INCURSION

Ladies and Gentlemen, welcome to INCURSION. What is presented in this document is a Beta rule-set. The core rules, cards, and Missions in this document have been **extensively** tested by a number of testing teams in both Europe and North America but we at the Grindhouse believe in public Betas. It is our deeply held belief that a game cannot be perfect unless it is subjected to mass criticism. Therefore, everything that Grindhouse does is released to the public as a Beta prior to publication with the expectation that you the fans will work the system with us and contribute your own thoughts. Please understand that this game is what it is and that grand, sweeping changes are most unlikely but if you find a hole during your testing of the core game, we want to know about it. Folks that find holes through actual playtesting might just get credited when we go to publication.

This is the Beta of a Board Game/miniatures game combo. Therefore, in order to participate in Beta testing, you will need to be prepared to do quite a bit of work as described below. Furthermore, please understand that what is laid out here is purely utilitarian. In other words, there is no thought given to graphic design or presentation in this document. This is raw data as befits a rules system that is still undergoing changes.

Included here are:
1. The core rules including a list of counters that you will likely need. To play this beta version you will need to either create your own counters or substitute counters from your own collection.
2. The first 3 missions in the campaign
3. The Model cards for all released models plus the Blitzhund. Print on cardstock. These will need to be cut out after printing.
4. The deck of Battle Cards-Print on cardstock. These will need to be cut out after printing.
5. Game tiles- included are all of the 6 tiles that will together form one side of the board for the initial release. The Mission Dossiers describe how to arrange these tiles. Print and mount to chipboard or other heavy card stock. Note that these are just stand-ins as the most incredibly luscious artwork has just begun on the actual game board.

SET UP

Mission Dossiers
The Mission Dossiers found later in this book describe the specific conditions of the game being played such as how to set up the game board, what forces will participate, and the mission objectives for each player. After playing a Mission, we suggest you switch sides with your opponent and play it again for a different perspective! You may choose to play any mission as each is a stand-alone game but all of them together, played in order, constitute a campaign.

INCURSION

Game Board (reserved)

Models
Throughout these rules you will see references to Models. These are the playing pieces. Grindhouse Games produces a full line of miniatures to use with this game. See "Choosing your Forces" to choose which miniatures you would like to play with and to design your ultimate force pool for the game.

Model Cards
Each Model has a Model Card to represent it that lists its vital stats, armament, and special rules. The exception to this is Sturmzombies which have one Model Card to represent every Sturmzombie in play throughout the course of a game. Lay the cards representing your models in a line in front of you for reference and to stack Battle Cards on.

<diagram of card showing what each icon means>

<RP> Cost to purchase model
<AP> Action points available every turn to the model
<Fortitude> Model's ability to weather attacks and withstand damage
<DP> number of Damage Points a model has
<Limit> Number of this type of Model Card which may be played in any game of Incursion
Armament- This describes what a model is armed with
Special- Describes any special rules or abilities a model may have

Counters (reserved, see counter list at the end of this document)

Battle Cards
Within the box is a deck of Battle Cards that represents random or planned events and upgrades and so forth that a player may use to affect the outcome of the Mission. Any card may be played at any time during the owning player's Action Phase unless the card says otherwise. Any number of cards may be played in a Game Turn, limited only by the size of a player's Hand. Shuffle the deck, place it face down, and draw the number of cards based on RP level of mission as described in the following table during the Replenish Hand portion of the Maintenance Phase. This is your hand. Cards should be kept secret from the opposing player until played. Place discarded Battle Cards face-up into a Discard Pile. When the Battle Card Deck is exhausted, immediately shuffle the Discard Pile and turn it face down. This becomes the new Battle Deck.

# of RP used in Mission	Cards in Hand
3-5	1
6-8	2
9-11	3
12-14	4
15+	5

Within the deck, there are several types of Battle Cards:

Effect Cards
An Effect Card is placed on the Model Card for the Model it affects. It remains there throughout the Mission unless removed by another card. Effect Cards may be placed on either friendly or enemy Model Cards. Any number of Effects may be placed on an individual Model Card and these effects stack. For example a model that has 2 "Extra Ammo" and 1 "Low on Ammo" cards placed on it rolls only 1 extra DD. Only Effect cards with the (icon) SWD Icon printed on them may be placed on the Sturmzombie card.

Event Cards
Event cards are played as described on the card. Some Event Cards are instantaneous in which case they are discarded after use, some last for a full Game Turn at which point they are discarded, and some remain in play throughout the remainder of the mission. If the card does not specify a length of time its effects are in play, it is an instantaneous effect.

GAME TURN

A game of Incursion is divided into Game Turns, the number of which may vary from mission to mission. Each Game Turn is divided into two phases: the Maintenance Phase followed by the Action Phase.

MAINTENANCE PHASE

The following actions are performed in the maintenance phase in the order described below:

Replenish Command Points
Each player discards any left over CP from the previous turn and draws the number of CP counters as specified by the RP level of the Mission being played

Replenish Hand
Each player draws the number of cards necessary to replenish their hand to the number specified by the RP level of the Mission being played. Prior to doing so, either player may discard any card from their hand. In the first Turn, players clearly have no cards to begin with so may only draw their hand up to full.

Turn Bidding
Starting with the first turn of the game, both players "bid" for who will go first in that turn using Command Points. Both players secretly write down the number of CP they are bidding and reveal their bids simultaneously. The player who has bid highest gets to go first. If both bids are equal then the Allied player goes first. CP counters used for turn bidding are discarded. Determine how many CP are available for each side in the Mission in the section dealing with CP below. A player may bid as few as zero CP up to as many CP as they have available.

Allied Intelligence- Once per game, the Allied player may automatically go first. This is announced prior to turn bidding and on this one turn, Turn Bidding does not happen.

Deployment and Placement of Reinforcements

When setting up, both sides simultaneously place all of their models next to eligible entry points as described in the Mission Dossier being played. Any number of models may be placed next to any entry point. All models may enter the board upon activation assuming there is an open square for them to do so, paying the required number of AP to enter the first square. If there is not room to enter the board after all friendly models have been activated, the model in question must await the next turn to enter. If multiple models are placed outside an entry point, the owning player may choose the order that the models activate and move onto the table. Reinforcements in subsequent turns are deployed in the same manner. Note that models need not enter the board on the turn they become available but may wait until a later turn if the player chooses.

Action Phase

This phase of the turn is, as the name suggests, where all the action happens. Movement, shooting, hand-to-hand fighting and special actions all happen here.

Actions are performed in the Action phase model by model. The player who's turn it is "activates" a model and completes all actions for that game turn with that model: movement, shooting, hand-to-hand combat and special actions. Actions may be performed in any order. Once complete, an Activated counter is placed next to the model and that player's next model is Activated and so on until all friendly models have been Activated at which time play turns to the opposing player. A model may only Activate once per game turn even if not all AP for that model are spent. A player may not therefore, for example, Activate and move model A, then Activate model B, then Activate model A again later to perform a shooting action unless using Command Points to do so. A model need not spend all or any of its AP allowance but all models must Activate.

The number of actions that a model may perform in a given game turn is limited by the number of Action Points (AP) that the model has. Each action performed by the model, whether moving, firing a weapon, swinging a blow at an enemy, or grabbing an objective item, costs a certain number of AP.   Once a model has exhausted its available AP, it may perform no further actions that Activation, except as provided under Command Points. AP are expended on an action by action basis. In other words, a player may expend an AP to move or shoot, then expend another AP to move or shoot again. Refer to the following chart for AP cost of actions.

AP Cost	Action
1	Move 1 Square Forward
2	Move 1 Square Sideways or Back
1	Change Facing up to 180 Degrees
1	Fire Weapon (unless otherwise specified below)
2	Fire Flamethrower
2	Throw Grenade
1	Hand to Hand Attack
1	Open or Close Door
1	Pick Up or Activate Item

1   Go Into Reaction Fire Mode

Command Points
Each side has a certain number of Command Points (CP) to spend every turn as specified in the following chart.

# of RP used in Mission	CP per Player
3-5	3
6-8	4
9-11	5
12-14	6
15-17	7
18-20	8
21+	9

CP are represented by counters that are drawn at the beginning of every turn. When a CP is used, it is placed into a discard pile. A CP may be used in a number of different ways.

CP are used for Turn Bidding as described in the Maintenance Phase.

CP which are not used for Turn Bidding are a pool of points that may be expended for the benefit of any friendly model at any time in the owning player's turn to perform any action that model would normally be allowed by AP. CP may be used in conjunction with remaining AP to perform an action that requires more than the remaining AP for any given model. Like AP, they are expended on an action by action basis.

CP may be used for card killing. When the enemy plays a Battle Card, CP may be used to negate its results and cause it to be placed in the Discard Pile. Cards which are already in play may also be killed at any time in which case they are removed from the table and placed into the Discard Pile. Each card has a Kill Value printed on it within the Kill Value symbol (symbol). This is the number of CP required to kill that card.

CP may NOT be used to counter other CP.

Movement
The direction in which a model is facing is an important consideration in Incursion. A model may only be considered to be facing **one** of the four sides of the square it currently occupies. For example, a model cannot be pointed at a corner of the square and be considered to be facing two sides. The facing of a model is the direction its torso is pointing.

Movement of an individual model consists of four functions: 1) moving from square to square, and 2) changing facing within the currently occupied square, or 3) opening or closing a door, or 4) picking up or activating an item. Each of these two actions consumes a number of action points.

Since the game board is composed of square spaces, facing changes are performed in 90 degree increments. Movement may be backward, forward, or sideways at the cost listed in the AP chart. Models may not move diagonally nor may they move through other models.

Doors
Doors are represented on the game board by separate game pieces that stand upright. A Door may only be opened by models which are in the square directly in front of it and either facing or turned at a 90 degree angle to it. In every mission, unless otherwise noted, all Doors begin the game closed.

Activate Items or Pick up Items
Some Missions call for models to interact with items in some way. The Mission Dossier will describe how this happens but as a rule, items may only be activated or picked up by models which are in the square directly in front of the item and either facing it or turned at a 90 degree angle to it. Sturmzombies and Bomberzombies may never activate or pick up items. A model that is carrying an item it has picked up may drop it at any time at no AP cost. A model may only pick up an item if it has not been dropped by another friendly model in the current turn. If the model is a casualty, the counter is left in the spot where it died and may be picked up by other models. Models may take items from other friendly models that have not yet Activated in exactly the same way as they are picked up in the first place. The facing of the model carrying the item is of no consequence, only that of the model taking it.

Line of Sight
To shoot at a target, the target must be within the firing models Line of Sight (LOS). To determine LOS, lay a straight edge between any spot on the firing model's square, through the edge of that square that the firing model is facing to any point on the target model's square. If this line does not intersect a wall, a corner, a closed door, any part of a square occupied by any other model, or run down the length of a wall, then the firing model has LOS.

(diagram)

Shooting
To shoot at a target, the target must be within the firing models Line of Sight (LOS). Once LOS is determined, the player pays 1AP and simultaneously rolls a number of d6 equal to the number in the Rate of Fire (ROF) chart below for the weapon in question. These are called Damage Dice (DD). The results of all DD rolled per single AP expenditure apply to a single enemy model. The second column in the following chart represents that weapon's RoF in Reaction Fire mode.

Weapon	ROF	Reaction Fire
SMG or Assault Rifle	2	1
LMG	3	2
HMG	3 (x2)	2
Shotgun or Pistol	1	1

| Flamethrower | 1 (special) | - |
| Grenade Launcher | 1 | - |

For each DD that is rolled by the attacker, compare the result to the target model's Fortitude (F). If the roll meets or exceeds the target's F, the model suffers a Damage Point (DP). Some models have more than one DP. Each DP that a model with more than one DP sustains should be marked with a DP counter. When all DP are gone, the model is a casualty and is removed from the table. Note that unless this rule is modified by some special ability, a single DD may never cause more than 1 DP.

A model's Fortitude may never be modified in any way to be more than 6 or less than 1 for any attack of any kind.

Example of shooting: an APE spends 1 AP to fire it's LMG that has a ROF 3 at a line of zombies that are coming down the corridor toward him. The APE rolls 3 DD to try to kill the front zombie in the conga line. He has LOS as the zombie is directly in front of him. He rolls a "1", a "2", and a "4". The "1" and "2" have no effect but the "4" meets the zombies Fortitude of 4 so the zombie suffers a DP. Zombies only have 1 DP so it is removed as a casualty. Had he rolled a "5" instead of a "2" he would have done 2 DP to the zombie. The second result would have been discarded as Zombies only have 1DP.

Range
Some weapons or special attacks have a maximum effective distance. This is expressed as a "Range of x" in the description of the attack. The attack may be made up to "x" number of squares away. When making the attack, determine LOS per shooting. Every square that the straight edge passes over in any part counts toward the maximum allowable range.

Reaction Fire
Models with ranged weapons that cannot draw LOS to an enemy model may go into Reaction Fire mode, waiting for opportunity fire in a given direction.   Going into Reaction Fire mode immediately ends a model's activation. Models armed with weapons that affect more than one square may never go into this mode. Grenades of any kind may never be used in Reaction Fire.

While a model is in Reaction Fire mode, it may engage in opportunity fire at targets which move or shoot within the model's LOS. For each movement or shooting action performed by any enemy model: i.e. moving from square to square, changing facing, opening a door, firing a weapon, etc., within the firing model's LOS, the model may fire its weapon as described in the Shooting rules but using the Reaction Fire column on the weapon chart to determine ROF. This could result in lots of free shots for the model in Reaction Fire mode. If an enemy models action takes it out of LOS of the firing model, no Reaction Fire is possible.

Out of Ammo! If a model rolls doubles while rolling DD, that model loses Reaction Fire mode. It is assumed that the model is busy reloading. Alternatively, the model may immediately spend 2 CP to reload, avoid losing Reaction Fire, and keep firing.

If a model in Reaction Fire mode has a HTH Damage Die rolled against it or performs an action other than shooting, Reaction Fire mode is lost. Reaction Fire is also lost at the beginning of the model's next activation.

Grenades

Any model which is armed with grenades may make a grenade attack. A grenade has a range of 6 and is thrown to a target square that would normally be within the model's LOS. It may however be thrown over intervening models and the target square may be unoccupied by a model. The blast of the grenade fills 9 board squares, beginning with the square in which the grenade landed and extending evenly to fill adjacent and diagonal squares. Make a DD roll for any model (friend or foe) that is within these 9 squares and add 1 to the result. Models in squares which are behind closed doors are not subject to DD rolls.

[diagram]

Grenade Launcher

A grenade launcher follows the rules for Grenades above except that it has no maximum Range and only requires 1AP to fire.

Heavy Machine Gun

An HMG may shoot twice per AP spent with a ROF 3 for each shot. Fire the first shot and remove any casualties, then fire the second shot. The second shot may not be used in Reaction Fire.

Flamethrower

A flamethrower shoots a jet of jellied gasoline which can be roughly directed by the firing model. The firing model may choose up to 8 squares to be affected by a blast of the flamethrower. He does so by placing "On Fire" counters on the affected squares. The first square to be affected is always the square directly in front of the firing model. The player then proceeds to place the remaining 7 markers. Each marker must be placed adjacent to a previous marker, but may not be placed either diagonally from, nor closer to the firing model than, the previous marker. The squares that are marked may not extend more than one square beyond the model's LOS. The On Fire counters remain on the board and are removed just before the first model of the side that fired the flamethrower activates.

Any model which moves onto any square that is On Fire is subject to a DD roll. Each subsequent On Fire square the model moves into becomes increasingly dangerous as the heat builds. Roll 2 DD for the second ON Fire square entered, 3 DD for the third, and so on. If a model begins its activation in an On Fire square but chooses not to move, it suffers a DD roll for each unused AP after ending its activation. On Fire counters do not block LOS.

[diagram]

Shotgun

A shotgun may either fire an armor piercing slug against armored targets or a load of buckshot against softer targets. In both cases, the result is the same. Models that are the subject of a shotgun attack suffer a -1 to their F value on DD rolls.

Hand to Hand Combat-

Attacking an enemy model in Hand to Hand (HTH) costs 1 AP, as stipulated in the AP chart. Any model may make a HTH attack and all HTH attacks follow these rules no matter what weapons a model is carrying unless otherwise noted. To attack an enemy model in HTH, the target model must be in one of the 3 squares directly in front of its current facing. For each HTH attack, roll a DD and place DP markers or remove models as casualties as described in Shooting, above. Note that initiating HTH combat does not "lock" either model in and either model may act freely in its current or next activation. Models may shoot freely even occupying squares adjacent to enemy models. Only one enemy model may be attacked for each AP spent on HTH.

[diagram]

Rerolls

No single die may ever be rerolled more than once for any reason.

Abbreviations

SMG- Small Machine Gun. Represents sub machine guns, machine pistols, and assault rifles.
LMG- Light Machine Gun
HMG- Heavy Machine Gun
AP- Action Point
CP- Command Point
LOS- Line Of Sight
ROF- Rate Of Fire
DP- Damage Point
RP- Requisition Point
HTH- Hand to Hand
F- Fortitude
DD- Damage Dice
VP- Victory Point

Choosing your forces

Each Mission Dossier specifies the number of Requisition Points (RP) available to each player therein. A player may spend up to and including the number of allowed RP to purchase forces but

no more. Unused RP are lost. Allied players may only choose Allied Model Cards, German SWD players may only choose SWD Model Cards, and so forth. The number of Model Cards of any type that may be used in any game of Incursion is specified by the (icon) icon on the model's card. U means that an unlimited number of this type of model may be chosen.

No matter which Mission is being played, the SWD player must always take at least 3RP worth of Sturmzombies unless the Mission says otherwise.

Campaigns
Any series of Missions that are linked together constitute a Campaign. The full Campaign consists of all the Missions played in order. Through the course of a Campaign, models may gain extra abilities. One model per side which survives any given Mission and is re-purchased for the next Mission may choose to keep a single Effect Card that has been placed on it during the course of the Mission. In future Missions, place this card beneath rather than on top of the Model Card in question to represent the fact that the card remains with this Model for the rest of the Campaign, until the model is a casualty, or until the Model is not purchased for a Mission. Models may gain multiple cards in this way. This rule does not apply to the Sturmzombie Card.

One-off Battles
After you have played through the campaign a couple of times, you may wish to try out all the missions at different RP levels. Feel free to agree with your opponent on an RP level for a Mission that is different from the one stated in the Mission Dossier.

Counters
8x "Reaction Fire" Counters (1/2")
16x "On Fire" Counters (1/2")
18x "Command Point" Counters (1/2")
20x "Activated" Counters (1/2")
10x "Locked" Counters (1/2")
10x "Damage Point" Counters (1/2")
1x "Knocked Down" Counter (1/2")
1x Pinger Device Objective Counter (1-1/4")
1x Cave In counter (1-1/4")
4x Gretel special CP (1/2")
1x Disarmed Counter (1/2")
Counters marked 1-8 (1/2")
3x US Entry/Exit Point Markers (1-1/4")
6x German Entry/Exit Point Markers (1-1/4")
5x Generator Control Panels (1/2")
1x "Hidden Tunnel" Counter (1-1/4")
10x Doors and door stands

RECON

Allied recon elements are deployed to gauge the level of German resistance in the complex before the assault begins in earnest. They must get in and out quickly and quietly and avoid making contact with the enemy. The Germans are of course aware of their presence and inundate the tunnels with Sturmzombies to take them out.

THE FORCES

Each side chooses up to 6RP worth of troops. Normally only 3 RP worth of Sturmzombies are required but in this Mission, all 6 RP must be spent on Sturmzombies. The Allies must choose at least 2 models.

MISSION SPECIAL CONDITIONS

The game ends when the last Allied model has left the table from one of the Allied exit points or is dead.

No Man Left Behind- Victory in this Mission is dependent solely on the last remaining Allied model on the board. No matter what has happened to any other allied model (s), if the last remaining Allied model makes it off the board, the Allies win. If the last remaining Allied model on the table is killed, then the Germans win.

The 4 Doors along the top corridor marked "S" are sealed and may not be opened.

As each side only has one entry point there is no need to dice off for Deployment or Reinforcement placement

 Allied Entry Point   Allied Exit Point   German Entry Point
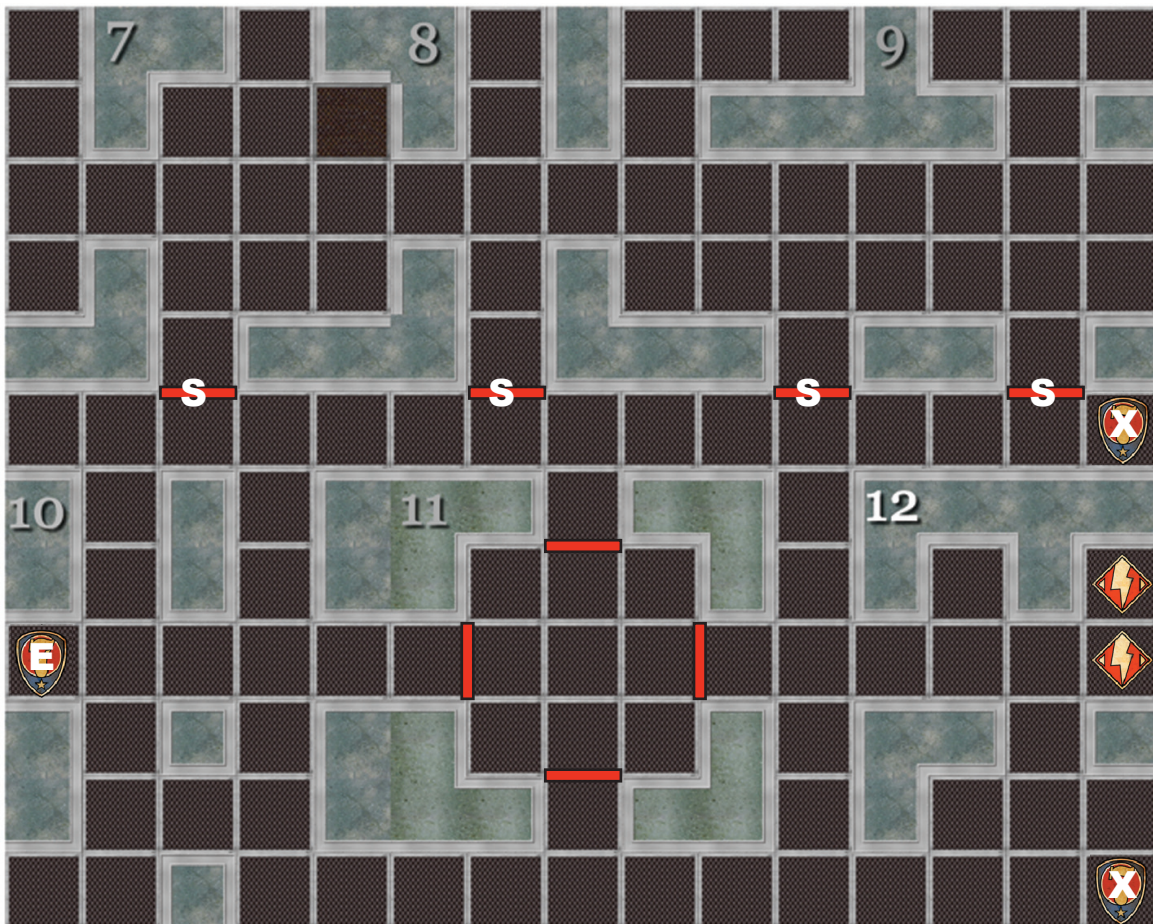
INCURSION

The probe into the complex was successful. There were casualties but enough information was transmitted out to give field commanders a fairly clear picture of where the initial thrust of the Incursion should be focused. Assault teams are deployed ahead of the main force as pathfinders to clear zones and establish a perimeter. The Germans fight a desperate defense to hold the Allies off.

THE FORCES

The Allies choose up to 14 RP worth of troops
The Germans choose up to 12 RP worth of troops

MISSION SPECIAL CONDITIONS

The game ends when all Doors marked (G) are sealed or all Allied models are dead.
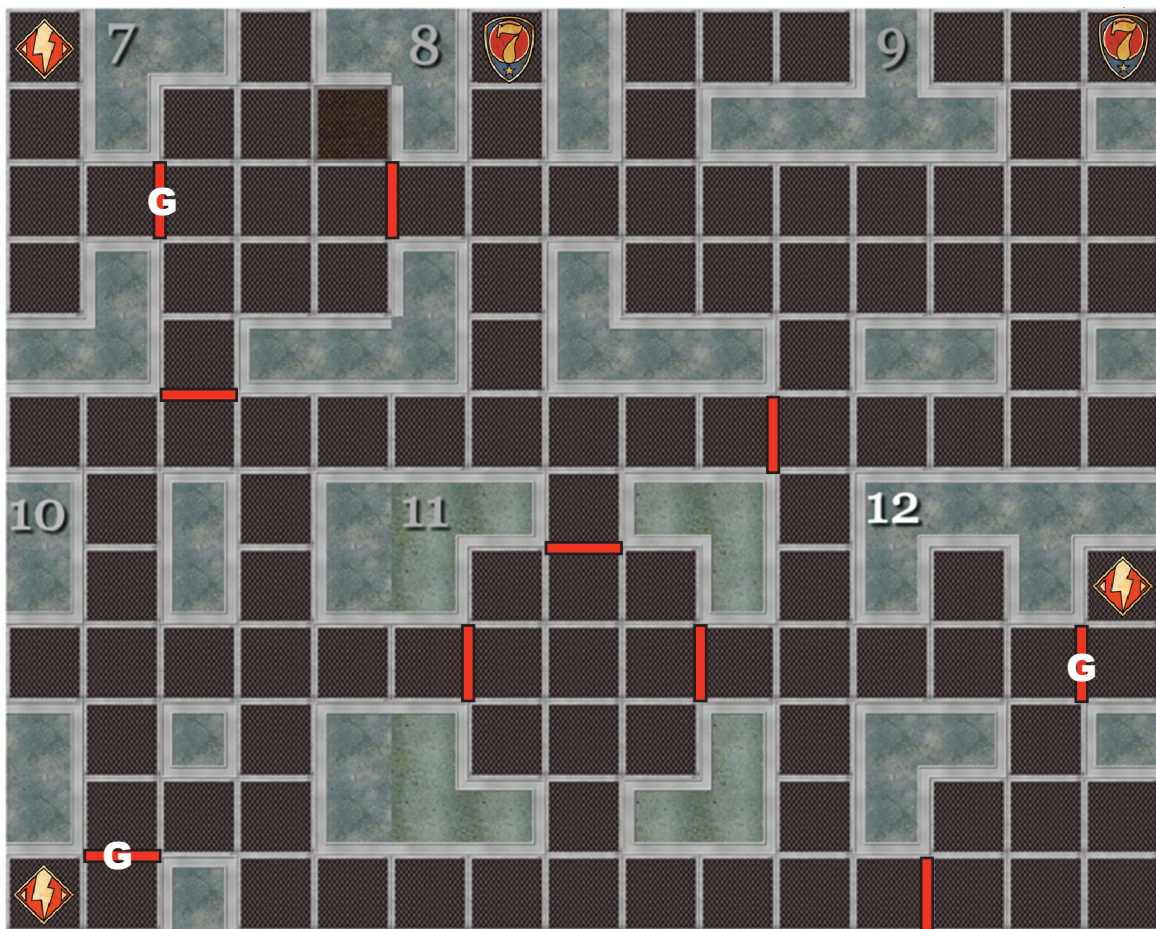
The three Doors outside of each German entry area (marked G) begin the game open. When they are closed, they may be sealed for the duration of the game in the same method as a model closes a door by any model that spends 1 AP to do so.

German Entry Point

Allied Entry Point

PINGER RAID

Allied forces have gained some ground and stabilized key positions in the outskirts of the complex. MI-13 Intel reports that a nearby position is transmitting an incredible volume of coded signals.This can only be the fabled long-range "Pinger Device" that controls zombie naval mines that prey upon the allied warfleet. This device must be captured for decoding and reverse engineering. That this precious technology might fall into Allied hands is unthinkable to the Germans. It would be an incalculable loss. SWD musters in force to repel the small Allied raiding party and relocate the pinger to a more defensible position within the German lines.

THE FORCES
Each side chooses up to 10 RP worth of troops

MISSION SPECIAL CONDITIONS
The game ends when the Pinger Device counter is off of the board. Whichever side gets the Pinger Device off the board wins the game. The Pinger Device location is marked "PD" in the diagram below.
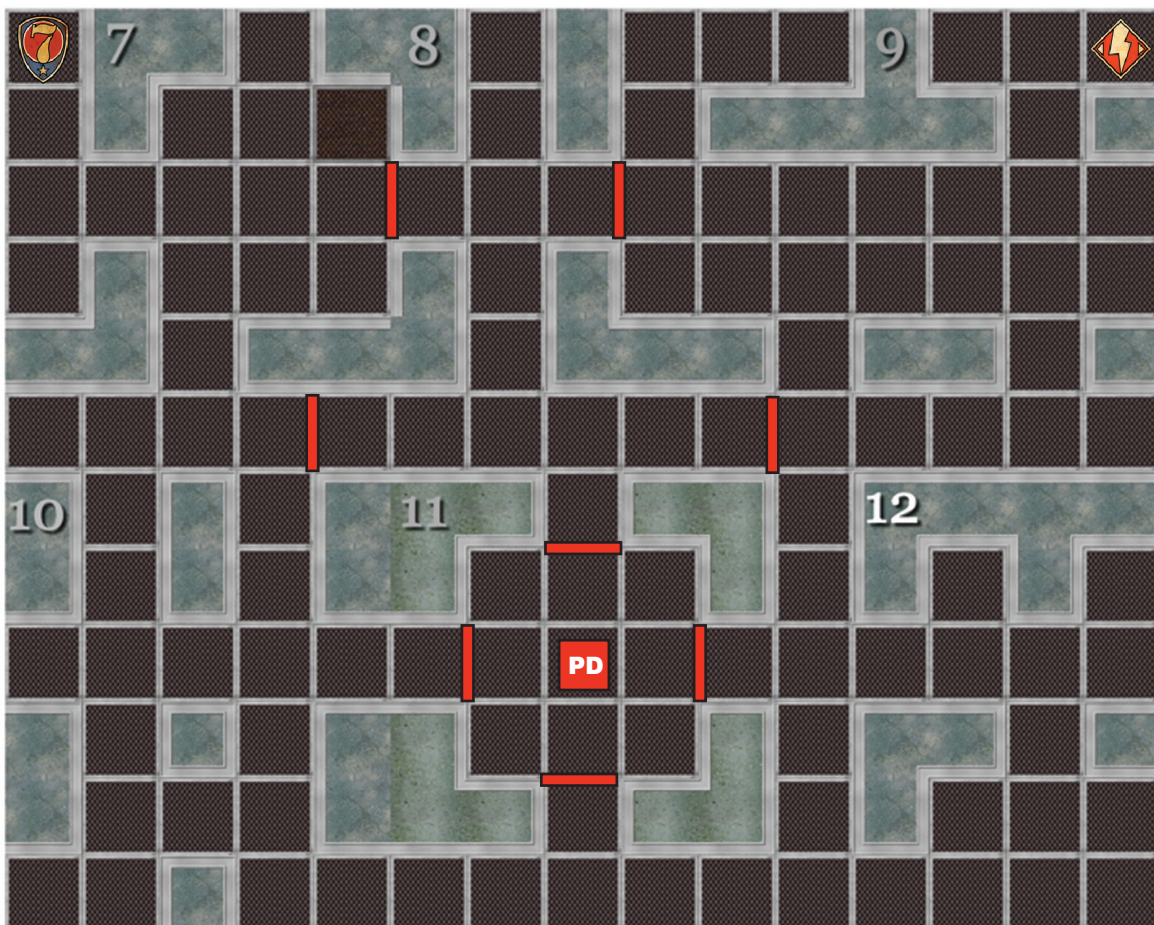
As each side only has one entry point there is no need to dice off for Deployment or Reinforcement placement

German Entry Point

Allied Entry Point

Slugger Murphy

RP	5	DP	4
AP	4	Limit	1
F	6		

Armament
Bambi (Pistol), Thumper, Grenades

Bambi- +2 to DD roll for every AP spent on shooting or when firing in Reaction Fire. Except when making Reaction Fire shots, when Bambi causes a DP, Slugger may shoot again at no additional cost. If this shot causes a DP, then another shot may be fired and so on. Each shot after the first suffers a cumulative -1 to the DD roll. Therefore, shot 1 is +2 to the DD, shot 2 is +1 to the DD, shot 3 is +0 to the DD and so on. If he rolls a natural 1 at any time, his Activation ends immediately.

Thumper- Murphy may reroll any DD once for every AP spent on HTH against non-Sturmzombie models. Alternately, for each AP he spends on HTH, a sturmzombie that is a legal HTH target is automatically removed as a casualty with no DD being rolled.

Where There's a Will, There's a Way
Once per turn, Slugger may kill any Effect Card placed on him by spending 1AP.

Grunt ape

RP	3	DP	2
AP	3	Limit	U
F	6		

Armament LMG, Grenades

HMG ape

RP	4	DP	2
AP	4	Limit	2
F	6		

Armament HMG, Grenades

APE SARGE

RP	3	DP	2
AP	4	Limit	1
F	6		

Armament LMG, Grenade Launcher

Special

Sarge in Charge- The Allied player gains one additional CP per turn in the Maintenance Phase as long as the Sarge is alive.

Tactical Fulcrum- At the end of his activation,the Sarge may allocate any unused AP to any other allied model or models that have not yet activated. Make a note of this on the side. This represents shouted orders or intelligence transmitted by radio.

APE Blazer

RP	4	DP	2
AP	3	Limit	2
F	6		

Armament Flamethrower, Grenades

Gretel von X

RP	5	DP	4
AP	5	Limit	1
F	5		

Armament Grenades, SMG, Whip

Special

Zombie Contoller- So long as she is alive, Gretel adds 4 special CP to the CP pool that may only be used by Sturmzombies or Bomberzombies to do Actions. These may be used for no other purpose and do not carry over turn to turn.

Whip- Gretel may use her whip to make HTH attacks on models that are up to two squares away rather than only in an adjacent square. This may be done even if the intervening squares are occupied by another model. All other HTH rules apply as normal. When she makes a Whip attack that does not cause a DP, the German player rolls a D6. On a 4+, the enemy model is Knocked Down. The model may not attack in HTH or Shoot in it's next activation unless it pays 2 AP to stand back up. This effect only lasts for the duration of the affected model's next activation.

Sturmzombies

RP	3*	DP	1
AP	5	Limit	U
F	4		

Armament None- May only make HTH attacks

Special

* Horde- for each 3RP spent on Sturmzombies, two zombies become available to enter the board every turn until the game ends! This card is used to represent every single zombie in play, no matter how many RP are spent on Sturmzombies

Strength In Numbers- each zombie beyond the first that makes a HTH attack on the same enemy model in the course of the German Turn gains +1 DD per HTH attack. This is cumulative so that the second zombie rolls 2DD per attack, the third 3DD per attack, and so on.

BomBerzombie

RP	1	DP	1
AP	5	Limit	4
F	4		

Armament big bomb

Special

Ka-BOOM!- Special HTH attack. Pay the usual 1AP and the Bomberzombie throws itself on the enemy to detonate the massive naval mine it carries. Work out blast just like grenade attack with blast centered on target model. Add +3 to the DD roll for any model or object caught in the blast. Remove Bomberzombie from board.

Volatile- When the Bomberzombie becomes a casualty from shooting, roll a D6. On a roll of

1-2	The model explodes in the square where it "died" as described above.
3	The model is removed as a casualty.
4-6	The model is immediately subject to the effects of a Blaze of Glory card (though no card is played)

Blitzhund

RP 2	**DP**	2
AP 6	**Limit**	2
F 4		

Armament
None

Special

Raging Beast- a Blitzhund rolls 3 DD for each AP spent on HTH but due to it's insane frenzy, may not pick up objects.

Agile- a Blitzhund may make facing changes for free

Leap- A Blitzhund may move through spaces occupied by other models if it has the AP to do so. It may never end its activation on another model. CP may not be used to initiate or complete this movement

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Ilsa von X

RP 5	**DP**	4
AP 5	**Limit**	1
F 5		

Armament   Grenades, SMG

Special

Two-Gun- Gretel weilds two SMGs. To represent this, roll 2 DD as normal per AP for shooting an SMG but reroll any results that do not cause a DP. DD may only ever be rerolled once.

Leap- May move through spaces occupied by other models if she has the AP to do so. She may never end her activation on another model. CP may not be used to initiate or complete this movement

Commander- Each turn that Ilsa is alive during "Replenish Hand", the German player adds one extra Battle Card to their Hand.

Mask- Ilsa ignores the "Rackley Hated His Mask" Battle Card.

extra ammo

Card Type Effect

Roll +1 DD for every AP spent on shooting by this model. Does not apply to weapons that affect more than one square.

2

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extra ammo

Card Type Effect

Roll +1 DD for every AP spent on shooting by this model. Does not apply to weapons that affect more than one square.

2

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extra ammo

Card Type Effect

Roll +1 DD for every AP spent on shooting by this model. Does not apply to weapons that affect more than one square.

2

Armor-piercing ammo

Card Type Effect

Add +1 to all DD rolls from shooting by this model Does not apply to weapons that affect more than one square.

2

Armor-piercing ammo

Card Type Effect

Add +1 to all DD rolls from shooting by this model Does not apply to weapons that affect more than one square.

2

Armor-piercing ammo

Card Type Effect

Add +1 to all DD rolls from shooting by this model Does not apply to weapons that affect more than one square.

2

Buckin For a Medal

Card Type Effect

The model receives +1 AP per turn

2

Buckin For a Medal

Card Type Effect

The model receives +1 AP per turn

2

Buckin For a Medal

Card Type Effect

The model receives +1 AP per turn

2

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low on ammo

Card Type Effect

Roll -1 DD for every AP spent on shooting by this model. Does not apply to weapons that affect more than one square. The affected model may always roll at least 1 DD regardless of the weapon's ROF.

2

Wild Weasel Device

Card Type Event

D6 Sturmzombies chosen by the Allied player may not activate in the next German turn

3

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low on ammo

Card Type Effect

Roll -1 DD for every AP spent on shooting by this model. Does not apply to weapons that affect more than one square. The affected model may always roll at least 1 DD regardless of the weapon's ROF.

2

Liquid Courage

Card Type Effect

This model has been hittin' the bottle. All enemy models are +1 F from shooting attacks from this model to represent it's inebriated inaccuracy. Enemy models are -1 F in any HTH attack from this model to represent it's chemical fueled rage.

2

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low on ammo

Card Type Effect

Roll -1 DD for every AP spent on shooting by this model. Does not apply to weapons that affect more than one square.

2

V neutralizer

Card Type Effect

Play on Sturmzombie Card. All Zombies are -1 F for any attacks directed against them. May also be played on Bomberzombie cards

4

v stimulator

Card Type Effect

Play on Sturmzombie Card. All Sturmzombies are +1 F for any attacks directed against them. May also be played on Bomberzombie cards

4

Screecher Gear

Card Type Effect

Play on Sturmzombie Card. All Sturmzombies are -1 AP. May also be played on Bomberzombie cards

4

Boosted Pinger

Card Type Effect

Play on Sturmzombie Card. All Sturmzombies are +1 AP. May also be played on Bomberzombie cards

4

bat outa hell

Card Type Effect

The model may move +1 Square for every AP spent moving forward. Does not apply to any other kind of movement

4

Minor injury or malfunction

Card Type Effect

The model has -1 AP per turn

2

Minor injury or malfunction

Card Type Effect

The model has -1 AP per turn

2

Minor injury or malfunction

Card Type Effect

The model has -1 AP per turn

2

Major injury or malfunction

Card Type Effect

The model has -2 AP per turn

4

thousand yard stare

Card Type Effect

CP may not be used on this model but it gains +2 AP per turn

3

thousand yard stare

Card Type Effect

CP may not be used on this model but it gains +2 AP per turn

3

Sir Yes SIR!

Card Type Effect

For every CP spent on this model it may take 2CP worth of actions.

3

Sir Yes SIR!

Card Type Effect

For every CP spent on this model it may take 2CP worth of actions.

3

thousand yard stare

Card Type Effect

CP may not be used on this model but it gains +2 AP per turn

3

jammed radio

Card Type Effect

CP may not be used on this model

3

Brainwurst

Card Type Effect

Play on Sturmzombie Card. Each turn, one additional Sturmzombie becomes available for deployment by the SWD player. This card is played after to Replenish Hand and prior to Turn Bidding

2

jammed radio

Card Type Effect

CP may not be used on this model

3

Brainwurst

Card Type Effect

Play on Sturmzombie Card. Each turn, one additional Sturmzombie becomes available for deployment by the SWD player. This card is played after to Replenish Hand and prior to Turn Bidding

2

Brainwurst

Card Type Effect

Play on Sturmzombie Card. Each turn, one additional Sturmzombie becomes available for deployment by the SWD player. This card is played after to Replenish Hand and prior to Turn Bidding

2

Battle Rage

Card Type Effect

Roll +1 DD for every AP spent on HTH by this model.

3

Battle Rage

Card Type Effect

Roll +1 DD for every AP spent on HTH by this model.

3

crushing blow

Card Type Effect

Add +1 to all DD rolled in HTH attacks from this model for every AP spent on HTH

3

Pour it on

Card Type Effect

This model may reroll any DD for shooting attacks it initiates

4

Battle Rage

Card Type Effect

Add +1 to all DD rolled in HTH attacks from this model for every AP spent on HTH

3

crushing blow

Card Type Effect

Add +1 to all DD rolled in HTH attacks from this model for every AP spent on HTH

3

savage fury

Card Type Effect

This model may reroll any DD for HTH attacks it initiates

4

power surge

Card Type Event

Play this card after Turn Bidding. The lights flicker out. For the duration of the turn, LOS is limited to 4 squares in any direction from any Model of either side.

4

flooded tunnel

Card Type Event

4

Play this card after Turn Bidding. For the duration of the turn this card is played in, every movement action by either player costs +1 AP

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intelligence briefing

Card Type Event

4

Play this card after Turn Bidding. The results of the bid are ignored and the card player automatically goes first. Both players still discard any CP spent on bidding prior to attempting to kill this card. This card may not be played on any turn that the rule Allied Intelligence is invoked.

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snafu

Card Type Event

3

One Battle Card of any kind is immediately removed from play and placed in the discard pile, negating it's effects immediately. This card trumps all effects of any other card (even another SNAFU) and may be played at ANY time.

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snafu

Card Type Event

3

One Battle Card of any kind is immediately removed from play and placed in the discard pile, negating it's effects immediately. This card trumps all effects of any other card (even another SNAFU) and may be played at ANY time.

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snafu

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snafu

Card Type Event

3

One Battle Card of any kind is immediately removed from play and placed in the discard pile, negating it's effects immediately. This card trumps all effects of any other card (even another SNAFU) and may be played at ANY time.

lucky Devil

Card Type Event

When any single model including an individual Sturmzombie suffers a DP, if this card is immediately played, that DP is negated. May not be played to remove DP that have been previously suffered.

2

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lucky Devil

Card Type Event

When any single model including an individual Sturmzombie suffers a DP, if this card is immediately played, that DP is negated. May not be played to remove DP that have been previously suffered.

2

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lucky Devil

Card Type Event

When any single model including an individual Sturmzombie suffers a DP, if this card is immediately played, that DP is negated. May not be played to remove DP that have been previously suffered.

2

Cave in

Card Type Event

A section of the tunnel collapses. Place a "Cave In" counter on a square of your choosing that is not occupied by a model or objective counter. This square is impassable to all models for the remainder of the game or until this card is killed, and blocks LOS.

2

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booby trap

Card Type Event

Roll a single DD against any enemy model anywhere on the board

2

booby trap

Card Type Event

Roll a single DD against any enemy model anywhere on the board

2

---

booby trap

Card Type Event

Roll a single DD against any enemy model anywhere on the board

2

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rackley hated his mask

Card Type Event

He didn't keep it tight. Play on any non-zombie model and roll a DD against it. If the model dies, it is replaced by a Sturmzombie under German command

2

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rackley hated his mask

Card Type Event

He didn't keep it tight. Play on any non-zombie model and roll a DD against it. If the model dies, it is replaced by a Sturmzombie under German command

2

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hidden tunnel

Card Type Event

When this card is played, the German player may place the Hidden Tunnel counter on any square that is adjacent or diagonal to one of their own models but occupied by no model of either side or objective counter. For the remainder of the game or until this card is killed, the Hidden Tunnel acts as a German entry point but does not impede movement or LOS for either player. No model may exit from this point.

4

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rackley hated his mask

Card Type Event

He didn't keep it tight. Play on any non-zombie model and roll a DD against it. If the model dies, it is replaced by a Sturmzombie under German command

2

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blaze of glory

Card Type Event

When the model becomes a casualty, it immediately activates and uses up to its AP value in actions. It is then removed from the table. No actions or die rolling of any kind are allowed by any other model while the target of the card performs it's Blaze of Glory.

3

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blaze of glory

Card Type Event

When the model becomes a casualty, it immediately activates and uses up to its AP value in actions. It is then removed from the table. No actions or die rolling of any kind are allowed by any other model while the target of the card performs it's Blaze of Glory.

3

Critical hit

Card Type Event

Instead of rolling DD for a HTH or Shooting attack, play this card. The target model automatically suffers a DP. Does not apply to weapons that affect more than one square.
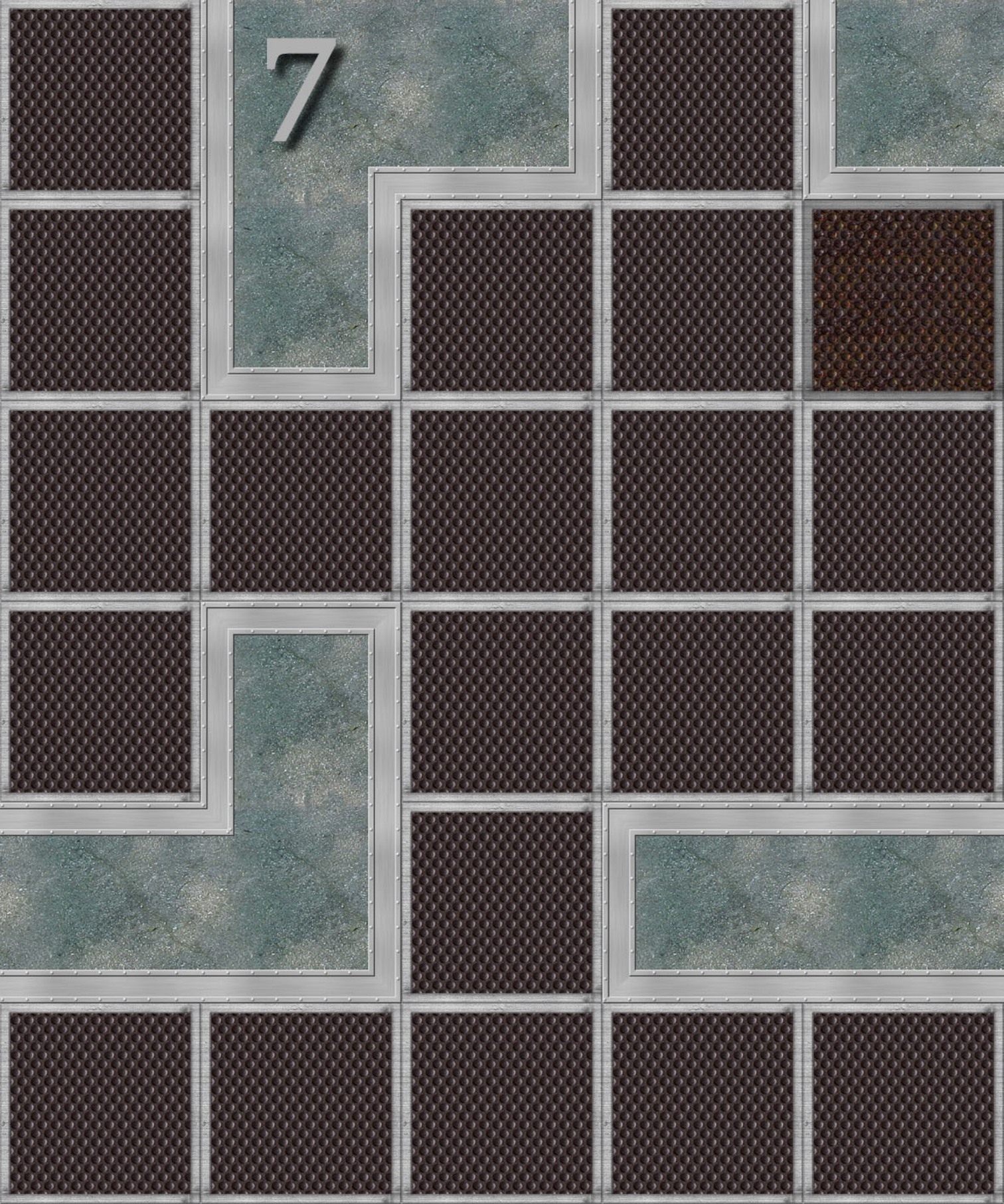
3

critical hit

Card Type Event

Before rolling DD for a HTH or Shooting attack, play this card. The target model automatically suffers a DP. Does not apply to weapons that affect more than one square.

3

Medic kit

Card Type Event

Play on any Model that has suffered a DP but is not yet dead. All DP counters are removed from that model.
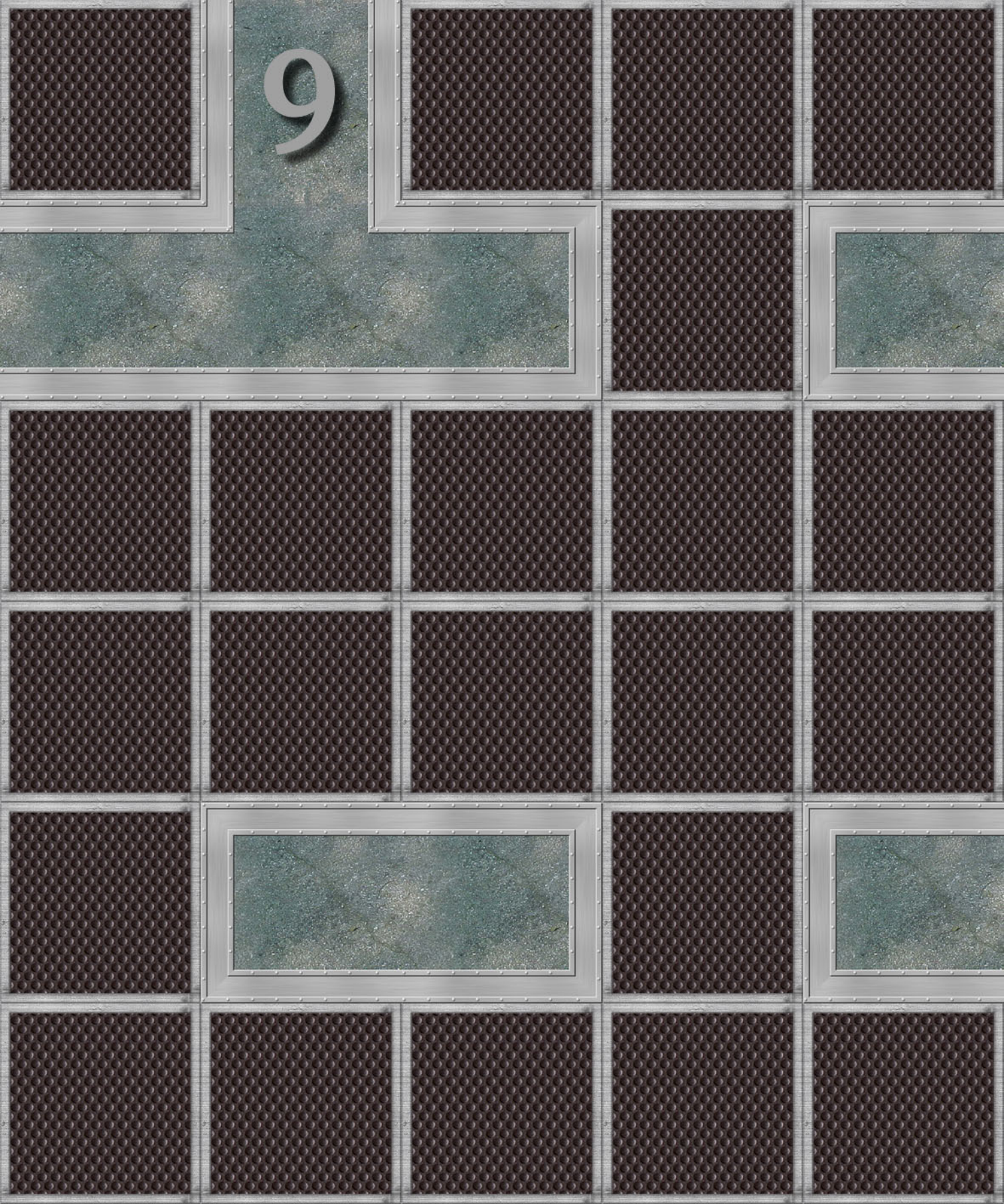
3

9

10

12