ACTIVISION®

CALL OF DUTY®
THE BOARD GAME

Prototype Rules v 1.7c

BASIC TRAINING MANUAL

ARCANE WONDERS

Please note this is a prototype rulebook only for the DEMO version and any and all of what is contained in here may be changed before the final version.
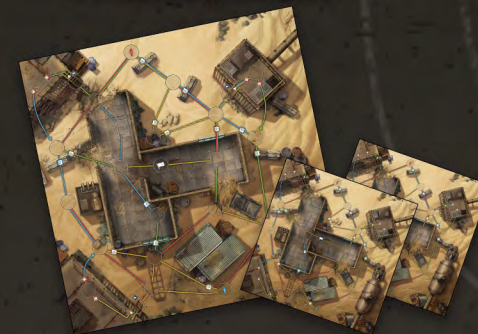
CALL OF DUTY®
THE BOARD GAME

COMPONENTS

Game Design:
Bryan Pope & Benjamin Pope
Artwork:
Gabriel Elias, Farah Numaliza
Sculpts:
David Arberas, Cheh Nikolay
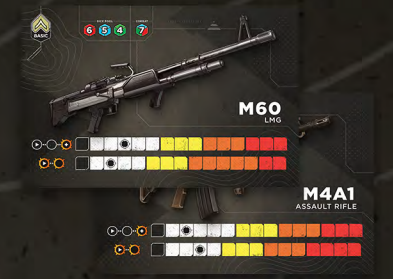**Graphic Design:**
Stevo Torres, Stephen Gibson

1 Main Map (Rust)
2 Planning Boards

2 Operator Boards

GENERAL SHEPHERD

SIMON GHOST RILEY

2 Weapon Boards

M60 LMG

M4A1 ASSAULT RIFLE

Score Track

2 Painted Miniatures
(includes plastic rings for each player color)

Tactical Tracker

Combat Cards
(Basic & Advanced)

Item Cards

1 Flag Miniature

Game Tokens

Action

Tactic

Control

Sprint

ADS

Items

Recruit Cards

Killstreak Cards

Dice

Reload

Wound

Killstreak

Cover
2

Recruits
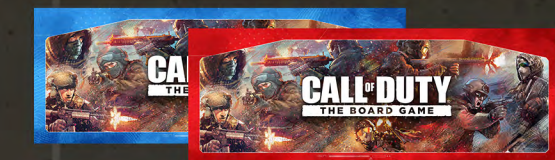
2 Player Screens

Cubes and Trackers

GAME SETUP (Basic Training)

Let's get ready for battle!

1. Each player chooses an Operator and Weapon along with a Player Color.

   a. Take the Operator and Weapon Boards and place them on their Basic sides.

   b. Take the Operator Miniature that matches your board, 1 Plastic Ring of your color to attach to the miniature, 1 Tactical Tracker, 2 cubes of your chosen color, a Planning Board, a Player Screen, 4 Action Markers (numbered 1-4), a Sprint Marker and a set of the Basic Combat Cards (6 cards per player marked with the Basic ( ) icon.

   c. Take one disc of your color and place it on the starting space of your Planning Map to note your position. (Optionally, each player may take a disc of the other color and place them it their Planning Board to help track the other Operator's position.)

   d. Set up each player area as shown in the image to the right.

   e. Place a cube of your color on the "0" space of your Tactical Tracker.

   f. Place a cube of your color anywhere on your Weapon Board.

   g. Each player takes the number of each color of dice as shown on their Weapon Board.

   h. Shuffle your Combat Cards and form a Combat Deck. Each player draws 3 Combat Cards to their hand.

2. Place the Main Map in the center of the table.

3. Place the Score Track next to the Main Map along with a Score Marker for each player.

4. Place the Flag Miniature next to position marked on the Main Map with a Flag symbol.

5. Place Wound, Cover, and Control Tokens near the Main Map.

6. Each player places their Operator Miniature on the marked Spawn point for their color.

BASIC ICON

This icon indicates this is a Basic version that should be used for your first game!

Player Screen

Player Screen

BASIC TRAINING (Intro Game)

Before you begin combat you should first familiarize yourself with some Basic Training.

PLANNING PHASE

This is the map for the current game. This is shown both on the Main Map and on the players' Planning Boards.

Movement will first be planned out on the smaller Planning Board secretly and then simultaneously played out on the Main Map.

The colored lines of the map are used to determine Line of Sight. If you can at any time trace a same colored path of a single color line between 2 Operators, then combat happens!

A circle on a map is called a Node and are the places an Operator can occupy during the game.

The shields indicate a node has Cover for the purposes of combat.

During the Planning Phase each player will secretly, behind their screen, place each of their Action Markers in order of the nodes they are moving to. You will start with your "1" Marker (indicated by a single dot on the marker) and proceed in order. It is important to remember that the Marker is being placed in the space you intend to move to and where your Action of that number will happen, not the space you are currently occupying (unless you are planning to stay in place!). Also note that the Move Action inside the Marker only allows you to move a single node away from your current position!

The arrow of each Action Marker indicates the direction your Operator is currently pointing. When placing a Marker, be sure to rotate the arrow towards the direction you wish to be facing along a colored line connected to the node it has been placed in. This does not have to be the direction you are moving! In the above image the Ghost player has placed Action Marker "3", but has rotated it so that they are facing towards the green/red lines and not their next Action Marker (A).

The direction your Operator is currently facing is very important when it comes to combat, but we will discuss this later.

Since this is a training session, it is recommended that each player go ahead and secretly plan out their first set of actions now and come back when you are ready to move to the next step. Also, for now you should ignore the one-way direction arrows on the map and treat these like any other line on the board. We will cover these later in your training. Here's a little advice: You see that flag on the board? That will be your objective, and it will give points to the player who controls it! Although we will be ignoring it until after your first combat during this basic training.
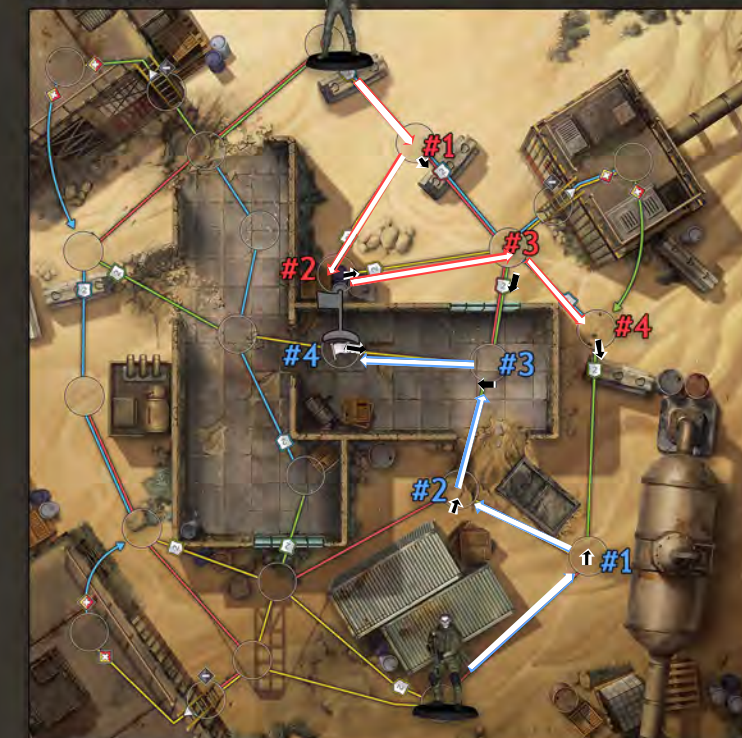
Pause here and come back after each player has planned their 4 actions.

ACTION PHASE

GHOST Planning Map

Main Map

Now it's time to execute the actions you just planned! Each player will do this simultaneously one action at a time. Players do not remove the screens covering their Planning Map in a normal game, but as this is a basic training sesssion you may reveal these if you wish. After each action is resolved on the Main Map check for Line of Sight before moving to the next.

First, each player resolves Action Marker #1 from their Planning Map on the Main Map, moving their Operator's miniature to the next node if they moved. Be sure to point your Operator in the direction the Action Marker is facing as well!

After each Action Marker is resolved for every player, check for Line of Sight. If you can trace an unbroken same colored path between two Operators, then the Action Phase is paused and combat happens!

Let's look at the above maps to see an example. In Action #1 the Ghost player moves to the node northeast of their current position and Shepherd moves to the node to the southeast. They check for Line of Sight quickly and there is none. Each player moves to Action #2 and again checks for Line of Sight. Still no combat!

Moving to Action #3, they check once again and this time they have Line of Sight on each other along a green path. Combat happens. This is bad news for Ghost as they are facing the wrong direction and is Off Target, but we will cover that in your Combat Training.

Resolve each of your Action Markers now. If during this phase you enter Line of Sight with another player pause and move to the next page (Combat) otherwise continue through all 4 actions which ends a round. Then plan your actions for another round. Continue playing until Line of Sight has been established!
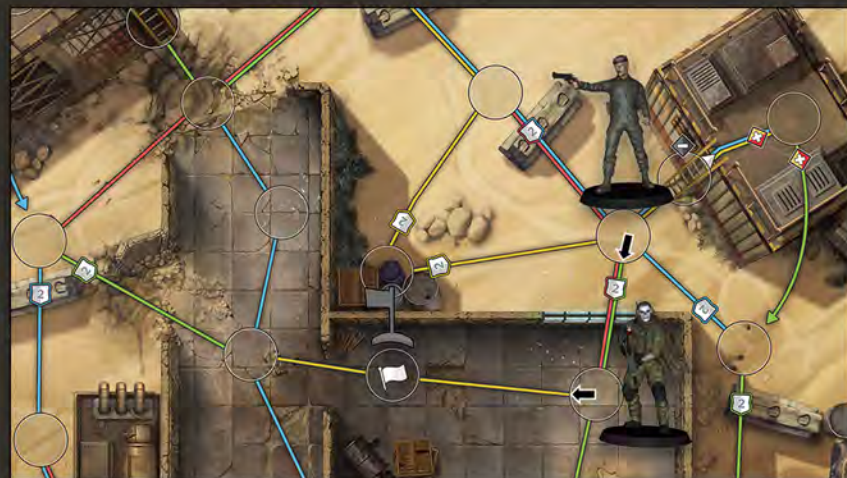
Stay on this page until players have Line of Sight.

COMBAT

Continuing from the previous example, Ghost and Shepherd have Line of Sight on each other.

Now isn't the time for talk...

...time to start shooting!

As previously discussed, actions pause when Operators are within Line of Sight of each other. Before you start shooting, you should learn about some other game components in front of you.

A. The Tactical Tracker keeps track of various bonuses and penalties during the combat for each player. At the start of combat, a player's tracking cube starts on the "0" space and is adjusted from there. From left to right, check each step quickly at the start of combat starting with Wound. As this is your first combat you won't have a wound yet. Next check for On Target and then any other bonuses or penalties. Do not process the final step that looks like a lightning bolt just yet though!

On Target Bonus is awarded when an Operator enters combat facing down the closest connecting path of the enemy. In the example on the previous page Shepherd is On Target (as indicated by the small black arrow), while Ghost is not. Shepherd moves the cube 2 spaces to the right for this bonus. Note: If the Operators are in the same node no On-Target Bonus happens.

B. The Weapon Board has your Aim Meter where you will track your aim and set your starting aim position. For the two included weapons in this game the top track is used for combat of 2+ nodes away (Long Range) and the bottom track is used for combat of 0-1 nodes away (Close Range). In this example, the combat will take place 1 node away, meaning each player places their cube on the starting space (⊙) of the bottom track.

Aim Meters

Close Range (⊙–⊙) is same node or the adjacent node on the Line of Sight path.
Long Range (⊙–○–⊙) is any distance greater than an adjacent node on the Line of Sight path.

C. Combat Cards are used to determine the firepower from your weapon and grant other effects and bonuses. You will notice that Firepower Meter on the card matches the colors of your Aim Meter on your Weapon Board. Your firepower from your weapon will be determined based on how high up your cube climbs the Aim Meter! The icons on the left side of the card will improve your combat effectiveness as well.

D. Cover is granted from protected positions on the map. If you are standing on a node connected to a shield icon (▯), and the Line of Sight that triggered combat passes through the shield, then take a Cover Token and place it on your Tactical Tracker in the indicated space. In this example Shepherd has Cover so the player takes a Cover Token and places it on their Tactical Tracker.

E. Combat Dice come in 3 types: Aim (blue), Agility (green) and Aggressive (red). Your available pool of dice are shown on your Weapon Board that you took at the start of the game. During combat each player will secretly choose 7 dice from this pool to roll.

1. Aim (blue): These dice move your cube up the aim meter of your weapon during combat. These are controlled accurate shots at your opponent and can protect you from a Critical Miss which will render your Aggressive (red) dice ineffective. Use these dice to counter an opponent's Agility (green) dice!

2. Agility (green): These dice are used to move and attack more quickly during combat. They are used to slow down Aim (blue) dice and will move your opponent down on their Aim Meter and even possibly cause a Critical Miss for your opponent nullifying their Aggressive (red) dice.

   Additionally, these dice also affect your Speed (⚡) at the start of combat and the player with highest total Speed gains First Strike as indicated on the last space of the Tactical Tracker reference.

3. Aggressive (red): These dice represent a reckless all out attack and can deal out heavy Firepower as long as you do not Critically Miss. The Firepower on these dice are directly added to your total. However, should you be reduced to the left-most black space on your Aim Meter, you Critically Miss and all of the Firepower on these dice is canceled!

F. Wound Tokens cause an additional penalty in combat. As this is your first fight, no player has one yet. We will discuss how an Operator gets these later!

One thing we have not talked about are the ✚ symbols on some positions of the map. These grant a bonus to a players' Tactical Tracker in combat, but for now we will be ignoring these on the map and will cover them later.

Continue to the next page.

BASIC TRAINING
Ready, Set, Shoot!

COMBAT (Steps for your first fight!)

Let's walk through your first fight step by step.

Prepare:

1. Set range on the Weapon Board for each player. This is set based on the number of nodes away the opponent is. Place a cube in the appropriate starting space of the Aim Meter.

2. Place a cube on the "0" space of your Tactical Tracker and check for a Wound Token. If an Operator is currently wounded they move 1 space down the Tactical Tracker.

3. Determine if each player is On Target. This means the Operators are at least 1 node apart and is facing the correct direction down the path. If the Operator is On Target, they move up 2 spaces on their Tactical Tracker.

4. Check for Cover. If an Operator currently has Cover from their node on the board take a Cover Token and place it on the Cover space of the Tactical Tracker. This means that the Cover icon is connected to the node of the Operator and is on the path traced to the other Operator. You do not need to be On Target.

Choose Dice and Card for Combat:

(Note: If you chose to reveal your Planning Boards for this first Basic Training you should place them back up now.)

1. Each player now secretly selects 1 card from their hand to use for combat and places it facedown in the slot of their Tactical Tracker marked Combat Card.

2. Each player secretly selects 7 dice from their available pool to roll in this combat. You may mix and match these however you wish, but try to balance between what you want to do in the fight with what you think your opponent might do. (Hint: For your first combat it is recommended that you don't try to be overly reckless rolling too many Aggressive dice!)

Reveal, Roll, and Resolve:

1. Both players reveal their chosen Combat Card by flipping it over. If the card has any Tactical Tracker effects then apply those now (⬥ or ⬥).

2. Both players roll the 7 dice they chose revealing them to their opponent.

3. Determine First Strike. Each player counts up all of the Speed (⚡) they show on their dice and their Combat Card (if it shows them). The player with highest speed gains First Strike and moves up 1 spot on their Tactical Tracker. If the players are tied then no one gains First Strike.

4. Each player adds up the their total Aim (◌) on their dice and Combat Card and reduces this by the amount of their opponent's Defense (▮) showing on dice, Cover Token, and Combat Card. Increase or decrease your Aim Meter based on this final number.

5. Determine the final Firepower for each player. Each player gets the Firepower from their weapon by looking at which color their Aim Meter cube is in and using the Firepower shown on their Combat Card. If the cube ended in the left-most black space, this is a Critical Miss and the player gains no Firepower from the card's Firepower Track. Add the weapon's Firepower to the number indicated on the Tactical Tracker. Finally if the player did not Critically Miss, they add the damage showing on their Aggressive dice. The player with highest total Firepower wins the fight. If the players are tied then the player the player has First Strike wins. If tied for Firepower and no player has First Strike, then both players are eliminated.

If neither player has Firepower above zero, then both players survive and move to their next Action.

If the losing player is within 5 Firepower of the winner, then the surviving player takes a Wound Token and places it on the 2 Wounds side on their Tactical Tracker.

Continue to the next page after Combat is complete.
(or check pages 14 & 15 if you need an example first)

POST COMBAT STEPS

Now that your first combat is over let's finish this up. The player who was eliminated removes their miniature from the Main Map and discards any wounds they may have. They will respawn next round.

They should also redraw Combat Cards back up to their hand size (3 in this Basic Training).

In the example, Shepherd (the red player) won and advances 1 space on the Score Track.

The winner of the combat also now has a choice to make. They may decide to continue any remaining Actions left, but if they choose to do so they must fully complete all of them.

Note this is not as important to think about in the Basic Training as players will want to complete their Actions. but keep this in mind for later when you move on to Advanced Training.

Pause here until any surviving player finishes their remaining actions.

NEXT ROUND

If any player currently has a Wound Token on the 2 wound side flip it over to the 1 wound side. You are still wounded and will have a penalty in any combat this round. If a player has a Wound Token on the 1 wound side they should remove it from their Tactical Tracker.

Players who survived the last round do not draw new Combat Cards. We will cover reloading to gain new cards in the Advanced Training.

Any player eliminated last round will be respawning this round. We will use a rule called "Dynamic Spawning" for this. During the Planning Phase the player uses their Action Marker #1 to select their spawn location secretly. All other Actions are planned as normal. To pick the node you will spawn on you must be aware of the following restriction:

The respawn node must not be within Line of Sight of any Operator currently on the Main Map and it must not be within Line of Sight of the Flag Objective.

FLAG OBJECTIVE

Let's take a look at that Flag Objective on the map. This is a control point and is another way to gain points during this game. Whenever an Operator steps on or runs through the node with the flag they will place the Control Marker in their color on the space (or flip it over to their color if another player already had control). The flag remains under their control for as long the token remains there. If a player controlling the flag is ever eliminated, the Control Marker is removed and it is returned to being neutral.

At the end of a round if the flag is controlled by a player they score 1 point on the Score Track right away.

Continue to the next page.

BASIC TRAINING
You need a little more information soldier!

WOUNDS
When an Operator gains a wound from combat they receive 2 wounds. This recovers by 1 between rounds, but an Operator may never have more than 2 wounds without being eliminated. If you have any wounds on you when taking a new wound in combat you will be eliminated. This can result in both Operators being eliminated during combat! If you eliminate an Operator this way you still receive 1 point on the Score Track.

SPRINT
Up until this point you haven't used the Sprint Marker that you took during setup. Let's learn about sprinting!

This is a special marker that allows an Operator to move a little faster on the map, but at a cost of being vunerable should they be caught during the sprint.

For your next Planning Phase let's use make this available to each Operator!

To use a Sprint Marker during your Planning Phase first place your Action Marker on a node 2 spaces away from your current position on the Planning Map. This might be 2 spaces from your starting position or from a previously placed Action Marker. Place the Sprint Marker on the space in between the two positions. Your Sprint Marker must be pointed towards the node you are sprinting to.

When resolving your Actions in the Action Phase you will move to the first node of your sprint and check for Line of Sight with any other player taking their actions and then if there is no Line of Sight complete your movement to the second node (checking for Line of Sight again at the end).

If there is Line of Sight with another Operator on the first node of your sprint, then combat will happen right away and you will be at a minus 1 penalty on the Tactical Tracker. This is represented by the ◇➖ symbol on the Sprint Token. However if the Line of Sight happens to be to the same node you are sprinting to then you would have an On Target bonus!

In this example the Shepherd player is moving 1 node away with their Action Marker #1 and then again to #2.

For Action Marker #3 they choose to Sprint. They place their Action Marker #3 on the node shown at "A" in the image and their Sprint Marker on the node shown as "B".

The Sprint Marker is placed facing the final destination at "A", but they choose to turn their facing direction in the final position at "A".

The Ghost player has moved into position "C" with their Action Marker #2 which happens at the same time Shepherd sprinted in position "B" so Ghost has been caught!

Had Shepherd moved to a node not in Line of Sight of "B" with Action Marker #2, Ghost would have gotten to move to position "A" and then checked for Line of Sight a second time.

MORE MAP INFORMATION
Before you get back to the action let's cover just a few more things you should be aware of.

ONE WAY MOVEMENT
Movement lines on the map with an arrow indicate that movement is only allowed in a single direction. This is usually for jumping down from high ledges!


COMBAT BONUS
Some nodes on the map offer a combat bonus on the Tactical Tracker. These work the same as Cover icons in that you must be standing on the node it is attached to and looking in the same direction with Line of Sight down the line. When engaging in combat with this bonus you gain plus 1 on the Tactical Tracker at the start of the fight.

FUSED LINE OF SIGHT
Some Line of Sight lines on the map touch each other. When looking down these lines an Operator is considered to facing down both paths simultaneously. In the example to the right an Operator standing on the node marked "A" facing the fused Red and Green lines lines would have full facing down both the Red and the Green paths to the nodes marked "B". However note that if an Operator were standing on the node marked "C" facing down the fused lines they would not be considered to be facing down the green line towards the upper left!
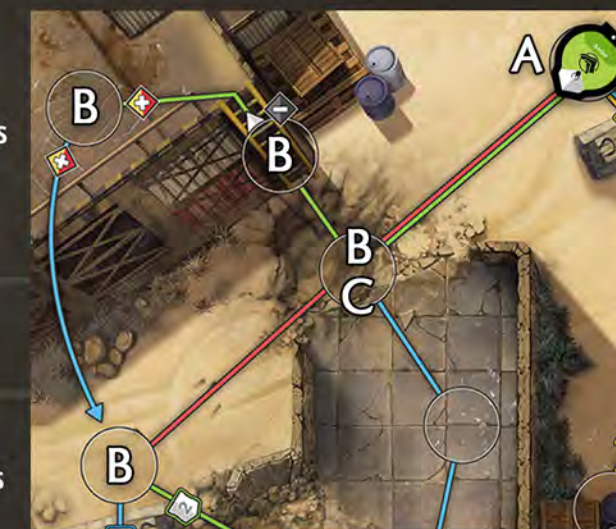
CLIMBING
Some nodes on the map represent a climbing position. When an Operator is on one of these nodes they must be facing the direction of the small arrow on the node. It does not matter which direction they are moving! Note that these nodes also carry a combat penalty as shown by the ◇➖ symbol. When entering combat from one of these nodes the player will take a minus 1 penalty on their Tactical Tracker.

Players may never Sprint onto the nodes.

We also haven't covered it yet, but later when you are introduced to Special Actions, these cannot be used when you are climbing!

Continue to the next page.

BASIC TRAINING
Someone has to win this!

ILLEGAL ACTIONS

There are times a player may plan an illegal action such as spawning where they could not have spawned (within Line of Sight of another Operator or the Flag Objective). If this happens the player will cancel each of their Action Markers in order until they reach an Marker that would be a legal respawn node. This action would serve as their Action #1 for this round, but they will have lost any canceled actions! Note that this might result sometimes in a player losing all of their actions for a round.

If a player plans any other type of illegal action during the course of the game that action and any actions after it are automatically canceled.

CONTINUE THE MISSION

Okay soldiers, at this point you have enough information to finish your first game. Continue playing until 1 player reaches 5 points on the Score Track and is declared the winner! The game ends immediately if a player reaches 5 points, even during a round. If both players reach 5 points at the same time continue playing until a player has a 1 point lead.

Stop here and finish the current game.

Want more?

Check out the Advanced Rules to continue your mission!

ARCANE WONDERS

COMBAT EXAMPLE

It is recommended you try to complete a combat on your own first, but if you need to see an example or want to make sure you did it right, here you go.

Ghost and Shepherd have entered Line of Sight of each other and combat happens!

The combat will take place at Close Range. Each player places their cube on the starting space of their Aim Meter for this range.

Neither Operator is currently wounded.

Shepherd is On Target and moves up 2 spaces on the Tactical Tracker. Ghost is not On Target.

Shepherd has Cover from the node and takes a Cover Token, placing it on the Tactical Tracker.

Both players secretly choose their Combat Card and 7 dice for the fight. Ghost chooses "Fast Maneuvers". Shepherd chooses "Steady Shot". Ghost selects 2 Aggressive, 2 Agility and 3 Aim dice. Shepherd selects 5 Aim and 2 Aggressive dice.

They each reveal their card and roll their dice:
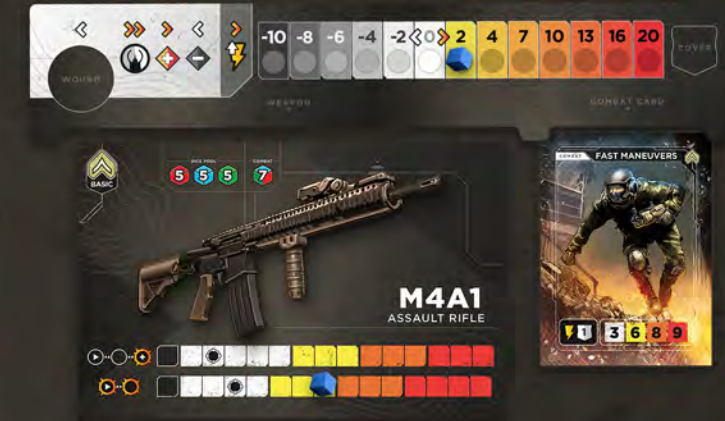
Shepherd's Roll

Ghost's Roll

Shepherd

Ghost

Ghost rolled 5 Speed (⚡) and gained 1 Speed from the Combat Card "Fast Manuevers". Shepherd has no Speed. Ghost gets First Strike, moving up by 1 on the Tactical Tracker.

Shepherd's Combat Card "Steady Shot" shows a ✛ symbol and moves up 1 space on the Tactical Tracker.

Shepherd gained 7 Aim (◇) from the dice, but was reduced by Ghost's defense (🛡) of 6 on Agility dice and Combat Card. Shepherd moves up 1 on the Aim Meter.

Ghost gained 6 Aim (◇) from the dice, but was reduced by Shepherd's defense (🛡) of 2 from Cover. Ghost moves up 4 on the Aim Meter.

Neither Operator has Critically Missed (black), so their Aggressive dice count for this combat.

Ghost adds up Firepower: 6 from the Aim Meter/Combat Card (yellow), 2 from the Tactical Tracker and 4 from the Aggressive dice. This gives Ghost 12 final Firepower.

Shepherd adds up Firepower: 4 from the Aim Meter/Combat Card (white), 7 from the Tactical Tracker and 6 from the Aggressive dice. This gives Shepherd 17 final Firepower.

Shepherd has survived the battle and Ghost goes down, but since Ghost was within 5 damage of Shepherd, a wound is dealt at the end. Shepherd places this on the Tactical Tracker.

QUICK REFERENCE

Planning Phase: Each player secretly plans their 4 Actions.

Action Phase: Each player simultaneously resolves each Action Marker on the main map checking for Line of Sight after each Marker. Reminder that Sprint checks for Line of Sight at both nodes.

End of Round: Score the Flag Objective if currently controlled and heal 1 Wound if any.

Combat:
1. Place a cube on the start position of the Aim Meter for the current range.
2. Place a cube on the "0" space of the Tactical Tracker.
   A. If On Target advance your cube 2 spaces on the Tactical Tracker.
   B. Move down the cube on the Tactical Tracker for any penalties such as Sprint or Wound.
3. Choose a Combat Card to play and place it face-down.
4. Secretly select 7 dice to roll this combat.
5. Reveal Combat Card and roll dice.
6. Check Speed (⚡) for each player. The player with the highest Speed gains First Strike and advances 1 space on the Tactical Track.
7. Add up total Aim (◯) and reduce by opponent's Defense (▯). Move your cube on the Aim Meter this number of spaces. If this reduces you to the left-most (black) space of the track you have Critically Missed.
8. Calculate total Firepower by adding your Combat Card's Firepower, based on your Aim Meter, your Tactical Tracker and your Aggressive dice value (if you did not Critically Miss).
9. The player with the most Firepower wins. In the case of a tie the player who has First Strike wins. If still tied both players are eliminated.
10. If the eliminated player was within 5 Firepower of the victorious player then they deal 2 wounds to the survivor. If this puts them at 3+ wounds then they are also eliminated.
11. Players receive 1 victory point for any eliminated opponent (even if this was from a wound).

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