WARFIGHTER CARD KEYWORDS

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

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

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

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

Aircraft - Reference. A keyword that appears on some Objective and Hostile cards.

All - Affects all Soldiers in the Location card. Compare the Hostile's one Defeat Cover roll against each of the Soldiers' Cover values.

All - The effect refers to all Hostile cards in play. Even those Hostile cards in different Location cards.

Always draw for Rein. - Draw Reinforcement cards for this Location every turn, even if there are no Soldiers in this Location.

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

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

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

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

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

Bolt Action - A Bolt Action Weapon Attacks as normal the first time each Soldier Turn. You must discard an Action card to pay for each following Attack each Soldier Turn. Player Soldiers can discard Action cards to pay this cost for Non-Player Soldiers.

Example: One of your Non-Player Soldiers has a Bolt Action Weapon. He performs an Attack as normal. You want him to Attack again, so you discard an Action card from one of your Player Soldiers to pay for the Attack, and you resolve the Attack. You then have your Player Soldier pay 1 XP to

play a Snap Shot for the NPS as well as discarding an Action card, so that your Non-Player Soldier can perform a third Bolt Action Attack this turn.

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

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

(x) CX - The Player Soldier has Combat Experience. Freely draw the noted number of Action cards for the Player Soldier at the start of each Soldier Turn. You may exceed your Hand Size when drawing these cards.

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

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

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

Destroy - This result eliminates the Hostile card.

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

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

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

Edged - Reference. This keyword appears on some Weapon cards.

Elevated - Attacker's in an Elevated Location ignore the Obstructed limitation on Location cards.

Eliminate Hostiles - There must be no Hostile cards in the Objective at the end of a Soldier Turn. Hostiles that start in the Objective card must still be Killed, even if they move out of the Objective card.

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

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

Escape Mission - You travel through these Missions backwards. Soldiers begin in the Objective card and travel backwards to the Mission card. The Objective card begins the Mission Active. Draw Hostile cards for the Objective card after the Advance Timer Counter step of the first Mission

turn. All Soldiers must be in the Mission card to complete the Mission. Soldiers cannot be Removed from these Missions. All Downed Soldiers are KIA. Some card effects add Hostiles to Location cards. Do not add Hostiles to the Mission card. In regard to the keywords Front-most, Rear-most, and Behind, treat the Objective card as being the Mission card, and the Mission card as being the Objective card.

Evade (XP) - You may pay the indicated number of Experience Points during the Soldier Turn to discard the Hostile card. You do not gain XP for discarding it. You cannot Evade a Hostile that is a Mission Objective.

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

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

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

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

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

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

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

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

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

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

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

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

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

HtH - An abbreviation for "Hand to Hand".

Immobile - The card cannot Move to a different Location.

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

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

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

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

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

Example: An Objective has Keep Clear 2. Once you Activate the Objective, you must end that Soldier Turn, and the next Soldier Turn, with no Hostiles in the Objective card.

Kill - The Hostile's target will be Killed.

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

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

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

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

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

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

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

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

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

Melee - Reference. A type of Attack. This keyword appears

on some Weapon cards.

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

Missile - Reference. A type of Attack. This keyword appears on some Weapon cards.

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

Nature - Reference. A keyword appearing on some Objective and Location cards.

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

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

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

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

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

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

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

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

Place - Place the Hostile card in the noted Location or Objective card. The Hostile card counts toward the eventual Hostile value of the Location or Objective card if it is drawn for the Location it is to be Placed in. The Hostile card does not count toward the eventual Hostile value of the Location or Objective card if it is drawn for a Location other than the one it is to be Placed in. The Placed Hostile enters play active, even if the Objective has not yet been Activated.

Place in Targeted - When drawn, draw a Hostile Targeting counter, and then place the Hostile card in the same Location as its Targeted Soldier.

Pointed - Reference. This keyword appears on some Weapon cards.

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

Present - Find the noted card and add it to the Location. The card is in addition to the Hostiles normally drawn for the Location. If the noted card is already in play, use a stand-in card until it becomes available.

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

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

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

Example: An M16A4 has Rails (2). The Rifle's first 2 Loadout points of Attachments do not count against the Soldier's Loadout limit.

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

Example: The Mi-8 Hip Hostile has a "+1 Range" notation. Even though the Hip is in your Location, treat it as being at Range 1 when you Attack it.

Ranged - Reference. A type of Attack. This keyword appears on some Weapon cards.

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

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

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

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

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

Requires - Some Weapons Require a second card to be in

their Location before they can Attack. Such Weapons will note the Required card. The Required card can be carried by the same, or a different, Soldier.

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

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

Screened by (x-x) - All Hostiles of the designated range of values in the same Location card must be Suppressed or Killed before the Screened Hostile can be Attacked.

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

Screens (x) - This card must be Suppressed or Killed before the Hostiles with the noted XP value in its Location can be Attacked.

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

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

+/- Size - Add or subtract the Size value from your Attack rolls when Attacking the Hostile or Objective.

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

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

Stealth - You automatically roll a 6 on your Defeat Cover die the first time you perform a Stealth Attack each Soldier Turn.

Structure - Reference. A keyword appearing on some Objective and Location cards.

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

Suppress - A temporary effect inflicted by an Attack.

Suppressed - A description in the title of some Stealth Weapons. These Weapons make considerably less noise when used.

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

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

Thrown - Reference. A type of Attack. This keyword appears on some Weapon cards.

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

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

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

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

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

Unarmed - Reference. A type of Attack. This keyword appears on some Weapon cards.

Vehicle - Reference. A keyword that appears on some Objective and Hostile cards.

XP - An abbreviation of "Experience Points".

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

Example: The German Sdkfz 251 Half Track has a Year of "1939+". This means it can take part in any Mission taking place in 1939 and after.