	Type
9	Green Men Incursions	R	4	Military
10	Support Dictatorships	R	4	Economic
11	Reflexive Control	R	4	Political
12	Disseminate Fake News	R	2	Info
13	Hack CIA Computers	R	3	Spy
14	Cyber Theft	R	3	Spy
15	Exploit International Crisis	R	3	Political
16	Erode Western Values	R	3	Culture
17	Promote Far Right Radicalism	R	2	Political
18	Oil Politics	R	4	Economic
19	Non Linear War	R	2	Any
20	Russia Tycoons	R	3	Economic
21	Russian Mafia	R	4	Crime
22	KGB Machinery	R	3	Spy
23	FSB Federal Security Service	R	5	Spy
24	Control National Responses	R	4	Culture
25	Multi Vector Foreign Policy	R	2	Political
26	Attack Liberalism and Globalism	R	3	Culture
27	Interfere in Elections	R	3	Political
28	Intimidate Diplomats/Journalists	R	1	Crime
29	GRU Intelligence Directorate	R	2	Spy
30	Targeted Killings	R	2	Spy
31	Paramilitary Groups	R	4	Military
32	Subvert Decision Making Ability	R	3	Info
33	Covert Activities	R	2	Spy
34	Disrupt and Sabotage	R	2	Political
35	Erode Institutional Trust	R	3	Culture
36	Gerasimov Doctrine	R	3	Any
37	Russian Frontier Annexations	R	3	Military
38	Shadow Tactics	R	2	Any
39	Hybrid Information Warfare	R	2	Info
40	Confuse Fact and Fiction	R	2	Info
41	Global Insurgency	R	2	Military
42	Campaign of Destabilization	R	3	Political
43	Export Illiberal Ideology	R	2	Culture
44	Compromise National Security	R	3	Spy
45	Asymmetrical Diplomacy	R	2	Political
46	Influence Campaign	R	3	Political

#	Name:	User	Force	Type
1	NSA National Security Agency	W	4	Spy
2	NATO Treaties	W	3	Military
3	NATO Alliance	W	4	Military
4	German Leadership	W	3	Economic
5	Western Aid	W	2	Economic
6	Western Democracies	W	3	Political
7	World Bank	W	2	Economic
8	Western Institutions	W	3	Culture
9	Liberal Democracies	W	2	Culture
10	Rule of Law	W	2	Law

#	Name:	User	Force	Type
11	European Union	W	3	Politics
12	American President	W	5	Any
13	USA Superpower	W	5	Economic
14	Targeted Sanctions	W	1	Economic
15	United Nations	W	3	Politics
16	International Law	W	2	Law
17	Little Foreign Investment	W	3	Economic
18	Low Oil Prices	W	4	Economic
19	Expansion of the EU	W	3	Political
20	Expansion of NATO	W	3	Military
21	Western Criticism	W	1	Culture
22	Internal Criticism	W	1	Culture
23	Protests	W	1	Political
24	Expulsion	W	1	Law
25	Reset Policy	W	1	Politics
26	Asset Seizure	W	1	Economic
27	Confront Interference	W	4	Any
28	Repair Damage	W	2	Any
29	American Exceptionalism	W	3	Culture
30	Aspirational Character	W	4	Culture
31	Vision and Purpose	W	5	Culture
32	Strong Alliances	W	4	Military
33	Diplomacy	W	1	Political
34	Negotiation	W	1	Political
35	Expose Actions	W	4	Info
36	Force Projection	W	4	Military
37	United Front	W	4	Political
38	Security Guarantees	W	3	Military
39	Economic Superiority	W	5	Economic
40	CIA Central Intelligence Agency	W	4	Spy
41	Military Superiority	W	4	Military
42	New World Order	W	3	Political
43	Cultural Domination	W	3	Culture
44	Military Deployments	W	3	Military
45	Probe and Investigate	R	2	Info
46	US Cyber Command	R	3	Spy

#	Name:	User	Force	Type
1	Espionage	B	2	Spy
2	Counter Intelligence	B	2	Spy
3	Counter Terrorism	B	2	Spy
4	Reforms	B	1	Any
5	Military Intervention	B	2	Military
6	Corruption	B	2	Crime
7	Nuclear Politics	B	2	Politics
8	Regional Conflict	B	2	Military
9	War Crimes	B	2	Law
10	Challenge to Power	B	1	Any
11	Power Struggle	B	1	Any
12	Grand Bargain	B	2	Political

#	Name:	User	Force	Type
13	Public Approval	B	2	Culture
14	Period of Upheaval	B	1	Any
15	Retaliation	B	1	Any
16	Scandal	B	2	Culture
17	Disaster	B	1	Any
18	Criminal Prosecution	B	2	Law
19	Global Recession	B	2	Economic
20	Russian Economy	B	2	Economic
21	Occupation	B	2	Military
22	Unrest	B	2	Political
23	Separatists	B	2	Military
24	Independence Movements	B	2	Political
25	Political Theatre	R	2	Political
26	Territorial Claims	B	2	Political
27	Media Manipulation	B	2	Info
28	Show Superiority	B	2	Political
29	Sphere of Influence	B	1	Any
30	Force Multiplier	B	1	Any
31	Overwhelm Response	B	1	Any
32	Exploit Networks	B	1	Any
33	Treaty	B	2	Political
34	Outmaneuver	B	1	Any
35	Hard Power	B	2	Military
36	Unexpected Outcomes	B	1	Any
37	Propaganda	B	2	Culture
38	Rhetoric	B	2	Culture
39	Leverage	B	2	Politics
40	Policy	B	1	Any
41	Self Serving Denials	R	2	Political
42	Intelligence Analysis	R	2	Spy
43	Accusations	B	2	Political
44	Isolate	B	2	Cultural





Russo-german War

Introduction

Board & card game for 2 players. WWII East Front very abstract simulation Each figure (unit) represents an army or armored division. One player is the Germans, the other is the Russians (Soviets).

Victory

Destroy all opposing units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. There are 2 types of units: Infantry and Armor The German player starts with: 3 Armor 5 Infantry The Russian player starts with: 4 Armor 12 Infantry

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases: Orders Phase Move Phase Fire Phase Recruit Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Card List

Card Name:	#	Use	Type	Range	Notes
Blitzkrieg	4	G	M	2	

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.
Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card. A unit can move only once per turn.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.
Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack is automatically Killed and removed from the map. Your opponent may play certain Defense cards to negate your attack.

Recruit Phase

Players may play a Recruit card to gain back one lost unit. The unit starts in an empty space in that players back row.

Card List Notation

- M** Movement
- A** Attack
- D** Defense: Negate Attack card played by opponent
- G** Negate Attack (of Range = 1) card played by opponent and destroy attacker
- V** Destroy Attacker (of Range = 1) chit. (does not negate attack)
- N** Negate Move card played by opponent
- K** Recruit
- X** Opponent must discard 2 cards
- Z** Draw 2 cards
- Use** Which player can use the card
- G** German Player only
- R** Russian Player only
- T** Tank units only
- I** Infantry units only
- #** Number of this card in the deck

Card Name:	#	Use	Type	Range	Notes
Mechanized Infantry	1	G	M	2	I
Russian Winter	1	R	N	-	
Columns	4	-	M	1	
Frontal Assault	1	-	A	1	
Prepared Defenses	2	-	Q	-	
Mass Surrender	1	G	A	1	
War Without Mercy	1	-	A	1	
Poorly Armed	2	G	Q	-	
Rail Lines	2	-	M	2	
Unorganized	1	G	N	-	
Counter Offensive	1	R	A	1	
Professionalism	2	G	D	-	
Elite Units	1	G	A	1	
Human Waves	1	R	A	1	
Air Superiority	1	G	A	3	
Frozen Mud	1	R	N	-	
Pocket of Resistance	1	R	A	1	
Manpower	1	R	K	-	
Luftwaffe	1	G	A	3	
Artillery	1	-	A	2	
Blizzard	1	R	D	-	
Allied Supplies	1	R	K	-	
Manufacturing	1	R	K	-	
Tough Resistance	1	R	D	-	
Freezing Cold	1	R	A	1	
Unsupplied	1	-	A	1	
Surrounded	1	-	A	1	
Atrocities	1	G	A	1	
Panzers	1	G	A	1	T
Armored Spearhead	1	-	M	2	T
Rockets	1	-	A	2	
Massed Armor	1	-	A	1	T
Street Fighting	1	R	V	1	I
Fortifications	1	R	D	1	
Leadership	1	-	Z	-	
Propaganda	1	-	X	-	
Hitler's Meddling	1	R	X	-	
Stalin's Resolve	1	R	Z	-	
War of Attrition	1	R	V	1	
Reserves	1	G	K	-	
General Manstein	1	G	Z	-	
General Guderian	1	G	Z	-	
Combined Arms Tactics	1	G	A	1	
Mobile Warfare	1	G	M	2	
General Konev	1	R	Z	-	
Marshal Zhukov	1	R	Z	-	
Steamroller Tactics	1	R	A	1	T
Scorched Earth	1	-	X	-	
Bleed Them Dry	1	R	V	1	

Moscow Option

Designate one space on the Russians second to last row to be Moscow. If Moscow is occupied for 2 consecutive turns by the Germans, the German player wins.

Summer/winter Offensives Options

Alternate every 6 turns to be Summer then Winter, starting with summer. In summer, cards referring to cold, freezing, winter and blizzards cannot be played. In winter the Luftwaffe and Air Superiority cards cannot be played.





Sea Battles

Abstract WWII Naval Strategy Game

Ship Types

#	SHIP	MAX	MAX	MAX	MAX	-	-
SHIPS	TYPE	HITS	MOVE	RANGE	DAMAGE	ATTACKS	NOTES
1	PT Boat	1	6(x2)	1	6	1	Torpedo
1	Submarine	2	3	2	6	1	Torpedo, Underwater
2	Destroyer	3	5	3	3	1	
1	Frigate	4	4	4	4	1	
1	Cruiser	5	4	4	5	2	
1	Battleship	6	3	5	6	2	
1	Carrier	6	3	4(x2)	6	3	

Battlefield Map

Use an 8 x 8 or larger square or hex map. All ships can move and shoot vertical and horizontal but not diagonal. Each side starts with 1 of each ship and 2 destroyers for a total of 8 ships.

Turn Sequence

1. INITIATIVE- Roll high to see who goes first
2. COMMAND ROLLS- Roll 6D6. These scores are the players command rolls for this turn. A roll cannot be used for less than its value
3. MOVE- Use up a command roll to move a ship that many spaces in one direction
4. ATTACK- Use up a dice roll to set the Range of the attack and another to determine the Damage in Hits Inflicted

Sample Move

A player rolls 1, 3, 3, 4, 6, 6. He moves a destroyer forward 1 space (He could have used a 3 or a 4, but not a 6; The maximum move of a destroyer is 5) He removes the die showing 1. He Fires to the right at a range of 3 (Maximum range for a destroyer is 3) and hits a battleship for 3 Damage. He removes both dice showing 3's. The Battleship is reduced to 3 Hits for the rest of the game (He would have liked to do 6 damage which would sink the battleship, but the maximum damage a destroyer can do is 3). He uses the roll of 4 to move his cruiser to the left. He is unable to use the two rolls of 6 for anything useful so they are wasted.

Terrain

On the Sea map mark several spaces as land obstacles. Ships cannot move over land but they can shoot over it. Torpedo attacks cannot be made over land.

Pt Boats

Fast and maneuverable, PT Boats can move twice in a turn. Example: A player uses a command roll of 6 to move the PT forward 6 spaces and a second roll of 2 to move it left 2 spaces.

Submarines

Since they are underwater and hard to detect, other boats can only attack subs if they right next to them, range = 1.

Carriers

Attacks (Up to 3 per turn) made by carriers are really made by their fighters and bombers which have much longer ranges than ship artillery. 2 command rolls can be used to determine the range of the attack. Example: A roll of 3 and a roll of 4 can be combined to hit a ship 3 to the left and 4 back. (4 is the max for either roll)

Objective

Completely destroy all enemy ships.

Variants

Increase the number of ships per side. Roll 4D6 instead of 6D6. Allow diagonal movement and attacks. Destroy opponents carrier to win. Rolls of 6 can be used to repair 1 point of damage.

Counter Set

The following amazing counter set was created by Janne Thorne: jan.thorne@mail.bip.net Janne has also

made counters and cards for Blitz, Midway, & Cannonade.

??[Download Sea Battle Counters](#)





Sea Intercept

Introduction

Card game for 2 players. Modern Naval Warfare Theme.

Game End

The game ends when a player goes to draw a card, and there are no cards left in the deck.

Victory Conditions

The player with the most deployed units at the end of the game wins. Bases & Carriers count as 2 units each.

The Deck

Players share a common deck. There are 4 types of cards mixed into the deck: Unit, Detect, Attack, Counter

Setup

Each player is dealt 9 cards. Determine who goes first.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Reserve Phase
2. Deployment Phase
3. Mission Phase
4. Detection Phase
5. Attack Phase
6. Counter Phase
7. Orientation Phase

Reserve Phase

The active player draws 3 cards. Max hand size is 9 cards. Discard excess cards.

Deployment Phase

The active player may put up to 2 unit cards from his hand into play. Units put into play are put face up in front of the player. A player may put Attack, Counter, and Detection cards in play face down, under units that can use them.

Unit Card List

Cards stacked under units are called Option cards. Note that deployed units stay in play from turn to turn for the rest of the game unless that unit is destroyed.

Mission Phase

If your opponent has no units in play, he must discard 1 random card and you may draw 1 extra card from the deck. The active player decides if he wants to attack a target unit of his opponent. If a unit is chosen, this unit is the defender.

The active player picks which of his units is attacking. This unit is the attacker.

Detection Phase

The active player must play a Detect card that can be used by the attacker, and that can target the defender. The Detect card can come from the players hand, or be one of the attackers option cards.

Attack Phase

The active player must play an Attack card that can be used by the attacker, and that can target the defender. The Attack card can come from the players hand, or be one of the attackers option cards.

Counter Phase

The opposing player may play a Counter card that can be used by the defender, and that can target the attacker, the attack card, or detect card. The Counter card can come from the opposing players hand, or be one of the defenders option cards. If no Counter card is played, the defender and all its options are destroyed (discarded).

If a counter card is played, the defender survives and remains in play. All Detect, Attack, and Counter cards played are discarded after being played.

Orientation Phase

The active player may attack with a second unit repeating the mission, detection, attack, and counter phases. The turn ends when the active player has no more units he can or wants to attack with.

Unit Type:	#	Type:
Submarine	8	Sub
Airplane	12	Air (Includes Helicopters)
Military Base	2	Ground

Unit Type:	#	Type:
Warship	6	Sea
Carrier	2	Sea

Number of that card in the deck

Detect Card List

Card Name:	#	User:	Target:
AEW: Advanced Early Warning*	1	All	All
Acquire Target	1	All	All
Bearing Only Attack	1	All	All
Aerial Refueling	1	Air	All
Strike Mission	1	Air/Sea/Sub	All
Reconnaissance Mission	1	Air/Sea/Sub	All
Counter Attack	1	All	All
Jumping Jacks	1	Air	All
ESM: Electronic Signal Measures	1	All	All
Racket: Unknown EM signals	1	All	All
Passive Detection	1	All	All
ECCM: Counter-Counter Measures	1	All	All
LRCAP: Long Range Combat Air Patrol	1	Air	Air/Sea/Ground
Visual Identification	1	All	Air/Sea/Ground
OTH: Over-the-Horizon*	1	Warship	Sea/Ground
AsuW: Anti-Surface Warfare	1	All	Sea/Ground
Outer Screen	1	Warship	Air/Sub
AAW: Anti-Air Warfare	1	All	Air
Air Defense Envelope	1	Sea/Ground	Air
AWAC: Airborne Warning and Control	1	Air	Air
Bogie: Unknown air contact	1	All	Air
ASW: Anti-Submarine Warfare	1	Air/Sea/Sub	Sub
Convergence Zone	1	Sea	Sub
Goblin: Unknown sub contact	1	All	Sub
SURTASS	1	Sea	Sub
Sonobuoys	1	Air	Sub
Dipping Sonar	1	Air	Sub
Hunter-Killer	1	Sea/Sub	Sub
Skunk: Unknown surface contact	1	All	Sea

* Attacker must have an Airplane in play to use this card.

(SURTASS = Surface Towed Array Sonar System)

Attack Card List

Card Name:	#	User:	Target
CG: Guided Missile Cruiser	1	Warship	All
DDG: Guided Missile Destroyer	2	Warship	All
FFG: Guided Missile Frigate	2	Warship	All
Guided Weapon	2	Air	All
ARM: Anti-Radiation Missile	2	Air/Sea	Air/Sea/Ground
Air Cannon	1	Air	Air/Sea/Ground

Card Name:	#	User:	Target
SSM: Surface-to-Surface Missile	2	Sea/Sub/Ground	Sea/Ground
Standoff Weapons	2	Air	Sea/Ground
Cruise Missile	2	Sea/Ground	Sea/Ground
Naval Gunfire	1	Warship	Air/Sea
Attack Sub	1	Sub	Sub/Sea
Boomer	1	Sub	Sea/Ground
Amphibious Assault Force	2	Sea	Ground
Torpedo	4	Air/Warship/Sub	Sub/Sea
SAM: Surface-to-Air Missile	2	Sea/Sub/Ground	Air
AAM: Air-to-Air Missile	2	Air	Air
AAA: Anti-Aircraft Artillery	1	Sea/Ground	Air
AGM: Air-to-Ground Missile	1	Air	Ground
ASM: Air-to-Surface Missile	2	Air	Sea
ASROC: Anti-Submarine Rocket	1	Air/Sea	Sub

Counter Card List

Card Name:	#	User:	Target Attacker/Attack/Detect
Poor Weather	2	All	Air/Sea
Civilian Contact	1	All	All
Mission Kill	1	All	Air
Anechoic Coating	1	Sub	All
Overestimate BDA	2	All	All
Blip Enhancement*	1	Sea	All
Chaff	1	Air/Sea	Missiles
CIWS: Close-In Weapon System	1	Sea/Ground	Missiles
ECM: Electronic Counter Measures	2	All	All
EMCON: Emissions Control	1	All	All
Flares*	1	All	Missiles
Hard Kill	1	All	Missiles/Air
Soft Kill	1	All	Missiles
IADS: Integrated Air Defense Systems	1	Ground	All
Inner Screen	1	Sea	Air/Sub
Jamming	1	All	All
CAP: Combat Air Patrol*	2	All	Missiles/Air
ROE: Rules of Engagement	2	All	All
Topography	1	All	All
Weapons Stores Expended	1	All	All
Zig-Zagging	2	Air/Sea/Sub	All
Thermocline	1	Sub	All
BINGO FUEL: Low on Fuel	1	Any	Air
Under Radar Horizon	1	Air	All

* Defender must have Air units in play to use this card. **(BDA Battle Damage Assessment)**





Sino-japanese War

Introduction

Three Player Wargame. The first player is the Japanese. The second player is the Nationalist Chinese. The third player is the Communist Chinese.

The Map

Use a hex map of mainland China. Include about 20 cities on the map. Also include mountains and rivers.

Setup

All sides start with 20 armies. Use counters to represent armies. The Communists start in the Northwest The Nationalists start in the Southwest and South. The Japanese start in the North and East.

Victory

The game ends after 9 years. Keep track of the year (turn number). The game starts in 1939 and ends in 1945. The Game ends right before the Atomic bombs are dropped. The player controlling the most cities at the end wins.

Yearly Turn Sequence

- Each year is divided into 4 phases:
1. Reinforcement Phase
 2. Japanese Action Phase
 3. Nationalist Action Phase
 4. Communist Action Phase

Reinforcement Phase

Each player gains a number of armies equal to: 1 Free Army + 1 Army for every 2 cities the player

controls. New Armies are placed in or adjacent to a controlled city.

Action Phase

During his action phase a player may move and attack with his armies. A player gets 20 action points (AP) at the beginning of his phase. Every time he moves an army or attacks with an army he must discard 1 AP.

An individual unit may move and attack multiple times. Unused AP are discarded at the end of the turn. Armies may not stack.

It costs 2 AP for an army to move into a Mountain hex. It costs 1 AP far an army to cross a River. All players may attack all other players.

Battles

The active player may attack an adjacent opposing army. Both players fill their hands to 10 cards. Players may discard up to 4 cards and draw replacements.

Each card has a force value. Players add up the Force value of all their cards. Each player is limited to the number of cards of a certain type that he can Use in his hand. See the Card limit Tables.

For instance the Nationalist player could use 8 Infantry max, but the Japanese player could use only 4 Infantry max. The Higher Force Total wins the battle. An Army attacking across a river gets -1 to its Force Total.

An Army that already fought a battle this turn gets -1 to its Force Total. An Army defending in a city or mountain gets +1 to its Force Total. The defender wins ties.

The losing army is destroyed. Used cards are discarded. Unused cards may be discarded or kept in the players hand to be used in later battles.

Nationalist Card Limit Table

Card Type:	Max:
Infantry	8
Tanks	1
Artillery	1
Fighters	1
Bombers	0

Card Type:	Max:
Tactics	2
Morale	2
Strongpoint	1
Leader	1

Communist Card Limit Table

Card Type:	Max:
Infantry	6
Tanks	1
Artillery	1
Fighters	1
Bombers	0

Card Type:	Max:
Tactics	3
Morale	3
Strongpoint	1
Leader	1

Japanese Card Limit Table

Card Type:	Max:
Infantry	4
Tanks	2
Artillery	2
Fighters	2
Bombers	1

Card Type:	Max:
Tactics	2
Morale	2
Strongpoint	1
Leader	1

The Deck

Card Name:	#	Force
Chinese Infantry	20	1
Infantry	20	1
Tanks	10	2
Artillery	10	2
Fighters	10	2
Flying Tigers	5	3

Card Name:	#	Force
Bombers	5	2
Tactics	10	2
Morale	15	2
Strongpoint	10	3
Leader	5	3

Number of that card in the deck.
Strongpoint cards can only be used by a defending army. The Flying Tigers count as Fighters. Flying Tigers can only be used by the Nationalist armies

against the Japanese.
Chinese Infantry count as Infantry. Chinese Infantry can only be used by Chinese armies.





Somalia 93

Introduction

Card game for 2 players. Theme: The US Mogadishu Operation in Somalia on October 3, 1993. One player is the Americans. The other player is the Somalis.

Decks

One player uses the American Deck. The other player uses the Somali Deck. Each deck has 45 cards. Each deck has 3 suites and 15 cards in each suite. The 3 suites in the American deck are:
S Soldiers
W Weapons and Vehicles
T Tactics
The 3 suites in the Somali deck are:
C Combatants
F American Friction (& Blunders)
T Tactics & Weapons
Each card has a Force Value from 1 to 5.

Turn Sequence

Each turn has 5 phases: Logistics Phase Deployment Phase Contact Phase Combat Phase Casualty Phase

Logistics Phase

Each player draws 7 cards from his own Deck. If the deck runs out, shuffle the Reserve pile and draw from it.

Deployment Phase

Each player may discard up to 5 cards to their Reserve pile and draw replacement cards. If the deck runs out, shuffle the Reserve pile and draw from it.

Contact Phase

Both players reveal their hands. They place their cards face up on the table.

American Card List

Card Name	Type	Force
Medics	S	3
Sergeant	S	2
Sniper	S	4

Combat Phase

Each player determines their Combat Force Total (CFT) for their hand: The American Player adds up the Force Values of all Soldier cards and adds 1. This is the Soldier Total (ST). The American Player adds up the Force Values of all Weapon cards and adds 1. This is the Weapon Total (WT). The American Player adds up the Force Values of all Tactics cards and adds 1. This is the Tactics Total (TT).
 $American\ CFT = ST \times WT \times TT$
The Somali Player adds up the Force Values of all Combatant cards and adds 1. This is the Combatant Total (CT). The Somali Player adds up the Force Values of all Friction cards and adds 1. This is the Blunder Total (FT). The Somali Player adds up the Force Values of all Tactics cards and adds 1. This is the Tactics Total (TT).
 $Somali\ CFT = CT \times FT \times TT$

Casualty Phase

If the Somalis have a higher total, the Americans suffer 8 casualties. If the Americans have a higher total, they suffer 2 casualties. Flip a coin if there is a tie.

Object

If the Americans win 3 hands in a row, they are able to extract their comrades and escape. The game ends when this happens. Count the total number of American casualties. Compare this to the actual number of casualties (91). The American player "wins" if his total is less. The Somalis "win" if the total is more.

Turn By Turn

The American player draws 8 cards in the first 2 turns because of surprise. The Somali player draws 8 cards on turns 5-14 because of superior numbers. On turns 15+ the American player draws 9 cards because of the arrival of the Armored Column.

Card Name	Type	Force
Disciplined Fire	T	3
Gung Ho	T	2
Leapfrogging	T	2

Card Name	Type	Force
US Rangers	S	4
Squad Leader	S	2
Delta Force	S	5
Special Forces	S	4
Navy SEAL	S	3
Assault Force	S	3
Veteran Commandos	S	5
D-Boys	S	5
Ground Commander	S	1
Night Stalkers	S	1
Drivers	S	1
Light Infantry	S	2
Radio Communications	T	1
Ariel Reconnaissance	T	1
Suppression Fire	T	4
Small Unit Tactics	T	5
Heroics	T	3
Mow Down Crowds	T	4
Defensive Perimeter	T	3
Shoot Everything	T	5

Card Name	Type	Force
Covering Positions	T	4
Return Fire	T	2
Hand Signals	T	1
Camaraderie	T	5
M-60 Pig Gunner	W	5
Minigun	W	4
Grenade Launcher	W	2
SAW Gunner	W	2
Body Armor & Helmets	W	1
Flash Bang Grenades	W	1
50 Cal Machine Gun	W	3
M 16 Rifles	W	5
Thrown Grenades	W	1
Helicopter Gunships	W	5
Five-Tons	W	2
Humvees	W	3
Ground Convoy	W	3
Blackhawks	W	4
Little Bird Helicopters	W	4

Somali Card List

Card Name	Type	Force
Skinny Bandits	C	3
Veteran Street Fighters	C	5
Warlords Bodyguard	C	5
Armed Civilians	C	1
Angry Mob	C	1
Pick Up Trucks	C	1
Clan Militias	C	4
Tripod Mounted HMG	C	2
Irregulars	C	2
Adid Supporters	C	2
Somali Gunmen	C	4
Hired Guns	C	3
Revengers	C	3
Militia Leader	C	4
Hordes of Gunmen	C	5
Ambush	T	4
City Warfare	T	5
Roadblocks & Barricades	T	2
Pot Shots	T	1
Blackhawk Down	T	5
RPG Fire	T	5
Automatic Weapons	T	4
Burning Tires	T	2

Card Name	Type	Force
Shooting from Rooftops	T	1
AK-47's	T	3
Civilian Shields	T	1
Crossfire	T	3
Punish the Invaders	T	2
Heavy Small Arms Fire	T	4
Overrun Position	T	3
Chaos & Panic	A	3
Trapped in Shooting Gallery	A	1
Stranded in Killing Zone	A	1
Exhaustion & Wounds	A	4
Communication Breakdown	A	3
Leadership Crisis	A	2
Unit Integrity Collapse	A	3
Missing Equipment	A	1
Mishaps & Accidents	A	2
Leave No Man Behind	A	5
Navigation Errors	A	5
Lost Convoy	A	5
Pinned Down	A	4
American Casualties	A	4
Shock & Horror	A	3





Sopwith

Introduction

Dice game for 2 players. WWI theme. Ariel Dogfight. One player is a British Sopwith Camel.

The other is a German Fokker Triplane.

Dice List

DX	Stat:	Sopwith	Fokker
20	Visibility	+2	-
12	Speed	+1	-
10	Maneuverability	-	+1

Visibility

20 Sided Die. The Sopwith pilot had better visibility.

Speed

12 sided Die. The Sopwith had less drag, and was faster than the Triplane. The Sopwith pilot, having more visibility and speed than his Opponent, could often choose if and when a fight would happen.

Maneuverability

10 Sided Die. The Triplane had greater wing surface and hence more Lift than the Sopwith. The Triplane was less stable and so, more maneuverable than the Sopwith.

The Triplane, with greater Lift and maneuverability, often had an advantage in a Dogfight.

Hit Table

1D8	Result:	Notes:
1	Pilot Killed	Plane crashes
2	Bail Out	Pilot Parachutes out or makes crash landing
3	Engine Hit	Speed -2
4	Steering Hit	Maneuverability -1
5	Pilot Wounded	All Stat Rolls -1
6	Smoke	Visibility -2
7	Structural Damage	Defense -1
8	Fire	All Stat Rolls -1

Stalling

On a natural Roll of 1 on the Maneuver roll the plane stalls. Roll 1D6: On 4-6 the Sopwith regains

Victory

Shoot your opponent out of the skies.

Dice

Each player has a set of 5 dice of a unique color.

DX	Stat:	Sopwith	Fokker
8	Firepower	-	-
6	Defense	-	+1

Firepower

8 Sided Die. Both fighters had similar armaments

Defense

6 Sided Die. The Triplane was sturdier and could take more damage.

Turn Sequence

Both Players roll their 5 dice. (Get +1 to all rolls if you were the Attacker last turn) The player with the higher visibility score is the Attacker. The other player is the Defender.

If the Defender has a higher Speed, he may choose to escape, and end the turn. If the Defender has a higher Maneuverability, he becomes the Attacker, and his Opponent is now the Defender. If the Attacker has a higher Firepower score than the Defender's Defense score, the Defender is hit, and must roll on the Hit Table:

control and does not crash. On 5-6 the Triplane regains control and does not crash.

Ace Pilot Skill Table

1D6	Result:	Notes:
1	Speed Demon	Speed Roll +1
2	Natural Spotter	Visibility Roll +1
3	Barnstormer	Maneuverability Roll +1
4	Marksman	Firepower Roll +1
5	Survivor	Defense Roll +1
6	Dogfighter	Player may reroll one of his rolls each turn





Spanish Civil War

Introduction

Card game for 2 players. Simulation of the Spanish Civil War 1936-9. One player is the Nationalists (Rebels).
The other player is the Republicans (Loyalists).

Victory

You win if you reduce your opponent to zero Territory Tokens or Morale Tokens.

The Decks

Players share a deck. Some cards can be used by only one Player. Card Types include: Units, Leaders, Air Power, Strategy, Defense, Offense

Territory Tokens

Each player starts the game with 5 Territory Tokens (TT).

Morale Tokens

Each player starts the game with 10 Morale Tokens (MT).

Turn Sequence

Players take turns. The current player is referred to as the active player. The other player is the Defender.
The Nationalist Forces go first. Each turn is divided into 4 Phases:
1. Recruit Phase
2. Event Phase
3. Attack Phase
4. Logistics Phase

Recruit Phase

Both players fill their hands to 8 cards. (If a deck runs out, shuffle the discard and draw from it) Next,

players may discard up to 4 cards and draw replacement cards.

Event Phase

Event cards are played in this Phase. Players take turns, the active player first. Event cards are discarded when played.

Attack Phase

Players simultaneously reveal the cards they want to play. A player may play some, none, or all of his cards. Each card has a Force value.
The player with the highest Force total wins the hand. If a player uses a Leader card and his opponent does not, he gets +5 to his total. If a player uses an Air Power card and his opponent does not, he gets +4 to his total.
If a player uses a Strategy card and his opponent does not, he gets +3 to his total. The active player may play Offensive cards (not Defense). The defender may play Defense cards (not Offensive).
The loser loses one Morale Token (removed from play) If the Active player won, he may take a TT from the defender. All played cards are discarded.

Logistics Phase

Players must discard down to 3 or fewer cards.

Card List Notation

- N Nationalists
- R Republicans
- B Both Players
- U Units
- L Leader
- A Airpower
- E Event
- S Strategy
- O Offensive
- D Defense

Common Deck Card List

Card:	Type	Use	Force	Notes
General Francisco Franco	L	N	5	
General Emilio Mola	L	N	3	
Italian Corps	U	N	2	Blue and Black Shirts

Card:	Type	Use	Force	Notes
Italian Armored Troops	U	N	4	Light Tanks/Mini Tanks
Portuguese Aid	E	N	-	Salazar; Draw 2 cards
Unified Leadership	L	N	3	
French Monarchists	U	N	1	And Irish Catholics
Non-Intervention Policy	E	N	-	Opponent discard random 2 cards
Stalin's Purges	E	N	-	Opponent discard random 2 cards
Condor Legion	A	N	4	Luftwaffe
Regular Army Officers	L	N	3	
Fascist Italian Aid	E	N	-	Mussolini; Draw 2 cards
Nazi German Aid	E	N	-	Hitler; Draw 2 cards
Army of Africa	U	N	5	
Republican Government Flees	E	N	-	Opponent loses 1 Morale Token
Loyalist Internal Civil Wars	E	N	-	Opponent discard random 2 cards
Catholic Support	E	N	-	Draw 2 cards
Spanish Foreign Legion	U	N	4	
Assault Guard	U	N	3	Rural Police Paramilitaries
Navarrese Carlists	U	N	3	
Fascist Falangists	L	N	2	
Fifth Column	O	N	2	
Poor Republican Leadership	E	N	-	Opponent discard random 2 cards
Italian Air Force	A	N	2	
Airlift	E	N	-	Draw 2 Cards
Stuka Dive Bombers	A	N	3	
International Brigades	U	R	4	
Mixed Brigades	U	R	3	
Gold Reserves	E	R	-	Draw 2 Cards
Soviet Air Power	A	R	3	
Soviet Armor	U	R	5	T-26 Tanks
Soviet Military Aid	E	N	-	Draw 2 cards
Civil Guard	U	R	2	Urban Police Paramilitaries
Organized Trade Unions	L	R	2	
Workers Militias	U	R	1	
Revolutionary Army	U	R	3	
Intellectuals	E	R	-	Draw 5 Cards and keep 1
Revolutionary Groups	L	R	2	
Popular Uprising	E	R	-	Gain 1 Morale Token
Defense of Madrid	D	R	5	
Anarchist Guerillas	U	R	2	
Garibaldi Battalion	U	R	2	
Communist Brigades	U	R	2	Trotskyists
Basque Forces	U	R	2	
Political Commissars	L	R	1	
Mexican Aid	E	R	-	Draw 2 cards
General Vicente Rojo	L	R	2	
Loyalist Aircraft	A	R	2	
Leftist Propaganda	E	R	-	Draw 2 cards
Women's Brigades	U	R	1	
General Jose Miaja	L	R	2	
Major Siege	O	B	4	
Vanguard	O	B	3	
Spear-Head	O	B	2	
Sever Communications	O	B	3	
Complete Surprise	O	B	5	

Card:	Type	Use	Force	Notes
Broad Offensive	O	B	3	
River Crossing	O	B	2	
Mountains	D	B	4	
Counter-Attack	D	B	3	
Humiliating Repulse	D	B	5	
Garrison	D	B	2	
Strong Position	D	B	4	
Fighting Withdrawal	D	B	1	
Vicious Stalemate	D	B	2	
Savage Fighting	S	B	2	
Artillery Support	S	B	4	
Bad Weather	S	B	2	
Desperate Battle	S	B	3	
Ground Attack Missions	A	B	2	
Aerial Bombardment	A	B	1	
Foreign Zone of Control	E	B	-	Draw 2 Cards
Atrocities & Massacres	E	B	-	Opponent discard random 2 cards
Executions & Assassinations	E	B	-	Opponent discard random 2 cards

Links

Wikipedia Spanish Civil War





Squad

Introduction

Card game. Simulates small unit tactics in World War II.

Logistics

Use tokens to represent soldiers. At least two six-sided dice are required. A deck of cards unique to this game will have to be constructed before play is possible.

Setup

Each player starts with one squad of one of the five available nationalities. American squads start with 12 men. German, British, and Japanese squads start with 10 men.

Russian platoons start with 36 men. Opposing squads begin the game at long range from each other. Players take turns. Roll high to determine who goes first.

Shuffle the deck. Players start with 5 cards each. Each player may play one terrain card, if they have one in their hand.

All Fire Phases

Range in this game is the relative range between the two squads. Play attack cards that correspond to the relative range between the squads. For instance if you are at long range, you may attack with a mortar, but not a pistol.

Attack Cards are type (A) in the card list. Each attack lists what ranges it can be used at: PB (Point Blank), S (Short), M (Medium), and L (Long) You must play an Attack card to attack. Each attack card kills 1D6 - 1D6 enemy soldiers. (The attack roll) Roll two dice, subtract the second from the first.

A result of zero or a negative number means there are no casualties. The attack roll is modified by many cards, as expressed in the card list. Terrain cards (T) subtract their cover rating to the attack roll total.

For example: A Hedge Row would reduce 5 kills to 3 kills. Attack cards have built in modifiers. For example: A pistol(PB/S-1) inflicts one less casualty at short range. If your attack causes casualties, you may play a Commander Killed card.

Japanese squads may make one PB attack at short range instead, per turn.

Turn Sequence

Players take turns. Each turn has 9 phases:

1. Draw Phase

2. Morale Phase
3. Covering Fire Phase
4. Opportunity Fire Phase
5. Movement Phase
6. Position Fire Phase
7. Return Fire Phase
8. Rally Phase
9. Discard Phase

Draw Phase

German Squads draw four cards from the common deck. Russian Squads draw two cards from the common deck. Other Squads draw three cards from the common deck.

If you use up the deck, reshuffle the discard pile and continue playing.

Morale Phase

If your squad was fired upon last turn roll 1D6:

1D6	Result:
1-4	Nothing
5-6	Squad Pinned

This roll is called the morale check. American Squads get +1 to this roll. Japanese Squads get -1 to this roll.

Add 1 to the roll per man killed last turn. A pinned squad cannot move and its attack rolls are at -1. If the squad was already pinned, it routs: A squad that routs loses 1D6 - 1D6 men. (Roll 1D6 and subtract 1D6) Routed men are considered to be casualties.

Men that did not rout are still pinned. Cards that modify the Morale check are played before the roll is made. Pinned units remain pinned until rallied.

Covering Fire Phase

Declare whether or not your squad is going to attempt to move this turn. If you are going to move your squad this turn you may first attack with covering fire. (All attacks require the discard of 1+ Attack cards at the appropriate range.) Your attacks are at -2, because you are moving and firing.

American squads only have no penalty because they are equipped with semi-automatic M-1 rifles instead of bolt action rifles. You may also play a smoke card. If you play smoke your attacks are at an additional -2.

Declare if you are taking the Point man option.

Opportunity Fire Phase

If you are moving this turn your opponent may attack in this phase. Range is the same as last turn. If you provided covering fire, your opponents attacks are at -1.

If you play smoke your opponents attacks are at an additional -2. Your opponent may play an Ambush card to attack at +2. If you took any casualties this phase, and you took the Point man option, you take only one casualty, and you skip movement phase.

Movement Phase

To move your squad, play a terrain card. This replaces your old terrain card, which is discarded. You may also change the range by one step.

pb – s – m – 1

Changing the range is not required. The move may be lateral. Instead of playing a terrain card you may discard any card to move into an open terrain. Open terrain provides no cover modifier.

Your opponent may abort your move by playing a Blocking (B) card. Minefields and Barbed Wire Card are (B) cards. If a blocking card is played you must discard the new terrain card.

Your squad returns to the old terrain. A minefield will kill 1D6 - 1D6+2 men. A Combat Engineer card will negate a (B) card, allowing the squad to move.

If you are unblocked you may play a Mission Objective and/or Concealment card.

Position Fire Phase

You may attack. Your attacks are at -1 if you moved this turn. If you did not move and your opponent outflanked you last turn your attacks are at -1.

Card List

#	Type	Card Name	Notes
1	M Leadership	Rally roll +2	
1	M Fatalism	Morale check -1	
1	M Patriotism	Rally roll +2	
1	M Camaraderie	Rally roll +2	
1	M Determination	Morale check -1	
1	M Shell Shock	Morale check +2	
1	M Confusion	Rally roll -1	
1	M Exhaustion	Rally roll -1	
1	M Hesitation	Morale check +2	
1	M Fear	Morale check +2	
1	T	Pill Box	Cover -3
2	T	Line of Trees	Cover -1
2	T	Low Wall	Cover -1
1	T	Entrenchments	Cover -3
2	T	Building	Cover -2

Heavy weapons like mortars and machine guns may not be used to attack if you moved this turn. If you moved this turn and your opponent did not attack in opportunity phase, you have outflanked the enemy and get +1 to all your attacks this phase.

Return Fire Phase

Your opponent may attack.

Rally Phase

If a squad is pinned this turn roll 1D6:

1D6	Result:
1-4	Squad remains pinned
5-6	Squad is rallied (becomes unpinned)

This roll is called the Rally roll. Cards that modify the Rally roll are played before the roll is made. Americans & German Squads get +1 to this roll.

Discard Phase

If you did not move or attack this turn you may draw an extra card. If you have more than 5 cards in your hand discard the extra cards. Well trained German troops may keep 6 cards.

Poorly trained Russian units may only keep 4 cards.

Card List Abbreviations

Number of this card in the deck.

M Modifier Card

T Terrain Card

A Attack Card

B Block Card

N National Trait Card

#	Type	Card Name	Notes
1	T	Gulley	Cover -3
1	T	Wheat Field	Cover -1
2	T	Hedge Row	Cover -2
1	T	Fox Holes	Cover -2
2	T	Thick Woods	Cover -2
2	T	Rubble	Cover -2
1	T	Hill	Cover -1/All your Attacks +1
1	A	Knife	PB/Kill one enemy maximum
1	A	Entrenching Tool	PB/Kill one enemy maximum
1	A	Bayonet	PB/Kill one enemy maximum
1	A	Rifle Butt	PB/Kill one enemy maximum
1	A	Bare Hands	PB/Kill one enemy maximum
1	A	Garrote	PB/Kill one enemy maximum
2	A	Take Prisoners	PB/ Play only if enemy squad is pinned
3	A	Pistol	PB/S-1
4	A	Grenade	S/Negates opponents terrain Cover modifier
2	A	Flame Thrower	S/Negates opponents terrain Cover modifier
2	A	Bazooka/Panzerfaust	M+2
4	A	Sub-Machine Gun	S+1/M-1
2	A	Carbine	S/M
4	A	Bolt-action Rifle	S/M/L
3	A	Semi-Automatic Rifle	S+1/M/L-1
2	A	Sniper Attack	L+1
2	A	Mortar	L+2/Cannot use if you moved/Position Fire only
4	A	Light Machine Gun	M+2/L/Cannot use if you moved this turn
1	A	Radio Artillery	L+3
1	A	Fire Section	S/M/L Covering Fire Phase only
1	A	Assault Section	PB/S Position Fire Phase Only
1	A	Fire Team	M/L Position Fire Phase Only
4	A	Scout	Look at next 5 cards in deck
1	A	Infiltration	PB+1 Position Fire Phase Only
10	N	National Trait	Effect varies according to squads nationality
2	M	Encircled	Cover +3/Attach to pinned opponents terrain
6	M	Mission Objective	Victory Requirement
5	M	Smoke	All Opportunity Fire attacks -1 this turn
5	M	Concealment	Cover -1/Attach to your Terrain
4	M	Ambush	+2 all atk rolls in Oprty Fire Phase this turn
3	M	Enfilade	+2 to all attacks made by Guns this turn
4	M	Flanking Fire	Add +1 to all attacks this turn
2	B	Minefield	Block and Attack
2	B	Barbed Wire	Block

2 M Combat Engineer Negates a Block card 2 M Commander Killed Opponents Hand size -1 The Commander Killed Card can be played on opponents squad, once only during the game, immediately after an enemy soldier has been killed.

Victory

There are two ways to win: Kill or rout all members of your opponents squad. Collect 3 Mission Objective Cards.

National Trait Cards

These can be used for different effects depending on the nationality of your squad. Americans can use a national trait card to do one of the following:

1. Same as Radio Artillery card
2. American Ingenuity: Discard to draw 2 cards.
3. Browning Automatic Rifle Attack: S+1/M+1

Germans can use a national trait card to do one of the following:

1. Tactics: Same as Flanking Fire card
2. Same as Light Machine Gun card

3. Professionalism: Rally Roll +1
4. Intimidation: Morale Check +1

Russians can use a national trait card to do one of the following:

1. Machine Pistol Attack: PB/S/M-1
2. Reinforcements: Gain 1 man
3. Commissar: Rally Roll +1
4. Human Wave: PB+1

British can use a national trait card to do one of the following:

1. Sharp shooting: M+1/L+1
2. Stiff Upper Lip: Morale roll +1
3. British Intelligence: Look at next 4 cards in deck

Japanese can use a national trait card to do one of the following:

1. Same as Concealment card
2. Booby Traps: Same as Minefield card
3. Same as Ambush card
4. Bonsai Charge: PB+2

Cardset

by Christian Martinez (at martinez@lyon.cci.fr) to download **??Squad Cardset**

More Cards!

Another set, this one by Janne Thorne Zip File:
Click Here to go to his Site Thoth version: Click Here

Most Excellent Cardset

by Marcello Click Here Images from "Saving Private Ryan" Plus playtested rules variants.

Flanking Variant

by Christian Martinez (at martinez@lyon.cci.fr)
Flanking Fire: this rule replaces the one existing about "Flanking Fire" and "Encircled". In the deck replace the two Encircled cards with two more Flanking Fire cards. After you have (successfully) played a terrain card without changing the range (laterally), you can play a Flanking Fire card. That card stays in play.

These cards are cumulative : if you move again laterally and play another FF card, all stay in play(=encirclement) and add their bonus. If you move and do not play a FF card, all FF cards you have played are discarded. If your opponent (successfully) moves, all FF cards you have played are discarded.

Map Variant

Use a hex map. Remove the Terrain cards from the deck. Draw the terrain types onto the map before play.

Terrain types include those described on the cards plus clear or open terrain. A squad is represented by a pawn on the map. In move phase you can move your squad 2 hexes in open terrain or 1 hex if Entering a non-open terrain type.

Point Blank Range = 1 hex distance.

S 2 hexes, **M** = 3 hexes, **L** = 4 hexes

This variant would allow each player to have more than 1 squad. Each squad requires its own hand of cards.





Stormtrooper

Introduction

Solo card game. WWI theme. You control a squad of 9 Stormtroopers attacking a section of the enemy line.

Gear

You will need tokens to keep track of your men. You will need tokens to keep track of enemy men. Six sided dice are needed.

There are 3 decks: Terrain, Enemies, and Stormtrooper decks.

Victory

Destroy all enemy unit cards in play.

Defeat

You lose if your squad is ever reduced to less than 3 men.

Map Setup

The Terrain deck contains 50 cards. Randomly lay out the Terrain cards face up to make a rectangle 10 cards long and 5 wide. This is the Board (or Map).

Each Terrain card is a space on the map. There is also an eleventh row, the starting row (German lines).

Setup: Enemy Deployment

The Enemy unit deck has 20 cards. Place the 3 machinegun unit cards on the 3 terrain cards that are of the 'Machinegun type'. The other 17 units are each placed randomly on the terrain cards of the 'Occupied type'.

1D6	Result:	Notes:
1-3	Nothing	
4	Counterattack	Move one non-machinegun Defender forward 1 space.
5	Pinned	You cannot move next turn.
6	Reinforcements	*

* Take a random destroyed enemy unit card and place it on an edge space on the far end of the map.

Assault Phase

Discard an Attack card to attack an enemy unit at the indicated range. The Enemy unit loses (1D6 men -

Stormtrooper Setup

Your squad is represented by a single pawn. During setup you may place it in any space of the starting row. Draw 4 cards. This is your starting hand.

You get +1 to casualty rolls on your first turn.

Turn Sequence

- Each turn has 4 phases:
1. Supply Phase
 2. Advance Phase
 3. Counterattack Phase
 4. Assault Phase

Supply Phase

Draw 1 card from the Storm Trooper deck. Max hand size = 5 cards. Discard extra cards. If the deck runs out, shuffle the discard and draw from it.

Advance Phase

You may move your squad to any adjacent unoccupied space. Cards that allow extra moves must be used in this phase. You cannot move into a space occupied by an enemy unit.

Counterattack Phase

If you come within range of an enemy unit the enemy attacks. Snipers have a range of 3. All others have a range of 2. Roll 1D6 for each attacking enemy unit card.

Machine gun units get to roll twice. Units with officers or 8 or more men get to roll twice. Add to the roll the Defense rating of the terrain your squad is in.

On a modified roll of 3 or less one of your men is killed. You may discard a Defense card to negate the casualty. Next roll once on the counterattack table:

the Defense value of the Space). This is the casualty roll.

Indicate surviving men on card with tokens. Discard an enemy unit card with no men left. Morale cards do not cause casualties (but they do have a range).

Terrain Deck Notation

Ocp Is this terrain occupied by enemy unit cards at the beginning of the game.

Y Yes. **N** = No. **M** = Machinegun unit.

Number of that card in the deck.

Terrain Deck

Card:	#	Ocp	Notes:
No Mans Land	10	N	-
Wire Entanglements	8	N	*
Pill Box	1	M	Defense = 2 (Bunker)
Machinegun Nest	1	M	Defense = 1 (Bunker)
Machinegun Emplacement	1	M	Defense = 1
Concrete Bunker	1	Y	Defense = 2
Blockhouse	2	Y	Defense = 2 (Bunker)
Trenches	10	Y	Defense = 1
Dug outs	3	Y	Defense = 1 (Trench)
Ruined Farmhouse	1	Y	Defense = 1
Destroyed Tank	1	N	Defense = 1
Splintered Trees	1	N	Defense = 1
Communication Trench	5	N	Defense = 1**
Shell Holes	5	N	Defense = 1 (Trench)

*Requires a Wire cutter card to be played to enter.

**You may move again this turn.

Enemy Deck

Card:	Men	Notes:
Riflemen	8	
Sentry	1	
Sniper	1	
Lookout	1	
Sniper & Observer	2	
Detachment	8	
Guards	2	
Garrison Troops	8	
Officer	& Aide	2

Card:	Men	Notes:
Machinegun	5	3 in Deck
Squad	8	
Officer	1	
Platoon	16	
Sharpshooter	1	
Officer and Men	9	
Grenadiers	4	
Soldiers	12	
Mortar Team	4	

Officer units are immune to morale cards.

Storm Trooper Deck

Card:	#	Range	Notes:
Stick Bombs	4	1	Trenches get no defense mod. Casualty roll +1
Egg Grenades	4	2	Trenches get no defense mod. Casualty roll -1
Pistols	3	1	
Trench Knives	1	1	Casualty roll -1
Bayonets	1	1	Casualty roll -1
Entrenching Tool	1	1	Casualty roll -1
Light Machinegun	2	2	Casualty roll +1
Rifles	2	2	
Sniper	2	3	
Light Flame Thrower	2	1	Bunkers and Pillboxes get no defense bonus
Demolition Charge	2	1	Bunkers and Pillboxes get no defense bonus

Card:	#	Range	Notes:
Bangalore Torpedoes	2	-	Play to enter a Wire space
Wire Cutters	3	-	Play to enter a Wire space
Camouflage	1	D	Defense card
Use Cover	1	D	Defense card
Open Formation	1	D	Defense card
Demoralized	1	(3)	Move one enemy unit back 1 space (Morale)
Terror	2	(2)	Move one enemy unit back 1 space (Morale)
Panic	2	(1)	Move one enemy unit back 1 space (Morale)
Cause Surrender	1	1	
Rush	1	-	Move 1 extra space this turn
Infiltrate	1	-	Move 1 extra space this turn
Trench Raid	1	-	Move 1 extra space this turn
Consolidation Team	1	-	Get 1 reinforcement (1 man)
Move up Reserves	1	-	Get 1 reinforcement (1 man)
Supply Team	1	-	Discard to draw 2 cards
Shells & Gas	1	X	Make a casualty roll vs any enemy unit.

Variants

Larger map (more Terrain cards) Larger squads or multiple squads.

Sub-machine Guns (kugelspritz)

These became available in small numbers in 1917+. 2 cards of Range = 1 & Casualty roll +1

Two Player Variants

Each player gets a squad and they share the same map. Players race to capture an enemy HQ space.

Faq

Q> Can you count diagonally for movement purposes and firing? A> Yes.

Q> Is there any blocking of line of site? For example: If I move adjacent to the machine gun emplacement which is followed in a straight line by the sentry followed by the sniper, do they all get to attack me or can

just the machine gun fire? A> LOS is not blocked, all may attack.

Q> What happens if you play Terror or Panic on an enemy unit in their own back row? A> Special Ruling: You must play a "Retreat" card on the most forward enemy elements possible. If the most forward is on the back row, it is removed from play.

Q> What happens when an enemy unit must retreat back onto another enemy unit? A> Both occupy the same space. When attacking a stack each attack damages only one (randomly determined) enemy unit.

Q> What happens when an enemy unit is respawned but the back row is already full? A> They stack. Both units may occupy the space. They do not hinder each other.

Q> Once a wire entanglement has been cut through is it passable for the rest of the game without another wire cutters or bangalore torpedoes? A> Yes, your men remember where the breach is.

Links

BGG Link





Surviving The Gulag

by Marcus Salo

Introduction

Scenario for WarpQuest. for the ??WarpQuest Core Rules.

The year is 1947 and the player is an Estonian patriot and resistance fighter that has been caught by the russians and transported to Siberia to a brutal labor camp. The sentence is ten years of horrific conditions. The player has to survive the camp to return to the beloved Estonia.

In this variant there is only one module, the camp. The spaces represent time, not distance like in the original Artifact.

The Hero

Resistance Fighter, Kalle Loodus, 33 years of age, former corpral in the Estonian Army during the independence, fought in Finnish Army during the War of Continuation, after the war returned to the Soviets by Finnish communist traitors, escaped and fought as a "Forest Brother Guerilla Fighter" until caught and sent to labor camp in Siberia.

A man with nine lives, just like a cat.

Kalle Loodus has six skills, roll on the Skill List Table.

In this version there are no companions. Every time Kalle fails a challenge, he loses one life.

Skill List Table

1D10	Skill:	Value
1	Fighting	+1
2	Cunning	+1
3	Agility	+1
4	Survival	+1
5	Personality	+1

1D10	Skill:	Value
6	Toughness	+1
7	Spirit	+1
8	Stealth	+1
9-10	pick any skill	-

Card List

Name	Infos
-40F Temperature	Survival x 2
Strong Wind	Survival x 2
Ivan, Brutal Russian Guard	Toughness x 2
Russian Interrogators	Cunning x 2
Russian Prisoner Gang	Fighting x 2
Forced Labor	Toughness x 2
Food Storage Window Open	Stealth & Agility
	(if succesfull, eat your stomach full and advance 1d6 spaces forward)
Torture	Toughness & Spirit
Exhaustion	Spirit x 2
Desperation	Spirit x 2
Fellow Estonian Prisoner	No challenge, gain 1 Spirit
Armenian Prisoner that has two coats	Personality x 2
	(if succesfull, the Armenian sells you the other coat, gain 1 Survival)
Boris, Brutal Russian Guard	Toughness x 2
Diarrhea	Survival x 2
Hunger	Spirit x 2
New Prisoners	Personality x 2
	(if succesfull, you get news from home, gain 1 Spirit)
Storage Room Door Unlocked	Stealth & Agility

Name	Infos
	(If succesfull, you steal a new pair of pants, Survival +1)
Lithuanian Prisoner that works in the Kitchen	Personality x 2
	(if succesfull, eat your stomach full and advance 1d6 spaces)
Caught Stealing,	-
1 month in total isolation	Spirit x 2
Warm Summer Day	No Challenge, advance 1d6 spaces
Fever	Survival x 2
Vladimir, Brutal	-
Russian Guard	Toughness x 2
Work in a Coal Mine	Agility & Toughness
Deep Snow	Survival & Agility
Communist Propaganda Officer	Cunning x 2
	(if succesfull, you fool the communist
	and are released from labor for a week, advance 1d6)
Russian Doctor	Cunning x 2
	(if succesfull, you play sick and stay a
	week in a hospital, advance 1d6)
Exhaustion	Spirit x 2
Scurvy	Survival x 2
Desperation	Spirit x 2
Mad Guard Shooting	-
from the Guard Tower	Agility x 2
Russian Under Cover Informer	Cunning x 2
Kitchen Duty	Stealth x 2
	(if succesfull, eat your stomach full and advance 1d6 spaces)
Tuberculosis	Survival x 2
Finnish POW	No challenge
	(you have a nice long chat about the Russians. Gain 1 Spirt)





Syrian Civil War

Introduction

Card game for 2-6 players. Including Events starting in 2011.

Victory

If your Faction has the most points at the end of the game you win.

#	Code	Name
1	SGOV	Syrian Government
2	ISIL	ISIL
3	MODO	Moderate Opposition

Faction Deck

Have a small deck of twelve cards, two for each Faction.

Event Deck

Players share a common Event Deck.

Victory Tokens

Have a set of Victory Tokens (VT).

Setup

Split the Faction Deck into two complete sets. Place six Faction cards (one for each Faction) face up in the Middle of the table. Place 10 VT on each Face up Faction card.

Shuffle the remaining six Faction cards. Each player is dealt one Faction card face down. (Their Secret Personal Faction) Remaining Faction cards are

End Of Game

The game ends when you have gone through the Event Deck twice.

Factions

There are 6 Factions:

#	Code	Name
4	JIHO	Jihadist Opposition
5	ALGO	Al-Queda Opposition
6	KURD	Kurds

removed from play. Shuffle the Event Deck. The most opinionated player goes first.

Players Personal Factions

Players keep their Factions secret from each other. Or try to anyway.

Turn Sequence

Players take turns. On your turn Draw 2 Event cards from the top of the Deck. Play one card and discard the other.

Played Events will cause some factions to gain Victory Tokens and others to lose VT. (The played event is also discarded after its effects are taken) Cards are discarded face down. No Faction can have less than zero VT.

The first time the event deck is used up shuffle the discard and draw from it.

Event Deck Card List

Name:	SGOV	ISIL	MODO	JIHO	ALGO	KURD
Free Syrian Army	-2	-1	+2	-	-	-
Syrian National Council	-1	-	+2	-	-	-
FSA Defectors	-	-	-1	+1	+1	-
USA	-1	-1	+2	-1	-1	+1
Inherent Resolve	-1	-1	+2	-1	-1	+1
Combined Joint Task Force	-1	-1	+2	-1	-1	+1
Syrian Democratic Forces	-	-1	+1	-1	-1	-
Turkey	-1	-	-	-	-	-2
Open Borders	-	+2	-	+1	+1	-
ISIL	-1	+3	-1	-	-	-1

Name:	SGOV	ISIL	MODO	JIHO	ALGO	KURD
Army of Jihad	-1	+2	-1	-1	-1	-1
Yarmouk Martyrs Brigade	-1	+1	-1	+1	-1	-1
YPG	-	-1	-	-1	-1	+3
YPJ	-	-1	-	-1	-1	+2
Kurdistan Workers Party	-	-1	-	-1	-1	+2
IFB	-	-1	-	-	-	+1
Syrian Arab Coalition	-	-1	+1	-	-	+1
Syrian Armed Forces	+2	-	-2	-1	-1	-1
SAF Defectors	-1	-	+1	+1	-	-
Covert Deals	+1	+2	-1	-	-	-
National Defense Force	+2	-	-2	-1	-1	-1
Ba'ath Brigades	+1	-	-2	-1	-1	-1
Al-Nusra Front	-1	-1	-1	-	+3	-1
Quatar	-	-	+1	-	+1	-
Muhajirin wa-Ansar	-1	-	-	-	+1	-
Saudi Arabia	-	+1	-	+1	+1	-
Fatah Halab	-1	-1	-1	+2	-	-
Ahrar ash Sham	-1	-	-1	+1	-	-1
Al Tawheed	-1	-	-1	+1	-	-1
Islamic Front	-2	-	-1	+2	-	-1
Russia	+2	-	-2	-	-	-
Iran	+1	-	-	-	-	-
Iraq	+1	-2	-	-	-1	-
Hezbollah	+1	-	-1	-	-	-
Refugee crisis	-1	+1	-1	+1	+1	-
Internet Propaganda	-	+2	-	+1	+1	-
Cease Fire	-	-	-	-	-	-





Tank Killers

Introduction

2 player card game. Simulates a battle between two tank formations during WW2. The current version of the game has decks for: Germans, British, and Americans circa 1944-5.

The Decks

During play there are 3 decks. Players share a common Tactics Deck. Each player also has his own unique Formation Deck.

The tactics deck has 80+ cards. The German deck has 40 cards. The American and British decks have 50 cards.

Discard Piles

There is one common discard pile for the Tactics deck. Each player keeps two discard piles for his Formation deck. One pile is the Reserve discard pile.

The other is called the Casualty discard pile.

Victory

You win if half of your opponent's formation cards are in his casualty pile. Your opponent's forces break and either rout or surrender. Other Scenario conditions are possible.

Setup

Each player starts with 3 Tactics cards in their hand. Formation cards never go in your hand.

Turn Sequence

Players take turns. The player taking his turn is called the active player. The other player is referred to as the opponent or defender.

Each turn is divided up into 3 Phases with subphases: I. Maneuver Phase II. Attack Phase

1. Attacker Subphase
2. Target Subphase
3. Lost Attack Subphase
4. Modifier Subphase
5. Resolution Subphase

III. Free Attack Phase

7. Free Attack Subphase
8. Free Attacker Subphase
9. Attack Subphase

Maneuver Phase

The active player draws 3 Tactics cards. Maximum hand = 9 cards. Discard excess cards. If the Tactics deck runs out, shuffle the discard and draw from it.

Attacker Subphase

Discard any face up units you have in play, that attacked on your last turn, to your reserve pile. Take the top card from your Formation deck and Put it face up on the table in front of you. This is the unit or support unit that is attacking this phase.

Target Subphase

The attacker has a choice of units to attack this phase:

1. Any opposing unit that is still in play, or
2. The top card of the opponents Formation deck.

The top card is turned face up, and remains on the deck. The target unit is also called the defending unit. If the target is a support unit, discard it to its reserve pile, and the phase ends immediately.

Lost Attack Subphase

The defender may play a card from his hand that has the "Lost Action" effect. This ends the current phase immediately.

The defender may play a card from his hand that has the "End Turn" effect. This ends the active players turn immediately.

The defender may play a Logistics or Mine card from his hand that has the "Out of Action" effect. This ends the current phase immediately and the attacking unit goes to its casualty pile.

These cards cannot be played against Support attacks unless the card specifically says so. The played card is discarded.

Modifier Subphase

The attacker and defender may take turns (attacker first) playing tactics cards that Modify the "Penetration Factor" of the attacking unit.

- Only one "Range" card may be played.
- Only one "Hit" card may be played.
- Only one "Ammo" card may be played.

In general the attacker will play cards with a positive bonus. The defender will play cards with a negative penalty. If Range card is played that is farther than the Range factor of the Attacker, the current phase ends immediately.

Range cards cannot be used by or against support attacks. Played tactics cards are discarded.

Resolution Subphase

If the attackers modified penetration factor is equal to or greater than the defenders Defense factor, the defending unit is destroyed. When attacking Infantry, use the Infantry factor instead of the penetration factor. A destroyed unit goes to its casualty pile.

If the defending unit is not destroyed, it remains in play. Whenever a phase or turn ends, discard any attacking support card, to its casualty pile. Non-support attacking units stay in play.

If the defender was not destroyed, the attacker may play a Damage or Morale card with an "Out of Action" effect. A target put out of action is destroyed.

Free Attack Subphase

The active player may play a card from his hand that has the "Free Action" effect. This basically gives the player another attack phase. After every attack phase, the active player may have another attack phase as long as he plays a Free Action card.

Tactics Deck

Free Attacker Subphase

If the Free Action card also says "Same unit", then the attacker may be a non- support unit that already attacked this turn. Otherwise: Take the top card from your Formation deck and Put it face up on the table in front of you. This is the unit or support unit that is attacking this phase.

Attack Subphase

This is a repeat of Subphases 2-5 of the Attack Phase.

Full Exchange Rule

If your Formation deck ever runs out of cards, shuffle your reserve pile, this becomes your new formation deck. However, you cannot attack until your opponent uses up his formation deck. Everytime both players finish going through both their decks, this is known as a "Full Exchange".

Tactics Deck Card List Notation

FA Free Action

ATK Attacking

Card Name:	Type:	Effect:
Point Blank	Range	P +2
500 yards	Range	P -1
750 yards	Range	P -2
1000 yards	Range	P -3
1500 yards	Range	P -4
2000 yards	Range	P -5
Underside Hit	Hit	P +10 Cannot be used by support
Topside Hit	Hit	P +8
Rear Hit	Hit	P +6
Flank Hit	Hit	P +4
Shot Trap	Hit	P +8
HEAT Round	Ammo	P +2
AP Round	Ammo	P +3
Flame Thrower	Ammo	P & I +3 ATK Tanks and Infantry. Max range = PB
Panzerschrek/faust Ammo	P +5 ATK German Infantry vs Vehicles	
Bazooka/PIAT	Ammo	P +5 ATK Anglo Infantry vs Vehicles
Satchel Charge	Ammo	P +6 ATK Infantry vs Tanks
Machine Gun	Ammo	I +3 ATK Tanks and Infantry
Grenade down the Hatch	Damage	OOA, ATK Infantry vs Tanks
Barrel Damaged	Damage	OOA, Vehicle or Gun only
Treads Damaged	Damage	OOA, Vehicle only
Commander Killed	Damage	OOA
Turret Jammed	Damage	OOA, Tank only
Buttoned Down	Morale	Lost Action, Target Tank only
Suppressed	Morale	Lost Action
Veteran Unit	Morale	FA

Card Name:	Type:	Effect:
Green Unit	Morale	Lost Action
Pinned Down	Morale	Lost Action
Shaken	Morale	Lost Action
Abandon Tank	Morale	Out of Action, Target Tank only
Rally	Morale	Negate Morale card just played
Professionalism	Morale	Negate Morale card just played, German only
Entrenched	Armor	P -3
Sloping Armor	Armor	P -1, Target Tank only
Skirt Armor	Armor	P -2, Target Tank only
Out of Fuel	Logistics	Lost Action
Out of Ammo	Logistics	Lost Action
Air Drop Supplies	Logistics	FA , Anglo only
Supply Depot	Logistics	FA
Breakdown	Logistics	Out of Action
Repairs	Logistics	Negate Hit card or Breakdown card
Reserves	Logistics	Put top casualty card onto bottom of reserve deck
Reinforcements	Logistics	Put top casualty card onto bottom of reserve deck
Anti-Tank Mine	Mine	Out of Action, vehicles only
Forward Observer	Command	FA
Radio	Command	FA
Quick Kill	Command	FA , Same unit
Fast Turret Traverse	Command	FA , Same unit, Anglo Tank
High Rate of Fire	Command	FA , Same unit
Crossfire	Command	FA
Air Superiority	Command	Lost Action, Anglos use vs Germans
Seasoned Commander	Command	FA
Combat Engineers	Command	FA
Indirect Fire	Command	FA
Reconnaissance	Command	FA
Opportunity Fire	Command	FA
Tracers	Command	P +1
Rugged Defense	Command	P -8
Unit Separated	Command	Lost Action
Fog of War	Command	Lost Action
Missed by a Mile	Command	Lost Action, Can be used vs Support
Take Cover	Command	Lost Action, Can be used vs Support
Awaiting Orders	Command	Lost Action
Formation Disorder	Command	Lost Action
Counter Attack	Command	End Turn
Surprise Contact	Command	End Turn
Ambush	Command	End Turn
Tanks vs Infantry	Command	Lost Action, Tank Attacking Inf
Infantry vs Tanks	Command	FA , Inf attacking Tank
Fast Tank	Maneuver	FA , ATK Light/Med Tank
Overrun	Maneuver	FA , ATK Light/Med Tank
Surrounded	Maneuver	FA , ATK Light/Med Tank
Breakthrough	Maneuver	FA , ATK Light/Med Tank
Blitzkrieg	Maneuver	FA , ATK Light/Med Tank, Germans only
Outmaneuver	Maneuver	FA , ATK Light/Med Tank
Concentrate Force	Maneuver	FA
Trapped	Terrain	FA
Burning Wreck	Terrain	Lost Action
Hilltop Vantage	Terrain	P +2

Card Name:	Type:	Effect:
Camouflage	Terrain	Lost Action, Can be used vs Support
Road Block	Terrain	Lost Action
Mud	Terrain	Lost Action
Tank Traps	Terrain	Lost Action
Smoke	Terrain	Lost Action
Roads	Terrain	FA
Broken Ground	Terrain	Lost Action
Soft Ground	Terrain	Lost Action, Target Heavy Tank
Trees	Terrain	Lost Action
Buildings	Terrain	Lost Action
Bocage	Terrain	Lost Action
Bridge Crossing	Terrain	FA
Poor Visibility	Terrain	Lost Action, Can be used vs Support

Interpretation Of Cards

Each card is an abstraction that could mean several things but still just having one game effect. For example: The 'Trees' card might mean your opponent is slowed down by moving through forest, or that your unit has found cover in the woods. Anglos = British or Americans.

OOA Out of Action

Formation Card List Abbreviations

Type Formation cards can be of two types: Units or Support

LT Light Tank Unit

MT Medium Tank Unit

HT Heavy Tank Unit

TD Tank Destroyer Unit

AT Anti-Tank Gun Unit

Inf Infantry Unit

FA Field Artillery Unit

SP Self Propelled Gun

AC Armored Car Unit

APC Armored Personnel Carrier Unit

M Mortar

MI Mechanized Infantry Unit

AA Anti-Aircraft Unit

Air Air Support

Art Artillery Support

Pen Penetration Factor: Used for attacking vehicles.

Inf Infantry Factor: Used for attacking Infantry

Def Defense Factor: Used to determine if the card survives an attack.

Rng Maximum Range: Range cards can be used to negate attacks.

Number of that card in the deck.

German 1944-5 West Front Formation Deck Version 001 Card List

Card Name	Type	Pen	Inf	Def	Rng	#
PzIVh	MT	9	4	6	2000	6
Panther	MT	12	4	8	2000	6
JpzIV	TD	12	3	8	2000	2
JpzV	TD	15	3	8	2000	2
StgIIIIf	SP	9	3	5	2000	4
Hetzer	SP	9	3	7	2000	2
Tiger	HT	10	4	9	2000	2
Tiger II	HT	15	4	12	2000	1
Panzergrrenadiers	Inf	1	3	3	PB	2
Fallschirmjaeger	Inf	4	5	4	PB	2
Panzerschrek Team	Inf	7	1	2	PB	2
50mmPaK	AT	7	2	2	2000	2
75mmPak	AT	12	2	1	2000	2
88mmPak43	AT	15	3	1	2000	1
150mm s IG 33	Art	2	8	–	2000	2
150mm s FH 18	Art	4	16	–	2000	2

American 1944-5 Formation Deck Version 001 Card List

Card Name	Type	Pen	Inf	Def	Rng	#
M4 Sherman	MT	7	4	6	2000	6
M4-76	MT	12	4	6	2000	8
M4-105	MT	6	5	6	2000	2
M5	LT	4	3	4	1000	2
M24 Chaffe	LT	7	4	5	2000	2
M10	MT	9	3	5	2000	6
M36	MT	13	3	5	2000	2
M8	AC	4	2	3	1000	2
M7	SP	2	6	2	2000	2
Infantry Platoon	Inf	3	3	3	PB	4
M-Gun Platoon	Inf	2	6	2	PB	2
M1 81mm Mortar	M	1	7	2	2000	1
57mm	AT	6	2	2	2000	2
M8 Rocket Salvo	Art	3	10	–	2000	1
155mm Howitzers	Art	4	10	–	2000	2
240mm Howitzers	Art	6	16	–	2000	2
B-25 Mitchells	Air	10	12	–	2000	2
P-51 Mustangs	Air	12	4	–	2000	2

British 1944-5 Formation Deck Version 001 Card List

Card Name	Type	Pen	Inf	Def	Rng	#
M4 Sherman	MT	7	4	6	2000	6
M4 Firefly	MT	11	2	6	2000	4
Comet	MT	9	3	9	2000	2
M3 Stuart	LT	4	3	4	1000	4
Archer	SP	11	3	5	2000	4
Achilles	TD	12	3	6	2000	2
Humber	AC	4	3	2	1000	2
6 Pounder	AT	8	1	1	2000	4
British Infantry	Inf	2	3	3	PB	4
Bren Gun Platoon	Inf	1	5	2	PB	2
155mm Howitzers	Art	4	10	–	2000	2
240mm Howitzers	Art	6	16	–	2000	2
Hawker Typhoons	Air	10	10	–	2000	2
Spitfire V	Air	12	4	–	2000	2

Optional Rule: Add Random Factors

Requires use of dice. When attacking add 1D6 - 1D6 to the penetration factor. Note that negative results are possible.

Card Set Available!

Thank you Janne Thörne (jan.thorne@mail.bip.net) for this work of art.

Game Designers Notes

I originally planned doing a game with maps and chits, however there is at least 300+ games that already fit this description, so I decided it would be better as a light, quick, filler card game. You'll notice the American units are mostly inferior to the German units. Historically, this is more than made up for by the fact that as the war progressed, Allied manpower and production of materials swamped that of the Axis. To make things more fair, you may want to add cards to the Allies decks.





Tanker Skirmish

Introduction

Board & Card Game for 2 players.

The Board

Use an 8 x 8 Chessboard.

Victory

Destroy all enemy Bases.

The Deck

Use a regular set of 52 cards.

The Cards

Black cards are for Movement. Red cards are for Shooting. All Face cards have a numerical value = 1.

Pieces

Each player has a set of 16 pieces: 3 Bases (Command Post, Fuel Depot, Ammo Dump) 1 Helicopter 6 Tanks 6 Artillery

Bases

The 3 Bases include: Command Post, Fuel Depot, Ammo Dump

- If your Command Post is destroyed, draw 1 less card per turn in draw phase.
- If your Fuel Depot is destroyed, you may move a max of 1 unit on your Move Phase.
- If your Ammo Dump is destroyed, you may attack a max of once on your Attack Phase.

Bases cannot move or attack.

Helicopter

- The Helicopter may move over (through) other units.
- The Helicopter can move twice per turn.
- The Helicopter can shoot a max of 4 spaces.
- The Helicopter can move Diagonally.

Tanks

Tanks can move a max of 4 spaces. Tanks cannot attack Helicopters.

Artillery

Artillery can only use Face cards to move. If an Artillery Unit does not move it can attack twice per turn.

Setup

Setup your pieces on your 3 back rows. Max 1 piece per space. Bases may not be adjacent.

Shuffle the deck. Players draw 1 card each. High draw goes first.

Turn

Players take turns. Each turn has 4 phases:

- Draw Phase
- Move Phase
- Attack Phase
- End Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it.

Move Phase

Discard a Move (Black) card to move a Piece the indicated number of spaces. Movement is orthogonal (Vertical or Horizontal) Units may not move through other units.

Attack Phase

Discard an Attack (Red) card to have a piece shoot the indicated number of spaces. Shooting is orthogonal or diagonal. Tanks may not shoot over other units.

End Phase

Max hand size is 5 cards. Discard excess cards.

Force Five

You may use any 5 as a Red 2 and a Black 3 or a Black 2 and a Red 3.

Strategic Six

You may discard a 6 to look at your opponent's hand.

Lucky Seven

You may discard a 7 to draw 2 cards.

Crazy Eights

You may discard an 8 to cause your opponent to draw 1 less card in his Draw Phase.

Naughty Nine

You may discard a 9 to negate a target move in opponent's Move phase.

Tough Ten

You may discard a 10 to negate a target attack in opponent's Attack phase.

Game Designers Notes

I bought a game with this same composition of plastic pieces, But felt the need to make my own rules.





The Independence Of India

Introduction

Card game for 2-4+ players. Theme: The Independence of India from the British Empire.

Victory

The first player to reach 100 Points is the winner.

The Deck

Players share a common deck. The deck has 5 Suites:

- L** Leaders
- T** Tactics
- C** Campaigns
- R** Resistance
- D** Diplomacy

All Suites except Tactics have 10 cards. Every card has a point value from 1 to 10. Cards in the Deck are kept face down.

Cards in the Discard are kept face up. If the Deck ever runs out, shuffle the discard and draw from it.

Setup

Each player is dealt 5 hand cards and 3 Reserve cards. Place your reserve cards face down in front of you.

Turn Sequence

Players take turns. Each turn has 2 Phases: Organize Phase Protest Phase

Organize Phase

Draw 1 card from the top of the Deck or the Discard. You may replace one card in your hand with 1 card from your Reserve. Discard 1 card.

Your hand must contain 5 cards. If you have fewer draw cards from the top of the Deck. If you have fewer discard the excess.

Protest Phase

If you have a Meld, you may play it. A Meld consists of 1 Card from each of the 5 Suites. Gain points equal to the total point value of all 5 cards you played.

Record Points gained. Keep a running total with paper and pencil. Discard your Meld and draw 5 cards.

Common Deck Card List

Card Name:	Points	Suite
Non-Violent Resistance	9	T
Civil Disobedience	10	T
Passive Resistance	8	T
Marching in the Streets	4	T
Sabotage	3	T
Sporadic Violence	2	T
Bombs	1	T
Large Protests	5	T
Strikes	6	T
Disobey Laws	7	T
Quit India	10	C
Boycott Foreign Textiles	4	C
Salt March	3	C
End British Rule	9	C
Unrest	1	C
Defiance	6	C
Fight Oppression	5	C
Seek Independence	8	C

Card Name:	Points	Suite
Advocate	4	L
Champion	7	L
Village Industries Association	1	L
Nehru	6	L
Endorsement	3	L
Assassination Attempt	1	R
Conscription	2	R
Racial Prejudice	3	R
Broken Promises	10	R
Massacre	9	R
Jail Term	5	R
Imprisonment	7	R
Kill Protesters	8	R
Arrests	4	R
Incarceration	6	R
London Conference	6	D
Government of India Act	8	D
British Ministers	7	D

Card Name:	Points	Suite
Support of the People	7	C
Disrupt War Effort	2	C
Gandhi	10	L
Mahatma	9	L
Indian National Conference	2	L
Father of India	8	L
Lawyer	5	L

Card Name:	Points	Suite
Representatives	3	D
Round Table Talks	5	D
Discuss Self Rule	10	D
Visits	4	D
Failed Talks	1	D
Negotiations	9	D
Invitations	2	D





Third World

Introduction

Card game for 2+ players. Simulation of problems facing third world countries. Each player controls his own "Third World" country.

The Deck

Players share a common deck. The deck contains all six card types shuffled together.

Card Types

There are six card types:

- PR** Political Reforms
- ER** Economic Reforms
- CR** Ecological Reforms
- PC** Political Crises
- EC** Economic Crises
- CC** Ecological Crises

Running Totals

Each player keeps a running total in 3 categories:

1. Political Stability
2. Economic Stability
3. Ecological Stability

Each player starts the game with a total of 20 in each category. During play the totals can go up and down. If a player ever goes to zero or less in any category, he automatically loses.

If a player ever goes to 30+ in all 3 categories, he automatically wins. A zero or less in Political Stability represents Anarchy & Civil War. A zero or less in Economic Stability represents Economic Collapse.

Card List

Card Name:	Type	Total Adjustment:
Class Warfare	PC	- 8
Secret Police	PC	- 5
Fundamentalism	PC	- 14
Ethnic Conflict	PC	- 15
Local Warlords	PC	- 4
Human Rights Abuses	PC	- 9
Marxist Rebels	PC	- 12
Dictator	PC	- 13
Social Revolution	PC	- 11
Drug Cartels	PC	- 10
Patronage Politics	PC	- 1

A zero or less in Ecological Stability represents an Ecological Disaster.

Player Status

At any point in the game, the richest player is the player with the highest combined score in all 3 running totals.

At any point in the game, the poorest player is the player with the lowest combined score in all 3 running totals.

At the end of 10 rounds the richest player wins the game. In the first Round of the game, the youngest player goes first.

Round Sequence

Play proceeds in Rounds. Each Round starts with the top ten cards of the deck being dealt face up to the table. Players take turns. The loseingest player goes first.

On a players turn, he takes one face up card and puts it in his hand. (Hands are kept face up next to the player) All cards must be taken. After all 10 cards are taken players score their hands.

Scoring Hands

Your choice of cards will alter your Running totals. Crisis cards will decrease Running totals. Reform cards will increase Running totals.

Players discard their hands at the end of the round.

Card Name:	Type	Total Adjustment:
Foreign Incursions	PC	- 2
Military Coup	PC	- 3
Single Party Regime	PC	- 6
Radicalism	PC	- 7
Democratic Reforms	PR	+ 3
Monitored Elections	PR	+ 8
War Crimes Trials	PR	+ 4
Release Political Prisoners	PR	+ 5
Institution Building	PR	+ 15
Good Government	PR	+ 10
Rule of Law	PR	+ 14
Women's Rights	PR	+ 6
Community Empowerment	PR	+ 2
Freedom of the Press	PR	+ 13
Civilian Authority	PR	+ 9
UN Peacekeepers	PR	+ 7
Liberal Democracy	PR	+ 11
Order & Stability	PR	+ 12
Amnesty International	PR	+ 1
Global Depression	EC	- 11
Militarism	EC	- 12
Runaway Inflation	EC	- 15
Currency Devaluation	EC	- 9
Poverty	EC	- 8
Lack of Capital	EC	- 7
Unemployment	EC	- 2
Market Crash	EC	- 10
Foreign Exploitation	EC	- 6
Debt Crisis	EC	- 14
Economic Mismanagement	EC	- 13
Rampant Corruption	EC	- 5
Underdevelopment	EC	- 4
Colonial Legacy	EC	- 1
Trade Barriers	EC	- 3
Foreign Investment	ER	+ 12
Natural Resources	ER	+ 13
Economic Cooperation	ER	+ 7
Banking Reforms	ER	+ 15
Structural Adjustment	ER	+ 14
IMF & World Bank	ER	+ 11
Invest in Education	ER	+ 5
Build Infrastructure	ER	+ 8
Human Potential	ER	+ 4
World Market	ER	+ 9
Land Redistribution	ER	+ 6
Export Led Development	ER	+ 10
Modernization	ER	+ 2
Industrialization	ER	+ 3
Ethical Investment	ER	+ 1
Drought	CC	- 2
Famine	CC	- 13
Refugees	CC	- 11
Deforestation	CC	- 9

Card Name:	Type	Total Adjustment:
Desertification	CC	- 3
Child Mortality	CC	- 8
Slash & Burn Farming	CC	- 12
Water Pollution	CC	- 1
Soil Erosion	CC	- 4
Hunger	CC	- 14
Fuel Wood Crisis	CC	- 5
Urban Sprawl	CC	- 7
AIDS Epidemic	CC	- 6
Overpopulation	CC	- 15
Malaria & Dysentery	CC	- 10
Humanitarian Aid	CR	+ 13
Family Planning	CR	+ 8
Food Distribution Centers	CR	+ 5
Environmental Clean Up	CR	+ 2
Irrigation	CR	+ 9
Green Revolution	CR	+ 4
Forest Management	CR	+ 12
Sustainable Agriculture	CR	+ 10
Wildlife Conservation	CR	+ 3
Water Management	CR	+ 14
City Planning	CR	+ 11
World Health Organization	CR	+ 6
Red Cross	CR	+ 1
Renewable Energy Sources	CR	+ 7
Sanitation	CR	+ 15

FAQ's

Q-after a card is taken by a player, is that card replaced from the deck so that there are always 10 cards on the table until the end? In other words, is a round determined by going through the entire deck? Or does a round simply involve the 10 cards dealt out

with no replenishment? A-Just the 10 cards not the entire deck.

Q-as players take cards, do they discard any? I'm guessing they keep all of them until the end of the Round. A-Keep them until the end of the round.





Thunderbolt

Introduction

Each player controls an A-10 Thunderbolt II (The Warthog) on Close Air Support Duty.

Setup

Players keep one Thunderbolt card in front of them that represents their plane. Each player also draws 1 random pilot card. Place 5 Fuel Markers on this card.

Place 5 Ammo Markers on this card. Each player draws 3 cards for their hand. All planes start their first turn at Base.

The Deck

Players share a common Deck. Cards not in the common deck include the Pilot cards and Thunderbolt cards. Card types found in the common deck include: Mission Cards Munitions Cards Enemy Cards Event cards

Dice

Ten sided Dice are required (D10).

Objective

The player who has Mission cards with the most Mission Points at the end of the game wins.

Fuel Markers

Each plane holds 5 units of Fuel. Use counters to represent Fuel units. When a plane runs out of fuel it must return to base.

Ammo Markers

The Warthog is equipped with a 30 mm GAU-8/A Gatling Gun. Each plane holds 5 units of ammo. Use counters to represent ammo units.

When a plane runs out of ammo it can no longer use its gun until it reloads at base.

Structural Hit Markers

Planes must Abort Mission and return to base when they take 3 total hits or damage. Use counters to represent Hits or Damage.

Turn Sequence

Players take turns. Each turn has 6 Phases.

1. Briefing Phase
2. Loiter Phase
3. Base Phase
4. Incoming Phase
5. Mission Phase
6. End Phase

Briefing Phase

Draw 2 cards from the Deck. If the Deck runs out the game is over. Max hand size is 7 cards. Discard excess cards.

Loiter Phase

Remove one Fuel counter if you are not at Base. If you have no fuel counters or 3 damage counters you must return to base. If you voluntarily aborted the mission in your last Incoming Phase you must return to base.

If these conditions are not met, you may still choose to return to base. A plane may spend several consecutive turns at base to repair damage.

Base Phase

Skip this phase if you are not already at base, or did not return to base in Loiter Phase. You may do all of the following: Repairs: Remove one Damage marker. Rearm: Gain 5 Ammo units (5 Max) Refuel: Gain 5 Fuel units (5 Max) Munitions: Add Munitions cards from your hand to your plane (5 Max) Munitions cards are placed face up next to your plane card. If you did not skip this phase, then at the end of this phase immediately skip to End phase.

Incoming Phase

The active player may play one Mission card. Your opponent (a non-active player) may play one Enemy card regardless if a Mission was played or not. Roll 1D10 for Combat Initiative.

1-5 The Enemy attack first 6-10 The player attacks first Roll 1D10 for Attacks. 1-5 The Attack misses. 6-10 The Attack hits.

If an enemy is hit it is destroyed and the card is discarded. If the player is hit his plane receives one Damage Counter. Continue trading attacks until: The enemy is destroyed, or The player has 3 hits, or The player voluntarily aborts the mission When you receive your third damage counter you must immediately skip to End phase.

Every time the player attacks he must use up (discard) one ammo counter or one munitions card. The Gatling gun can be used against any target. Other Munitions are more limited. Only one Enemy card can be played this phase unless the Mission card says otherwise.

Attacks vs Enemy Fighters are at -1. Enemy Fighters will make 3 passes and then break off combat.

Mission Phase

To complete the mission played last phase the active player must destroy the target. Roll 1D10 to attack the target: 1-5 The Attack misses or minor damage.

6-10 The Attack hits. The Mission target is destroyed.

Every time the player attacks he must use up (discard) one ammo counter or one munitions card. All Mission Targets are Ground Targets. Continue attacking until the target is destroyed or you run out of ammo and munitions.

If you destroyed the target, put it in your Mission Completion pile. If you did not destroy the target, discard it.

End Phase

Next players turn.

Mission Card List

Target Name	MP	Notes:
Tank Column	1	Vehicles
Major Airfield	3	Any number of Air cards may be played
Minor Airfield	2	Opponent may play 1 extra Air card
Munitions Storage Area	1	
Radar Facility	2	SAM cards are Initiative +2
Ammo Dump	1	
Supply Convoy	1	Vehicles
Troop Concentration	X	1 MP per Hit inflicted up to 3
APCs	1	Vehicles
Truck Park	1	Vehicles
Communications Outpost	2	One opponent may draw a card
Forward Observers	1	Attacks vs Mission Target at -2
Artillery Battery	2	Opponent may play 1 extra AAA card
SAM Site	3	Any number of SAM cards may be played
AAA Site	2	Any number of AAA cards may be played
Docked Warship	3	Opponent may play 1 extra AAA or SAM card
Bridge	2	
Engaged Armor	2	Enemy Attacks at +1. Vehicles
Radar Post	1	
Infantry Positions	1	
Dug in Tanks	1	Attacks vs Mission Target at -1. Vehicles
Bunker	1	Attacks vs Mission Target at -1
Staging Area	3	Opponent may play 1 extra enemy card

MP Mission Points

Enemy Card List

Weapon System	Type	Target	Attack	Initiative
MiG-27	FTR	Air	-	+2
MiG-17	FTR	Air	-1	+1
MiG-21	FTR	Air	-	+2
MiG-23	FTR	Air	+2	+2
Su-25	FTR	Air	-	+2
Su-24	FTR	Air	+2	+2
Su-22	FTR	Air	-1	+1

Weapon System	Type	Target	Attack	Initiative
SA-7B	SAM	Ground	+1	+1
SA-14	SAM	Ground	+1	+1
ZU-23	AAA	Ground	-	-
ZPU-4	AAA	Ground	+1	-1
ZSU-23-4	AAA	Ground	+1	-
40mm	AAA	Ground	-	+1
2 x 35mm	AAA	Ground	+1	+1

Weapon System	Type	Target	Attack	Initiative
Su-17	FTR	Air	-1	+1
Su-7	FTR	Air	-2	-
Redeye	SAM	Ground	-	-
Stinger	SAM	Ground	+2	+2
Blowpipe	SAM	Ground	-	-
SA-7A	SAM	Ground	-1	-

FTR Fighter

HEL Helicopter

Fighters and Helicopters attack with guns and missiles.

Weapon System	Type	Target	Attack	Initiative
Mi-24E	HEL	Air	+2	+2
Mi-24A	HEL	Air	+1	+1
Mi-4	HEL	Air	-	-1
Mi-8E	HEL	Air	+1	+1
Mi-8C	HEL	Air	-	-1

SAM Surface to Air Missile. Launchers will be on vehicles or hand held by infantry.

AAA Anti-Aircraft Artillery. Guns only.

Munitions Card List

Weapon System Name:	Targets	Attack	Notes
AIM-9L Sidewinders	Air	+3	Heat Seeking
AGM-65B Maverick 500lb Bombs	Ground	+2	E/O = Electrical-Optical Scene Magnification
AGM-65D Maverick 500lb Bombs	Ground	+2	IR = Infra Red Imaging
AGM-65E Maverick 500lb Bombs	Ground	+2	Laser Guided
MK 82 GP Snake eye 500lb Bombs	Ground	+1	-
MK 83 GP 1000lb Bomb	Ground	+1	-
MK 84 GP 2000lb Bomb	Ground	+2	-
ALQ-119 ECM Jammer Pod	Defense	-	Missile Attacks vs this plane are at -1
AGM-88A HARM	Ground	-	+4 vs Radar/Communications sites
CBU-15 Durandal Anti-runway Bmb	Ground	-	+4 vs Airfields
Mk-82 Paveway LG Bombs 500lb	Ground	+2	Laser Guided
Mk-83 Paveway LG Bomb 1000lb	Ground	+2	Laser Guided
Mk-84 Paveway LG Bomb 2000lb	Ground	+3	Laser Guided
Hyper Velocity Rocket Pod	Any	+1	19 Kinetic Rockets
Quad Hellfire Anti-Tank	Ground	-	+4 vs Tanks and Vehicle Targets
MK 20 Rockeye Cluster Bomb	Ground	-	+4 vs Tanks and Vehicle Targets
Pave Penny Laser Tracking Pod	Any	-	All attacks by this plane are at +1

Jammer and Tracking Pods are not weapons.

Event Card List

Card Name	Effect
Secondary Target	Player gets an extra Turn
Air Threat	Play an extra Air Enemy vs opponent in Incoming Phase
Night Vision Imaging System	Initiative and Attack +1 this turn. Play before rolls are made.
Titanium Armor	Negate Hit caused by Enemy Attack
Back up Systems	Negate Hit caused by Enemy Attack
Survivability	Negate Hit caused by Enemy Attack
Self Sealing Fuel Cells	Negate Hit caused by Enemy Attack. Lose 1 Fuel counter.
Fire Control	Attack +2. Play before roll is made
Night Mission	Initiative +1 & Enemy Attacks are at -1 this turn. Play before roll is made
Poor Visibility	Enemy Attacks are at -2 this turn. Play before roll is made
ECM Chaff	Enemy Missile Attacks are at -2 this turn. Play before roll is made
IR Countermeasure Flares	Enemy Attacks are at -2 this turn. Play before roll is made
Wide Combat Radius	Do not discard Fuel Counter in Loiter Phase
Forward Air Control	Initiative +2. Play before roll is made

Card Name	Effect
Interchangeable Parts	Discard an extra Damage counter in Base Phase.
Mission Capable	Draw 3 Cards
Sorties	Draw 3 Cards
Scramble	Draw 3 cards

Event Cards are discarded as soon as they are played.

Pilot Card List

Name	Skill
Chuck	Initiative Rolls +1
Razor	Attack Rolls +1
Big Daddy	Hand Size +2

Name	Skill
Ice	Enemy Attack Rolls -1
Hawk	Draw +1 card per turn
Travis	Loiter Time +1 (= Fuel Capacity = 6)

Solo Rules

Start with 5 cards. Discard Enemy cards from initial 5. Just draw 1 card at a time. You are attacked by all Enemy cards you draw.

Links

[USAF Fact Sheet](#)

[Warthog Territory](#)





Tunnel Rat

Introduction

Vietnam War tunnel combat. Bluffing game for 2 players. One Player is the US Tunnel Rat.

The other player is the VC.

The Deck

The deck contains 16 cards: 4 Viet Cong (VC) cards
4 Trap Cards 8 Tunnel Cards

Object

The VC player wins if he inflicts 5 casualties. The US player wins if he accumulates 5 tunnel cards.

Vc Rules

The VC player must keep his hands where the rat can see them. The VC cannot wear sunglasses. The VC must look the rat in the eyes.

The VC must verbally answer all questions by the rat.

Turn Sequence

There are 8 phases in a turn:

1. Draw Phase
2. VC Phase
3. Trap Phase
4. Advance Phase
5. Cross Examination Phase
6. Action Phase
7. Revelation Phase
8. Result Phase

Draw Phase

The VC player draws 1 card. If the deck runs out, shuffle the discard & draw from it. He must look at it.

He must not show it to the US player.

Vc Phase

The US player may ask the VC: "Is it a VC?" The VC must always answer no.

Trap Phase

The US player may ask the VC: "Is it a Trap?" The VC must always answer no.

Advance Phase

The US player may ask the VC: "Is it safe?" The VC must always answer no.

Cross Examination Phase

The US player may repeat the 3 questions in any order as much as he likes. The VC must always answer no.

Action Phase

The US player must guess which card the VC has drawn: Tunnel, VC, or Trap. If he thinks it's a tunnel he must say: Advance. If he thinks it's a VC he must say: Shoot.

If he thinks it's a trap he must say: Search.

Revelation Phase

The VC shows the US player the card.

Result Phase

If it is a VC and the rat guessed correctly: Discard the card. If it is a VC and the rat guessed incorrectly: The US player suffers one casualty. If it is a Trap and the rat guessed correctly: Discard the card.

If it is a Trap and the rat guessed incorrectly: The US player suffers one casualty. If it is a Tunnel and the rat guessed correctly: The US player keeps the card. If it is a Tunnel and the rat guessed incorrectly: Discard the card.

Game Designers Notes

I hope this game doesn't offend. If it does, e-mail me and I'll remove it.





Victory At Stalingrad

Introduction

Card game for 2 players. Theme: WWII Eastern Front Battle of Stalingrad One player is the Soviets. The other player is the Germans.

Victory

The German Player must win 3 Hands in a row (Ignore Ties) to win. If the German player has not accomplished this by turn 10 the Soviet player wins.

The Decks

Each player has a Unique deck. Each deck has 5 Suites with cards marked 1-10.

Turn Notation

The first 4 Turns are known as the Early Turns. The last 4 Turns (6-10) are known as the Late Turns. The early turns favor the Germans. Late turns favor the Russians.

Some cards can only be played in the Early Turns. Some cards can only be played in the Late Turns.

The German Deck

The German Deck has 5 Suites: Firepower Objectives Morale Tactics Forces

The Soviet Deck

The Soviet Deck has 5 Suites: Defense Locations Morale Tactics Forces

Turn Sequence

Each turn has 5 Phases:

1. Reserves Phase
2. Strategy Phase
3. Event Phase

4. Conflict Phase
5. Logistics Phase

Reserves Phase

Each player fills their hand to 7 cards. If a deck runs out, shuffle the discard and draw from it.

Strategy Phase

Players may discard up to 3 cards and draw replacements.

Event Phase

Starting with the German player, each player may discard a card to do a Special action. Players are limited to 2 such actions in this Phase. The Special Action depends on the Suite of the card discarded.

Firepower = Opponent must discard 1 Random card from his hand Objectives = Rank of Opponent's Card Combo this turn is minus one Defense = Draw 2 cards from your Deck Locations = Rank of your own Card Combo this turn is plus one Morale = Draw 1 card from your Deck Tactics = Look at Opponent's hand Forces = If you win this Hand draw one extra card next turn

Conflict Phase

Players reveal their hands. The player with the best card combination wins the Hand. Card Combinations are poker-like.

Card Combinations

Combinations are based on a hand of up to 5 cards. These Combos are ranked from lowest to highest. Higher Ranked combos beat lower ranked combos. Ties are possible.

Rank	Combo:
1.	High Card
2.	One Pair
3.	Two Pair
4.	Three of a Kind
5.	Full House (3 of a Kind and a Pair)
6.	Straight (5 numbers in a row)
7.	Four of a Kind
8.	Flush (5 cards same suite)

Rank	Combo:
9.	Straight Mix (5 numbers in a row: All Suites different)
10.	Straight Flush (5 numbers in a row: All the same Suite)
11.	Five of a Kind

Logistics Phase

Discard all cards. Record the winner of the Hand.

Card List Notation

P Firepower

O Objectives

D Defense

L Locations

M Morale

T Tactics

F Forces

German Card List

Name:	Suite	Rank	Notes:
Superior Firepower	P	1	
Combined Arms	P	2	
Bombing	P	3	
Shelling	P	4	
Bloodiest Battle	P	5	
Slaughter	P	6	
Artillery Fire	P	7	
Enormous Bombardment	P	8	
Sustained Fire	P	9	
Air Support	P	10	
Italian Soldiers	F	1	
Hungarian Soldiers	F	2	
Romanian Soldiers	F	3	
Tanks	F	4	
German Sixth Army	F	5	
Fourth Panzer Army	F	6	
Nazi Juggernaut	F	7	
Motorized Divisions	F	8	
Field Commanders	F	9	
Sharpshooters	F	10	
Relief Operation	T	1	Late
Siege	T	2	
Blitzkrieg	T	3	Early
Massive Effort	T	4	
Desperate Fighting	T	5	

Name:	Suite	Rank	Notes:
Military Intelligence	T	6	
Two Pronged Assault	T	7	
German Thrust	T	8	
Luftwaffe Airlift	T	9	Late
Staff Officers	T	10	
Russian Terror	M	1	Early
Russian Despair	M	2	
German Professionalism	M	3	
Elite Army	M	4	
Master Race	M	5	
General Von Paulus	M	6	
German Optimism	M	7	Early
Russian Deserters	M	8	Early
Russian Prisoners	M	9	Early
Nazi Propaganda	M	10	
Hitler's Insistence	O	1	
War of Annihilation	O	2	
Reach the Volga	O	3	
Take Objectives	O	4	
Overwhelm Defenses	O	5	
Obliterate Command Post	O	6	
Tactical Victory	O	7	
Breakthrough	O	8	
Big Push	O	9	
Breakout	O	10	Late

Soviet Card List

Name:	Suite	Rank	Notes:
Savage Street Fighting	T	1	
Night Fighting	T	2	
Infiltration	T	3	
Human Wave Attacks	T	4	
General Chuikov	T	5	
Counterattack	T	6	
House to House Fighting	T	7	
Russian Shrapnel	T	8	

Name:	Suite	Rank	Notes:
Hold at all Costs	D	6	
Ruins	D	7	
Pockets of Resistance	D	8	
Urban Warfare	D	9	
Freezing Winter	D	10	Late
Soviet Propaganda	M	1	
General Zhukov	M	2	
Heavy German Casualties	M	3	

Name:	Suite	Rank	Notes:
Operation URANUS	T	9	Late
Strategic Envelopment	T	10	Late
Civilian Population	F	1	
Partisans	F	2	
Reinforcements	F	3	
Snipers	F	4	
Red Army	F	5	
Guards Division	F	6	
Men and Supplies	F	7	
Political Commissars	F	8	
Tank Killing Squads	F	9	
River Ferries	F	10	
Stalin's Orders	D	1	
Rubble Strewn Streets	D	2	
Inspired Defense	D	3	
Stiff Resistance	D	4	
Barricades	D	5	

Name:	Suite	Rank	Notes:
Heroism	M	4	
Sacrifice	M	5	
German Calamity	M	6	
Beginning of the End	M	7	
Doomed German Soldiers	M	8	Late
Battle Weary Germans	M	9	Late
Starving Germans	M	10	Late
No Mans Land	L	1	
Sewers	L	2	
Red October Factory	L	3	
Bridgeheads	L	4	
Banks of the Volga	L	5	
Tractor Works	L	6	
Apartment Blocks	L	7	
Pavlov's House	L	8	
The Grain Elevator	L	9	
Train Station	L	10	

Cardset Available!!!

Thanks Ron! [Click Here](#)





Vietnam Air Fury

by Joe Nixon

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Introduction

The following are changes in the Space Fury rules:

2. Detection Phase

"cloaked" is to be considered "jamming radar". communication does not violate "jamming radar".

4. MOVEMENT PHASE

Movement is based on the type of Aircraft. There is no concept of "Jump Drives" or "Jump points" in this game.

6. Missiles

New Weapon AAMs: Last for 3 turns, They can be aimed at targets in a 60 degree arc extending from the front of the fighter.

FIGHTER COST	ENHANCEMENTS
20	0
21	1
23	2
26	3
30	4
35	5

Basic Systems

All fighters have these systems built into their cost:
Hull- Contains all other systems. Affords minimal protection.

- Base Armor Modifier = 0.
- Cockpit & Life support- 1 pilot or 2 pilots. All the Oxygen that maybe needed is provided.
- Fuel Injector (Reactor Core)-
- Fuel Reserve- Enough fuel for whatever the radius of flight is, in dogfights 10 miles of Fuel are lost every turn.
- Power grid- Distributes power to all systems.

Primary Enhancements Table

D10	ENHANCEMENTS	NOTES
1	Targeting +1	ToHit Modifier +1 with one weapon vs one target
3	Radar-Jamming Device	Cost =2 Enhancements; Ship may Cloak
2	Ejection Seat	If fighter explodes, pilot escapes on a
-		parachute on a roll of 1-3

Factions

(Allied)

#	Result
1-3	US Air Forces
4	USMC Air
5-6	ARVN Airforce

(Communist)

#	Result
1-3	North Vietnamese Pilots
4-5	North Korean Pilots
6	Soviet Pilots

Fighter Types (was Construction)

Each fighter comes "stock" and can be re-fitted as necessary on a cost table as below.

FIGHTER COST	ENHANCEMENTS
41	6
48	7
56	8
65	9
75	10

- Standard Engine- Base Speed = 4.
- Directional thrusters- Base Maneuver Modifier = 0.
- Central Computer- Controls all systems.
- Targeting- Base To Hit Modifier = 0. Pilot may fire at one target per turn.
- Radar(Sensors)- Passive & Active. Used for detection, targeting, and navigation.
- Weapon- see individual fighter listing.

CONSOLIDATION The Two Weapons Table's have combined and the same for the Special Systems/Enhancement systems.

D10	ENHANCEMENTS	NOTES
2	Speed +1	
3	Maneuver +1	Base Maneuver Modifier +1
7	Armor +1	Base Armor Modifier +1
8	reroll	

D10	ENHANCEMENTS	NOTES
4	Jammer	Missiles are -1 To Hit this fighter or any adj. fighters
5	Scanners	Enhanced Sensors; Detection +2, Detection Range +10
7	Copilot	Cockpit accomadations & Life support for a copilot
8	Afterburner	Speed +4; can be used once; Costs 1 to replace

Weapon Table

All guns contain enough ammo or active materials to fire about 50 times

D10	SYSTEM	NOTES
1	Multiple Linked MG cannons	Range =3, Damage +1, ToHit +1, Gun
4	1 Missile	Speed =6, Maneuver +4, ToHit +1, Damage +4
X	1 AAM	Speed =6, Maneuver +4, ToHit +1, Damage +4
	SAM	Speed=5, Manuever +3, Damage +10
	Bombs	To Hit Ground Target+1 Damage+10
5	MG	Range =5, Damage +0, ToHit +0
4	Vulcan Gun	Range =2, Damage +2, ToHit +1; HE shells
6	Rocket Pod	Range =6, Damage +2, ToHit +0;
-		Contains 4 Rockets;
-		1-4 may be fired at one time
8	Nuclear Missile	Cost =2 Enhancements, Like normal missile
-		but Damage +25

- MiG-17=4
- F-100D=5
- F-105D=8
- F-4E"Phantom"
- Movement 8
- Manuver+2
- Guns: Vulcan
- Missile: 4 AAM
- 5 other hardpoints:
- Targeting +1, Copilot, and usually some jammers

- MiG-17"Fresco"
- Movement 4
- Manuver+4
- Missile
- Guns: Linked Cannon

Damage Roll Modifiers

Attackers Weapon Bonuses +X Defending fighter Armor Enhancement -1 Defenders Accumulated Structural Damage +X

Basic System Destroyed Table

D10	SYSTEM	RESULT
1	Cockpit	Pilot Killed
2	Oxygen	Pilot Killed
3	Communications	Detection -2
4	Radar	ToHit -2, Detection -4
5	Hole in wing!	Maneuver -1
6	Fuel Reserve	Ship Explodes
7	Fuel Injector	Ship Explodes
8	Power Grid	Permanent System shock
9	Computer	ToHit -2, Detection -2, Maneuver -1

D10	SYSTEM	RESULT
10	Reroll	-

Types Of Play

3. Scenarios-

Operation BOLO(1965)- was probably the greatest single air battle of the war. Involving over 50 F-4s against MiGs.

Tran Hoa Bridge(1972) F4s- Repeatedly flew into the Dragons Jaw to destroy named bridge with Guided missiles.

4. Campaign Missions- This is several connected scenarios where the results of one scenario affect the next scenario. This

level of play requires a gamemaster. Multiple playing Sessions.

5. Roleplaying- The gamemaster will have to develop nonpiloting

skills and quirks. Adventure possibilities may include a pilot being shot down and rescued, training ARVN, missions into Laos, supporting the special forces. Non-aircraft involved missions could involve fooling around in Saigon, the Air Base under attack by ground forces, etc.

Return to ??Space Fury





War Over The Reich

Introduction

Scenario for WarpQuest: WWII. for the ??WarpQuest Core Rules. Each player controls a Flight of 300 British (Halifax, Wellington, Mosquito, and Lancaster) Bombers on a Night Raid to bomb targets in Nazi Germany.

Introduction

Module 1 represents the flight to the Target Zone. Module 2 represents the combat over the Target Zone.

Stats List Table

1D6	Stat:	Notes:
1	Bombers +50	Base = 300
2	Electronic Warfare +2	Radar, Radio, Countermeasures
3	Navigation Intelligence +2	Electronics, Planning, Experience
4	Fighter Defense +2	Fighter Escort, Bomber MGs, Tactics
5	Bombing +2	Accuracy & Tonnage
6	Fuel Surplus +1	Base = 6

Fuel Surplus

Every time you fail a Navigation test reduce your Fuel Surplus by one point. You may voluntarily use up a Fuel Surplus point to 'Search for Targets': Instead of Moving forwards in Movement Phase, move your pawn (Bomber Group) backwards. If your Fuel Surplus = 0 you must immediately turn back and head for home.

If your Fuel = 0 and you fail a Navigation test you lose 1D6 Bombers. (They run out of fuel)

Altitude

There are three Altitudes: Low, Medium, and High. Start the game at Medium altitude. Instead of moving forward during Movement phase, use up a Fuel Surplus point and change your Altitude to any other height.

- If you are at low altitude Navigation and Bombing tests are DM -1.
- If you are at low altitude Flak and EW tests are DM +1.
- If you are at high altitude Navigation and Bombing tests are DM +1.
- If you are at high altitude Flak and EW tests are DM -1.

Flak & Fighters

- If you fail a Flak or Fighter test lose 1D10 Bombers.

The 'Artifact' is the halfway point of the Mission when the Bombers must turn back.

Bomber Flight Stats

A Bomber Flight (Group) has 300 Bombers and 6 Stats. The Flight also has a Fuel Surplus = 6 Roll on the Stat List Table to see what stats you get:

- If you pass a Flak or Fighter test you lose no Bombers.
- If you pass a fighter test you shoot down 1D6 enemy Fighters.
- Add your Fighter Defense Stat to 'Fighter test' Skill rolls.

Bombing Targets

When you bomb a target, 50 of your bombers will drop their bombs. Add your Bombing Stat to 'Bombing test' Skill rolls. If you pass the test, the target is destroyed: keep the target card in your possession.

If you fail the test, the target card remains in play in that space. The next Bomber group to land on the space may try to bomb the target. A Bomber drops all of its bombs at once. Those bombers cannot attack again.

Electronic Warfare

Add your Electronic Warfare Stat to 'EW test' Skill rolls.

- If you pass an EW test nothing happens.
- If you fail an EW test, draw another card.
- If it is a Flak or Fighter card, the card attacks with a DM +1.
- If the drawn card is not a Flak or Fighter, discard it: nothing happens.

Visual Sighting

- If you pass an Visual Sighting test nothing happens.
- If you fail a VS test, draw another card.
- If it is a Flak or Fighter card, the card attacks with a DM +1.
- If the drawn card is not a Flak or Fighter, discard it: nothing happens.

Scoring

Get 10 Victory Points (VP) for every target you 'destroy'. (The Decoy Target earns no VP, but you must bomb it.) Get 1 VP for every enemy fighter you destroy. Lose 1 VP for every bomber you lost.

Lose 5 VP if you run out of Surplus Fuel.

Hit 'em Hard Rule

When you go to make a Bombing test roll you may decide to attack with more than 50 Bombers. You may

choose 100, 150, or any multiple of 50. All Bombers you declare to attack must attack. If the first 50 fail their attack, roll again for the next 50, and so on.

Same Space

If your pawn lands on an opponents pawn, nothing happens, there is no conflict, and do not draw a card.

Card Types

- T** Target
- N** Navigation
- F** Flak
- I** Fighter
- E** Electronic Warfare
- V** Visual Sighting
- A** Aid
- #** Number of that card in the Deck.

Module 1 Perilous Flight Card List

Card Name:	#	Type	Test Modifiers:
Darkness	3	N	Navigation DM+1
Cloud Cover	3	N	Navigation DM+2
Storm	3	N	Navigation x2
Headwind	3	N	Navigation
8.8cm Flak 18	4	F	Altitude
10.5cm Flak 39	3	F	Altitude DM+1
12.8cm Flak 40	2	F	Altitude DM+2
Flak Battery	2	F	Altitude x2
Radar Station	1	E	Electronic Warfare
Radar Fence	1	E	Electronic Warfare
Radar Operator	1	E	Electronic Warfare
Freya Radar Tower	1	E	Electronic Warfare DM+2
Wurzburg Radar Dishes	1	E	Electronic Warfare DM+2
Kammhuber Line	1	E	Electronic Warfare DM+1
Radar Set	1	E	Electronic Warfare DM+1
Long Range Radar	1	E	Electronic Warfare
Radar Beacon	1	E	Electronic Warfare
Himmelbett Box	1	E	Electronic Warfare x2
Lichtenstein SN-2 Radar	1	E	Electronic Warfare x2
Flensburg Homing Device	1	E	Electronic Warfare x2 DM+1
Naxos-Z Homing Device	1	E	Electronic Warfare x2 DM+2
Visual Contact	1	V	Visual Sighting DM+2
Ground Observers	1	V	Visual Sighting x2
Me 109 Squad	1	I	Fighter Defense DM+1
Me 110 Squad	1	I	Fighter Defense
Messerschmitt Fighters	1	I	Fighter Defense x2
Foke-Wulf 190 Squad	1	I	Fighter Defense DM+2
Night Defense Fighters	1	I	Fighter Defense
Luftwaffe	1	I	Fighter Defense x2
JU 88 Night Fighters	1	I	Fighter Defense

Card Name:	#	Type	Test Modifiers:
Heinkel He 219s	1	I	Fighter Defense
Wild Boar Squad	1	I	Fighter Defense DM +1
Tame Boar Squad	1	I	Fighter Defense
Schrage Musik	1	I	Fighter Defense DM +1
German Fighter Ace	1	I	Fighter Defense DM +2
Drop Tanks	1	A	Fuel Surplus +2
Efficient Fuel Management	1	A	Fuel Surplus +1
Window Countermeasure	1	A	Electronic Warfare +1
Aluminum Foil Strips	1	A	Electronic Warfare +1
Operation Corona	1	A	Electronic Warfare +2
Perfectos Device	1	A	Electronic Warfare +3
Serrate Tracking Unit	1	A	Electronic Warfare +2
Jam Radio Traffic	1	A	Electronic Warfare +3
Airborne Cigar	1	A	Electronic Warfare +2
Noise Transmitters	1	A	Electronic Warfare +2
GEE Relay Stations	1	A	Navigation +2
OBOE Electronic Guidance	1	A	Navigation +2 or Bombing +2
Airborne Radar	1	A	Navigation +3
Mission Briefing	1	A	Navigation +2
Landmarks	1	A	Navigation +1
Firestorm	1	A	Bombing +3
Target on Fire	1	A	Bombing +3
Blockbuster Bombs	1	A	Bombing +2
Pathfinder Force	1	A	Bombing +2
Red Spot Flares	1	A	Bombing +2
Master Bomber	1	A	Bombing +1
Blind-Bombing Radar	1	A	Bombing +1

Module 2 Target Zone Card List

Card Name:	#	Type	Test Modifiers:
Ball Bearing Factory	1	T	Bombing x2 DM+1
Airplane Factory	1	T	Bombing x2
Rail yard	1	T	Bombing
V2 Launch Site	1	T	Bombing DM+2
Air Field	1	T	Bombing
Synthetic Petroleum Plant	1	T	Bombing x2
Refinery	1	T	Bombing x2
City	1	T	Bombing
Shipyards	1	T	Bombing
Industrial Complex	1	T	Bombing
Decoy Target	1	T	Bombing
Hydro-Electric Dam	1	T	Bombing DM+1
Darkness	3	N	Navigation DM+1
Cloud Cover	3	N	Navigation DM+2
Storm	3	N	Navigation x2
Headwind	3	N	Navigation
8.8cm Flak 18	4	F	Altitude
10.5cm Flak 39	3	F	Altitude DM +1
12.8cm Flak 40	2	F	Altitude DM +2

Card Name:	#	Type	Test Modifiers:
Flak Battery	2	F	Altitude x2
Radar Station	1	E	Electronic Warfare
Radar Fence	1	E	Electronic Warfare
Radar Operator	1	E	Electronic Warfare
Freya Radar Tower	1	E	Electronic Warfare DM+2
Wurzburg Radar Dishes	1	E	Electronic Warfare DM+2
Radar Set	1	E	Electronic Warfare DM+1
Long Range Radar	1	E	Electronic Warfare DM+1
Radar Beacon	1	E	Electronic Warfare
Himmelbett Box	1	E	Electronic Warfare x2
Lichtenstein SN-2 Radar	1	E	Electronic Warfare x2
Flensburg Homing Device	1	E	Electronic Warfare x2 DM+1
Naxos-Z Homing Device	1	E	Electronic Warfare x2 DM+2
Visual Contact	1	V	Visual Sighting DM+2
Shilouette	1	V	Visual Sighting DM+1
Ground Observers	1	V	Visual Sighting x2
Search Lights	1	V	Visual Sighting
Me 109 Squad	1	I	Fighter Defense DM+1
Me 110 Squad	1	I	Fighter Defense
Messerschmitt Fighters	1	I	Fighter Defense x2
Foke-Wulf 190 Squad	1	I	Fighter Defense DM+2
Night Defense Fighters	1	I	Fighter Defense
Luftwaffe	1	I	Fighter Defense x2
JU 88 Night Fighters	1	I	Fighter Defense
Heinkel He 219s	1	I	Fighter Defense
Wild Boar Squad	1	I	Fighter Defense DM +1
Tame Boar Squad	1	I	Fighter Defense
Schrage Musik	1	I	Fighter Defense DM +1
German Fighter Ace	1	I	Fighter Defense DM +2
Drop Tanks	1	A	Fuel Surplus +2
Efficient Fuel Management	1	A	Fuel Surplus +1
Window Countermeasure	1	A	Electronic Warfare +1
Aluminum Foil Strips	1	A	Electronic Warfare +1
Operation Corona	1	A	Electronic Warfare +2
Perfectos Device	1	A	Electronic Warfare +3
Serrate Tracking Unit	1	A	Electronic Warfare +2
Jam Radio Traffic	1	A	Electronic Warfare +3
Airborne Cigar	1	A	Electronic Warfare +2
Noise Transmitters	1	A	Electronic Warfare +2
GEE Relay Stations	1	A	Navigation +2
OBOE Electronic Guidance	1	A	Navigation +2 or Bombing +2
Airborne Radar	1	A	Navigation +3
Mission Briefing	1	A	Navigation +2
Landmarks	1	A	Navigation +1
Firestorm	1	A	Bombing +3
Target on Fire	1	A	Bombing +3
Blockbuster Bombs	1	A	Bombing +2
Pathfinder Force	1	A	Bombing +2
Red Spot Flares	1	A	Bombing +2
Master Bomber	1	A	Bombing +1
Blind-Bombing Radar	1	A	Bombing +1

American Daylight Raids

This is a variant of the above Card lists. The Americans preferred to use their B-17 Flying Fortresses &

B24 Liberators in daylight raids with Fighter Escorts. Add the Following cards to Modules 1 & 2

American Daylight Raids Addendum Card List

Card Name:	#	Type	Test Modifiers:
P-38F Lightnings	1	A	Fighter Defense +2
P-47C Thunderbolts	1	A	Fighter Defense +3
P-51B Mustangs	1	A	Fighter Defense +3
Fighter Escort	2	A	Fighter Defense +2
Bomber Boxes	1	A	Fighter Defense +1
MG Crossfire	1	A	Fighter Defense +1
Norden Bombsight	1	A	Bombing +2
Me 262 Jet Fighters	1	I	Fighter Defense, DM +2
Combat Fighters	1	I	Fighter Defense
WDr-21 Rockets	1	I	Fighter Escort
Pulk-Zerstorer Bombs	1	I	Fighter Defense
Head on Pass Tactics	1	I	Fighter Defense
Jagdgruppen	1	I	Fighter Defense
Smokescreens	1	N	Navigation

Notes: Remove all Night cards. Remove all Electronic Warfare cards. Navigation and Bombing tests

are DM -1.
Flak tests are DM +1.





Wargasm

Introduction

Card game for 2-4+ players. Modern Combat Theme.

Disclaimer

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Victory

Players are eliminated when they have accumulated 20 or more points of Damage. Be the last player standing.

Damage

Each player starts with zero Damage. Use (fake) bullets to keep track of Damage.

The Deck

Players share a common deck.

Card Versatility

Each card can be used in up to 3 ways:

- As a Unit
- To Attack
- As a Special Event

Unit Types

Each card will list 1 type of Unit. There are 4 types of Military Units:

- Infantry
- Vehicles
- Artillery
- Air In addition to these Units there are Intel cards. These Intel cards do not have the Unit Function. Intel cards will list an Attack and an Event, or 2 Events. Cards being used as Units are kept face-up on the table in Front of the controlling player. Cards put into play as units are said to be Deployed.

Attacks

The Attack function of a card will specify attacker type and target type. When a card is being used to attack, you must have the Appropriate type of Unit in play that can make the Attack. The Attack Targets either the opponent's Base or a specific Type of Unit that the opponent has in play.

As a result of the Attack, the Attack card is discarded and the Target unit is discarded, or if the Base was attacked, the target Player will gain 1 Damage for each Unit that attacked. The attacking Unit(s) remain in play.

Special Events

Each card describes a Special Event. Most of these are played in your Event Phase, but some are meant To be played at other times, even during an opponent's turn. In general, Event cards are discarded immediately after being played.

Setup

Shuffle the Deck. The biggest War Monger goes first. Play proceeds clockwise.

The first player is dealt 1 card. The second player is dealt 2 cards and so on.

Turn Sequence

Players take turns. Each turn has 5 Phases:

- Logistics Phase
- Deploy Phase
- Attack Phase
- Event Phase
- Friction Phase

Logistics Phase

Draw 4 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Deploy Phase

You may put 1 Unit card into play from your hand.

Attack Phase

You may make 1 Attack this Phase: To do this, you must play a card for its attack function. The Attack function of a card will specify attacker type and target type. Example Terminology: Infantry attacks Vehicle.

When a card is being used to attack, you must have the Appropriate type of Unit in play (deployed) that can make the Attack. The Attack Targets either the opponent's Base or a specific Type of Unit that the opponent has in play. As a result of the Attack, the Attack card is discarded and the Target unit is discarded, or if the Base was attacked, the target Player will gain 1 Damage for each Unit that attacked.

The attacking Unit(s) remain in play. Some Event cards will allow the defender to negate the Attack. Attack Cards targeting Units allow a single attacking unit to attack a single target Unit.

Attack Cards targeting Bases allow all units of the indicated type to Attack. So if you had 4 Infantry deployed and played Occupy, you would do 4 Damage.

Event Phase

You may play 1 Event card this Phase. Unless otherwise specified, Event cards are played only in this Phase. Discard the event card when played.

Friction Phase

Max hand size is 5 cards. Give excess cards to one or more opponents.

Common Deck Card List

Unit:	Attack:	Event:
Infantry	Sniper	Cover
Infantry	Sniper	Minefield
Infantry	Rockets	Ambush
Infantry	Rockets	Patrol
Infantry	Infiltrate	Special Forces
Infantry	Infiltrate	Cover
Infantry	SAMS	Minefield
Infantry	SAMS	Ambush
Infantry	Occupy	Patrol
Infantry	Occupy	Special Forces
Vehicle	Overrun	Armor
Vehicle	Overrun	Tank Traps
Vehicle	TK	Exploitation
Vehicle	TK	Scout Car
Vehicle	Outflank	Reserves
Vehicle	Outflank	Armor
Vehicle	Air Defense	Tank Traps
Vehicle	Air Defense	Exploitation
Vehicle	Breakthrough	Scout Car
Vehicle	Breakthrough	Reserves
Artillery	Barrage	Camouflage
Artillery	Barrage	Deception
Artillery	ATG	Forward Observer
Artillery	ATG	Convoy
Artillery	Artillery Duel	Reinforcements
Artillery	Artillery Duel	Camouflage
Artillery	Flak	Deception
Artillery	Flak	Forward Observer
Artillery	Bombardment	Convoy
Artillery	Bombardment	Reinforcements
Air	Strafing	Air Superiority
Air	Strafing	Weather
Air	Missiles	Air Lift
Air	Missiles	Ariel Recon
Air	Bombing Run	High Altitude
Air	Bombing Run	Air Superiority
Air	Interceptors	Weather
Air	Interceptors	Air Lift
Air	Air Strike	Ariel Recon
Air	Air Strike	High Altitude
Intel	Counter Attack	Tactics

Unit:	Attack:	Event:
Intel	Surprise Attack	Espionage
Intel	Ground Assault	Propaganda
Intel	Envelopment	Rally
Intel	Major Offensive	Defense in Depth
Intel	Night Attack	Retreat
Intel	Fog of War	Friendly Fire

Card Ability Descriptions

Ability:	Notes:
Sniper	Infantry Attacks Infantry
Minefield	Event: Negate Attack by Infantry
Rockets	Infantry Attacks Vehicles
Ambush	Event: Negate Attack & Destroy Attacking Unit
Patrol	Event: Draw 1 Card and Look at Enemy Hand
Infiltrate	Infantry Attacks Artillery
Special Forces	Event: Opponent discards 2 random cards from Hand
Cover	Event: Negate Attack Targeting Infantry
SAMS	Infantry Attacks Air
Occupy	All Infantry Attack Base
Overrun	Vehicle Attacks Infantry
Armor	Event: Negate Attack Targeting Vehicle
Tank Traps	Event: Negate Attack by Vehicle
TK	Vehicle Attacks Vehicle
Exploitation	Event: Attacks vs. Base do Double Damage
Scout Car	Look at Enemy Hand. Deploy 1 Unit from your Hand
Outflank	Vehicle Attacks Artillery
Reserves	Event: In Logistics Phase Deploy 1 Unit or Draw 2 Cards
Air Defense	Vehicle Attacks Air
Breakthrough	All Vehicles Attack Base
Barrage	Artillery Attacks Infantry
Camouflage	Event: Negate Attack Targeting Artillery
Deception	Event: Negate Attack by Artillery
ATG	Artillery Attacks Vehicles
Forward Observer	Event: Look at Next 7 Cards in Deck
Convoy	In Logistics Phase Draw 1 Card and Deploy 1 Unit
Artillery Duel	Artillery Attacks Artillery
Reinforcements	Event: Draw 3 Cards in Logistics Phase
Flak	Artillery Attacks Air
Bombardment	All Artillery Attack Base
Strafing	Air Attacks Infantry
Air Superiority	Event: If you have most Air Units take another turn
Weather	Event: Negate Attack by Air
Missiles	Air Attacks Vehicles
Air Lift	Event: Deploy 2 Units in Deploy Phase
Ariel Recon	Event: Look at All Enemy Hands. Play Another Event
Bombing Run	Air Attacks Artillery
High Altitude	Event: Negate Attack Targeting Air
Interceptors	Air Attacks Air
Air Strike	All Air Attacks Base
Counter Attack	Event: Play 1 Attack Card at end of Enemy Attack Phase

Ability:	Notes:
Tactics	Event: In Logistics Phase Draw 5 cards and Discard 3
Surprise Attack	Any Unit Attacks Any Unit or Base. Discard 1 Card
Espionage	Event: Steal 1 Random Card from Enemy Hand
Ground Assault	All Infantry & Vehicles Attack Base
Propaganda	Event: Steal 1 Enemy Unit
Envelopment	Event: Enemy takes 2 Damage
Rally	Event: Take Unit from top of Discard and Deploy it
Major Offensive	All Units Attack Base
Defense in Depth	Event: Base takes half Damage from Attack (Round down)
Night Attack	Event: Play 1 extra Attack Card in your Attack Phase
Retreat	Event: Return 1 Deployed Unit to your Hand
Fog of War	Event: Negate Event Card just played
Friendly Fire	Event: Redirect Attack to different Enemy Unit





Warped Diplomacy Classic

Introduction

Heavily modified variant of the board game Diplomacy. Card play replaces written orders. Players should be familiar with basic concepts of the standard game such as Supply Centers, Provinces, Units, and Great Powers.

Special movement rules (Kiel & Constantinople, etc.) still apply. Rules for Retreats, Building, Occupation, Civil Disorder, and Convoys still work in the spirit of the original game.

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Victory

Control of 18 Supply Centers.

Board & Pieces

A standard Diplomacy Board and Pieces are used. Additionally 3 special Decks are used:

1. Event Deck
2. Land Battle Deck
3. Sea Battle Deck

Setup

Standard setup of the Great Powers. Additionally each player is dealt 4 Event cards.

Turn Order

Turns are not simultaneous. Players take turns. Germany goes first, followed around the table going clockwise.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Planning Phase
2. Logistics Phase
3. Movement Phase
4. Battle Phase
5. Advance Phase
6. End Phase

Planning Phase

Draw 4 Event Cards. If you have 10 or more Supply centers, draw an extra card. If the deck runs out, shuffle the discard and draw from it.

Logistics Phase

Discard any 2 Event cards to build 1 Unit. (Not in excess of your supply limit) Some cards allow you to build a unit for the cost of that card only.

Movement Phase

Discard any Event card to move 1 Unit 1 Space. Some cards will allow you to move 1 Unit additional spaces or to move several units for the cost of that card only. Discard any 1 Event card to convoy 1 Army as described in the regular rules.

An Army may convoy on allied ships if those players allow. An Army can only be convoyed into an unoccupied Province. A single unit may only normally be moved once per turn. Additional movement requires an Event card to specify that it is an extra move.

Attack Phase

Discard any Event card to have 1 Unit attack an enemy unit in an adjacent space. Some cards will allow you to attack with several units for the cost of that card only. Armies in Coastal Provinces cannot attack Fleets in Sea Spaces.

Fleets in Coastal Provinces cannot attack inland Armies. A single unit may only normally attack once per turn. Additional attacks requires an Event card to specify that it is an extra attack.

Battle Resolution

To resolve an attack the Sea and/or Land Battle decks are used. If you have an Army in the battle draw 5 cards from the Land deck. If you have a Fleet in the battle draw 5 cards from the Sea deck.

Each player may then discard up to 2 cards and draw replacements. If a deck runs out, shuffle the discard and draw from it. Add up the Force value of the playable cards in your hand.

A Defending Army cannot use Attacker cards. An Attacking Army cannot use Defender cards. A Fleet can use up to 3 Ship cards, 1 Weapon, and 1 Tactics card.

Support: A unit adds 1 to its Force value for every friendly unit adjacent to itself and adjacent to the enemy unit it is fighting. If one sides Force total is 3 or greater than his opponents, the loser, if he is the defender, must retreat. If he cannot retreat, he is destroyed. If the attacker loses, nothing happens.

If a defending unit has already retreated once this turn, and it must retreat again, it is destroyed. If a unit loses by 6 or more it is destroyed. A unit gets -1

to its Force for every time it already attacked/defended this phase.

Discard all Battle cards after each attack.

by the destroyed (removed) unit.

Advance Phase

If a defending unit is destroyed, the attacker that destroyed it may move into the space previously occupied

End Phase

Maximum Event card hand size is 3 cards. Discard excess cards.

Event Deck Card List

Card:	Notes:
Industrial Might	Build 1 Unit
Conscription	Build 1 Army
Shipyards	Build 1 Fleet
Man Power	Build 1 Army
Naval Arms Race	Build 1 Fleet
Surplus	Build 1 Unit
Militarism	Build 1 Army
Blood and Iron	Build 1 Unit
Marching Orders	Move 2 Armies
Grand March	Move 3 Armies
Mobilization	Move 2 Units
Major Mobilization	Move 3 Units
Grand Plan	Move/Convoy 4 Units
Launch Ships	Move 2 Fleets
Out to Sea	Move 3 Fleets
Grand Strategy	Discard to draw 2 Event cards
Propaganda	Discard to draw 2 Event cards
Offensive	Attack with 2 Units
Major Offensive	Attack with 3 Units
Grand Offensive	Attack with 4 Units
Naval Operations	Move or Attack with 2 Fleets
Fleet Action	Move or Attack with 3 Fleets
Attrition	Attack with 2 Armies
General Advance	Attack with 3 Armies
Wide Front	Attack with 4 Armies
Marine Landings	Convoy up to 2 Armies
Logistics	Move or Attack with up to 2 Units
Resupply	Attack with 1 unit and draw 1 Event card
Reserve Movement	Up to 2 units may move 1 extra space
Rail Network	1 Army may move up to 2 extra spaces
Expedition	1 Fleet may move up to 2 extra spaces
Push	1 Unit may make 1 extra attack
Big Push	2 Units may make 1 extra attack each
Zeppelin Raid	Opponent discards 2 Event Cards
Sortie	Move and attack with 1 Unit
Limited Objectives	Move and attack with 1 Unit
Invasion	Move and attack with 2 Units
Salient	Move and attack with 1 Army
Seek & Destroy	Move and attack with 1 Fleet
General	Move and attack with up to 2 Armies
Admiral	Move and attack with up to 2 Fleets
Exploitation	Move 1 Unit 1 extra space in Advance Phase

Card:	Notes:
Overrun	Move 1 Unit 1 extra space in Advance Phase
Spies	LOAH; Draw 1 card from the Event Deck
Diplomats	LOAH; Draw 1 card from the Event Deck
Intelligence	LOAH; Draw 1 card from the Event Deck
Peace Talk	POOT; Opponent cannot attack you this turn
Treaty	POOT; Opponent cannot attack you this turn
Mutiny	POOT; Opponent cannot attack this turn
Revolution	POOT; Opponent cannot attack this turn
Reforms	Discard your hand and draw 3 Event cards
Influenza Epidemic	POOT; Negate a Build Action
Delays	POOT; Negate a Movement Action
Ammo Shortages	POOT; Negate an Attack Action
Alliance	POOT; Opponent cannot attack target Player
Entente	POOT; Opponent cannot attack target Player

LAOH Look at Opponents Hand
POOT Play on Opponents Turn

Land Battle Deck Card List Notation

D Defender Only
A Attacker Only
B Both Defender and attacker

Land Battle Deck Card List

Card:	Type	Force
Barbed Wire	D	2
Trenches	D	3
Poison Gas	A	3
Tanks	A	3
Machine Guns	D	4
Rolling Barrage	A	4
Mine Fields	D	2
Fortress	D	3
Artillery	B	3
Infantry	B	2
Storm Troopers	A	3
Biplanes	B	2
Regiments	B	1
Battalions	B	2
Divisions	B	3
No Mans Land	D	2

Card:	Type	Force
Bombardments	B	1
Blunder	D	4
Snipers	B	1
Officers	B	1
Breakthrough	A	4
Counterattack	D	2
Surprise	A	3
Defense in Depth	D	4
Over the Top Boys!	A	2
Ariel Reconnaissance	B	2
Reinforcements	B	2
Siege Guns	B	2
Cavalry	B	1
Trap	D	4
Frontal Assault	B	2

Sea Battle Deck Card List Notation

S Ships

W Weapons
T Tactics

Sea Battle Deck Card List

Card:	Type	Force
Engagement	T	2
U-Boats	S	2
Submarines	S	2
Destroyers	S	2
Light Cruisers	S	2
Heavy Cruisers	S	3

Card:	Type	Force
Smoke	T	1
Armored Cruisers	S	3
Old Battleships	S	3
Torpedo Boat	S	1
Mine Sweeper	S	1
Depth Charges	W	1

Card:	Type	Force
Gunnery	W	2
Battle Cruisers	S	3
Standoff	T	1
Mine Layer	S	1
Biplanes	W	1
Aircraft Carrier	S	2
Battleships	S	4
Salvos	W	2
Dreadnaughts	S	4
Pocket Battleships	S	3
Squadron	T	3
Night Battle	T	3
Turrets	W	2

Card:	Type	Force
Torpedoes	W	1
Gun Boats	S	1
Blockade	T	2
Captain	T	2
Big Guns	W	3
Storm	T	1
Pursuit	T	2
Flotilla	T	2
Auxiliaries	S	1
Surface Raiders	T	2
Outmaneuver	T	2
Escape	T	1

Designers Notes

The standard game takes place in the relatively peaceful (historically) period between the Franco Prussian War (also Russo-Turkish) and WWI. However, it will be noticed that the card flavor of the Battle Decks

in this variant has a distinctly WWI flavor.

Links

Diplomacy





Way Of The Warrior

by *Gottardo Zancani*
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The Way of the Warrior (WotW) is a solo system to simulate small tactical war operations. Is not aimed at a specific period: the base version of the rules is set on WWII but is quite easy to introduce new periods/themes.

Campaign Setup

Select one of the available nationalities for your units if this is the first mission: German, US, Russian, Italian and Finland are available for the WWII. Select one theatre of the operations in the (Theatre of Operations) Table where your nationality is present and use the other nationality specified in the in the table for the enemy forces.

Game Sequence

The basic flow of the game is the following:

- Mission briefing: determine the objectives of the mission
 - Equipment: choose your team
 - Mission:
 - * Event determination
 - * Encounter phase
 - * Advance to next zone
 - Post-mission debriefing: experience gain
- MIS-
SION BRIEFING Description: each mission has a final objective that must be reached; the approach to the objective is made of a serie of steps that must be followed. With the exception of the last step of the mission (the real objective) you will roll for every step to determine the enemy forces (if any) present: the last step of the mission has always a fixed enemy force.

Target approach: create 3+1D3 mission steps by rolling 2D6 in the (Steps Table). Each row will list a serie of steps that must be crossed over: write each step in the (Mission Track).

Objective: roll 2D6 in the (Objective Table) to determine the mission objective. Write the objective steps in the (Mission Track). In the (Objective Table) you will also find the Enemy Forces for the last step: write the Enemy Forces for your current mission in the (Mission Track) in the last step row.

Equipment

Description: select your men or re-equip your exist-
ing team members.

If this is the first mission then (Team Table) relative to your nationality will specify how many CP you have

at your disposal. You must select at least 3 men in the (Team Table) using these CP (unused CP can be saved for later use); the max team size is given in the (Team Table). Every man is described in terms of Quality, CP cost and weapon. Every soldier has also 4 grenades.

If you've already played a mission then you have 2CP available (1CP if you've aborted the last mission) to select some reinforcements, plus any saved CP; the max team size is still the one given in the (Team Table). You can freely change weapon for Veteran/Private while Green must use their starting weapon. You can give to a new member a Medical expertise (used to treat the wounded soldiers) by adding 1/2CP (depending on the nationality) to the base cost.

Range

The Encounter phase you will be acting in one of the three possible ranges: Short, Medium, Long. You can change the range during the Movement sub-phase: the range level can be incremented/decremented of one level. Every weapon provides a Fire Factor depending on the range: the (Weapon List) table specifies the Short/Medium/Long range FF.

Cover

Every step in the (Event Table) includes a column when you will find the cover (if any) offered by the relative terrain; there are two cover types, light and heavy: depending on the cover any force (your team or the enemy) will receive a bonus in the fire phase, found in the (Fire Table) modifiers list. The last step of the mission, the objective, is always described in the (Objective Table): if the terrain of the objective is not present in the (Event Table) (like the Radio Station) you will find in the (Objective Table) the relative cover (if any) or a standard terrain to be used to look up the cover.

Formation

Your team is normally on Column formation (road): when facing the enemy you can choose between Line formation or Open Order formation. Line formation makes possible the creation of a Fire Group. Open Order formation gives your men a positive modifier when fired at.

You can change formation during the movement sub-phase.

Mission

Mark in the Mission Track the current position of your Squad: step #1. The mission is over when the final step is free of enemies or if you abort it: if you abort a mission you won't get any experience points. Until you've reached and achieved the mission objective follow the sequence

1. Check the weather effects when applicable
2. If you're on the last step of the Mission Track then keep track of the final enemy forces and goto 5
3. Roll 2D6 in the Event table corresponding to the terrain of the current position in the Mission Track.
4. If no encounter is selected then go to 11, otherwise determine the enemy patrol composition in the (Patrol Table) and/or keep track of the enemy forces indicated in the Event Table.
5. Surprise Check: test morale for all men involved (including the enemy forces); Green that fail are pinned, others that fail suffer a +1 modifier for the fire on the next fire phase and cannot move.
6. Movement phase: your group can change formation or change range (only if ALL men can move); alternatively single soldiers can remove the Pinned status.
7. Fire Phase: all eligible soldiers can fire. If on Line formation you can create a Fire Group
8. Enemy Action phase.
9. Route phase: check morale (also for the enemy forces) if the group suffered a Kill result in this turn. Enemy units that fail will leave the field; any soldier of your team that fails is Pinned. A team member with Medical experience can treat a Wounded soldier in this phase.
10. If the enemy forces have been defeated goto 11, otherwise return to 6 and start a new turn.
11. Advance your position in the Mission Track and go back to 1.

Weather Effect

Some missions and/or theatre of operation will indicate if a special weather condition is applicable. In this case you must roll a dice in the (Weather Effect) table and apply the results.

Morale Test

To test the morale roll 1D6:

- Green have a morale of 3
- Private have a morale of 4
- Veteran have a morale of 5

If the roll is \leq to the soldier's morale the test is successful.

Fire Phase

In this phase your team can attack the enemy forces. Single soldiers can fire individually: if the team is in Line formation up to 3 men can create a Fire Group (please note that some weapons cannot be used on a

Fire Group). For a Fire Group add up the Fire Factors of all involved soldiers, otherwise use the FF of the soldier firing and then select a target. Roll a D6 and cross reference in the (Fire Table) the dice roll with the FF, considering all the modifiers that apply to the case. The final result is one of the following:

- NONE: no effect
- P: the target is Pinned. In the next Fire Phase this soldier won't be able to fire (will only recover the Pinned status).
- W: one man is wounded; a wounded soldier that suffers a second wound result is Killed.
- K: the target is killed.

Instead of firing a standard grenade you can deploy Smoke (remove one Grenade). Smoke will give some cover for the next 2 turns.

Enemy Action

If an enemy soldier is pinned remove this status. An enemy Patrol not in cover (light or heavy) will advance toward your team with a result of 1-2 on a D6 roll. If the enemy soldier has a Grenade it will use it as soon as possible.

If the enemy soldier has a Pistol roll 1D6: on a 1-4 result he'll use the weapon for an individual fire, with a result 5-6 he will join a fire group.

Enemy soldiers always form a Fire Group if possible. Select a random target in your Team and roll a D6. Apply the modifiers (if any) and determine the result in the Fire Table. In case of a Pinned result the soldier won't be able to fire in the next phase even if removes the Pinned status in the movement phase): mark this restriction in the Team roster.

Medical Treatment

A soldier with Medical experience can try to first aid a wounded team member; on a result of 1-4 on a D6 the treatment is successful: the selected character is still wounded (i.e. is Killed if newly wounded) but doesn't suffer the +2 roll modifier in the fire phase. Only one first aid attempt can be done on a single character. If the treatment is unsuccessful mark the wound as not curable (no more treatment attempts are possible).

Post-mission Debriefing

If you've aborted the mission skip this phase. Add 1 experience point (XP) to your team experience. Keep track of unused XP. The XP can be used to improve your team:

- 1XP: promote a Green to Private
- 2XP: promote a Private to Veteran
- 2XP: add -1 on the fire roll for a Veteran (max -1 for each soldier)

Optional Rule #1: Airborne Mission

At the beginning of the Mission Briefing roll 1d6: on a result of 1 the mission is airborne and you need

to add the Drop Steps of the (Airborne Mission) Table at the start of the Mission Track. For every row in the (Airborn Mission) add a number of steps in the (Mission Track) equal to the number marked in the # column. All the Drop steps have a special event column to be followed instead of using the standard (Event Table).

Optional Rule #2: Beachhead

At the beginning of the Mission Briefing roll 1d6: on a result of 1 the mission starts on a Beach Head and you need to add the BeachHead Steps of the (Beach-Head Mission) Table at the start of the Mission Track. For every row in the (BeachHead Mission) add a number of steps in the (Mission Track) equal to the number marked in the # column. All the BeachHead steps have a special event column to be followed instead of using the standard (Event Table).

Theatre Of Operation Table

Theatre	Nationality 1	Nationality 2	Notes
Russia 1943	German	Russian	-
Winter 1942 - Russia	German	Russian	Roll 1D6 at the start of each mission:
	-	-	1-2: clear weather
	-	-	3-5: snow
	-	-	6: blizzard
France 1944	German	US	
Sicily	1943	US	Italian
Finland 1940	Russian	Finland	Roll 1D6 at the start of each mission:
	-	-	1-5: clear weather
	-	-	6: snow

Airborne Mission

Drop Steps*	#	Event
High Altitude	1	9: Wind - Add 1 additional Regrouping Step
	-	10: Strong Wind - Add 1 additional Regrouping Step and repeat this step
Low Altitude	1D3	5: Wind - Add 1 additional Regrouping Step
	-	9-10: Enemy Fire - Roll 1D3 Fire attacks on the Fire Table on the
	-	column 6, ignoring the Pinned results
Landing	1	8-9: Enemy Fire - Roll 1D3 Fire attacks on the Fire Table on the column
	-	6, ignoring the Pinned results
	-	12: Wound - one random soldier is Wounded
Regrouping	1**	5: patrol - Rifle*(P) SMG(P)
	-	9: patrol - SMG*(P) SMG(G) (Short Range)
	-	Only 1d6-2 random men can fight the enemy forces

*Add all above steps in the Mission Track

**Keep track of how many Regrouping steps you

Optional Rule #3: Engineers

During the Equipment phase you can spend 2 additional CP to make one of your team members an Engineer (only one Engineer for each team). When using this optional rule any soldier using a Flame-thrower must be considered an Engineer (so you have to pay 2 additional CP to select it); an Engineer not using Flame-thrower can additionally be equipped with a Explosive Charge (10/-/-): the Explosive Charge cannot be used on a Fire Group and can only be deployed once.

If your team include an Engineer at the end of the Mission Briefing phase you can remove one step in the (Mission track) (except the last one of course); this represents the extra support in scouting and intelligence that the Engineer can provide.

need (depending on the Wind Event) on the left column if the Mission Track.

Beachhead Mission

BeachHead Steps*	#	Event
Landing Craft (LC)	1	2: LC hit - Roll 1 fire attack on the Fire Table on the column 6,
	-	ignoring the Pinned results
	-	3: Sand Bank - add 2 additional Shallow Water steps
	-	4: Sand Bank - add 1 additional Shallow Water step
	-	11: LC hit - Roll 1 fire attack on the Fire Table on the
	-	column 4, ignoring the Pinned results
	-	12: LC sunken - Roll 1 fire attack on the Fire Table on
Shallow Water	1	2: Safe corridor - skip next step
	-	10: Near miss - the team stops and wait. Repeat the step
	-	11: Enemy Fire - Roll 1D2 Fire attacks on the Fire Table on the
	-	column 3. Repeat the step if you get a Pinned result.
Enemy Beach	D3+1	2: Safe corridor - skip next step
	-	3-5: Shell Hole - provide Light Cover in the next step
	-	8-9: Enemy position - Rifle*(P)
	-	10: Enemy position - Rifle*(P) SMG(P)
Regrouping	1	4: patrol - Rifle*(P) SMG(P)
	-	10: patrol - SMG*(P) SMG(G) (Short Range)

Team Table: German

Starting CP: 8

Max team members: 5

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG

Quality	CP	Weapon
Private	2	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/2/1	
SMG	4/1/-	
LMG	3/2/2	2attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: Italian

Max team members: 5

Starting CP: 7

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle

Quality	CP	Weapon
Private	2	SMG
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/1/1	
SMG	3/1/-	
LMG	3/2/2	2 attacks/turn
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: Finland

Max team members: 5
Starting CP: 9

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG

Quality	CP	Weapon
Private	2	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/2/1	
SMG	3/1/-	
LMG	3/2/2	2 attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: American

Max team members: 5
Starting CP: 8

Quality	CP	Weapon
Veteran	5	Rifle
Veteran	5	SMG
Private	3	Rifle
Private	3	SMG

Quality	CP	Weapon
Private	3	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	3/2/2	
SMG	4/2/-	
LMG	3/2/2 2	attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: Russian

Max team members: 7

Starting CP: 9

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG

Quality	CP	Weapon
Private	2	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/1/1	
SMG	3/1/-	
LMG	3/2/2 2	attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	5/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 2 CP to the cost to give Medical experience to a new team member. National trait: russians can create

a Fire Group with 5 soldiers.

Objective Table: Europe

2D6*	Objective	Steps	Enemy Forces	Range
11	Eliminate Command post	Road	LMG(P) Rifle*(V)	Medium
-	Small Building	SMG*(V) Pistol(P)	-	
-	Square	-	-	
-	Small Building	-	-	
12-13	Control bridge	Road	Rifle*(P) SMG(V)	Medium
-	Bridge	SMG(G)	-	
14-16	Capture commander	Road	Pistol (P) SMG*(V)	Medium
-	Small Building	SMG(P)	-	
21-23	Control road	Road	SMG*(P) Rifle*(P)	Medium
-	Crossing	-	-	
-	Road	-	-	

2D6*	Objective	Steps	Enemy Forces	Range
24-26	Control Building	Road	SMG*(V) Rifle(G)	Medium
-	Small Building	Rifle(G)	-	
-	Building	-	-	
31-33	Control Hill 621	Wheat Field	LMG (P) SMG*(P)	Medium
-	Slope	-	-	
-	Slope	-	-	
-	Hill	-	-	
34-36	Eliminate road block	Road	Rifle*(P) Rifle(P)	Medium
-	Block (Light Cover)	SMG(P)	-	
41-43	Eliminate HMG	Slope	HMG(P) Rifle*(P)	Long
-	Wood wall (Light cover)	-	-	
44-46	Eliminate Sniper	Road Precision Rifle	(V) with	Long
-	Tower (Building)	-1 to dice roll.	-	
51-53	Eliminate bunker	Hill	Rifle*(P) Rifle(G)	Medium
-	Bunker	Flamethrower(P)	-	
54-56	Eliminate entrenchment	Orchard	Rifle*(P) Rifle(P)	Long
-	Entrenchment (Light cover)	Mortar(P)	-	
61-63	Eliminate Radio Station	Road	Pistol(P) Rifle(G)	Medium
-	Small Building	Rifle(G)	-	
-	Radio Station (Building)	-	-	
64-66	Free Prisoners	Wheat Field	LMG(P) SMG(P) SMG(G)	Medium
-	Small building	-	-	
-	Prison (Small Building)	-	-	

*Roll 2 dices and read as tens and units (e.g. 5 and 3 = 53)

Weather Effect Table

Weather	Effects
Clear	No effects
Snow	Combat: 1 column shift to left Roll 2D6 2: the weather is going better - the weather condition is now Clear (no more weather rolls for the rest of the mission). 11-12: the weather is worsening - the weather condition is now Blizzard
Blizzard	Combat: 2 column shift to left. +3 modifier to the Patrol roll For every Wounded Team member roll 2D6: on a result of 2 or 3 the man is killed. Roll 2D6 2: one random team member suffer a frostbite Wound 10-11: the weather is going better - the weather condition is now Snow 12: The team is lost on the blizzard - move back one step in the Mission track

Steps Table: Europe

2D6*	Steps	2D6*	Steps
11-13	Road	41-43	Road
	River		<roll 1D3 times in the Village Table>
14-16	Road	44-46	<roll 2+1D3 times in the Town Table>
	Cliff	51-53	Road
	Hill top		Wheat Field
21-23	Road		Farm
	Bridge Control post		Wheat Field
24-26	Wood	54-56	Orchard
	Wood		Hedge
31-33	Road		Orchard
	Hill	61-63	Wheat field
	Slope		Farm
34-36	Road	64-66	Road
	Crossing		Wood
	Road		

*Roll 2 dices and read as tens and units (e.g. 5 and 3 = 53)

Village Table

1D6	Steps	1D6	Steps
1	Village Street		Town Hall (Building)
	Square	4	Village Street
2	Village Street		Shop (Small Building)
	Church (Building)	5-6	Shop (Small Building)
3	Square		House (Small Building)

Town Table

1D6	Steps	1D6	Steps
1	Town Street		Town Hall (Building)
	Small Building	4	Town Street
2	Town Street		Shop (Small Building)
	Factory (Building)	5-6	Shop (Building)
3	Square		House (Building)

Event Table: Europe

Terrain	Cover	Event (2D6)
Bridge Control Post	L	7-8: Patrol
	-	9: Patrol (-1)
Building	H	3: Sniper - Precision Rifle (P) (Long Range)
	-	4: Bobby trap (1 minefield attack)
	-	5: Patrol
	-	11: Enemy HQ - Pistol(V) SMG*(P) SMG(P) Rifle (P). +1XP at the end of the mission for the information gathered.
Bunker	H	-
Cliff	-	4: Patrol (+1)
Crossing	-	2: minefield (2 attacks)

Terrain	Cover	Event (2D6)
	-	5: Patrol
Farm	L	5: Patrol
	-	11: Hostile civilian - Rifle(G)
Hedge	-	4: Patrol
Hill	-	2: LMG emplacement (G)
	-	3: LMG emplacement (P) (Long Range)
	-	11-12: Patrol
Hill Top	-	4: Patrol
	-	5: Patrol (+1)

Orchard L 4: Patrol

River 4: Patrol

	-	5: Patrol (+1)
	-	10: strong current: repeat step and suffer a -1 modifier if attacked
Road	-	2: minefield (2 attacks)
	-	3: HMG emplacement (P) (Long Range)
	-	4: Barbed wire: repeat step and suffer a -1 modifier if attacked or change path and add two extra road steps.
	-	5: Patrol
	-	11: Patrol (-1)
	-	12: Shortcut - Skip the next step.
Slope	-	4-5: Patrol
Small Building	-	L 2: Sniper - Precision Rifle (P) (Long Range)
	-	4: Patrol
	-	10: Patrol (-1)
Square	-	3: Patrol (-1)
	-	4: Patrol
Town Street	-	2: Bad intelligence - move one step back in the Mission Track
	-	4-5: Patrol
	-	11: Local Informer - move one step forward in the Mission Track
	-	12: Patrol (+1)
Village Street	-	4: Patrol
	-	11: Local Informer - move one step forward in the Mission Track
Wheat Field	-	2: LMG (G)
	-	4: Mortar(P) (Long Range)
	-	12: Shortcut - Skip the next step.
Wood	L	2: Bad intelligence - move one step back in the Mission Track
	-	3: ambush - SMG(V) SMG(P) (Short Range)
	-	5: Ravine - Provide heavy cover. Repeat the step.
	-	9: Clearing - No more cover. Repeat the step.
	-	10: Patrol

Enemy forces are listed as Weapon(Quality).An asterisk near the Weapon means that the enemy has a Grenade. Patrol: roll a dice in the Patrol Table to determine the composition of the group. A optional number

between parenthesis represent a dice roll modifier in the Patrol Table. Unless specified the range is set to Medium.
(Fire Table)

DR/FF	<=0	1	2	3	4	5	6	7	8	9	10+
<=0	W	W	K	K	K	K	K	K	2K	2K	2K
1	P	W	W	W	K	K	K	K	K	K	2K
2	-	P	P	W	W	W	K	K	K	K	K

DR/FF	<=0	1	2	3	4	5	6	7	8	9	10+
3	-	-	P	P	W	W	W	W	2W	K	K
4	-	-	-	P	P	W	W	W	W	W	2W
5	-	-	-	-	P	P	P	W	W	W	W
6+	-	-	-	-	-	P	P	P	P	2P	2P

K one man is killed

W one man is wounded

P one man is pinned (and cannot attack in the next

phase)

Modifiers:

#	Descr
+1	Firer is a Green
+1	Fire Group contains at least one Green, unless a Veteran is also present
+1	If firer or member of a Fire Group failed the Surprise Check
+1	target is on light cover
+2	target is no heavy cover
+1	firer is moving (changing formation)
-1	target is moving (changing range or removing the Pinned marker)
+1	smoke at Short/Medium Range (not applicable to flame-thrower and mortar)
+2	smoke at Long Range Range (not applicable to flame-thrower and mortar)
+1	Open Order
-X	Personal experience modifier
+2	firer is pinned
+2	target is pinned
+2	firer or member of a Fire Group is wounded
-1	Target has a flame-thrower
-1	Pistol used in single fire
? col.	Weather effects

Patrol Table

2D6*	Patrol	Weapons
2	A small group of veterans	Rifle*(V) SMG(V) SMG(p)
3	A small group lead by a NCO	Rifle*(V) SMG(P) SMG(G)
4	Two engineers at work	FlameThrower(P) SMG(P)
5	A couple of soldiers	Rifle*(V) SMG(P)
6	A couple of soldiers	Rifle*(P) SMG(G)
7	A couple of soldiers	Rifle*(P) Rifle(P)
8	A couple of soldiers	Rifle(P) SMG*(P)
9	A couple of soldiers	Rifle(P) Rifle(G)
10	A couple of soldiers	SMG*(P) SMG(G)
11	A couple of recruits	Rifle*(G) SMG(G)
12	An officer with two recruits	Pistol(P) Rifle*(G) Rifle(G)
13+	None	-

Enemy forces are listed as Weapon(Quality). An asterisk near the Weapon means that the enemy has a Grenade. Replace the FlameThrower with a SMG*

if this weapon is not present in the Team table of the enemy forces. *Wheater can influence this roll.

Way Of The Warrior

Name	Quality	State	Weapon	FF	Grenades	Notes
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-

Mission Track

Id	Terrain	Enemy	Forces	Notes	Id	Terrain	Enemy	Forces	Notes
-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-





Where Eagles Dared

Introduction

Scenario for WarpQuest. WWII theme based on the movie "Where Eagles Dare" for the ??WarpQuest Core Rules.

Where Eagles Dare

Movie 1968.... Commandos, posing as German soldiers, parachute into the Bavarian Alps to rescue a supposed allied general from a Nazi hideaway fortress that can only be reached by cable car. Epic war pic where Richard Burton and Clint Eastwood manage to unmask most of the German spy network in England, slip Jerry the wrong plans for the second front, kill the leading members of the Abwehr in Southern Bavaria, and destroy half of the local Wehrmacht.

Disclaimer

Where Eagles Dare is a copyrighted property. This is merely a fan site.

Challenge Cards

Challenge Card:	Skill Test:	Notes:
Enemy	Fight or Escape	If you fail roll on the Failure Table
Search	Escape	If you fail roll on the Failure Table
Traitor	Intrigue	If you fail roll on the Failure Table
Travel	None	Move forward 1D6 spaces
Barrier	None	Miss next Turn (in a Solo game Go Back 1D6)
Progress	Intrigue	If you succeed draw 2 cards from the Aid Deck
Rescue	Fight	If you succeed gain back a Captured Man

Failure Table

1D6	Result:
1-2	Miss next Turn (or in a Solo game Go Back 1D6 Spaces)
3-4	One Man is Captured
5-6	One Man is Killed

If you failed a "Traitor" Challenge and the result is a Man captured or killed, the Man must not be one of the Traitors. On the way back, Traitor challenges become Fight skill checks, and if you succeed, 1 Traitor is killed. If you use Disguise Aid cards for an Escape attempt, you cannot also use other Escape cards.

The Map

Use a track 30 spaces long. The first 15 spaces are Module I- Alpine Wilderness The second 15 Spaces are

The Team

Each player starts in control of a Commando team of 7 Agents:

- 1 Major (+1 to Intrigue, +1 to Escape, +1 to Fight)
- 1 American Ranger Lieutenant (+1 to Escape, +1 to Fight)
- 2 Commandos
- 3 Traitors

Other Team Members will be gained during play. When a Man is lost, Commandos are killed first, then Traitors, then the others, last being the Major.

Moving Onto An Opponents Party

If your Pawn lands on an opponents, Both players make an Intrigue Skill Check, The loser must roll on the Failure table.

Setup

Each player is dealt 7 cards from the Aid Deck.

Module II- Castle of the Eagles (Schloss Adler) The start space is the Parachute Drop Zone. The end space represents the Interrogation sequence in the Main Dining Hall.

A Team must stop upon reaching this space and face 3 separate Challenges: Enemy Unit (Fighting), Traitor (Intrigue), and Search (Escape) For every failed skill test, roll on the Failure Table. The Team must then head back to the Start space, which is now a German Airfield where they will be extracted by a disguised plane.

Aid Card Deck

Card Name:	Notes:
Disguise	Escape +3 (Disguise)
Shoot Your Way Out	Fight +3
German Uniforms	Escape +3 (Disguise)
Fluent German	Escape +2 (Disguise) or Intrigue +1
Silencer	Fight +2 or Escape +1
Subterfuge	Intrigue +3
Winter Camouflage	Escape +3 (Module I only)
SMG	Fight +3
Need to Know Basis	Intrigue +2 or Escape +1
Hail of Gunfire	Fight +3
Suspicion	Intrigue +2 or Escape +1
Triple Agent	Intrigue +3
Sixth Sense	Intrigue +2 or Escape +1
Hide Bodies	Escape +3
Booby-Trap	Escape +3
Trickery	Intrigue +2 or Escape +1
Spray Bullets	Fight +3
Dynamite	Escape +3
Small Arms Tactics	Fight +3
Papers in Order	Escape +3 (Disguise)
Back Door	Escape +3
Espionage	Intrigue +3
Shoot Guard	Fight +3
Cover Story	Escape +1 (Disguise) or Intrigue +2
Slit Throat	Fight +3
Mass Confusion	Escape +2 or Fight +1
Climbing Pick	Fight +2 or Escape +1
Explosive Charge	Escape +3
Pistol	Fight +3
Timed Explosives	Fight +2 or Escape +1
Unarmed Combat	Fight +3
Scale Cliff Face	Travel or Escape +1
Mountaineering Skill	Travel or Escape +1
Climbing Rope	Travel or Escape +1
Knife Thrust	Fight +2 or Escape +1
Double Cross	Intrigue +3
Pick up Weapons	Fight +3
Distraction	Escape +2 or Fight +1
Stick Bombs	Fight +3
Cover of Darkness	Escape +2 or Fight +1
Locked Door	Escape +3
Toss Grenade	Fight +3
Blow Bridge	Escape +3 (Module I only)
Hide	Escape +2 or Fight +1
Bomb Detonations	Escape +2 or Fight +1
Outsmart Them	Any Skill Check +1
Perfectly Timed	Any Skill Check +1
Jump into River	Escape +3 (Module I only)

Module 1: Alpine Wilderness

Card Name:	Challenge Type:
Secrecy	Travel
Behind Enemy Lines	Search
Airfield	Progress
Portable Radio	Progress
Sabotage	Traitor (If you fail discard 2 Aid Cards)
Alpine Village	Progress
Murder	Traitor
In a Hurry	Travel
Secret Meeting Place	Progress
Double Agent	Traitor
Code Book	Progress
Binoculars	Travel
Survival Gear	Travel
Infiltrate	Travel
Woods Due West	Travel
Wire Fences	Barrier
Army Barracks	Barrier
Dobermans	Search
Helicopter	Travel
Chased by Troop Trucks	Enemy
Guard Tower	Search
Tree Line	Travel
Brew House	Progress
Female Operative	Gain 1 Team Member (Escape +1)
Found Dead	Traitor
Ride Cable Car	Travel
Frauline	Travel
Inspection	Search
German Troops	Enemy
Sirens	Search
Soldiers	Enemy
Security Sweep	Search
MI6 Penetrated	Traitor
Germans Know	Search
Patrols	Enemy
Steal Motorcycle	Travel
German Staff Car	Travel or Rescue
Desperate Fight	Enemy
Release Prisoners	Rescue
Meet Contact	Progress
Safe House	Progress
Secret Rendezvous	Progress
Radio Communications	Progress
Jury Rig Bus	Travel
Road Block	Search
Vehicular Pursuit	Enemy
Armored Car	Enemy
Infantry Squad	Enemy
Bridge	Travel or Progress

Module 2: Castle Of The Eagles

Card Name:	Challenge Type:
SS German HQ	Progress
Stealth	Travel
General Carnaby	Gain 1 Team Member
Radio Man	Enemy
Castle Walls	Barrier
Map of Castle	Travel
Safe Room	Progress
Written Instructions	Travel
Cross	Traitor
Gestapo	Search
Cable Car Room	Progress
Sound Alarm	Search
Kill Captors	Rescue
Traitors Revealed	Enemy (Discard your Traitor Cards)
Scale Walls	Travel
Schnell! Schnell!	Enemy
Radio Room	Progress
Secret Passage	Travel
Stormtroopers	Enemy
Klaxons	Search
German Officer	Enemy
Castle Guards	Enemy
Broadsword to Danny Boy	Progress





Wolf Pack

Introduction

Card game. Deck of 90 cards. Simulation of U-boat attacks vs allied shipping during WWII. One player is

the wolf pack, the other is the allied convoy.

Deck Card List

#	Card Name	Type
12	Sonar	Detection
10	Depth Charges	Attack
8	U-boat	Target
8	Torpedo	Attack
10	Periscope	Detection
12	Transport	Target
6	Dive	Evasion

#	Card Name	Type
4	Destroyer Sweep	Evasion
2	Watery Grave	Water
2	North Sea Storm	Water
2	Flotsam & Jetsam	Water
2	Oil Slick	Water
2	Near Miss	Water
10	Cat and Mouse	Discard

Number of this card in the deck

Set-up

There is one deck and one discard pile. Each player draws 5 cards. If the deck runs out before one side has achieved victory then shuffle the discards and continue play.

Turn Sequence

U-boat Draw Phase Convoy Draw Phase U-boat Action Phase Convoy Action Phase

Draw Phases

The indicated player draws 2 cards. The player discards down to 5 cards.

U-boat Action Phase

The player may play one card. A Dive card played will cause all cards in play to be discarded. The Dive card is immediately discarded.

To destroy a Transport, the U-boat player must play 3 cards in a row: Periscope- Torpedo- Transport Only one card may be played per turn. A played card is placed face up and remains in play. When all three

cards are played in the correct order one Transport is destroyed.

All three cards are then discarded. The Wolf pack wins if they destroy 6 Transports. Water- type cards have no use, they just fill the players hand.

A Cat and Mouse card can be discarded to cause opponent to discard a random card from his hand.

Convoy Action Phase

The player may play one card. A Destroyer Sweep card played will cause all cards in play to be discarded. The Sweep card is immediately discarded.

To destroy a U-boat, the Convoy player must play 3 cards in a row: Sonar- Depth Charges- U-boat Only one card may be played per turn. A played card is placed face up and remains in play. When all three cards are played in the correct order one U-boat is destroyed.

All three cards are then discarded. The Wolf pack wins if they destroy 4 U-boats. Water- type cards have no use.

A Cat and Mouse card or a Near Miss card can be discarded to cause opponent to discard a random card from his hand.

Cardset Available!!!

Thanks Jose!





Ww Iii

Introduction

Card game for 2 players. Simulates WW III if it had happened in 1985. One player is NATO, the other is the Warsaw Pact.

Victory

If the Warsaw Pact is able to claim 10 Europe Tokens it wins. If the Warsaw Pact is able to reduce NATO to zero tokens in any category the Warsaw player wins. If NATO reduces the Warsaw Pact to zero Super Power Tokens NATO wins.

If NATO ever has more Ground Force Tokens than the Warsaw Pact, NATO wins. The other side is forced to the negotiating table. A Win using no Nukes is considered a Clean Win.

A Win using Nukes is considered a Dirty Win.

Terminology

The NATO player is also referred to as the Atlantic Alliance and also as the American or US player in event of strategic nuclear exchange. The Warsaw (Pact) player is also referred to as the USSR or the Soviet (Block) player.

Europe Territory Tokens

There are 10 Europe Territory Tokens (ETT). NATO starts in possession of these.

Air Force Tokens

Each side starts with 15 AFT.

Naval Force Tokens

NATO starts with 20 NFT. The Warsaw Pact starts with 10 NFT.

Ground Force Tokens

NATO starts with 10 GFT. The Warsaw Pact starts with 25 GFT.

Superpower Tokens

The US starts with 10 SPT. The USSR starts with 10 SPT. This represents nuclear arsenal strength and survivability of Industry, Leadership, Communication, and other Resources.

Loses to SPT represent direct attacks on that Nation. Once your SPT is reduced to 5 or less, Air Attacks cannot reduce it further, only Nuke Attacks.

Dice

Needed for Nuclear Escalation Checks.

Pre-game And Main-game

The game has 2 main parts. The Pre-Game simulates events leading up to the War. The Main-Game simulates the War.

Each turn of the Pre-Game is equivalent to 2 days. Each turn of the Main-Game is equivalent to 1 day.

Pre-game Deck

This is called the Threat Deck. Players share this common deck. Some cards can be used by only 1 player, some by both.

All cards played add to the Tension Point (TP) total.

Pre-game Ending & Transition To Main Game

The pre-Game ends when there are 100 or more Tension Points (TP) worth of cards in play. The War begins: Discard all Threat cards, Remove the Threat Deck and start playing the Main-Game. Each player draws 2 cards from their respective Main-Game Decks. They may have accumulated extra Main game cards from pre-game card play.

Setup

Start with Token distributions as described above. Shuffle the Threat Deck. The Soviet Player goes first.

Pre-game Turn Sequence

Players take turns. Each turn has 3 phases:

1. Opportunity Phase
2. Options Phase
3. End Phase

Opportunity Phase

Draw 2 cards from the Threat Deck. If the deck runs out, shuffle the discard and draw from it.

Options Phase

You may put 1 card into play: Place it face-up in the middle of the table. Do not cover over other in-play Threat cards. The Tension Point Total increases.

The player playing the card may be rewarded with extra Tokens of a specified type, or with card draws from their respective Main-Game Decks.

End Phase

Max hand size is 7 cards. Discard excess cards. Check to see if the Tension Point (TP) total is 100 or greater.

Pre-game Strategy Notes

The longer the pre-game drags on the more NATO is able to build-up.

Threat Deck Notation

W Warsaw Pact player can use only

N NATO player can use only

B Both sides can use

TP Tension Points

Use Which player(s) can use (play) the card

GFT Ground Force Tokens

SPT Super Power Tokens

NFT Naval Force Tokens

AFT Air Force Tokens

Sabotage = Opponent draws 1 less card the first 2 turns of the Main Game

ATGW Anti-Tank Ground Weapons

Threat Deck Card List

Name:	Use	TP	Notes:
Inclined to Preemptive Action	W	5	(Politburo Hardliners)
Belief in Conventional Victory	W	6	(Narrow Window of Opportunity)
French Indecision	B	2	(French Communism & Pacifism)
Contingency Plans	B	4	Draw 1 card
Need to Reinforce Hegemony	W	4	(Keep Satellite States in line)
NATO Preparedness	N	7	GFT +1
Nuclear Stockpiling	B	7	SPT +1
Shorten Mobilization Time	B	3	Draw 1 card
Deception Arrangements	W	8	(Offensive starts before NATO predicts)
NATO's Nuclear Reluctance	W	5	(Sign of Weakness)
Emergency Deployments	N	3	GFT +1
Clandestine KGB Cell Activity	W	3	Sabotage
Clash in Yugoslavia	B	10	(US Marines & Soviet Army Units)
Television Coverage	B	8	(Unfiltered Exposure atrocities and conflict)
Pride and Anger	B	6	(Feelings of General Population)
Propaganda	B	7	(Spin Doctors)
Forward Positions	B	2	GFT +1
Fly in Personnel	N	2	GFT +1
Prepositioned Equipment	N	2	GFT +1 (Heavy Division)
Ready Frontier Defenses	N	2	GFT +1
Overstrength Divisions	N	2	GFT +1
Numerical Superiority	W	4	GFT +1 or AFT +1
Careful Dispositions	N	2	Draw 1 card
Deploy Additional ATGW	N	2	GFT +1 (To remedy predicted shortfalls)
General Alert	B	3	AFT +1 (Assume Full War Posture)
Soviet Hawks	W	9	(War Mongers)
Pretext Found	W	10	(NATO or US Aggression)
Full Invasion Planned	W	6	GFT +1 (Ready to Go)
Rearmed West Germany	B	7	GFT +1 (Biggest perceived Threat to USSR)
Necessity to Exploit Opportunity	W	7	(Spread the Revolution at any cost)
Threat to National Security	B	4	(Cold War Paranoia)
Uncompromising	B	5	(Conservatives and Radicals)
US Capitalist Imperialism	W	5	(Typical Russian Propaganda)
Future Threat of China	W	3	(The need to resolve Europe first)
Overwhelming Military Advantage	W	5	GFT +1
Belief in Ultimate Triumph	W	5	(That all Nations will be turned Communist)
Maneuver Season	B	2	GFT +1 (Readiness Exercises)

Name:	Use	TP	Notes:
Summer War Games	W	2	GFT +1 (Mask Full Mobilization)
Heightened Activity	B	4	AFT +1 (Combat Ready Aircraft)
Air Refueling	N	4	AFT +1
Willingness to accept Loses	W	6	(Sacrifice for the greater good)
Civil Defense Preparations	W	6	SPT +1 (Perceived Survivability Increase)
SALT Talks	B	1	Opponent SPT -1
START Talks	B	1	Opponent SPT -1
Nuclear Summit	B	1	Opponent SPT -1
Hardened Silos	B	3	SPT +1
US Sea Dependent Nation	N	5	NFT +1
Middle Eastern Conflicts	B	5	(Fuel on the Fire)
Move Surface Fleets	B	5	NFT +1
International Incident	B	5	(Denial of Responsibility)
Western European Arsenal	N	5	SPT +1
Repatriation & Evacuation	B	4	(Dependents & Civilians)
Unrest in Poland	B	8	(Fear of coups d'etat elsewhere)
Wide Repercussions	B	7	(Leader Discredited)
Let Loose Submarines	B	5	NFT +1
Incomplete Surprise	N	5	GFT +1
Lame Duck Administration	W	3	SPT +1
Turmoil in Africa	B	3	(Genocide)
Command of Arabian Oil	B	9	(Strong Position)
Bay of Pigs Strategy	B	6	(Engineer Humiliating Retreat)
Momentum of Events	B	6	(Things will get out of Control)
Establish Lines of Communication	B	4	GFT +1 (Ammo Stocks, Installations)
Improved Operational Procedures	B	3	Draw 1 Card
Optimized Doctrine	B	2	Draw 1 Card
Proxy Wars	B	5	

Main Game Turn Sequence

Each turn has 8 Phases:

1. Logistics Phase
2. Intelligence Contest Phase
3. Naval War Phase
4. Air War Phase
5. First Ground War Phase
6. Second Ground War Phase
7. Nuclear Exchange Phase
8. Event Phase
9. Operations Phase

Logistics Phase

Each player draws 8 cards from his respective deck. If a deck runs out, shuffle the discard and draw from it. Strategic Option: At any time, you may discard 2 cards to draw 1 replacement card.

Intelligence Contest Phase

Players play cards that contribute to the Intelligence Score. Cards are revealed simultaneously. If tied nothing happens.

The higher score wins. The winner looks at his opponents hand and then may draw 3 cards and discard

one. If the loser played no cards, he must discard 1 Random card from his hand.

Discard all played cards.

Naval War Phase

Players play cards that contribute to the Naval Score. Cards are revealed simultaneously. If tied nothing happens.

The higher score wins. The loser loses 1 Naval Force Token (NFT). If the loser played no cards, the winner draws 2 cards.

If one player has 3 or more NFT than his opponent, he gets +2 to his Score. If one player has double or more NFT than his opponent, he gets +4 to his Score. Discard all played cards.

Air War Phase

Players play cards that contribute to the Air Score. Cards are revealed simultaneously. If tied, both sides lose 1 AFT.

The higher score wins. The loser loses 1 Air Force Token (AFT). If the loser lost by double the Score or more, the winner may cause the loser to lose 1 GFT, 1 NFT, or 1 SPT (winners choice)... AND... his opponent gets -2 to his Scores in both Ground War Phases.

If one player has 3 or more AFT than his opponent, he gets +2 to his Score. If one player has double or more AFT than his opponent, he gets +4 to his Score. Discard all played cards.

First Ground War Phase

Players play cards that contribute to the Ground Score. Cards are revealed simultaneously. If tied both sides lose 1 GFT.

The higher score wins. The loser loses 1 Ground Force Token (GFT). If the loser was NATO, the Soviet player also steals 1 ETT from him.

If the loser was the Soviet player, NATO inflicts an extra 1 GFT loss on him. If the losing NATO player played no cards, the winning Soviet player steals 1 extra Europe Territory Token (ETT) from his opponent. If the losing Soviet player played no cards, the winning NATO player inflicts an additional 1 GFT loss on his opponent.

If one player has 3 or more GFT than his opponent, he gets +2 to his Score. If one player has double or more GFT than his opponent, he gets +4 to his Score. Discard all played cards.

Second Ground War Phase

Players play cards that contribute to the Ground Score. Cards are revealed simultaneously. If tied both sides lose 1 GFT.

The higher score wins. The loser loses 1 Ground Force Token (GFT). If the loser was NATO, the Soviet player also steals 1 ETT from him.

If the loser was the Soviet player, NATO inflicts an extra 1 GFT loss on him. If the losing NATO player played no cards, the winning Soviet player steals 1 extra Europe Territory Token (ETT) from his opponent. If the losing Soviet player played no cards, the winning NATO player inflicts an additional 1 GFT loss on his opponent.

If one player has 3 or more GFT than his opponent, he gets +2 to his Score. If one player has double or more GFT than his opponent, he gets +4 to his Score. Discard all played cards.

Nuclear Exchange Phase

Players may play Nuke cards. Players take turns. Soviet Player first. Each Nuke card played causes opponent to lose 1 GFT, 1 AFT, 1 NFT, or 1 SPT (Attackers Choice).

Discard all played cards. Everytime you play a Nuke, roll one die and consult the Nuclear Escalation Table.

Nuclear Escalation Table

2D6	Notes:
2	Dud: The Nuke attack failed: No damage was inflicted
3-4	Opponent Stands Down: No additional effects
5-9	Escalation: Opponent gains 1 Nuke Token
10-11	Major Escalation: Each player gains 1D6 Nuke Tokens
12	Full Escalation: Armageddon: Game Over: Nobody Wins

Nuke tokens are used like Nuke Cards. Nuke tokens can be saved or used the same phase they are gained.

Event Phase

Event cards can be played in this turn. Players take turns. Soviet player first. Discard all played cards.

Operations Phase

Players discard down to 4 cards or less.

Nato Deck

Name:	Type	Score	Notes:
Delaying Action	G	9	(Containment)
American Tanks	G	10	(M1, M60)
Antitank Missiles	G	8	(Tow, Hellfire)

Main Game Deck Card Type Notation

- G** Card contributes to Ground War Score
- I** Card contributes to Intelligence Contest Score
- A** Card contributes to Air War Score
- N** Card contributes to Naval War Score
- U** Nuke Card
- Z** Can be used as card types: G, A, N, and U
- C** Can be used as card types: G, A, and N
- V** Event Card

Name:	Type	Score	Notes:
Attack Helicopters	G	7	(Cobras)
Artillery & Self Propelled Guns	G	6	(Howitzers)
Airmobile Divisions	G	5	(Helicopter Transport)
Allied Tanks	G	6	(Leopold, Chieftain, Challenger)
Close Air Support	G	7	(A-10's, Cluster Weapons)
Ambush	G	7	(Destroy Leading Elements)
Attack Choke Points	G	8	(Concentrate Forces on Thrust Lines)
Attack Supply Columns & Dumps	G	2	(Air Missions)
Defense in Depth	G	6	(ATGW Network, Mines, Flooding)
Erode Soviet Operational Command	G	5	(Target HQ's, PGM's, SAS Commandos)
Defensive Battle	G	5	(Territorial Units Dug-In)
Comprehensive Deception Plans	NI	2	(Diversions)
US Marines	NG	1	(Amphibious Capability)
Carrier Strike Fleet	NA	5	(Task Force)
Fighter Bombers	C	6	
High Altitude Bombing	AG	3	(B-52's)
Targeting Technology	CI	9	(Laser Guidance, Radar, Acquisition)
Advanced Munitions	C	7	(Scatterable Mines, Area Denial)
Battlefield Interdiction	CI	10	
Cruise Missiles	Z	4	(Dual Purpose)
Scramble	Z	8	(Rapid Reaction, High Sortie Rates)
Jet Fighters	A	7	(Tornados, Jaguars, Phantoms, Harrier)
Superiority Fighters	A	8	(F-15 Eagles, F-16 Falcons, Mirages)
Air Defense Missiles	A	5	(Patriot, Roland, Stinger, Rapier)
Attack Airfields	A	6	(Bombs & Mines)
Early Warning System	A	4	(Ground Radar)
Relocation Plans	A	1	(Withdrawal from Damaged Airfields)
In Flight Refueling	A	2	
Air Base Defenses	A	3	(SAM's, Guns, Hardened Bunkers)
Centrally Organized Flexibility	A	9	(Decisive Air Command Doctrine)
Superior Training & Technology	A	10	(Offset Numerical Advantage)
Patrol Ships	N	7	(ASW and Mine Counter Measures)
Escort and Support Groups	N	5	(Protect Convoys, Shipping, Logistics)
Aegis Equipped Cruisers	N	2	(Anti-Missile Missiles)
Patrol Subs and Aircraft	N	8	(ASW)
Anti-Ship Missiles	N	1	(Harpoon)
Submarine Warfare	N	9	(ASW)
Maritime Strike Aircraft	N	6	(Anti-Ship, F-14's)
US 6th Fleet	N	4	(En Route to the Dardanelles)
Soviet Fleets Bottled Up	N	10	(Or based in remote Areas)
Allied Navies	N	3	(British, French Japanese, Italian)
Satellite Systems	I	3	(Photography, Telecommunications)
Unmanned Recon Vehicles	I	2	(Remote Controlled UAV's)
Signal Intelligence	I	6	(Surveillance, Intercept)
Electronic Intelligence	I	10	(ELINT)
Analysis & Assessment	I	5	(Traffic Analysis)
Reconnaissance Aircraft	I	4	(AWACS)
Joint Action	I	9	(JTIDS)
Electronic Warfare	I	7	(Jamming, Decoys, Security)
Electronic Counter Measures	I	8	(West has Lead)
Redeployment	I	1	
Mutually Assured Destruction	U	-	
Nuclear Submarine	U	-	(Polaris, Poseidon)

Name:	Type	Score	Notes:
Strategic Bombers	U	-	
ICBM's	U	-	
Nuclear Fire Support	U	-	(Battlefield Nuclear Weapons)
Counter Offensive	V	-	Draw 2 Cards (Gain Initiative)
Heavy Air Transports	V	-	Gain 1 GFT or prevent loss of 1 AFT
Commit Reserves	V	-	Gain 1 GFT or AFT
Russian Defections	V	-	Soviet player -1 NFT
Fast Military Convoy	V	-	Gain 1 GFT (Atlantic)
Failure to Achieve Tactical Surprise	V	-	Soviet player discards 2 Random Cards
Sabotage by Partisan Forces	V	-	Soviet player discards 2 Random Cards

Soviet Deck Card List

Name:	Type	Score	Notes:
Airborne & Undercover Forces	G	2	(Seize Airfields, HQ's, River Crossings)
Chemical Warfare	G	1	(Nerve Gasses, Mustard)
Artillery Suppression	G	5	(Reduce Anti-Tank Action)
Mass Attack Tactics	G	10	(Waves of T-72 Tanks)
Deep Penetration Action	G	9	(Exploit Breakthroughs)
Bypass Pockets of Resistance	G	3	(Outflanking & Encirclement)
Maximum Air Support	G	6	(Hind Helicopters, Bombing, Strafing)
Bomber Sorties	G	5	(Blinders, Badgers)
Motorized Rifle Divisions	G	6	(BMP Infantry Carriers)
Soviet Armies	G	7	(Guards, Shock, Tank)
Large Armored Formations	G	7	(Tank Divisions)
Second Line Divisions	G	4	(East German, Czech, Polish, Hungarian)
Forward NATO Forces Cut-Off	G	5	(Overrun)
Secure Objectives	G	8	(Speed is Everything)
High Intensity Air Operations	A	10	(Do everything at Once)
Interrupt Atlantic Air Bridge	A	9	
Air to Air Missiles	A	4	
Long Range Air Force	A	3	
Mig Fighters	A	6	(Fitter, Fencer, Flanker)
Superiority Fighters	A	7	(Fishbed, Flogger, Foxbat)
Attrition	A	8	
Mobile Flak	A	1	
SSM Mobile Systems	A	6	(Surface to Surface vs. Air Bases)
Surface to Air Missiles	A	5	(SAM's)
Kiev Class Carriers	N	1	(Helicopters, V/STOL Forger Fighter)
Heavy Cruisers	N	4	(Kirov Class Nuclear Powered)
Ambush US Carriers	N	3	
Attack Convoys	N	10	Can use to Negate Atlantic Convoy
Independent Missions	N	5	(Raiding)
Attack Submarines	N	8	(Torpedoes, Mines)
Anti-Ship Cruise Missiles	N	9	
Soviet Naval Bases	N	7	(Land Based Air Support)
Fleets	N	6	(Northern, Baltic, Black Sea, Pacific)
Attack World Shipping	N	2	
Long Range High Speed Bombers	GN	4	(Backfires, Bears)
Major Attack	AG	8	

Name:	Type	Score	Notes:
Radar Jamming	AI	2	
Soviet Merchant Fleet	NI	1	(Recon, Mine Laying, Transport, EW)
All Out Assault	C	9	
NATO Defenses Swamped	C	10	
Ignore Casualties	C	5	
General Offensive	C	7	
Invading Forces	C	6	
Combined Arms Operations	C	3	
Large Stockpiles	U	-	
Nuclear Missile Cruiser	U	-	
Nuclear Submarines	U	-	(Delta Class)
Mutual Deterrence	U	-	
ICBM's	U	-	(Atomic Attack)
Medium Range Missiles	U	-	
Counter Satellite Action	I	4	(High Value Soft Targets)
Intercept Radio Communications	I	5	
Disinformation	I	6	
Determination to Achieve Surprise	I	8	
Radar and Radio Silence	I	7	
Planning	I	9	
ECM and ECCM	I	2	
Reconnaissance Missions	I	3	
Requests for Orders	I	1	
Reinforcements	V	-	GFT +1
Reserve Divisions	V	-	GFT +1
Lines of Communication	V	-	GFT +1 (Short Land Based)
Mobilization	V	-	Draw 2 Cards

Links

Ww Iii

Doomsday Clock General Sir John Hackett





Wwi Combined Arms

Introduction

Board game for 2 players. World War I theme. No dice or cards. Each unit represents a squad, gun, or vehicle.

Victory

Destroy the enemies Head Quarters (HQ).

The Map

Use an 8x8 chessboard.

Unit Master List

Unit Name	Move	Range	Defense	Max/Min
Infantry	2	1	3	-/8
Sniper	2	2	2	2/-
Machine Gun	1	2	3	2/-
Tank	2	2	3	2/-

Unit Special Abilities

Machine Guns do 2 Damage vs Infantry & Flame Throwers. Flame Throwers do 2 Damage. Tanks do 2 Damage vs Machine Guns.

Army Creation

Each player designs an army before play starts. An army is composed of 16 units. The Master List gives the maximum & minimum numbers for each unit type

Setup

Each player places one unit on each square of his back three rows. Units may not stack. Players take turns placing their units.

Determine who goes first in a non-random manner.

Turn Sequence

Players take turns. Each turn has 2 phases: Move Phase Attack Phase

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Units cannot move through other units.

Units

Use chits or miniatures to represent units. There are 8 distinct unit types.

Unit Attributes

Each unit has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn. *Range: the maximum number of spaces distant the unit can apply damage. *Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

Unit Name	Move	Range	Defense	Max/Min
Artillery	1	4	2	5/-
Headquarters	0	1	4	1/1
Flame Thrower	1	1	3	2/-
Trench Raiders	3	1	3	2/-

Attack Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack different targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Optional Rules

Terrain

Distribute Bunkers, Trenches, and No-Mans-Land. Units occupying Trenches have a Defense bonus of +1. Units occupying Bunkers have a Defense bonus of +2.

Units occupying No-Mans-Land have a Defense bonus of -1.

Elite Units

Each player may make 2 of his units Elite. Elite units get +1 to Defense & always do 2 Damage instead of 1.

Experienced Units

A unit that helps destroy 5 enemy units becomes Elite.

Reinforcements

Every third turn each player gets one additional non-HQ unit. Reinforcement Units start on a player's back row.

Campaign

Use a Larger map with bigger armies. Use all the other optional rules.





Wwi Many Fronts

Introduction

Two Player Card & Bidding game Simulation of World War I (The Great War)

Sides

One Player is the Entente Powers (EP): Britain, France, Russia, Serbia, Italy, Romania, Greece, USA
The other Player is the Central Powers (CP): Austria-Hungary, Germany, Bulgaria, Turkey

The Deck

Players share a common deck.

Front Title:	Notes:
Western Front	Major Front
Eastern Front	Major Front: Russian Front
Balkan	Serbian, Salonika Fronts
Italian	Isonzo Front
Turkish	Caucasus, Dardanelles, Mesopotamia, Palestine Fronts

War at Sea

Territory Markers

There are 3 Territory Markers at each Front.

Capture Of Fronts

If you acquire all 3 Territory Markers at a Front, you capture the Front. For every Front you capture, your opponent produces 1 less AT per turn and His hand size decreases by 1.

Game Length

The game is divided into 18 Turns:

- 1914 Late: Central Players Turn
- 1914 Late: Entente Players Turn
- 1915 Early: Central Players Turn
- 1915 Early: Entente Players Turn
- 1915 Late: Central Players Turn
- 1915 Late: Entente Players Turn
- 1916 Early: Central Players Turn
- 1916 Early: Entente Players Turn
- 1916 Late: Central Players Turn
- 1916 Late: Entente Players Turn
- 1917 Early: Central Players Turn
- 1917 Early: Entente Players Turn
- 1917 Late: Central Players Turn
- 1917 Late: Entente Players Turn
- 1918 Early: Central Players Turn

Army Tokens

Each player has a set of Army Tokens (AT) AT is an abstract Measure of Men & Material.

Victory

The first player to capture the Western Front wins the War. If the EP captures the Eastern Front he wins the War. After 18 turns the player who has captured the most Fronts wins, otherwise it is a Stalemate.

The Fronts

There are 6 Fronts:

- 1918 Early: Entente Players Turn
- 1918 Late: Central Players Turn
- 1918 Late: Entente Players Turn

Usa Entry

The US enters the War in Early 1918. The EP hand size increases by 1. The EP gets an additional 2 AT per turn.

Setup

Each player starts with 50 Army Tokens.

Turn Sequence

Each turn is divided up into 5 Phases: Planning Phase

- Mobilization Phase
- Campaign Phase
- Casualty Phase
- Shell Shock Phase

Planning Phase

Each player fills his hand to 7 cards.

Mobilization Phase

Each player gains 6 AT. Event cards can be played to gain additional AT. Some Event cards cause your opponent to lose AT.

Campaign Phase

To each of the 6 Fronts, players may bid AT and Strategy Cards (SC). Bids are done in secret. Players should use a screen to hide their bids.

Note according to the title of the Phase, whose turn it is. The current player may not bid defense cards The other player may not bid attack cards. A player may not bid cards to a Front with a Bonus greater than The number of AT he has there.

There is no bidding for Fronts that are already captured. Players must bid if possible, a minimum of 10 AT to the Major Fronts (West & East) The Bids are then all simultaneously revealed. The highest bid at a Front (by at least 4 points) wins 1 Territory Marker (MT) for that Front.

If neither side wins by at least 3, it is a stalemate, and neither player gets an MT. When you win a Territory Marker, take it from your opponent if he has any.

Casualty Phase

- For every Major Front a player lost at he loses 2 AT.
- For every Lesser Front a player lost at he loses 1 AT.
- For every Major Front a player won at he loses 1 AT.
- For every Stalemate at a Major front, both players lose 2 AT.
- For every Stalemate at a Lesser front, both players lose 1 AT.
- At both Major Fronts, each player may play 1 Casualty Card to

Cause his opponent to loose additional AT.

Shell Shock Phase

Players may discard any cards from their hand they don't want. Discard down to Max hand size. Discard all cards played this turn.

AT not lost in Mobilization or Casualty Phase can be used next turn.

War At Sea Front

Unless they specifically say so, strategy cards cannot be Played to the War at Sea Front.

Card List Notation

- E** Entente
- C** Central Powers
- B** Both Players
- S** Strategy
- A** Attack
- D** Defense
- K** Casualty
- V** Event
- W** West Front Only
- R** East Front Only
- M** Main Front: West or East Front
- T** Turkish Front Only
- L** Balkan Front Only
- N** Card can used for War at Sea Front
- Late** Do not use until second half of 1916
- Very Late** = Do not use until start of 1918
- WASO** War at Sea Only

Card List

Name	User	Type	Force	Notes
General Hindenburg	C	SM	4	
General Ludendorf	C	SM	5	
General Moltke	C	SM	3	
General Joffre	E	SW	5	
General Petain	E	SW	4	
General Haig	E	SW	5	
Mustafa Kemal	C	ST	5	
General Allenby	E	ST	5	
General Pershing	E	SW	5	Very Late
Czar Nicolas	E	SR	3	
Shattered Armies	B	K	3	
Joint Offensive	B	AN	2	
Fluidity	B	SN	2	
Support Allies	B	SN	2	
Concentration	B	SN	4	
Expeditionary Force	B	AN	2	
Zeppelin Raids	C	V	-1	
Poison Gas	B	SM	5	

Name	User	Type	Force	Notes
Tanks	B	A	3	Late
Massed Tanks	E	AM	5	Late
Light Tanks	E	AM	3	Very Late
Howitzers	B	S	5	
Artillery	B	S	5	
Breakthrough	B	A	5	
Overrun	B	S	5	
Atrocities	B	SL	2	
Withdrawal	B	D	1	
Major Battle	B	SN	3	
Air Power	B	S	2	
Air Support	B	S	2	
Major Operation	B	AN	2	
Revolution	B	V	-4	
Mutiny	B	V	-4	
Succession	B	V	-2	
Abdication	B	V	-2	
Uprising	B	V	-4	
Assassination	B	V	-3	
Election	B	V	-2	
Coalition	B	V	+2	
Trench Warfare	B	D	3	
Armored Cars	B	S	1	
Machine Guns	B	D	3	
Vast Battle	B	SM	5	
Capture City	B	A	3	
Strategic Victory	B	SN	5	
Executions	B	V	-4	
Treason	B	V	-3	
Railways	B	V	+4	
Landings	B	AN	2	
Evacuation	B	V	+2	
Checked	B	DN	3	
Extended	B	DN	2	
Envelopment	B	AN	4	
Re-deploy	B	SN	3	
Logistics Problems	B	S	3	
Disaster	B	K	3	
Interlocking Offensives	B	A	3	
Mass Mobilization	B	V	+4	
High Command	B	SN	3	
Resume Fighting	B	SN	2	
Food Shortages	B	V	-2	
Inflation	B	V	-3	
Renew Offensive	B	A	2	
Divert Forces	B	SN	2	
Outflank	B	A	4	
Send Troops	B	SN	2	
Salient	B	S	3	
Breathing Space	B	V	+2	
Independent Offensive	B	V	2	
Attack Stalled	B	DN	3	
Drain Reserves	B	K	2	

Name	User	Type	Force	Notes
Simultaneous Attacks	B	AN	3	
Attrition	B	K	2	
Series of Offensives	B	AN	2	
Limited Offensive	B	AN	2	
Stalemate	B	DN	3	
Centralized Government	B	V	+4	
Mass Production	B	V	+3	
Mobilize Manpower	B	V	+4	
Technology	B	V	+2	
Static Front	B	D	2	
Fortress	B	D	3	
Interior Lines	C	DM	5	
Initial Gains	B	AN	2	
Launch Offensive	B	AN	3	
Force Retreat	B	SN	4	
Campaign	B	SN	2	
Economic Collapse	B	V	-5	
Economic Ruin	B	V	-5	
Master Plan	B	SN	4	
Second Battle	B	SN	3	
Third Battle	B	SN	2	
Reinforcements	B	V	+2	
Fresh troops	B	V	+2	
Reduce Strength	B	K	-1	
Territorial Gain	B	AN	4	
Counter Attack	B	DN	5	
Tactical Defensive	B	D	5	
Deadlock		B	DN	2
Entrenchments	B	D	4	
Strategic Offensive	B	AN	4	
Industrialization	B	V	+4	
Backwardness	B	V	-2	
Mass Maneuver	B	SN	2	
Bombardments	B	SN	2	
Partial Gains	B	AN	1	
Rolling Barrage	B	AM	2	
Aerial Reconnaissance	B	SN	4	
Firepower	B	SN	3	
Slaughter	B	K	2	
War Finance	B	V	+4	
Munitions Production	B	V	+2	
War Economy	B	V	+4	
War Effort	B	V	+3	
Organized Labor	B	V	+2	
Labor Strikes	B	V	-2	
Call for Peace	B	V	-2	
Nationalism	B	V	+3	
Failure to Exploit Gains	B	S	4	
Propaganda	B	V	+2	
Rhetoric	B	V	+1	
Great Power Status	B	V	+3	
Idealism	B	V	+2	
Modern War	B	S	2	

Name	User	Type	Force	Notes
Civil-Military Discord	B	V	-3	
Total War	B	V	+4	
Home Front	B	V	+2	
Appalling Cost	B	K	-4	
Replace Generals	B	V	-2	
Intelligence	B	SN	2	
Long Front	B	SN	2	
Invasion Route	B	A	3	
Repulse	B	DN	5	
Epic March	B	K	1	
Epidemic	B	V	-2	
Headlong Assault	B	A	1	
War of Exhaustion	B	K	2	
Escalation	B	V	+2	
Futile Offensive	B	A	2	
Heavy Casualties	B	K	2	
General Mud	B	D	3	
Position Warfare	B	DM	3	
Counterfire	B	DN	3	
Penetrations	B	A	3	
Defensive Lines	B	D	4	
Close Gap	B	DN	3	
Local Actions	B	SN	1	
Strong Points	B	D	4	
Communication Problems	B	S	2	
Meat Grinder	B	K	2	
Conscripts	B	V	+2	
Volunteers	B	V	+3	
Spring Offensive	B	A	4	
They Shall Not Pass	E	DM	5	
Big Push	B	A	4	
Demoralized	B	SN	3	
Spearhead	B	AN	4	
Colossal Defeat	B	K	5	
Rout	B	K	3	
Immense Carnage	B	K	4	
Anarchy	B	V	-3	
Pressure Defenses	B	A	2	
New Tactics	B	S	4	Late
Stormtroopers	C	AM	5	Late
Poor Morale	B	SN	3	
Resistance Collapses	B	A	5	
Massive Attack	B	AN	5	
Infiltration	B	A	3	
By-Pass Strong-points	B	A	3	
Mop-Up Operations	B	AN	2	
Surprise	B	A	4	
No Mans Land	B	DM	4	
Stabilize the Line	B	DM	4	
Uncoordinated Attack	B	DN	3	
Unsupported Attack	B	DN	3	
Tunnels	B	AM	2	
Counter Offensive	B	DN	5	

Name	User	Type	Force	Notes
Submarine Warfare	B	S	3	WASO
U-Boats	C	S	3	WASO
Convoys	E	S	3	WASO
Destroyers	B	S	2	WASO
Cruisers	B	S	2	WASO
Battleships	B	S	2	WASO
Bridgeheads	B	A	2	
Fight to Standstill	B	D	4	
Punch Gap	B	A	4	
Naval Blockade	B	V	-4	





Wwii Combined Arms

Introduction

Board game for 2 players. World War II theme. No dice or cards. Each unit represents a brigade or battalion.

Victory

Destroy the enemies Head Quarters (HQ).

The Map

Use an 8x8 chessboard.

Unit Master List

Unit Name	Type	Move	Range	Defense
General Infantry	I	1	1	5
Paratroopers	I	1	1	4
Engineers	I	1	1	4
Mechanized Infantry	I	2	1	4
Light Tanks	T	3	2	3
Medium Tanks	T	2	2	4
Heavy Tanks	T	1	2	5
Howitzers	L	1	3	3
Anti-Tank Guns	L	1	2	3
Anti-Aircraft Guns	L	1	2	3
Air Field	A	2	4	2
Fortification	B	0	3	6
Headquarters	B	0	1	6

Unit Special Abilities

AA Guns: The AA gun and all adjacent units are immune to attacks by Airfields. Engineers: Do 2 Damage (not 1) to Fortifications & HQ. AT Guns: Do 2 Damage (not 1) to Tanks.

Paratroopers: Have a Move = 4 if they start the turn next to a friendly Airfield.

Army Creation

Each player designs an army before play starts. An army is composed of 16 units. One unit is a Headquarters.

An Army has only 1 HQ. Up to 5 units can be Tanks. The Army must have at least 7 types of units (not including the HQ) There can be no more than 4 units of a single type.

Units

Use chits or miniatures to represent units. There are 13 distinct unit types.

Unit Attributes

Each unit has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn. *Range: the maximum number of spaces distant the unit can apply damage. *Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities. There are 5 Classes of units: Infantry (I), Armor (T), Artillery (L), Air (A), and Bases (B).

Setup

Each player places one unit on each square of his back three rows. Units may not stack. Players take turns placing their units.

Determine who goes first in a non-random manner.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Move Phase
2. Attack Phase

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Airfields can only move to a space adjacent to a friendly unit, and Not adjacent to an enemy unit.

Fire Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack different targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit. Bases cannot move, so they are destroyed if they must retreat. Airfields cannot move & attack in the same turn.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Optional Rules

CITY SPACES Randomly place 4 cities in the 2 rows between the players (Dead man's Land) If you occupy

all the cities you automatically win.

Difficult Terrain

Cities, Mountains, Bocage Country, etc. Units occupying these spaces have a Defense bonus of +1. Tanks & Mechanized Infantry entering these spaces must stop.

Elite Units

Each player may make 2 of his units Elite. Elite units get +1 to Defense & always do 2 Damage instead of 1.

Experienced Units

A unit that helps destroy 5 enemy units becomes Elite.

Reinforcements

Every third turn each player gets one additional non-base unit. Reinforcement Units start on a player's back row.

Campaign

Use a Larger map with bigger armies. Use all the other optional rules.





Ypres

by Markus Salo at
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Introduction

Card game of Western Front Battle 1915 (solo or 2 players)

Deal Phase

Each Player has two decks, the Officer Deck and Unit Deck (Machine guns, Infantry, Artillery). Then there is one common deck, the modifier deck. Shuffle the decks and deal 5 officers to both players and 6 units to both players.

Every player has a two d10's as casualty counter to mark 1000 men. There is also 10 terrain markers that are considered as victory points.

Discard Phase

You can discard one Unit Card and One Officer card. Then draw replacement cards from Unit and Officer Decks. Put the Discarded Cards at the bottom of Unit and Officer Decks.

Modifier Phase

Then both players draw one common deck modifier card and place it face up in front of them. If the card is a Attack card, the player has to Attack. If it's an trench, mud or a barbed wire card, you put it face up in your hand.

If it's a diarrhea card, you discard one random unit to discard pile. If both players get Attack card, the Germans attack first. You can use Laissez Faire Officer to Ignore Attack Card.

Attack Card

The Attacker places face up the unit cards he wishes to use from his hand on the table. The defending player then puts into place the cards he wishes to use in the defence. Every two units have to have one commanding officer card in play.

The Counter Battery Subphase: The Artillery Counter Battery Cards are used first. One Counter Battery Card can be used to eliminate one enemy Artillery or Counter Battery Card. The Attacker goes first. All played Artillery cards are discarded.

The Attack Phase: The Attacker adds up all his Attack value points + Artillery fire points and uses the officer modifiers. The defender totals his Defence value points and officer modifiers. If the Defence value is lower than Attack value, the Attacker gets the one Terrain Marker. The Attacker loses the number of men equal to the Defender's Defence value, the Defender equal to the Attacker's Attack value. Both players lose one random played officer per every lost 100 men.

AFTER BATTLE: Fill your Unit Hand to six cards and your officer hand to five cards.

VICTORY: The side that loses his troops loses the game. The player that first possesses 10 Terrain markers wins the game.

??The Cards are included in this .xls -file.



Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

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Warpspawn Rules

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Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawn