



Two armies fight for control of a battlefield. Heavy gunfire and explosions put a thick haze on the battlefield: the fog of war. There are rumors of an abandoned Renault FT "Victory Tank". Taking control of this war machine would sure help either army win the battle.

## COMPONENTS

1 Pewter Tank, 55 cards, 11 red and 11 gray soldiers, 9 wooden Supply crate cubes. There are several different types of cards:



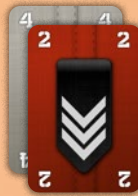
1 TANK CONTROL CARD



2 ACTION POINTS CARDS  
(1 RED AND 1 GREY)



1 ACTIVE  
PLAYER CARD



32 ACTION CARDS  
(16 RED AND  
16 GREY)



19 BATTLEFIELD  
CARDS

There are different Battlefield cards: 2 Home base cards (1 red and 1 gray), 1 Empty fields card, 1 Tank start card, 2 Reinforcement cards, 9 Supply crate cards, and 4 Bunker cards.

## GAMEPLAY

You will fight a battle against your opponent on a foggy plain. In 7 rounds you will uncurtain the secrets of the battlefield, deploy your troops and try to secure bunkers and ultimately the Victory Tank. The player who conquered the most bunkers, resources and ultimately the Victory Tank wins.

## GAME SETUP

- 1 Separate the Start cards (marked with a ► icon in the lower left corner) from the other Battlefield cards and set them aside. Shuffle the Battlefield cards, form a face down draw pile and discard the first two Battlefield cards (put them in the box, they are not used in this game).
- 2 Place the two Home base cards and the Empty fields card on table as shown. This is the start of the battlefield. Shuffle the remaining Start cards and put them on top of the Battlefield cards stack.
- 3 Choose a color (red or gray) and take the 11 soldiers, Action points card, and the 16 action cards of this color. The Home base card in this color is your base.
- 4 Put 3 soldiers on your Home base. Put one soldier on the square marked 5 on your Action points card. Form a supply from the remaining 7 soldiers.



START THE BATTLEFIELD WITH  
TWO HOME BASE CARDS  
AND THE EMPTY CARD.

- 5 Shuffle your Action cards and create a face down stack in front of you. Draw 5 cards as your starting hand.
- 6 Put the Tank, the Tank control card and the 9 Supply crate cubes within reach of both players.
- 7 Give the Active player card to the player who last watched a war movie. This player will be the active player in the first round.

## HOW TO PLAY

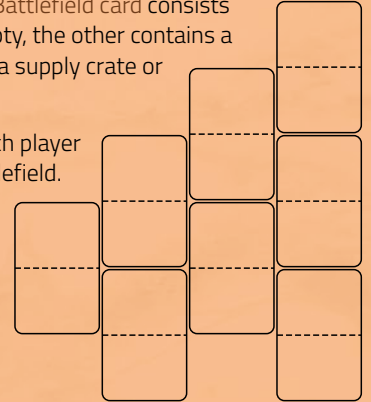
The game is played in 7 rounds. Each round consists of 2 phases: the Fog of War phase and the Command phase.

### Fog of War phase

In this phase the active player takes 2 cards from the Battlefield cards pile. The active player keeps one of these cards and gives the remaining card to the other player. Each Battlefield card consists of 2 fields. One field is always empty, the other contains a special resource: a bunker, a tank, a supply crate or reinforcements.

Starting with the active player, each player adds their card face up to the battlefield.

Cards must always be placed tile-wise, such that they are adjacent to at least 2 other cards. All cards are placed in the same vertical orientation, but may be rotated 180 degrees.



BATTLEFIELD CARDS ARE PLACED IN A TILE-WISE PATTERN SUCH THAT EACH NEW CARD ALWAYS TOUCHES AT LEAST 2 OTHER CARDS.

Depending on the special resource shown on the card, a specific action is to be taken directly after placing the card:

- **Tank** Place the Tank on the field with the tank illustration. The player who placed the card, decides in which of the 4 cardinal directions (north, south, west or east) the Tank points.
- **Supply crate** Place a wooden Supply crate cube on the field with the supply crate illustration.
- **Reinforcement jeep** Place a soldier of the depicted color from your supply - if available - on the jeep.
- **Bunker** No special action is needed.

### Command phase

After both of you have placed a Battlefield card, make the following preparations for the Command phase:

- 1 **Reset** your action points to 5 by moving the soldier on your Action card back to square 5.
- 2 **Refill** your hand to 5 Action cards. Draw the cards you need from your personal draw pile. If your deck is empty, you cannot take more cards. Your supply of Action cards is limited.

Starting with the active player, you will now take turns performing one action each until both of you have run out of action points. When it is your turn, perform one of these actions:

- 1 **Move** your soldiers or the tank
- 2 **Recruit** new soldiers
- 3 **Attack** enemy soldiers or the tank

Each action costs 1 action point. Move your soldier 1 position down on your Action points card to pay for the action. You may boost your action by paying additional action points (but never more than the action points still available to you).



You may also boost your action by playing an Action card from your hand. The number on the card indicates the extra action points you gain from it. Played action cards are placed face up in your personal discard pile. Each player may inspect both discard piles.

**Note:** You may play at most 1 Action card per turn to boost an action.

## Move your soldiers

The Move action allows you to move your soldiers. For each action point you used for this action, you may simultaneously move 1, 2 or 3 of your soldiers as a unit from one field to a vertically or horizontally adjacent field (either on the same card or on an adjacent card).

You cannot move your soldiers through your opponent's Home base field or fields occupied by your opponents units.

**Example:** you use 2 action points and an action card with value 1. You now move 2 soldiers from one field to another field 3 steps away.

## Moving the tank

You can take control of the Tank if its still unclaimed (that is, there are no soldiers on the Tank control card). To do so, move at least 1 of your soldiers onto the field that contains the tank. Place the soldier(s) you moved to the tank on the Tank control card. These have become crew members. You are now in control of the Tank.



THE PLAYER THAT IS IN CONTROL OF THE TANK TAKES THE TANK CONTROL CARDS AND PUTS 1 TO 3 SOLDIERS ON IT AS CREW MEMBERS.

**Note:** there can never be more than 3 crew members on the tank.

If you are in control of the Tank, you can also use Move actions to move the Tank. The Tank is fast, but not very maneuverable. It can move as many fields as you want in the direction it is facing at a cost of only 1 action point. To move in a different cardinal direction, you will first have to turn it at a cost of 1 action point (regardless of the new direction you choose).

Your own soldiers may be picked up or dropped off by the Tank while it is moving. Picked up soldiers are placed as crew on the tank control card (if there is room). The Tank can move through fields occupied by your opponent's soldiers and through Home bases but may never end its movement there or drop off soldiers there.

**Note:** If your Tank has no more crew, you lose control of the Tank.

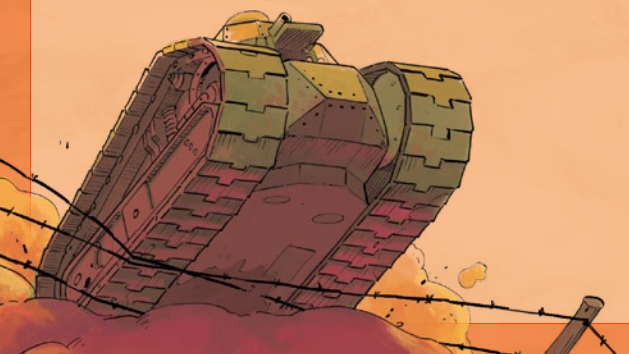
## Bunkers and Supply crates

If you move to or through a field with a Supply crate cube, you may take that cube and put it in front of you. Supply crate cubes are worth 1 point each at the end of the game.

Empty Bunkers may be claimed by moving to them. As long as you have at least 1 soldier in a bunker, you control it. Bunkers provide an advantage in battles (see below).

## Recruit new soldiers

The Recruit action allows you to deploy soldiers in your Home base or any bunker you control. For every action point you use, you can place one soldier from your supply on your Home base field or the field of any Bunker you control.



**Note:** you have a maximum of 10 soldiers you can deploy on the battlefield (the 11th soldier is used to keep track of action points).

## Attack enemy soldiers or the tank

You use the Attack action to initiate battle for control of a field. For every action point you used, you may attack 1 field. You may attack the same field multiple times. You can attack any field that contains your opponent's soldiers or the tank (if your opponent controls it), as long as it is orthogonally adjacent to a field you control (with your soldiers or the tank).

When you attack, you announce which field you will be attacking and with how many soldiers. When you choose to attack with the Tank, all soldiers in the tank will automatically be engaged in the battle. Your opponent must use all its soldiers in the attacked field.

You may choose to play a face down Action card to boost your soldiers. Next, your opponent may also choose to play an Action card. The cards (if any) are then revealed simultaneously.

The combat strength of each of the armies is now determined:

- 1 Every soldier engaged in the battle (including those that are in the Tank as crew members) is worth 1 combat point.
- 2 The Tank adds an extra combat point for the player who controls it.
- 3 If the defending player is in a field with a bunker or Home base, the defending army gets 1 extra combat point.
- 4 Each player adds the number on their revealed Action card (if any) to the combat points of their army.

The player with the most combat points wins. In case of a tie, the attacking player wins. The losing player removes all soldiers they used during the battle (this includes the crew of the tank if the losing player used the tank). A victorious attacking player moves at least 1 soldier used during the battle to the field they attacked and may thus claim a bunker or the Tank.

If the attacking player claims the Tank, the other player will hand over the Tank control card and the attacker puts at least 1 soldier (and at most 3 soldiers) on it.

**Note:** you may never move soldiers to another player's Home base.

## End of a round or game

When neither player has action points remaining, the round ends. If one of the players still has action points, this player can take turns without the other player taking a turn. The active player then gives the Active player card to the other player, so that this player is the active player in the next round. After 7 rounds, when there are no more Battlefield cards left on the pile, the game ends and scoring takes place.

## SCORING

After the last round, the game ends and both players are awarded points. You receive points for the following:

- 1 point for every Supply crate cube you have collected
- 1 point if you have the most soldiers on the battlefield
- 3 points for every Bunker your control
- 5 points if you control the Tank

In case of a tie, the player who has the most soldiers on the battlefield wins. If there is still a tie, the player who is not the active player at the end of the game wins.