

Any card designated with a letter G before the identification number (ex. G1) is considered an exclusive card as they can only be obtained through being an original Kickstarter Backer or by meeting us in person at a convention. This represents a soldier who has attained the rank of General.

A General is either on the Allied or the Axis side of the war (determined by his Nationality) and as such, depending on which player draws this card, a General is either in command of the troops (if he is on your side) or has been captured by your troops (if he is on the opposing side). Either way, players should become familiar with his strength and his weakness as they have an area affect.

**1)** Generals are shuffled into the regular core deck along with all other core deck cards. You will notice the back of the card matches the core deck backs and not the regular soldier card backs. Any player might randomly get a General card when drawing cards or flipping cards in a firing sequence or other action.

**Note:** If a General card is drawn or flipped, it does not count as one of the cards in the sequence of cards the active player was designated to draw or flip for whatever event was occurring. Act as though it is a free card and, after showing your opponents you now control the General, just put it into your hand and continue the action or event as normal.

**Note:** General cards do not affect hand size.

**2)** The player who draws a General card may not use that card during the turn it is drawn - in other words, that player cannot use or discard it to make any other actions or events occur.

**3)** When a General card is acquired - it must be placed with the Fireteam that was active when the card was drawn or flipped. It should be placed at the beginning position (the far left) of that Fireteam when their entire turn is done, before another Fireteam activates.

**Note:** Remember, Generals are either in command of your troops, or have been captured by your troops.

**Note:** Generals cannot be used for any actions or events on the turn they are drawn by the Fireteam they are placed with.

**Note:** Generals have an area of control. They affect entire Nationalities, not just the Fireteam they are placed with.



# General Card Rules

v1.0

**For team play:** the General affects all nationalities that are with the side he is currently held by or in command of.

**Collecting Points:** You want to keep your General alive so you can add his points to your total at the end of the game - no matter what side you are one. His points only are collected if he is alive! (Just to clarify, you do not take into consideration his point total when building your squads for the game as he is a random card). If a General is killed, he is removed from the game, not collected by any player, and no points are collected for a killed General. Though it may seem harsh, due to the chaotic nature of war, it is possible that Generals could be hit by their own original nationality if they have been captured by the enemy and the Fireteam that has captured the General is being targeted. It is one of the risks of trying to rescue him or annihilate the Fireteam holding the General.

**Note:** Astute players may avoid the friendly-fire issue by assaulting the Fireteam holding the General.

**Attack:** Generals will only attack if they are playing for the side that aligns their nationality. If their nationality is an Axis power, they will only attack for the Axis squads, and vice versa.

**Fireteam Annihilation:** If a General is with an enemy Fireteam (meaning he was captured in war and with the opposing side to his nationality) and that Fireteam is wiped out, then that General will run to his closest ally Fireteam on the map. It happens as a free action and immediately after the last enemy soldier in the squad who has captured the General dies. Place him in the far left position of his friendly Fireteam. If a General is with a friendly Fireteam, and all other soldiers except that General are killed, the opposing Fireteam must move into the space the General occupies in order to capture (or re-capture) him. Once that opposing Fireteam moves into the Terrain card with the now lone General, the capture happens immediately and as a free action, and he is placed at the far left position of his captor Fireteam.

**Note:** Generals do not participate in Assault actions.

For all other intents and purposes, Generals play like any other soldier, subject to all the same rules of play as outlined in the rule book. However, we encourage creativity at all times - and if you come up with some great house rules on playing with this card - go for it! In fact, share them on our forums and social media so we can all benefit from your awesomeness!

**Note:** General cards are not valid for tournament play.