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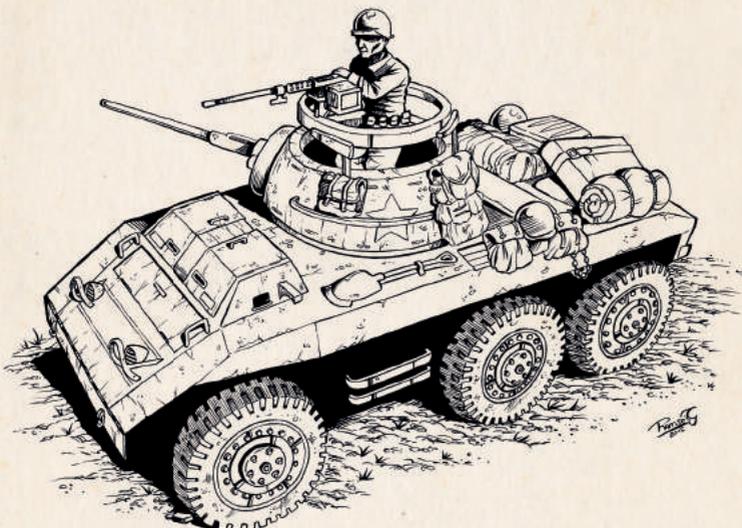
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TWG



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INTRODUCTION

■ WHAT IS 2GM TWG?

2GM TWG is a **2nd World War** strategy card game for 1 to 4 players in which players will take turns until one of the sides is declared the winner. **Cards represent Troops or Units in the battle field.**

Each player will create his own deck according to the victory conditions on each scenario and the strategy to be used during the game.

■ DICE

The game is played using ten-sided dice (also known as **D10**), with numbers ranging from **1 to 10**. They will be used when resolving hits. For all purposes of the game, the number **0 stands for 10**.

■ TOKENS

Players will place different types of **cardboard tokens or markers** on the cards to keep track of additional equipment, wounds, action points, as well as other situations that may arise during the game.

THE GAME

For a game of **2GM TWG**, players will use three decks of cards: two army decks and one terrain deck.

At the beginning of the game, each player will pick a faction and create their army deck.

There is no limit to the minimum or maximum number of cards that can be included in your army deck.

Instead, there is a **POINTS** system in place. In each scenario or battle, players will have a maximum number of points in order to create their army deck and play.

Normally, in a **Battle Royal game**, there is a **120 POINTS LIMIT**.

However, players are free to choose a different limit by mutual agreement.

Scenarios will be played according to their own set of deployment rules.

■ HOW IS THE POINTS LIMIT CALCULATED?

Add up all of the Action Points printed on the cards, which is the cost that players have to pay in order to deploy or use them. The cost is indicated in the upper left corner with the icon .

***Example:** a Heavy Infantry costs 2, a M4 Sherman costs 4, the Impact card costs 4, the Antitank Mine card costs 4 and so on.*

The total amount of cards **CANNOT** go over the agreed limit.

TYPES OF CARDS

There are several **different types of cards** in the game that can be part of the army deck.



Unit Cards with an icon (Infantry, Tank, Transport, Artillery or Airplane) in the upper right corner. Some Units show a Year below this icon. It indicates the Year in which that unit entered service.



Infantry Units are divided in Light Infantry, soldiers with rifles, additional grenades or medical equipment; Heavy Infantry, equipped with light machine guns, mortars or rocket launchers; Special Units, including mechanics, flamethrowers, sappers and snipers; and finally Command Groups.



Artillery Units are classified according to their arsenal caliber, and also include Anti-Aircraft, Antitank and Heavy Explosives Artillery.



Tanks, depending on their Armor capability, are divided into light, medium and heavy. There are also light armored vehicles, scout vehicles, self-propelled artillery and rocket-launcher tanks.



Transports may either be armored cars, half-tracks, different types of trucks, jeeps or motorcycles.



Airplanes include Fighters and Bombers.



Support cards like Supplies show the picture of a Box in their upper right corner.

- Their effect is carried out immediately. They are used and then discarded unless otherwise noted in the card text.



Support cards like Promotion show the picture of a Patch in their upper right corner.

- These cards cause troops to become veteran or elite troops. Use and discard them afterwards.



Support cards like Equipment show the picture of a Backpack in their upper right corner.

- Equipment cards stay in play for the remainder of the game and are placed under the unit that is modifying. The word Permanent is usually included in their text
- Cards that last for one turn are placed on top of units and are discarded once their effects are completed.



Terrain cards show a picture of a House in their upper right corner. These cards are not included in the army deck, and are placed separately.

- They are placed on the battlefield. These cards stay in play for the remainder of the game in that place until they are destroyed.



ICONS, UNITS AND CARDS



Deployment: the cost in Action Points to make units and other cards enter the battlefield or trigger their effects.



Movement: the movement of a unit in the battlefield.



Range: indicates how far a given unit can shoot.



Impact: indicates the result you need to roll, equal or above, in a D10 roll. This dice roll might be modified by cards in play or wounds taken. The second number, at the bottom, indicates the result you need to roll to perform a Critical Hit and destroy the unit completely.



Penetration: indicates the ability to pierce through the target's defense when getting an Impact. Penetration must be equal to or above the enemy's armor to cause any damage.



Armor: the unit's defense.



Damage: indicates the amount of damage the unit causes when impacting.



Wounds: the amount of damage a unit can take before being destroyed

Special Abilities: as shown in the lower part of the card. Additional equipment for units. Including unit's abilities.

ADDITIONAL EQUIPMENT TOKENS

Units can be equipped with different **Additional Equipment** tokens at the moment of their deployment.



There are certain **additional equipment tokens** that require to be flipped over to indicate they have been used and are deactivated. These tokens will show the same picture on the other side, but grayed out.

For the purpose of the game, this kind of tokens represent weapons that take longer to be recharged or require cooling off before they can be used again. On the following turn, they will be flipped over but will be still unavailable. They may be fired once every two turns. Tokens that require being flipped over are indicated by a spinning arrow icon.

VICTORY AND DEFEAT

The goal of a **Battle Royal** will be to destroy the enemy's **Headquarters**.

For the rest of the **Scenarios**, the goal of the game can vary from: destroying a certain number of enemy units, destroying or controlling one or more strategic places or buildings in the battlefield, to reach a certain spot, withstand a number of turns, etc.

These missions are explained in the different **Scenarios**.

A player will be defeated when they give up or can no longer achieve their **victory condition**.

A player will also be defeated if they run out of cards in their deck and hand.

HEADQUARTERS



Action Point tokens (AP).

Players start the game with their respective HQ deployed in the battlefield. It will provide each player a variable number of Action Points (also known as AP) each turn.

The **HQ** is located in the center of both sides of the board, and cannot be moved.

For the purpose of the game, it is located one step away from the two central spaces on both armies' deployment line.

To perform different actions in the game, players will have to spend **Action Points**.

Each **HQ** starts the game with a certain amount of **Hit Points** (also known as HP), usually 10 HP.

To win a **Battle Royal**, the goal is to reduce the enemy's **HQ Hit Points to zero**.

NOTE: the **HQ** is immune to critical hits.

Each **HQ** has a maximum number of **Action Points** that can be saved from turn to turn.

The number of **AP** cannot go over this number at any point, unless otherwise stated by a card, or the special conditions of the **Scenario**.

The **HQ** can also hold a **General**.

To do so, players will have to use the card **General**, and pick a card from all the available **Generals** and place it near their **HQ**.

The **HQ** can also hold a **General**.

The **HQ** can still be fired at by enemy units in **Scenarios** where destroying it is not a victory condition.

In case it is destroyed, the **HQ** will stop providing **Action Points** each turn.

At the **End of Turn** phase, the player will be forced to discard any unused **Action Points**, as the **HQ** will no longer have the ability to store them, nor could it hold any **General** either.

The supply line will not be affected by the loss of the **HQ**.

THE BATTLEFIELD

2GM TWG is played in a board made out of tiles.

Lay out **12 tiles, 3 rows of 4 tiles each**, to represent the battlefield (4x3) as shown in the picture.

In each player's turn, they will deploy troop cards on their own deployment line.

In subsequent turns, players will advance towards the enemy in order to achieve the **Scenario's** goal.



player. In case of a tie, players must reroll.

In addition to this, each player will be able to use the spent **Action Points** to place **Terrain tiles** on the **battlefield**, only in their respective second and third lines.

The first to deploy will be the player who won the bid.

***Example:** A player chooses to spend 3AP out of his starting 5. He will add 3 points to the D10 roll. And he will be able to place Terrain up to a total cost of 3. For instance, he could place a House; or a Barrier and a Trench.*

Once the game starts, no more **Terrain cards** may be placed on the board.

As an optional rule and by mutual agreement, once the game starts, players may place terrain at a maximum distance of one space from each of their own **deployed units**.

Players will keep the remaining **Action Points** left after the initial die roll.

■ WHICH PLAYER STARTS THE GAME?

*In a Battle Royal:

Before starting the game, the **Terrain Tiles** will be randomly placed. To do so, take out all **River or Sea** tiles and shuffle the rest thoroughly.

Then, place tiles adjacently from left to right, bottom to top, always following the same order and in the orientation and side in which they're drawn, and continue to create the **battlefield**.

At the beginning of the game, players start with **5 Action Points**. Players may then secretly choose as many **Action Points** to spend as they want.

Then, both players roll a **D10** and reveal and add up the **Action Points** they chose.

The player with the highest total will be the first

*In a Scenario:

Follow the **Scenario setup rules** and create the battlefield as indicated.

Once the game starts, more **Terrain cards** could be added if the description of the **Scenario** allows it.

Some **Historic Scenarios** set a particular **Year** to limit units according to their historic inclusion into battle.

Players will not be able to place into their decks cards that entered service later than the **established year**.

***Example:** A Scenario establishes that only units built before 1943 are valid. Players may only create their decks with units that show no particular year, or units that entered service between 1939 and 1943. Units built between 1944 and 1945 will be automatically discarded.*

START OF THE GAME

Each player starts the game with a hand of **5 cards**. If one or more players are not happy with their drawn cards, they may choose to return them to the deck, shuffle again, and draw **5 cards again**. This can only be done once.

In a **Scenario**, this can also be done but only with the specified cards per the **Scenario rules**. Each player can hold a maximum of **7 cards** in their hands by the end of turn.

Both players take turns following the turn sequence.

IMPORTANT CONCEPTS

■ DEPLOYMENT LINE, FRONT LINE AND SUPPLY LINE

The **Deployment Line** is the first horizontal line closer to each player's **HQ**. The **HQ** will be placed near the centered border of that line. Units may be deployed in any spot along the player's own deployment line.

The **Front Line** is the imaginary line set by the unit farthest from the player's own deployment line.

Players establish their **Supply Line** from their **HQ** to the farthest line where they have one or more units. If one or more lines are empty, the **Supply Line** will be broken.

To define the extent of their **Supply Lines**, players will count each line in which they have one or more of their units, starting on their **HQ** and progressing into the battlefield.

Each line with troops will provide one additional **Action Point** in the **HQ phase**.

Both players take turns following the turn sequence.



Example: this player has units in the first and second line (1 and 2 distance away from his HQ). The transport vehicle in the fourth line is too far into the battlefield and cannot continue the supply line. The third line is empty. Therefore, this player will gain 2 Action Points plus the HQ AP income.

GAMETURN



START

In this phase, the effect of some cards, tokens or special abilities that last for the active player's turn end.

Game effects will end during this phase, unless otherwise stated, such as those which last for the remainder of the game.

HQ

The **HQ** provides a certain amount of **Action Points** that can be piled up each turn, up to the maximum of **AP** stated in its reference card. This maximum can never be exceeded.

Also during this phase, the **Supply Line** established by the player and **Command Groups** previously deployed into the battlefield will provide **Action Points**.

Command Groups provide a certain amount of **AP** depending on the line they are placed in.

If a **Command Group** is in the **Deployment Line**, the player will gain **1AP** that turn. If it is in the second line, the player will gain **2AP** as long as it remains there. From the third line

onwards, the player will gain a maximum of **3AP**.

CARDS

The player draws the top **TWO cards** from their deck into their hand.

MOVEMENT

If so desired, all units in the battlefield may be moved, whether they be advancing, retreating, or moving laterally.

Players do not have to spend all of the unit's movement points. **Units** may not be moved diagonally.

Units may pass over other allied units in the movement phase but may not end their movement on the same space.

Two friendly units with a movement of **1** may switch their position.

No unit may pass over enemy units.

ASSAULT



An **Infantry unit** may try to assault an enemy controlled **Terrain tile**. It may also assault other enemy units. **Assaults** start in the **Movement** phase

but are resolved in the **Shooting phase**. The attacking unit will try to move into the **Terrain occupied** by the enemy. The player declares an **Assault** is taking place. To denote it, the card that is assaulting is placed partially overlapping the one being assaulted.

Before the assault is resolved, the defender may choose to perform a reaction fire with only one of their unit's weapons. This attack is considered an additional, out-of-turn attack. If the assaulting unit is not destroyed, the controlling player may then shoot with one of their unit's weapons, disregarding the **Penetration and Armor values** of both units. Under no circumstances the player may choose to shoot with a deactivated weapon.

If the defending unit is destroyed, the assailant will occupy the enemy's position and may continue to shoot new targets using the rest of its available weapons. In any other case, the assaulting unit must be returned to its original position.

COVERED MOVEMENT



An **Infantry unit** may advance alongside a shielded unit, such as a **Tank or Transport**, and will be considered to be partially covered. To do so, the player declares in the movement phase that he is making a covered movement. Both units are then placed in the same space. From then on, both units will move at the same time, using the lowest movement value of the two. A covered infantry unit will gain **+1/+1** to its difficulty to be hit as long as it remains protected by the shielded unit.

Covered Movement ends if the player chooses to split both units in a future movement phase, or if one of the units is destroyed.

Two units can be deployed on the same space if they enter the battlefield using covered movement. The enemy will be able to choose which unit to attack, as normal.

DEPLOYMENT

Units are Deployed from the active player's hand into their own **Deployment Line**.

Units cannot be deployed on a space where another unit is already present.

The **Rest of the cards** will be used during this phase unless otherwise stated in the card text.

Deployment costs Action Points depending on the unit or support card being deployed.

This is the only phase in which **Terrain cards** can be deployed, if the Scenario rules, or players' agreement, allow it (see the Terrain rules later).

Players may choose to deploy certain units with **additional Equipment**. Adding additional equipment to a unit will increase the deployment cost at the time of the **Unit's Deployment**.

Example: A Heavy Infantry unit can be deployed into the battlefield for 2AP, or with an HMG for +1AP at the time of its deployment.



Example: A Sherman M4 Tank can be deployed for 4AP, or enter the battlefield equipped with a MRL (+3AP) for a total deployment cost of 7AP.

Also, there is **Additional Offensive and Defensive Equipment**. Infantry units may be equipped with a maximum of one additional offensive equipment, from the lower left side, and one additional defensive equipment, from the right side. Other units (Tanks, Transports, Artillery and Airplanes) do not have this limitation.

Example: a Heavy Infantry unit with a deployment cost of 2 is equipped with Mortars and Face Down. The active player spends 4AP (2AP Hvy Inf + 1AP Mortars + 1AP Face Down) to deploy it. The equipped Mortars prevent the unit from equipping HMG or Bazooka.

Some units include several options for **additional equipment**.

Example: The Sherman M4 Tank may be deployed with two MG's, MRL and/or Smoke Shell. Thus, deploying a fully equipped Sherman will cost 9AP (4AP Tank + 1AP MG + 0AP for the 2nd MG, +3AP MRL + 1AP Smoke Shell).

A unit that has just been deployed cannot move unless otherwise noted in its card text.

The same unit cannot be affected twice by the same card.

Example: A Tank unit cannot be equipped with two Ram cards.

SHOOTING

Each unit may use their **shooting ability** only once. Players may slightly rotate the cards to keep track of what units have already shot this turn.

At the end of the turn, rotate the cards back to normal.

Unit equipped with two or more weapons may shoot once with each of them.

Example: A Heavy Infantry unit with Mortars may shoot with their rifles and then with the mortars to one or two targets.

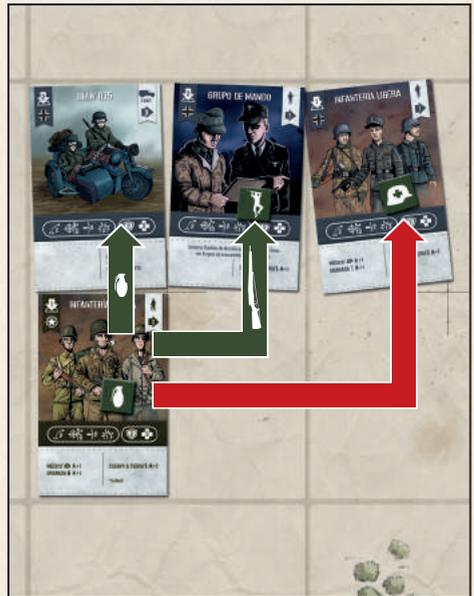
Shooting may be performed to every direction.

When **shooting**, use the **Range value** of the weapon that is being fired. Units cannot aim targets outside their weapons' range, the shot will not have any effect.

Range is determined in the unit's reference card.

To check if an enemy unit is within range of a weapon, count the spaces from the attacker to the unit as if they were moving. **Shooting** diagonally is not allowed.

Example: a Light Infantry unit equipped with rifles and grenades may shoot their rifles to a distance of two spaces and/or their grenades to a distance of 1.



The reference card of all units show an **Impact value** that must be achieved (equal or higher) in a **D10** roll. The second value indicates the number needed to hit a critical area of the enemy unit and destroy it completely.

Example: a Heavy Infantry unit with rifles whose reference card show 5+/10 will hit enemy units with a D10 roll of 5 or higher.

On a roll of **10**, the attacking unit will perform a critical hit and the enemy unit will be destroyed immediately, as long as the attacker has a **Penetration value** higher than the target's **Armor**.

Some cards or tokens may increase or decrease the die roll values.

Example: an enemy unit on a Terrain card that grants Medium Cover, such as a Wall, will increase the die roll difficulty for impact in +1/+1.

Thus, an attacking Light Infantry unit would need to roll a 6+ for impact, 10 for a critical hit. In addition to this, if the enemy unit is Face Down (+1/+0), then the result for impact would be 7+/10.

Next is the weapon's **Penetration capacity** which will be matched against the enemy unit's **Armor**.

Weapons with lower **Penetration** than the enemy's armor will not cause any damage.

To cause damage, penetration must be equal to or higher than the enemy's armor.

Example: a rifle with a penetration value of 2 will not harm an enemy Tiger with Armor of 6, unless attacked via Assault.

The attacking unit will cause a certain amount of damage to the enemy.

This is represented by the **Damage value**.

The target unit will suffer **Wounds** equal to the attacking unit's **Damage**. If the number of **Wounds** is equal to or higher than the number shown in the unit's reference card, that unit is destroyed.

Example: the unit shooting with rifles has a Damage value of 1. In case of Impact, it will cause 1 wound to the target.

Certain units can be equipped with **Additional Equipment** that may need to be flipped over when used, to remind players it has been used and is deactivated. It is recommended players partially rotate the token representing the used equipment to a **Diamond shape**, to remind them the secondary weapon has been used.

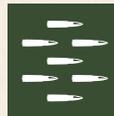
Example: a Sherman M4 Tank with MG proceeds to use it. It will allow the player to perform a second attack. Then, the player turns the weapon token to represent the MG is deactivated (grayed out). They may also rotate it to the Diamond shape to indicate it has just been used.

Some additional equipment tokens do not require to be flipped over when used.

This means it can be used every turn, and that it is not deactivated. Likewise, players may still partially rotate used tokens and place them in a **Diamond shape** to remind they have been used this turn.

Example: a Light Infantry unit with Grenades will not be flipped over when used.

UNDER SUPPRESSIVE FIRE



Under suppressive fire token

If a unit receives attacks from two or more enemies, it is considered to be under suppressing fire.

The attacking units must be able to damage it, that is, they have to be able to penetrate the unit's armor.

The active player will place a token on the unit under fire, at the moment a second unit shoots the same target.

From that moment, and until the beginning of the active player's next turn, the unit will have a reduced movement of 1, and a shooting modifier to cause Impact of +1/+1.

WOUNDS. IMPAIRED UNITS

2

Wound token

Wounded units have a modifier to cause **Impact** of **+1/+1** for each wound they have, to a maximum of **+3/+3**.

Taken wounds are indicated by placing **Wound markers** on the unit's reference card. An enemy die roll of 10 is always considered to be a critical hit.

Example: A Light Infantry unit with Rifles and two Wound markers will have a modifier of 2 for Impact. In order to hit an enemy target, the player will have to roll for 7+/10, instead of 5+/10. Also, if that unit receives a new wound, it will be destroyed, as it already has 3 Wounds on its card.

FLIP OVER



Flip Over token

Tokens that are Flipped Over or deactivated this turn cannot be flipped over again. These tokens will be showing its grayed-out side and partially rotated to a **Diamond shape**, reminding players they have been used this turn.

The active player will flip over the rest of their square-shaped tokens in play to their colored sides.

Units equipped with **HMG** or **Infantry Mortars** will not be able to move while their abilities are active. (See *Weapon deployment or Retrieval*).

DISCARD

The active player must discard the excess of cards over the maximum allowed of **7 cards**.

END OF TURN

Remove from the battlefield **all support cards** whose effects expire during this phase.

Rotate back to normal **all unit cards** rotated during the shooting phase as well as the **Diamond-shaped tokens**.

The active player's turn is over and play passes to the next player.

TERRAIN

Terrain cards are placed in a separate deck. Units may enter spaces occupied by terrain cards by placing them on top.

PLACING TERRAIN

Terrain cards are placed according to the following rules:

*In a Battle Royal.

Each player may use the **Action Points** they spent at the beginning of the game to place **Terrain cards** on the battlefield. **Terrain cards** may only be placed in the second and third of each army's side of the battlefield.

Once the game starts, no more **Terrain cards** may be placed. As an optional rule and by mutual agreement, once the game starts, players may place terrain at a maximum distance of one space from each of their own deployed units.

*In a Scenario.

Follow the **Scenario setup rules**. Once the game starts, if the description of the **Scenario** allows it, players may add more **Terrain cards** as described above.

Destroyed **Terrain cards** are removed from the battlefield and returned to the box, not into the **Terrain deck**.

TERRAIN TYPES

There are three types of terrain: **normal**, **hard** and **insurmountable**. As with units, **Terrain** does not block line of sight when shooting at the enemy.

In **Normal terrain**, troops may move without any penalties, according to their movement value.

In **Hard terrain**, troops must spend all of their movement to get in.

Units must spend all of their movement to traverse one space through **Hard terrain**, and/or spend all of their movement to get out.

Example: A Tank must spend all of their movement to enter a Forest or Mountain (Hard terrain). In subsequent turn, the unit may traverse one space within the Forest or Mountain, or get out altogether, by spending all of their movement.

Troops cannot cross any **Insurmountable terrain**. Remove the **Terrain card** from the battlefield when the **Terrain** is destroyed. Do not remove buildings, as explained later.

■ TILES AND TERRAIN

In some tiles, different terrain patterns may be found. These natural features cover most of the space.

Their effects on units are explained below:



FORESTS: Forests provide enhanced cover to units that stay within its boundaries, increasing the difficulty for being shot by +1/+1. All units are allowed to traverse it. Forests are considered to be Hard terrain, and can withstand 8 HP before being destroyed. At that moment, they stop granting any benefit.



BUSHES: Large groupings of wild bushes that offer cover for units. Like the forests, units within its boundaries increase the difficulty for being shot by +1/+1.

All units are allowed to seek cover and traverse it. Bushes withstand 4 HP.



RIVERS: Rivers cross the whole battlefield and are considered to be insurmountable. Only in certain Scenarios rivers may be traversed by Infantry using rowboats.

This special feature will be explained in the Scenario rules. Rivers may also be traversed using bridges that can be placed between two vertical river spaces. Units within any of these two spaces are considered to be in the bridge.



SEA: Beach tiles are considered to be insurmountable. They may only be traversed using Transport or Landing crafts.



MOUNTAINS: Mountains or other mountainous terrain are considered to be Hard terrain.



LAKES: Lakes are considered to be Insurmountable terrain.

■ BUILDINGS

A **Terrain card** with the ability **BUILDING** is considered to be a building with the following **special rules**:

They may be deployed as the rest of the **terrain types**, following the aforementioned deployment rules.

Buildings grant a bonus, as shown on the card, to units that stay within its boundaries.

Buildings impair the enemy's ability to cause impact and increase the Armor of the unit inside.

To get in or out of a building, simply place the unit in or out of its space.

Buildings have a certain amount of **Hit Points (HP)** before being destroyed, as shown on its card.

When a targeted unit inside a building takes damage, the building also takes the same amount of damage.

Buildings are not affected by critical hits, but the unit inside is. If a building is destroyed, the unit inside will be destroyed as well.

Buildings that are destroyed are not removed from the battlefield.

Instead, flip the card and from that moment on and until the end of the game, the terrain will be considered to contain **Ruins (Hard terrain)**.

Players may shoot empty terrain or unoccupied buildings. In that case, impact is automatic.

Shooting against terrain, **Terrain card** or occupied buildings will always target the unit inside it.

AIR COMBAT

Airplanes provide air support to units on the battlefield. Spend the cost in **Action Points** indicated in the card to deploy them. There are two types of airplanes: **Fighters and Bombers**.

Fighters: Fighter airplanes are deployed near the **HQ** and will stay there until the controlling player decides to use them, be it attacking, intercepting an enemy airplane or performing escort operations.

In the shooting phase, the controlling player may choose to activate the airplane to attack any one particular target on the battlefield, *i.e., an enemy unit, building, or the opponent's HQ. After the attack, the airplane will be discarded. If the airplane is attacking the opponent's HQ or an airplane deployed next to it (it is considered to be in the same space as the HQ), the defending player may choose to activate any* Anti-Aircraft guns and target it prior to its attack.

Intercept: The airplane will also be discarded when it is activated out of turn to intercept an enemy **Fighter or Bomber**. It may target and attack an enemy fighter or bomber before it strikes. Do not forget to take into account the **Range value** of the **Anti-Aircraft guns** in relation to the attacking **Airplane's target**.

Escort: a **Fighter** may **Escort allied Bombers**. To do so, the allied player/s must have a previously deployed **Fighter** near their **HQ** or deploy both cards simultaneously. The player then declares they are performing an **Escort**. Deploying a **Bomber** with one or more enemy fighters intercepting ensues air combat. First, the **Escorting Fighter/s** attack the Intercepting **Fighter/s**.

The remaining intercepting fighters then perform their attack on the **Bombers**, with any modifiers that may have been placed on them (wounds). All **Fighters** involved in the battle will then be discarded.

Do not forget to take into account the presence of **Anti-Aircraft guns** within **Range** of the area being targeted by the **Bombers**.

In that case, the **Anti-Aircraft weapons** may choose to shoot one of the **Escorting Airplanes or Bombers** before they strike (this is explained later in Anti-Aircraft guns).

Bombers: **Bombers** are deployed like any other support card. Their effect is immediate and then the card is discarded. **Bombers** have a wider area of effect in their strikes and can target any particular space on the battlefield or the opponent's **HQ**.

When deploying a bomber, the player chooses one of the following options. Attacking the opponent's **HQ** or attacking a specific space on the battlefield (remember bombers can normally damage several surrounding spaces). The first option would cause a one-time attack on the **HQ**. For the second option, the attacking player must roll for impact separately for each different unit on the affected area, friendly or otherwise.

Bombers can be targeted by intercepting enemy **Fighters or Anti-Aircraft guns** before attacking.

Bombers may also be equipped with additional machine guns to defend against enemy **Fighters**. If an enemy **Fighter** attempts to intercept a **Bomber** equipped with one or several machine guns, it will take one shot for each of them before attacking. These weapons may only be used against enemy **Fighters**, and may not target any ground unit.

Anti-Aircraft guns: These weapons provide defense against airplanes. During the controlling player's turn, **Anti-Aircraft guns** may be used normally against ground units, like any other artillery unit. Out of turn, they may shoot once against a flying unit of their choice within range. In case of successfully impacting a flying unit, check **Penetration and Armor** as normal, as well as **Wounds inflicted**.

An **Airplane** receiving equal or more wounds as those indicated in its reference card will be destroyed, effectively stopping its attack. If the airplane is damaged but not destroyed or not impacted at all by the intercepting enemy **Airplanes and/or Anti-Aircraft guns**, it will then carry on with its attack on the target, adding modifiers for wounds as usual. Once the attack is resolved, the used airplane cards are discarded to their respective owner's discard pile.

Paratroopers: a **Paratrooper unit** may be deployed on any space of the battlefield with no enemy units and/or buildings. They may land on natural terrain or empty terrain cards and automatically occupy it, but they must take one wound.

Paratroopers may be targeted by enemy **Anti-Aircraft guns** as if they were an airplane.

The unit deployed in this fashion may then attack as normal.

OPTIONAL RULES

These rules are optional and may be agreed upon the players.

Leftover Additional Equipment: if an **Infantry unit** is destroyed, any carried additional equipment is not removed from the **Battlefield**.

Infantry units with the ability to use such equipment may pick it up from the ground and use it.

Extensive Terrain: players may agree to consider certain **Terrain cards** as **Extensive Terrain**.

These include the cards **Barb Wire**, **Barriers**, **Walls and Trenches**. An **EXTENSIVE** card covers a larger amount of terrain. Players may choose to deploy these cards in different ways. They may be deployed normally on a space, or horizontally, affecting its own space and the one to the right and/or left (player chooses).

In that case, add **1 AP** to its deployment cost.



Example: this way, the Trench in the deployment line is affecting 3 spaces (its own space, left and right).

The Trench in the second line is only affecting two spaces (its own space and right).

NUMBER OF PLAYERS

2GM is normally played by **two players**, but it can also be played by one, **three or four players**.

Solo rules are described in the second rulebook.

THREE PLAYERS

One of the players plays one faction. **The other two players** play as the second faction. **The one-player** faction will have a deck and play as normal.

The players on the same faction will create their army decks according to the following rules:

Both players have the same number of **Points** to create their own decks. One of the players will be the **Field Marshal** and the other the **General**. If players cannot agree, roll a die to establish ranks.

Alternatively, both players may choose to create a single deck and then split it to their own choosing. In the **2nd World War**, armies were managed by several generals, each in charge of a different army **Branch**. A **General** may be assigned to manage a branch formed by several **Infantry Divisions**, while another could be in charge of **Armored Divisions**.

For the purposes of the game, in the two-player faction, one of the players may be in charge of **Infantry** and logistics, while the other may control **Armored units** and **Support cards**, for instance.

In a **Battle Royal**, the **Field Marshal** will decide how many action points to spend and then will be in charge of distributing **Terrain** along the **Battlefield**. That player will also prepare the **Battlefield** in a **Scenario**, if needed.

Then players will equally share their remaining starting **Action Points**, and also those obtained on subsequent

turns. Any leftover action points will be taken by the **Field Marshal**. Each turn, the **Field Marshal** may choose to give one **Action Point** to the **General**.

Game turn:

In the **HQ phase**, players divide the **Action Points** obtained that turn. The rest of the turn will be played by both players at the same time. Both players will draw **ONE card**, move, deploy and shoot simultaneously.

FOUR PLAYERS

Players may choose to play **2-vs-2** games. For this type of game, players will be able to:

- **Play with one copy of the game:** follow the rules for **two-player** factions above.

The objective of the game will be the same.

- **Play with two copies of the game:** two battlefields will be created, side by side. Place all four **HQ** cards in their respective sides. The rules to create the army decks are the same as described above. In a **Battle Royal**, destroy one of the opposing **HQ** to win. In a **Scenario**, each battlefield and objective will be doubled, but the number of turns required to achieve victory will not change (e.g., if the battle is over after **12 turns**, do not double this number). Allied players may deploy units along the entire deployment line.

ROOKIE PLAYERS

Players may choose to give **new players** certain advantages during the game. For instance, players may agree to let the new player receive one extra **Action Point** each turn.

SPECIAL ABILITIES

Some cards show one or more **special abilities** in their reference cards.

Some **special abilities** require turning over its token,

while others require more action points to use (e.g., *Marching*).

Some are considered to always be active.

Abilities may be used at any time unless otherwise noted in the ability's description.

Find a detailed description of each special ability below:

- **Anti-Aircraft guns:** see **Anti-Aircraft rules**.
- **Antitank:** +1 damage when targeting a **Tank**.



- **Bazooka:** the Infantry unit is equipped with a **Rocket Launcher**. Take its corresponding token.



- **Smoke Screen:** flip over the smoke screen token when used by a vehicle or artillery unit. A unit with this ability may release a **smoke screen** within its normal **Range value**. This does not count as an attack.

The **smoke screen effect** lasts until the beginning of the player's next turn.

The shot is automatically performed, no die roll is required.

All units that shoot through the smoke screen will suffer its effects. The **smoke screen** gives a modifier of **+2/+2 for Impact**. Place up to three **Smoke tokens** on the battlefield in the target space, and optionally in the spaces to the left and right.

The smoke modifiers are non-cumulative, the effects of **smoke screens** and shells cannot be aggregated.

- **Playing Cost:** cards with a printed playing cost will be deployed on the battlefield at that cost, not their deployment cost.

Example: the card *Promotion* costs 2 AP when creating the deck. But during the game, it costs no Action Points to be played.



- **Face Down:** indicates the ability of an **Infantry unit** to find cover on the open field.

Add **+1/+0** to the difficulty to be shot.

This ability is considered to always be active. An **Infantry unit** may be **Face Down** whether it is moving or not.



- **Weapon deployment or Retrieval:** some **Infantry units** may be equipped with **Mortars** or **HMG**. These weapons are deployed onto the battlefield unmounted (token on the cross side) and require assembling.



To mount this weapon, the token must be flipped over (from the cross to the weapon side). It will continue to be active during the next turns to indicate the unit has firing capability. If the token is showing the weapon side, the unit may not move.

To unmount or retrieve the weapon, flip over the token again on the **Flip Over phase**. However, this cannot be done on the same turn it was mounted. During the next turn, the unit will be able to move normally.

- **Building:** see Terrain rules.
- **Embark / Disembark:** vehicles such as **landing or transport crafts** with this ability may deploy units by sea. A unit may be directly deployed onto a vehicle with this ability in the deployment line.

Units may also embark transport crafts in the battlefield. To do so, move the transport craft towards the unit that is waiting on the shore and embark it.

Players are not allowed to move the transport craft, embark the unit and continue moving on the same turn.

This is considered to be a **free action** that uses all of the movement points of the unit that is embarking or disembarking.

Embark or disembark only from the front side.



- **Sniper:** the **Infantry unit** is equipped with a **sniper rifle**.

Take its corresponding token.



- **Grenades:** the **Infantry unit** is equipped with grenades.
- Take its corresponding token.



- **Smoke Shell:** creates a **smoke screen** that engulfs the unit, providing **+1/+1** to being hit. This ability can be used at any time.

This effect is non-cumulative, and lasts until the beginning of the next player's **Start Phase**. That is, two **smoke shells** do not accumulate to **+2/+2**. When using this ability, flip over its token and place a **Smoke token** on the unit to represent the effect.



- **HMG Tank:** Heavy Machine Gun mounted on a **Vehicle**. Place the corresponding token over a unit equipped with the **HMG**. When using the **HMG** from a vehicle, flip over its token.



- **Smoke:** put a **Smoke token** on the target(s) when using a **Smoke Shell** or **Smoke Screen**.



- **Flamethrower:** attacking a building with a flamethrower automatically causes damage, whether they are occupied by units or not.

Ignore the unit's armor value and the bonus provided by the building.

Still, roll a **D10** to potentially inflict critical hits on the occupying unit.

- **March:** spend an additional **Action Point** to give **+1** movement to the unit.
- This effect is non-cumulative and can only be used once per turn during the **Movement Phase**.

- **Mechanized:** a mechanized unit may perform its movement immediately after being deployed from of a transport, even if they had already moved during the same turn.

- **Mounted:** this refers to Infantry units using bicycles or riding horses. It allows the unit to move one additional space. If used, do not attack with the unit during the **Shooting Phase**.

- **Mobility:** units with this ability may move immediately after being deployed.



- **MG Tank:** Light Machine Gun mounted on a Vehicle. Place the corresponding token over a unit equipped with the MG.

Flip over its token when used.



- **Multiple Rocket Launcher (MRL):** unguided rocket launcher systems mounted on vehicles.

Place the corresponding token over a unit equipped with the **MRL** as additional equipment. Flip over its token when used.

- **High Explosives:** units attacking an occupied building with **High Explosives** get **+2 Penetration** and **+2 Damage**. Against empty buildings, they provide **+2 Damage**.

- **Permanent:** a card with this ability is not discarded after being used. It stays in game until it gets destroyed. **Support cards** with the **Permanent ability** will be discarded if the unit they are affecting is destroyed.

- **HEAT:** grants **+1 Penetration** against tanks. This effect is non-cumulative.

- **Scout:** this unit is not affected by hard terrain. The unit may move through it as if it were normal terrain.

- **Tow:** this unit may use this ability to tow **Artillery units** along the battlefield. **Artillery** can be towed in two ways.

First, the **Artillery unit**, already deployed on the battlefield, moves onto the transport if able.

Then, the transport performs its movement and may choose to drop the artillery piece on a laterally adjacent space.

This space must be empty of units, or the artillery unit may not be dropped from the vehicle.

Uncoupling the artillery piece from the transport is a free action that completely depletes the movement points of the towed unit.

The other way is by deploying both cards from the player's hand by adding up their cost.

Both units will be deployed on the battlefield at the same time, and in the same space. If the transport also has **Mobility**, it may be moved and then drop the artillery unit next to it. If a transport unit is destroyed while towing a piece of artillery, both units are destroyed.



- **Repair:** a unit with **Mechanics** gains the ability to **Repair**. Place the monkey wrench token on the unit. Using this ability, units may repair (*i.e., remove one wound from*) a **Tank, Transport or Artillery unit** at a distance of one space. This ability can only be used once during the active player's turn.



- **Cure:** the unit gains the ability to **Cure**. Place the medic token on the unit. Using this ability, units may cure (*i.e., remove one wound from*) an **Infantry or Artillery unit** at a distance of one space. Units with this ability can cure themselves. This ability can only be used once during the active player's turn.

- **Transport:** this unit may carry **Infantry units** around the battlefield. This can be done in two ways. First, the **Infantry unit**, already deployed on the battlefield, moves onto the transport.

Then, the transport performs its movement and may choose to drop the Infantry unit on a laterally adjacent space.

This space must be empty of units, or the **Infantry unit** may not be dropped from the vehicle. Getting off a transport unit is a free action that completely depletes the movement points of the transported unit.

The other way is by deploying both cards from the hand by adding up their cost. Both units will be deployed on the battlefield at the same time, and in the same space.

If the transport also has **Mobility**, it may be moved and then drop the Infantry unit next to it. If a transport unit is destroyed while carrying an **Infantry unit**, both units are destroyed.



- **Sappers:** a unit with **Sappers** may remove from the battlefield some **Terrain cards - Barb Wire, Barriers and Mines** - at a distance of one space.

Flip over its token when used. In addition, if a unit with **sappers** is on **Hard terrain**, the rest of the allied units may move through it as if it were normal terrain.

A unit with **sappers** may freely cross rivers.

Two sapper units located on both river banks, in vertically adjacent spaces, may build a temporary bridge so that other units may cross while there.

