ACTIVISION®

CALL OF DUTY®

THE BOARD GAME

Prototype Rules v 1.7c

ADVANCED MANUAL

ARCANE
WONDERS

ADVANCED TRAINING

Welcome to Advanced Training soldier! By now you should know the basics of how to play and are ready for more information. This manual is intended to be used after you have played at least one Basic Training game. If you haven't done so already it is highly recommended that you go back and do so before diving into this manual.

In this training we will be introducing you to all of the components you didn't use for your first game. This information can be used either all at once or you can add in each part as you want to your game as you are ready.

We are presenting this in the order that it is best to add it to your game, but feel free to use in any order that you like. When setting up the game add in any or all of these extra components.

INSERTING SPECIAL TOKENS INTO ACTION MARKERS

The first thing you need to learn is how use Special Action Tokens. To do so simply slot in the token inside of the Action Marker covering up the basic Move action and then use the Action Marker as normal when planning. Most Special Actions will still allow you to move, unless a card overrides this or there is a No Movement Icon on the token. In your current set of components the only token that has this symbol is ADS.

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ITEMS

Included in your game are a few Item Cards and Item Tokens. These are a great way to deal out some damage to your opponent without entering combat!

To use some items you will need to slot in the Item Token into an Action Marker. You will want to reference the card for any special requirements beyond that.

At the start of a game each Operator may choose one item to carry into the battle.

To use a GRENADE you will slot in the Item Token into your Action Marker. When placing the Marker on your Planning Map you will need to set it be facing the direction you wish to throw the grenade. Next place the Grenade Token on the node to throw the grenade into (the Frag Grenade allows it to be thrown up to 2 nodes away) on your Planning Map. As grenades can be thrown over high objects and bounce you do not need Line of Sight on the node.

Grenades, once thrown, are never canceled by combat. They always go off at the end of the current Action number being executed by all players. This means it is possible to throw a grenade, engage, be defeated in combat, and still take out an an enemy with the grenade at the end of the current Action step.

The Frag Grenade deals 3 wounds to everything in the target node whether friend or foe! It also deals 2 wounds to each adjacent node, however if an adjacent node is protected by Cover in the direction of the incoming grenade then this damage is avoided.

After using a grenade flip over the Item Card. It will not be available again until a respawn.

A MINE is type of Persistent Item. Persistent Items remain on the board until they have been revealed or destroyed and are not removed when you are eliminated.

To place a mine you will slot in the Item Token into your Action Marker and use it as normal. Next place a Mine Token within 1 node of where you placed the Action Marker on your Planning Map. If you already had a mine (or another Persistent Item) out on the Map remove it first.

If an enemy enters a space with a hidden mine, it is triggered. Just like grenades, mines are not canceled by combat, and go off at the end of the current Action number being executed by all players. It will deal 3 wounds to everything in the space it explodes in, whether friend or foe, and 2 damage to each adjacent node (unless protected by cover similar to grenades).

Mines can damage friendly soldiers, but cannot be triggered by them. Mines also cannot be placed on a node containing an objective (such as the flag).

After using a mine flip over the Item Card. It will not be available again until a respawn.

The Magnum 0.44 is a special item that does not require the use of an Item Token. We will cover this item in the section about the advanced side of the Operator Boards for Shepherd.

ADVANCED COMBAT CARDS

Included in your components are additional Combat Cards. During your Basic Training these were not used. There are 10 of these included in your version of the game. Combined with the 6 Basic Combat Cards each player will have 16 cards available. Each player should remove 1 card (either of their choice or random) and shuffle the remaining 15 cards to form their Combat Deck. In the final version of the game there will be more cards available, but you will always create a deck of 15 Combat Cards of your choice before the game begins.

Note: You do not have to remove 1 card in this prototype, but if using a later revision with more Combat Cards you should create a deck of 15.

Advanced Combat Cards have the same types of bonuses and firepower as Basic cards, but include some additional features.

Looking at "Careful Aim" to the left you will notice some additional text underneath the firepower track. As this effect has no icons next to it this means that this text applies to any combat that it is used in.

For "Careful Aim" when engaged in a combat using this card the Operator will ignore any Cover the enemy has from the node they are currently in.

Some Combat Cards have an effect icon ⟳ that do not require a token to be used but you must determine if you are using them during the Planning Phase. To do so, simply lay the card behind your screen while assigning your Action Markers. These effects will trigger during the Action Phase and then will be discarded at the end of the round (even if the effect did not trigger for any reason). They will NOT be used for their combat abilities.

In "Heroic Charge" to the right this card will allow an Operator to ignore the Tactical Tracker penalty on their first Sprint of the round if they are caught while sprinting in combat.

Other Combat Cards show a Tactic icon ⚡ that require a Tactic Token to be inserted into an Action Marker to be used. Using the card for this effect means you will not gain the firepower portion of the card. When you execute the numbered Action Marker, reveal and use the Tactic Action printed on the card. The card will be discarded whether its effect is triggered or not at the end of the round.

"Quick Scope" to the left allows an Operator to move 1 space to another node and gain ADS (we will discuss ADS later) in that new space.

RECRUITS

If you'd like to add some more enemies to the board you can add in Recruits! These are additional soldiers that fight alongside your Operator. They are not as strong, but can offer additional support and cover critical positions on the battlefield. Recruits take damage the same as Operators.

Included in your copy of the game are 4 Recruit Tokens and 2 Recruit Combat Cards. These are color coded for each player. At the start of the game add these to the items you take for your Operator setup.

The smaller token is used for your Planning Map and the larger is used on the Main Map.

Place the Recruit Combat Card near your other cards.

Recruits spawn in when your Operator respawns, but do not respawn on their own. You will use Dynamic Spawning with the Recruits. This means they may never spawn within Line of Sight of any enemy Operator or an Objective. For the first round in the prototype spawn them in as your Operator is also considered to be spawning into the game at the beginning of the game.

Recruits that are still on the Main Map between rounds will move exactly once at the start of the next round. You may move them anywhere on the map but must still adhere to the same rules as Dynamic Spawning in that they may not move to a node that is within Line of Sight of another Operator or Objective. Plan this using the smaller Recruit Token on your Planning Map.

ACTION PHASE: At the start of the Action Phase, before any Operators take any actions, place any Recruits into the space they either respawned or moved into. Next check for any Line of Sight between recruits (as Line of Sight on Operators would not be possible). Resolve any combat between recruits if this happens and then proceed with Operator actions as normal.

RECRUIT COMBAT: Recruits will build a hand of dice just as any Operator and have access to the same pool, but are restricted to only rolling 5 dice in combat.

Recruits use the controlling player's Weapon Board Aim Meter and have a dedicated Combat Card (as shown above) that they will always use. Beyond this Combat proceeds as normal.

It is possible for more than one Line of Sight to be triggered at the same time. Please refer to Page 9 for SIMULTANEOUS COMBAT to learn how to resolve this.
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SCORING:

   1. If a RECRUIT eliminates an OPERATOR: The player who controls the recruit gains a point on the Score Track and a Killstreak Point (if using Killstreaks).

   2. If a RECRUIT eliminates a RECRUIT: The player who controls the recruit does NOT gain any points on the Score Track and does not gain a Killstreak Point.

   3. If an OPERATOR eliminates a RECRUIT: The player gains a Killstreak Point (if using Killstreaks), but does not gain a point on the Score Track.

ADVANCED OPERATORS AND WEAPONS

Up until now you have been playing on the Basic side ( ) of the Operator and Weapon Boards. On the other side is the Advanced Side and offers more options and the ability to use additional components that came with your game!

OPERATORS

Operators when flipped to the Advanced Side open up the Badge System, Special Ability, and Killstreaks.

GENERAL
SHEPHERD
MAGNUM PISTOL
Starts equipped with the 0.44 Magnum, in addition to a second item.

SIMON
GHOST
RILEY
SHADOW STRIKE
Your attack gains + if an opponent is not facing you.

WEAPONS

Weapons when flipped to the Advanced Side open up the Badge System, Reloading, additional Sprint Tokens, and ADS.

M4A1
ASSAULT RIFLE

M60
LMG

Players may choose to use any or all of the features on the Advance Side, but you should decide before starting the match which options you wish to use.

RELOAD

Reloading is another Special Token in the game and sets an Operator's hand size during the game as well as provides an action to refill your hand of Combat Cards outside of respawning up to your hand size. You do not discard cards before reloading.

Each Weapon Card shows the available Reload Token available and players should add this token to their pool at the start of the game.

To use your Reload Token slot it into one of your Action Markers during the planning phase. Notice that the Reload Token does not show any restrictions for moving so you may still move when reloading. These tokens also have a Tactical Tracker penalty displayed on the top area of them and if your Operator enters combat while reloading this will reduce your position on the Tactical Tracker by the number of icons shown.

If you enter combat while reloading you will get your new cards before the combat happens!

It is important to make sure you have plenty of Combat Cards available when going into a combat, as these represent your weapon's ammunition. Should you enter into a battle with an empty hand you will need to draw the top card from your Combat Deck and use it. However you will suffer the reload penalty shown on your Reload Token. You are allowed to view this card before choosing your dice for the combat.

OPERATOR ABILITY

The Advanced Side of the Operator Board shows an ability specific to the Operator. On the previous page you will see that Ghost receives "Shadow Strike" which gives a plus 1 on the Tactical Tracker when engaging in combat with an Operator who is not facing them.

Shepherd's special ability is to start the game with Magnum 0.44 item and may also carry an additional item besides this (normally an Operator can only carry one item into battle).

The Magnum 0.44 does not show the Item Token icon ( ) which means an Operator does not need to plan using this item.

If an Operator holding this item steps into the same node as another Operator they may flip this Item Card over to immediately deal 2 wounds to the enemy before combat.

MAGNUM 0.44
If you engage an enemy at range zero, discard this card and immediately deal 2 wounds to the enemy.

ADDITIONAL SPRINT TOKENS

During the Basic Game each Operator only had access to a single Sprint Token. On the Advanced side of the Weapon Board you will see the Sprint Token with a number. Each player should take this number of Sprint Tokens at the start of the game.

ADS (AIM DOWN SIGHT)

The final Special Token in your game is the ADS Token. Just like the other special tokens, this will slot into one of your Action Markers during the Planning Phase.

This gives you additional aiming bonus during combat but requires an Operator to not move to enter or remain in ADS as shown by the No Movement (🚫) symbol on the token.

To enter ADS slot the ADS Token into an available Action Marker and plot the token on your current node. You may not move to a new node when using this token!

Sustained ADS: You may stay in ADS for as long as you want, but to do so you will need to forfeit any Action Markers after going into ADS for turns you wish to remain in ADS. You may use later Action Markers once you choose to leave ADS. This does not persist through rounds though, so if you wish to stay in ADS at the start of a round you would need to place your ADS Token into Action Marker #1.

When an Operator is in ADS they gain an additional benefit on the Aim Meter provided they are On Target when entering combat. If you are in ADS and On Target at the start of combat place your cube on the Aim Meter in the starting space that matches the ADS token.
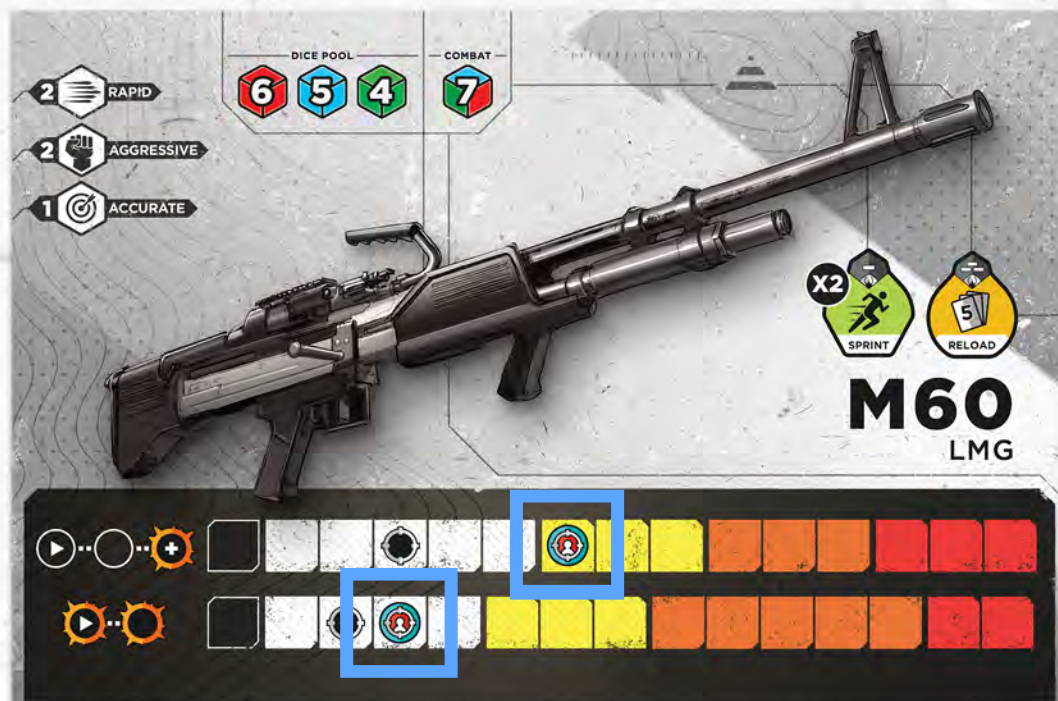
KILLSTREAKS

The Advanced Side of the Operator Boards have a special section called the Killstreak Track. If using Killstreaks, each player will place a cube on the "0" space slot the track and take 1 of the Killstreak Cards, placing it in their play area next to their other cards.

Each time an Operator eliminates an Operator (or a Recruit if using them) gain 1 Killstreak Point on the track. These points are not lost if you are eliminated.

Once an Operator has received enough Killstreak Points to activate the card (the amount required is printed on the card) they may activate it. To activate a Killstreak, place the Killstreak Token into an available Action Marker and plot it as normal on your Planning Map.

The points to activate the card are only deducted after the Killstreak Action is executed. If the action is canceled (such as being eliminated by combat or choosing not to complete all of your actions after combat) then the points are not lost.

Note that some Killstreak may require you to plot an additional token (the ones included in this prototype both do). Always refer to the text printed on the Killstreak Card for the full instructions on how to use it.

Operators and Recruits eliminated by a Killstreak do NOT grant Killstreak Points!

OTHER INFORMATION (Not applicable to this prototype)

LOADOUT SWAPPING:
When a player resapwns you may change out the Item and/or Killstreak Card in your current loadout. Players may not change their Combat Deck during the game.

FLAG ROTATION (Flag Control Mode): Some maps offer multiple positions for the Flag Objective. When using these maps roll an Aggressive die to see which location the Flag moves to after a player scores it and the Flag reverts to neutral control.

DECK CUSTOMIZATION AND BAGDE SYSTEM:

A deck must consist of 15 cards.
You are limited to a single copy of each card. Every card in your deck is unique.

Each Operator and weapon gives you a certain amount of Badges.

Badges can be one of the following 7 types:
Fast, Assault, Subtlety, Indomitable, Accurate, Strategic, Deadly

Badges are used to "purchase" powerful cards when making a custom deck. Some of the best cards will have 1 or more Badge requirements printed on them. In order to place one of these cards in your deck, you must consume the same number and type of Badges printed on the card. This deducts from the total Badges you have available which are provided by your Operator and weapon.

If there are certain cards you want to play with, you may want to experiment with different combinations of weapons and Operators to get the required Badges to access these cards. For example, the "Headshot" card requires 2 "Accurate" Badges to use in your combat deck. You can get these Badges from an Operator or weapon that specializes in accuracy, such as a type of sniper rifle.

Some cards have a universal Badge symbol. This means the card can be purchased with a Badge of any type.

SIMULTANEOUS COMBAT:

It is possible when playing with more than 2 Soldiers (Operators or Recruits) on the battlefield to have more than 2 Soldiers be eligible for combat simultaneously.

Combat Resolution Order:
When multiple Soldiers are eligible for combat during a Line of Sight check, always resolve the combat with the lowest range first.

If the range for multiple potential combats is tied, then each player involved rolls an Aggressive die. Reroll any ties until one player has the highest number. That player decides which combat takes place first.

COMBINING GAME SETS AND OTHER MODES OF PLAY

3-4 Players:
To play Call of Duty with 3 or 4 players, combine the components from both Core sets.

Respawn Invulnerability:
When respawning in a game with 3 or more players, Operators are invulnerable during the first action of the round. This prevents them from entering combat with any Soldier, and it also prevents them from taking wounds from other sources.

2V2 TEAMS

Scoring:
In a 2v2 game mode, the Score Track has 2 cubes - 1 for each team. When any Operator on a team eliminates another player, that team scores a point. However, only the eliminating Operator gains a Killstreak point.

Initial Spawn:
For the initial spawn, players may start on any of their team's spawn points. Players on the same team may choose the same or different spawn points.

DEATHMATCH

This is the recommended game mode for 3-4 players. In this mode, only Operator eliminations can score a point. There is no flag or other objective.

This mode is not recommended when playing with only 2 players.

This mode can be played with 2v2 teams or as a free-for-all (FFA).

FLAG CONTROL (3-4 Players)

This version plays similarly to the 1v1 version of Flag Control. It can be played with 2v2 teams or as a FFA.

When playing with teams, Operators on the same team share points gained from both eliminations and flag control.

RECRUITS

It is possible to play with Recruits with 3+ players, but it is not recommended unless the game is being played on a large map. Certain game modes may work better with Recruits when playing with 3+ players.

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