

# WARFARE

## ★ COVERT OPS ★

A tactical game of  
deception and strategy  
in the fog of war.

Designed by: Jan Egbert Hamming, Luuk Hamming & Dylan Troff



Logos

Rifleman



ATTACK

▲

Rifleman



ATTACK

▲

Rifleman



ATTACK

▲

Rifleman



ATTACK

▲

Rifleman



ATTACK

▲


Rifleman



ATTACK

▲


Squad Lead



ATTACK SCOUT

▲


Squad Lead



ATTACK SCOUT

▲


Gunner



ATTACK SUPPRESS

▲


Sniper



ATTACK

▲


Spotter



ATTACK SCOUT

▲

Medic




ATTACK HEAL


▲




Rifleman (Adv)



ATTACK 1D6




Rifleman (Adv)




ATTACK 1D6




Rifleman (Adv)



ATTACK 1D6



Rifleman (Adv)



ATTACK 1D6




Rifleman (Adv)




ATTACK 1D6




Rifleman (Adv)




ATTACK 1D6




Gunner (Adv)




ATTACK 1D6 SUPPRESS 3D6



Squad Lead (Adv)



ATTACK 1D6 SCOUT



Squad Lead (Adv)



ATTACK 1D6 SCOUT




Medic (Adv)




ATTACK 1D6 HEAL




Spotter (Adv)




ATTACK 1D6 SCOUT



Sniper (Adv)




ATTACK 1D10






**Engineer**



ATTACK	PLANT
DETONATE	DIFFUSE

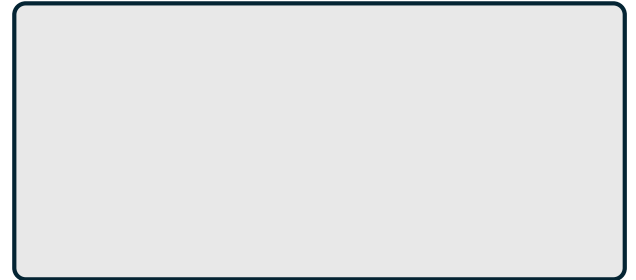
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**Engineer (Adv)**



ATTACK 1D6	PLANT
DETONATE	DIFFUSE

▲




**Grenadier**



ATTACK	MORTAR
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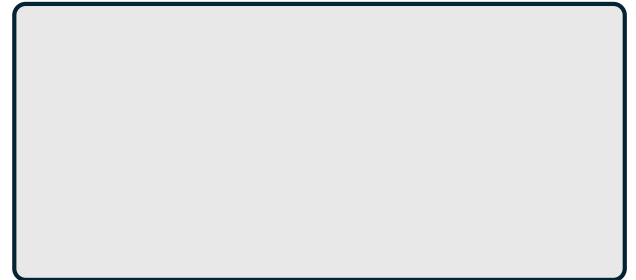
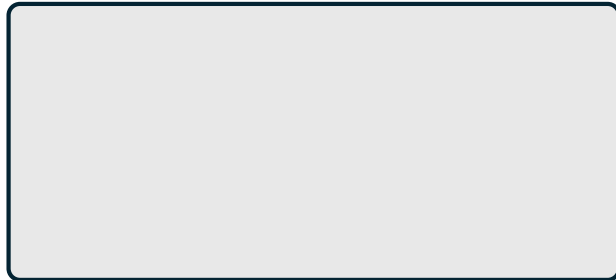
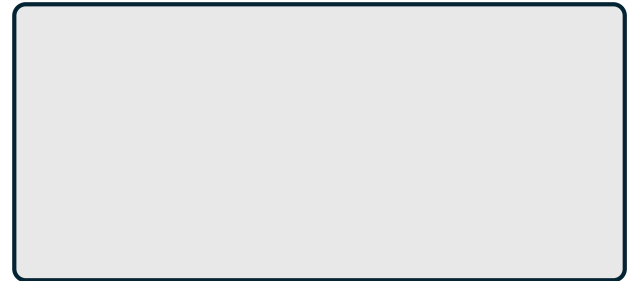
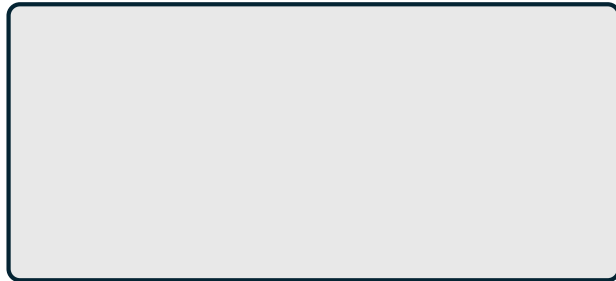
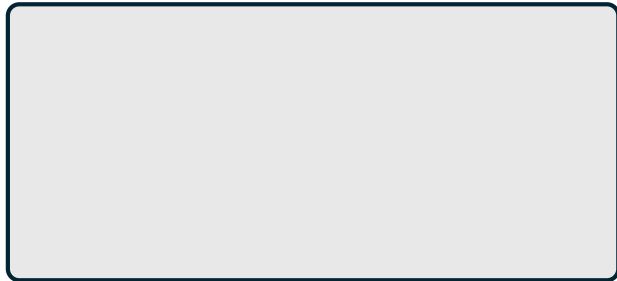
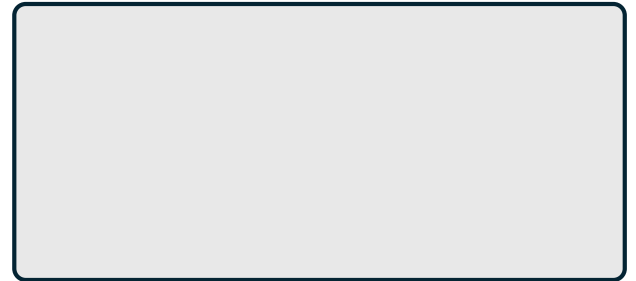
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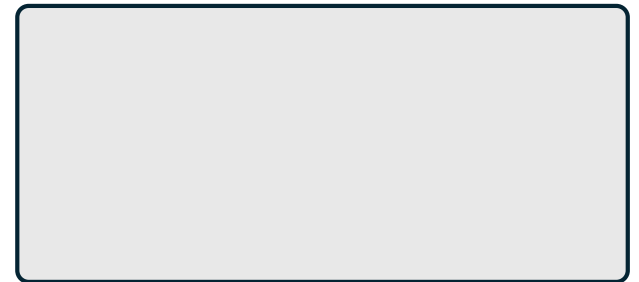
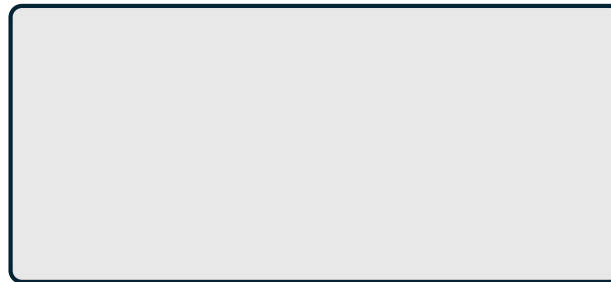
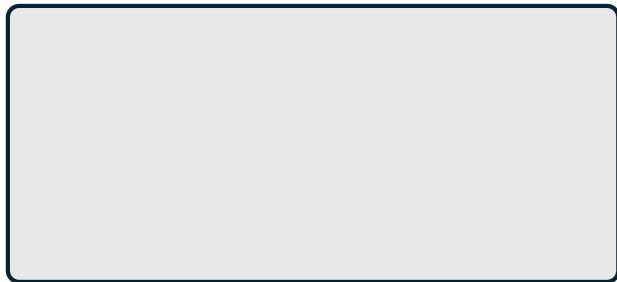
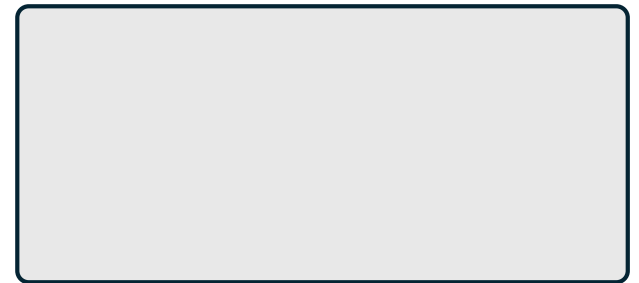
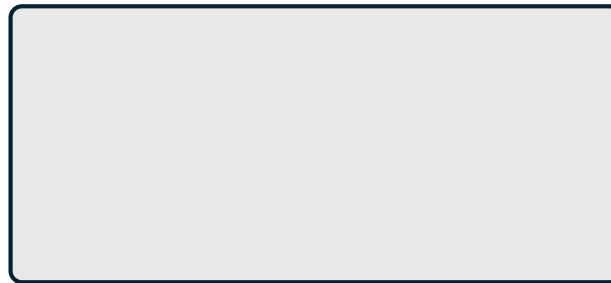
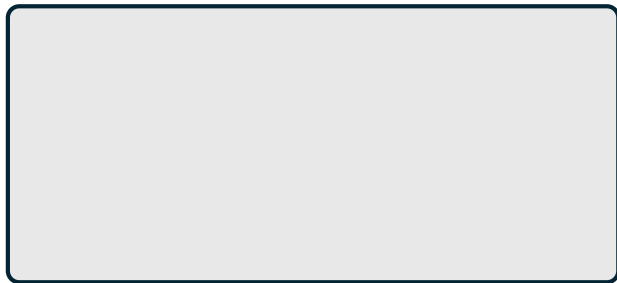
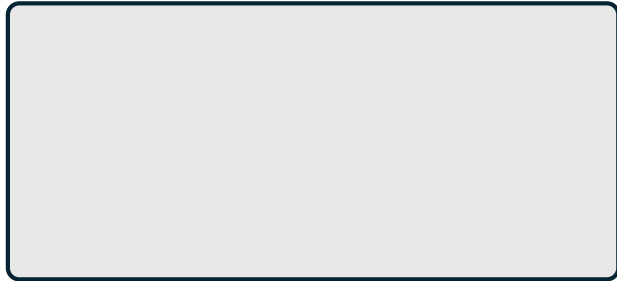
**Grenadier (Adv)**

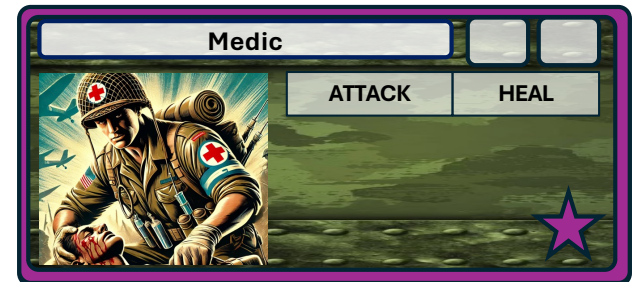
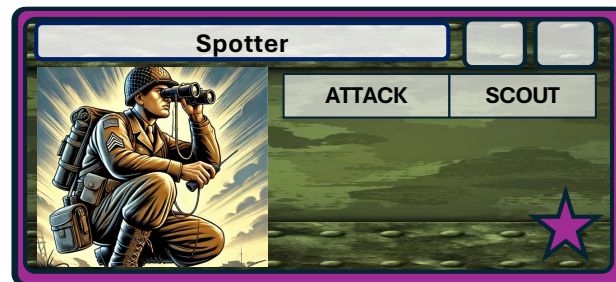
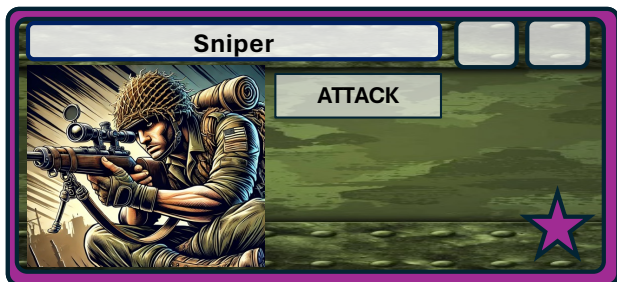
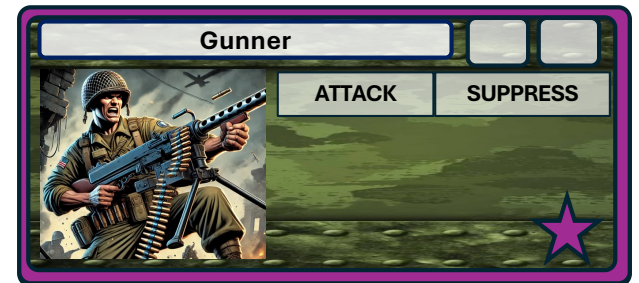
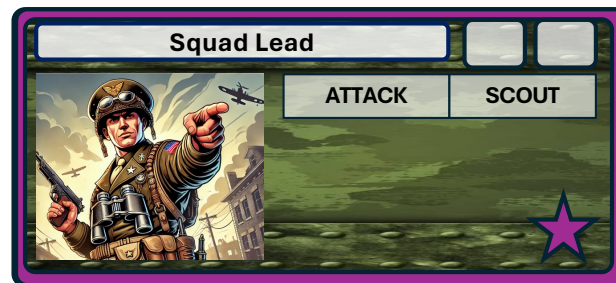
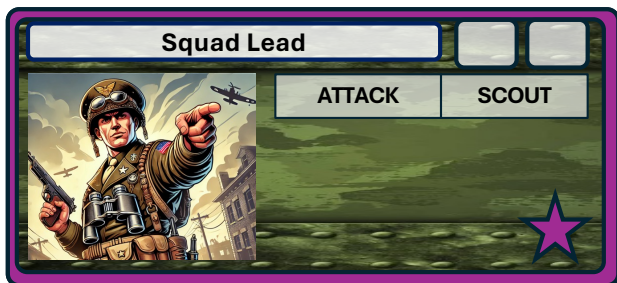


ATTACK 1D6	MORTAR
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▲









Rifleman (Adv)



ATTACK 1D6



Rifleman (Adv)



ATTACK 1D6



Rifleman (Adv)



ATTACK 1D6



Rifleman (Adv)



ATTACK 1D6



Rifleman (Adv)



ATTACK 1D6




Rifleman (Adv)




ATTACK 1D6




Gunner (Adv)




ATTACK 1D6 SUPPRESS 3D6




Squad Lead (Adv)




ATTACK 1D6 SCOUT



Squad Lead (Adv)



ATTACK 1D6 SCOUT




Medic (Adv)




ATTACK 1D6 HEAL




Spotter (Adv)




ATTACK 1D6 SCOUT



Sniper (Adv)




ATTACK 1D6






**Engineer**



ATTACK	PLANT
DETONATE	DIFFUSE

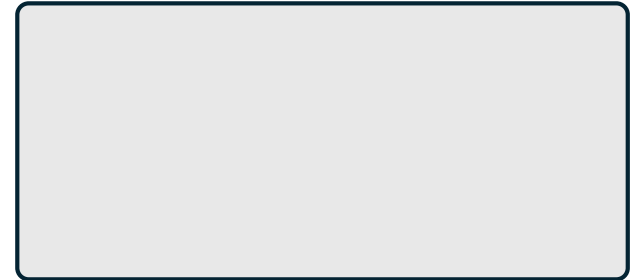
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**Engineer (Adv)**




ATTACK 1D6	PLANT
DETONATE	DIFFUSE

★




**Grenadier**



ATTACK	MORTAR
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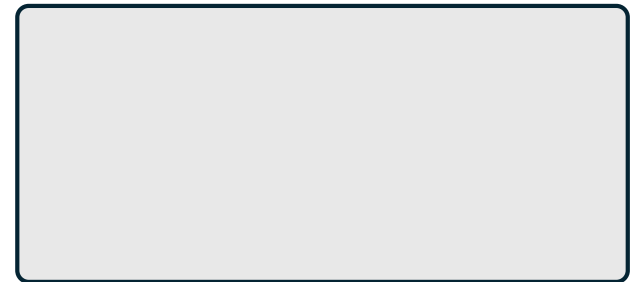
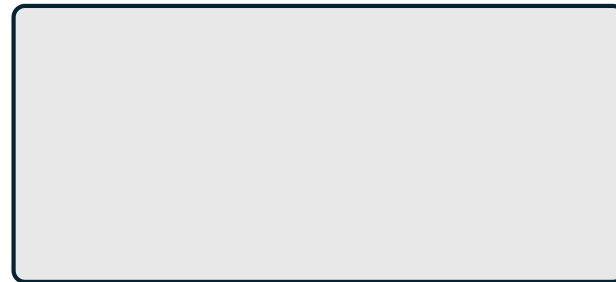
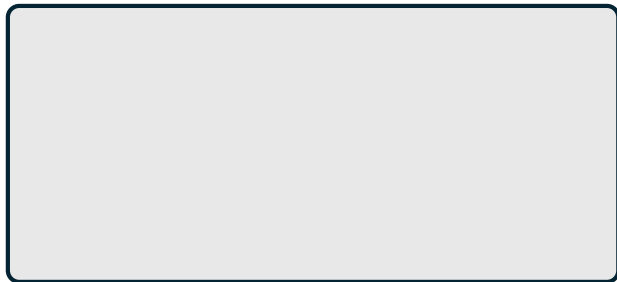
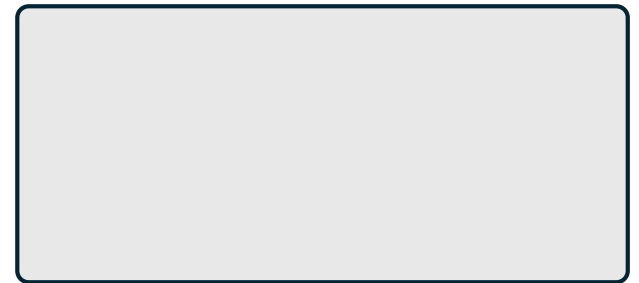
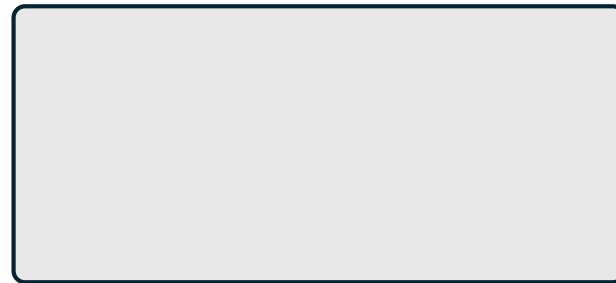
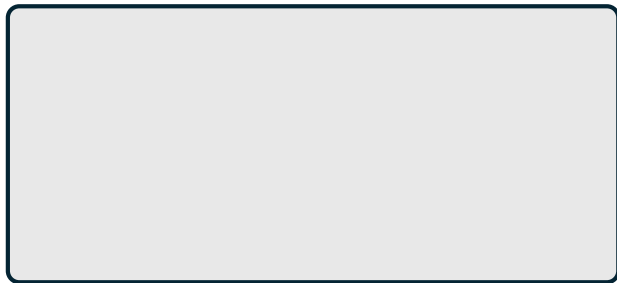
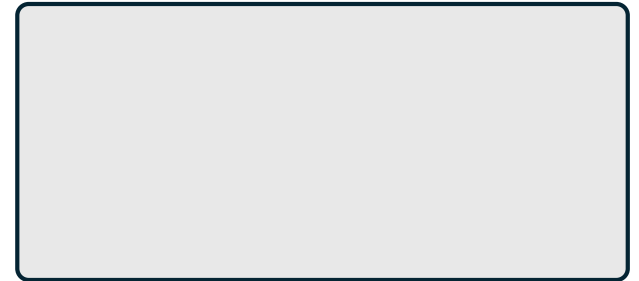
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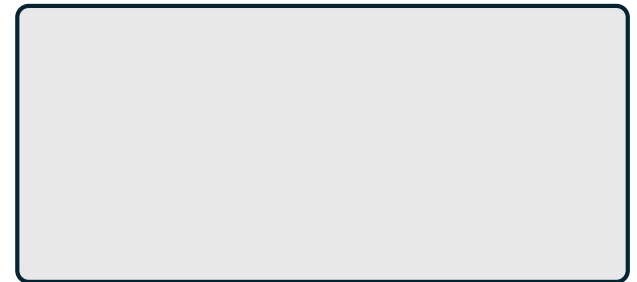
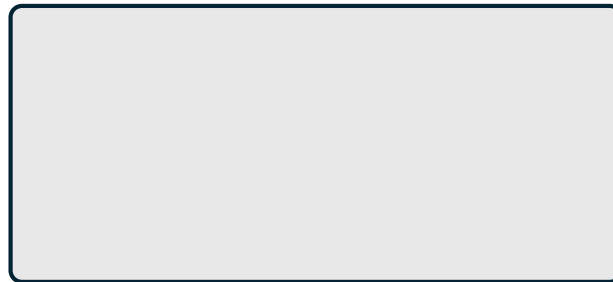
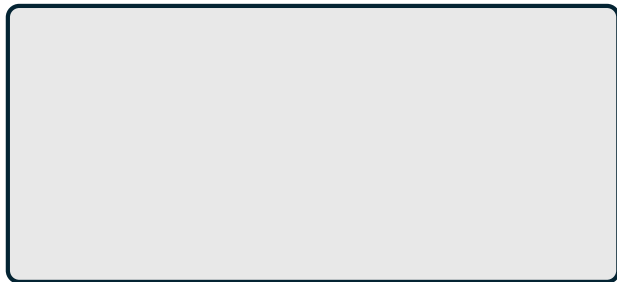
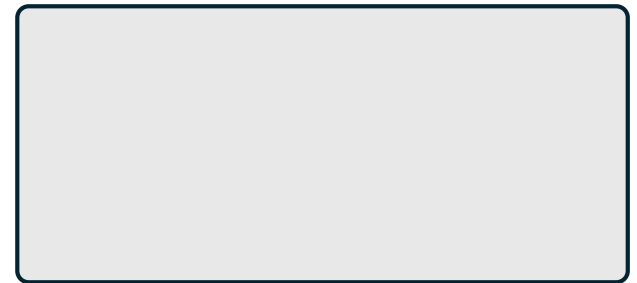
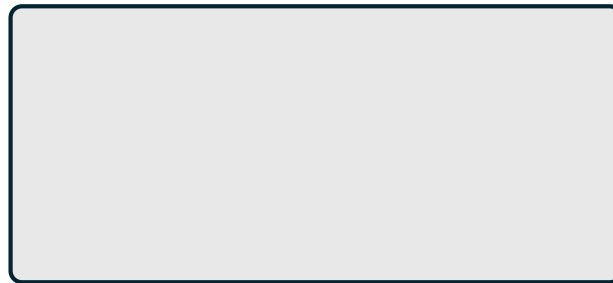
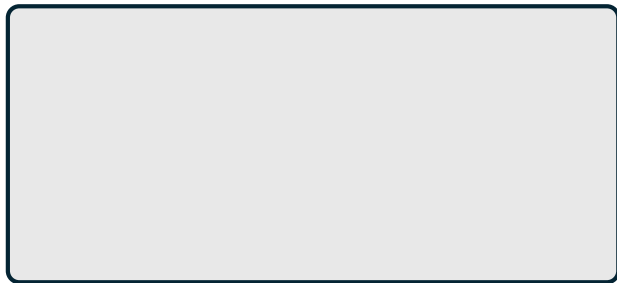
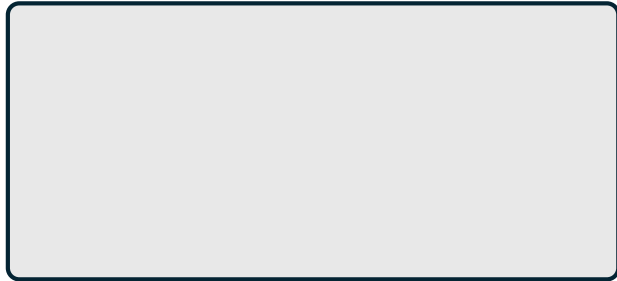
**Grenadier (Adv)**



ATTACK 1D6	MORTAR
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★





**Experienced Squad Lead**



Choose a squad that has a squad lead. 1 role in that squad may shoot again

**Med Pack**



Heal 1 damage in a squad of your choice

**Keen eyesight**



Enemy markers remain on the board for 1 extra turn

**Advance**



Move 2 squads again

**Bomb Run**



Choose 1 row or column. **All** squads in that row resolve 1 **HIT** (roll D6 for which role)

**That was close!**



The shot is a miss

**Advanced** : Remove 2 points from an opponents' dice roll

**The white death**



Range of the sniper is increased to 10 during 1 attack

**Advanced** : The sniper can add +2 to their attack roll

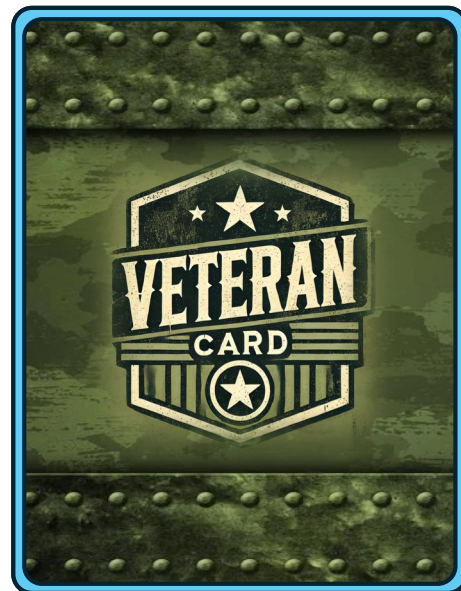
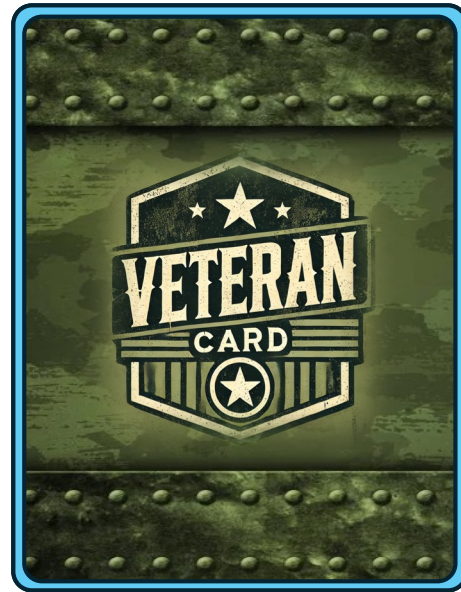
**Recon Plane**



Choose 2 rows or columns or diagonals.

Opposing player reveals their squads





**Experienced Squad Lead**



Choose a squad that has a squad lead. 1 role in that squad may shoot again

**Med Pack**



Heal 1 damage in a squad of your choice

**Keen eyesight**



Enemy markers remain on the board for 1 extra turn

**Advance**



Move 2 squads again

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Choose 2 rows or columns or diagonals.

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**Upgraded binoculars**

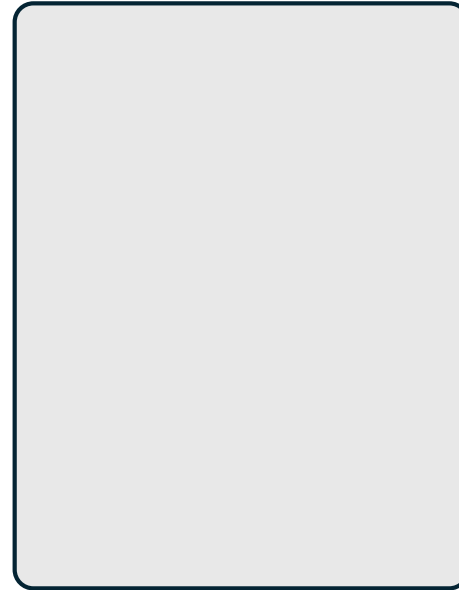


Choose a squad with a Squad Lead. The binoculars grid is 4x4 during this turn

**Upgraded binoculars**



Choose a squad with a Squad Lead. The binoculars grid is 4x4 during this turn



**Experienced Medic**

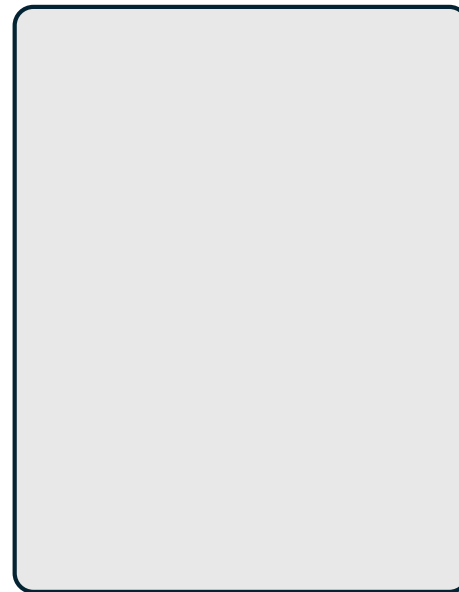


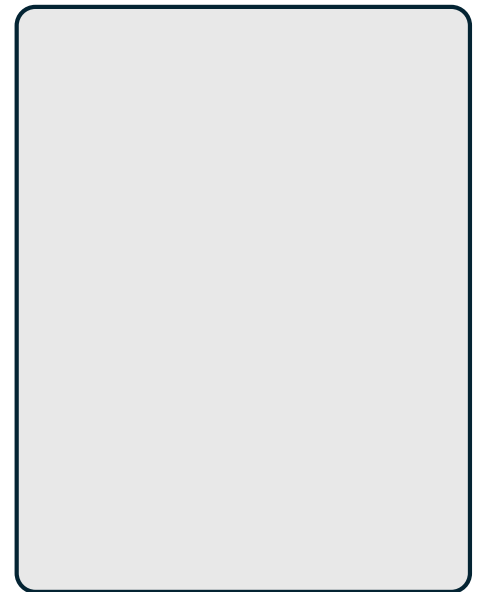
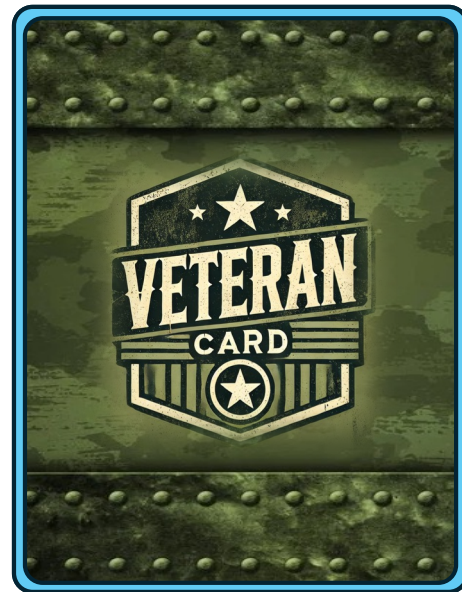
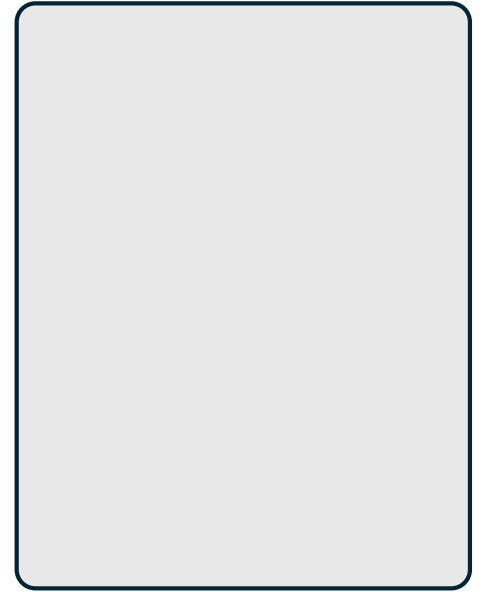
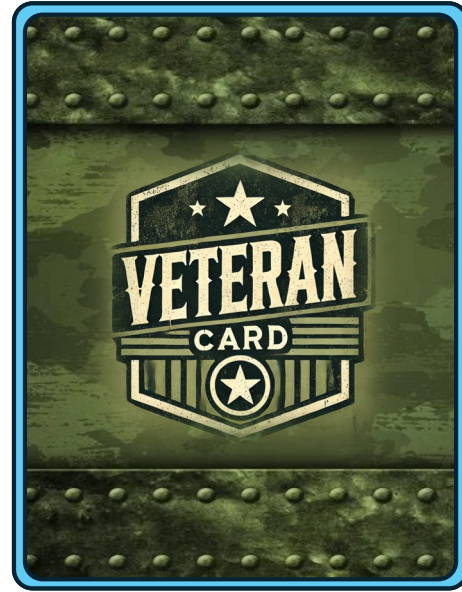
HEAL succeeds without dice roll

**Experienced Medic**



HEAL succeeds without dice roll





**Marksmanship**



All hits are 2 hits for 1 role

**Advanced:**  
Lowers the defense value of one tile by 1 during an attack

**Smoke screen**

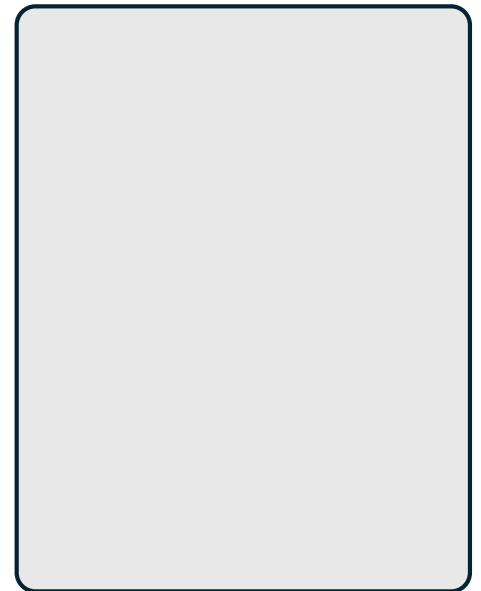


You don't have to show the location of your squads this turn

**Satellite surveillance**



Opponent reveals all squads on the main board this turn



**Marksmanship**



All hits are 2 hits for 1 role

**Advanced:**  
Lowers the defense value of one tile by 1 during an attack

**Smoke screen**

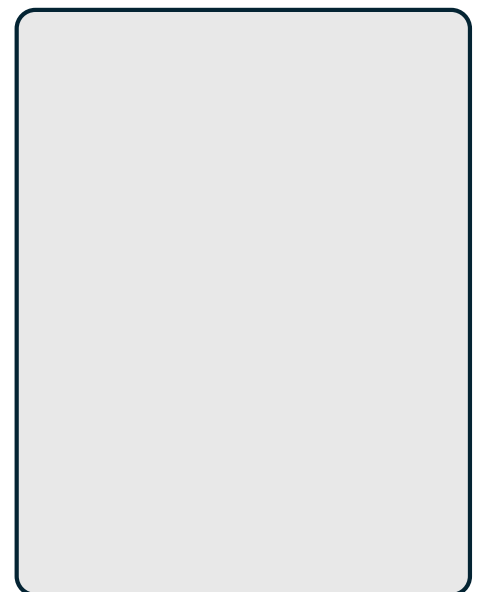


You don't have to show the location of your squads this turn

**Satellite surveillance**



Opponent reveals all squads on the main board this turn





**ATTACK Damage table**

Role	Range									
	1	2	3	4	5	6	7	8	9	10
Squad lead	2	2	1	1	1	1				
Rifleman	2	2	2	1	1	1				
Medic	1	1	1	1	1					
Gunner	2	2	2							
Engineer	1	1	1	1	1					
Grenadier	1	1	1							
Sniper	1	1	2	2	2	2	2			
Spotter	1	1	1	1	1					

**SUPRESS/MORTAR Range**

Role	Range									
	1	2	3	4	5	6	7	8	9	10
Gunner - Suppress										
Grenadier - Mortar										

**ATTACK Damage table**

Role	Range									
	1	2	3	4	5	6	7	8	9	10
Squad lead	2	2	1	1	1	1				
Rifleman	2	2	2	1	1	1				
Medic	1	1	1	1	1					
Gunner	2	2	2							
Engineer	1	1	1	1	1					
Grenadier	1	1	1							
Sniper	1	1	2	2	2	2	2			
Spotter	1	1	1	1	1					

**SUPRESS/MORTAR Range**

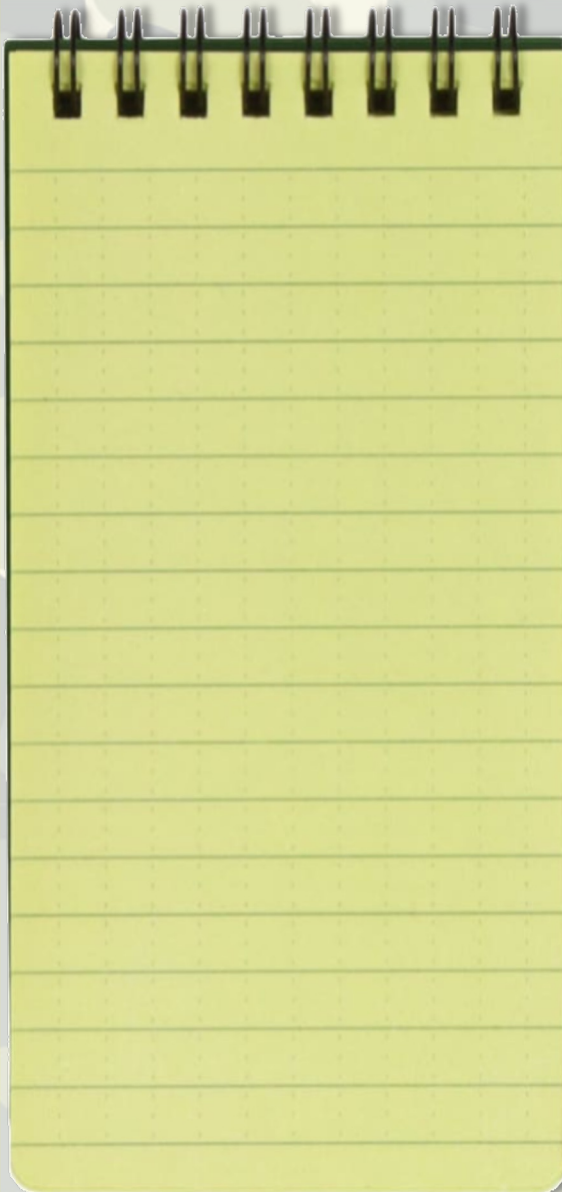
Role	Range									
	1	2	3	4	5	6	7	8	9	10
Gunner - Suppress										
Grenadier - Mortar										

Scenarios: Total Annihilation, Eliminate Target

Map : A



Turn order: → → →



	1	2	3	4	5	6	7	8	9
A		1		1		1		1	
B	1		1	1	1	1	1	1	1
C		0		1		1		0	1
D	0		0	1	0		0		0
E		2		0	0		0		0
F	0	1	1	0	0	0	1	1	0
G		1		0		0		2	
H	0		1	0	0	0	1		0
I		0	0	1		1		0	
J	0		0	0	0	0	0	0	0
K		1		1		1		1	
L	1		1	1	1	1	1	1	1

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Squad A



Squad B

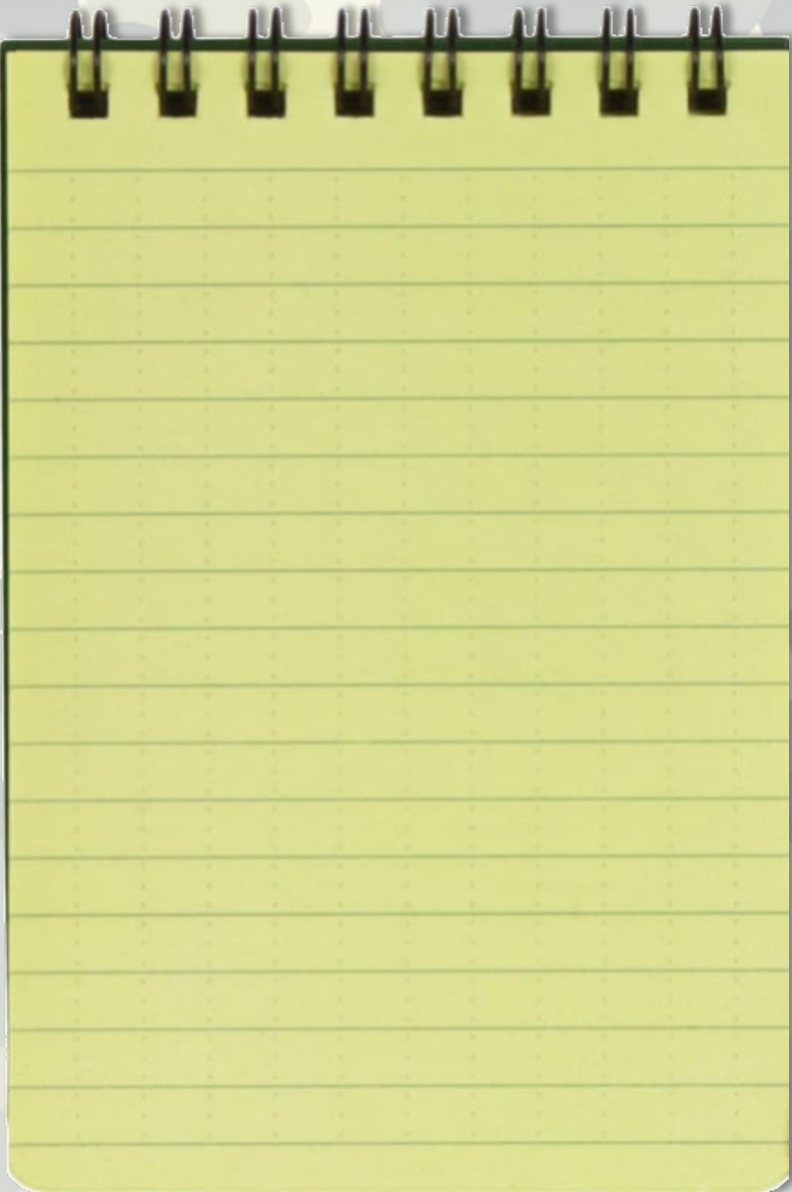


Squad C



Scenarios: Total Annihilation, Eliminate Target

Turn order:  →  →  → 



Map : B



	1	2	3	4	5	6	7
A	1		1		1		1
B		1		1		1	
C	0		0		0		0
D		1		0		1	
E	1		1		1		1
F		2		1		0	
G	0		0		0		0
H		0		1		2	
I	1		1		1		1
J		1		0		1	
K	0		0		0		0
L		1		1		1	
M	1		1		1		1

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Squad A



Squad B



Squad C

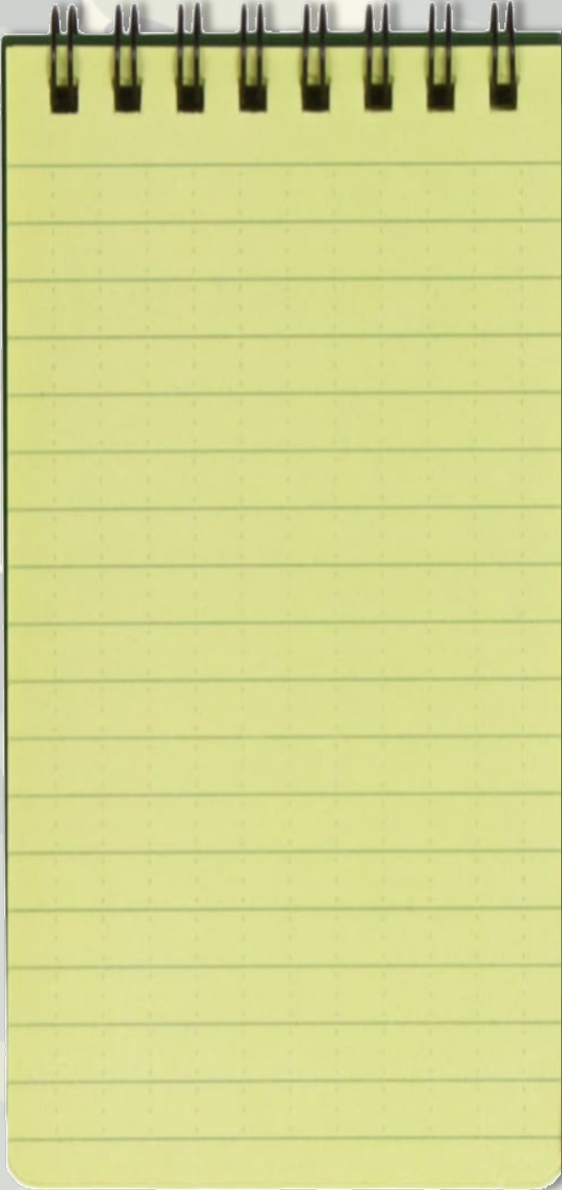


Scenarios: Total Annihilation, Eliminate Target

Map : A



Turn order: → → →



	1	2	3	4	5	6	7	8	9
A									
B									
C									
D									
E									
F									
G									
H									
I									
J									
K									
L									

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Squad A



Squad B

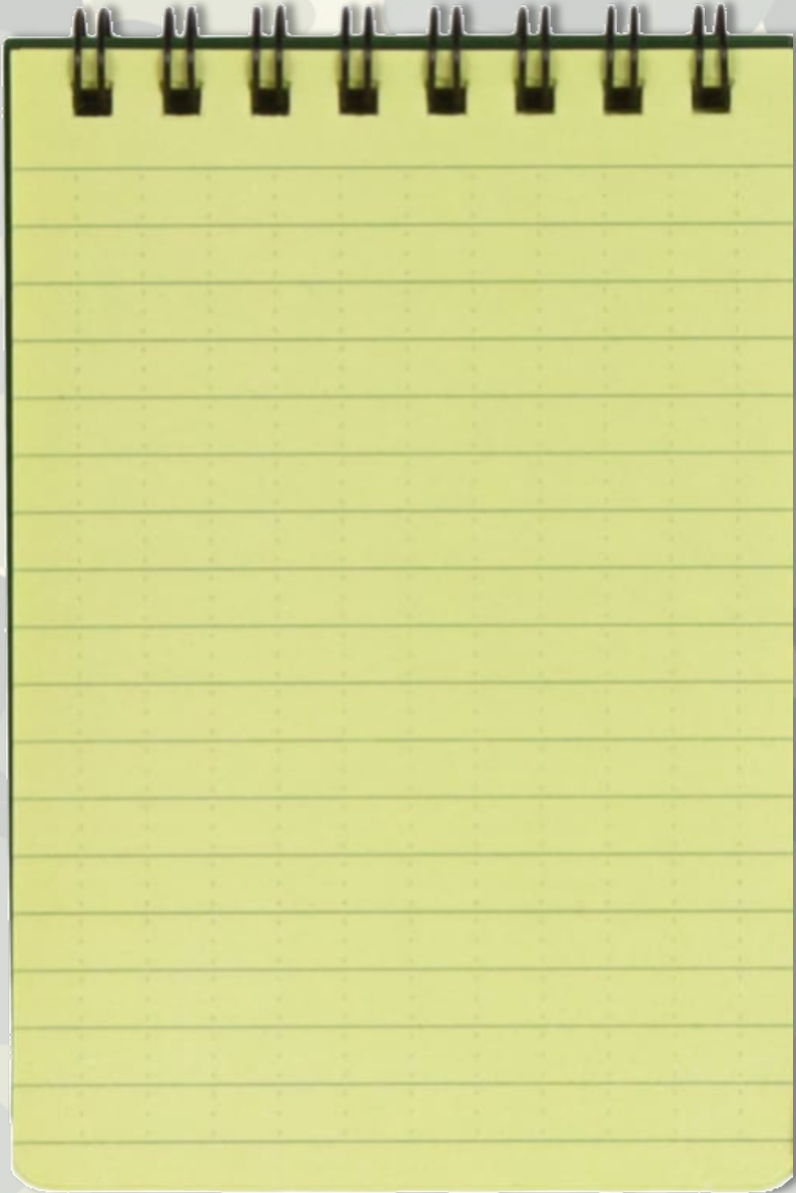


Squad C

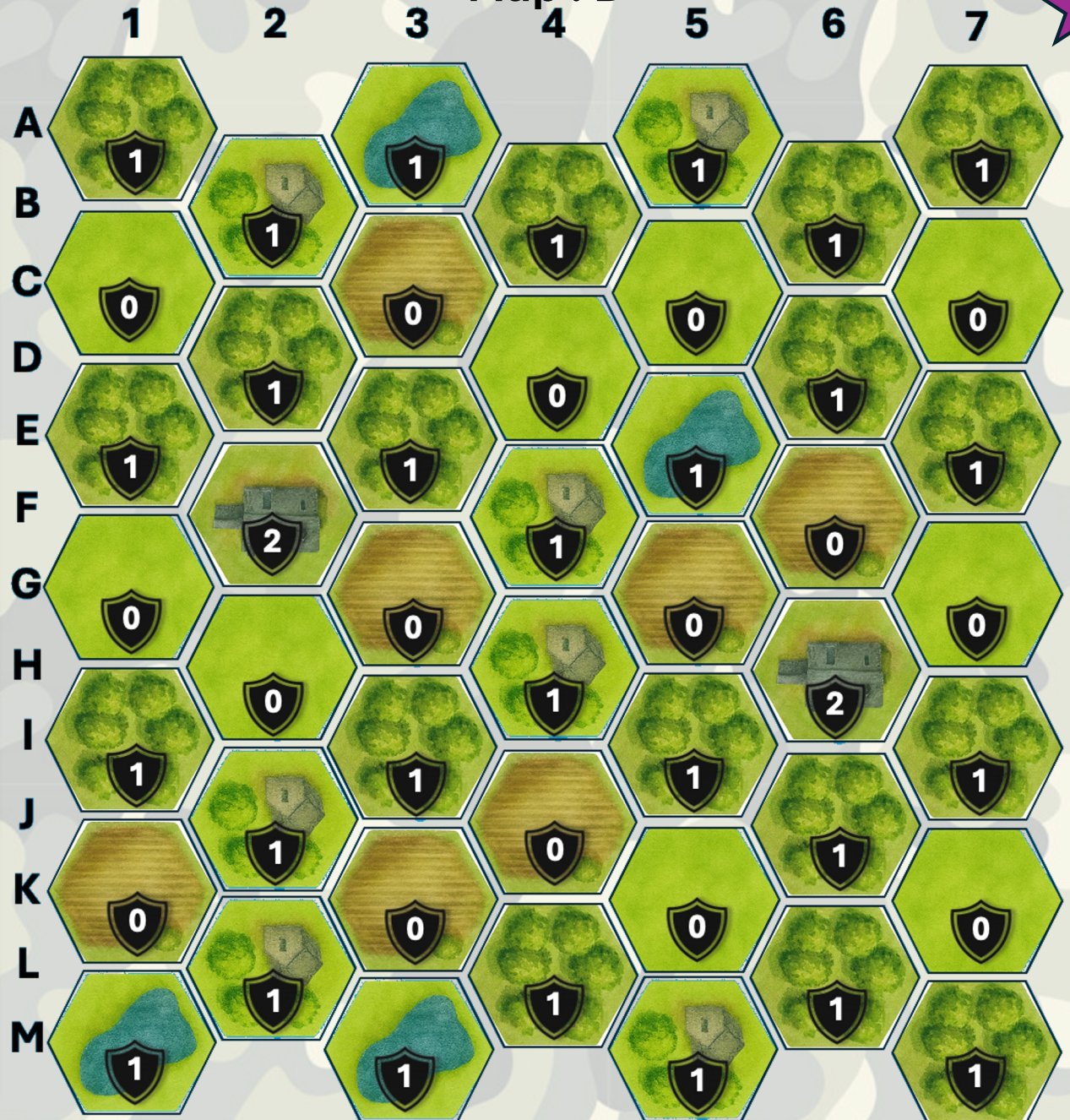


Scenarios: Total Annihilation, Eliminate Target

Turn order:



Map : B



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Squad A

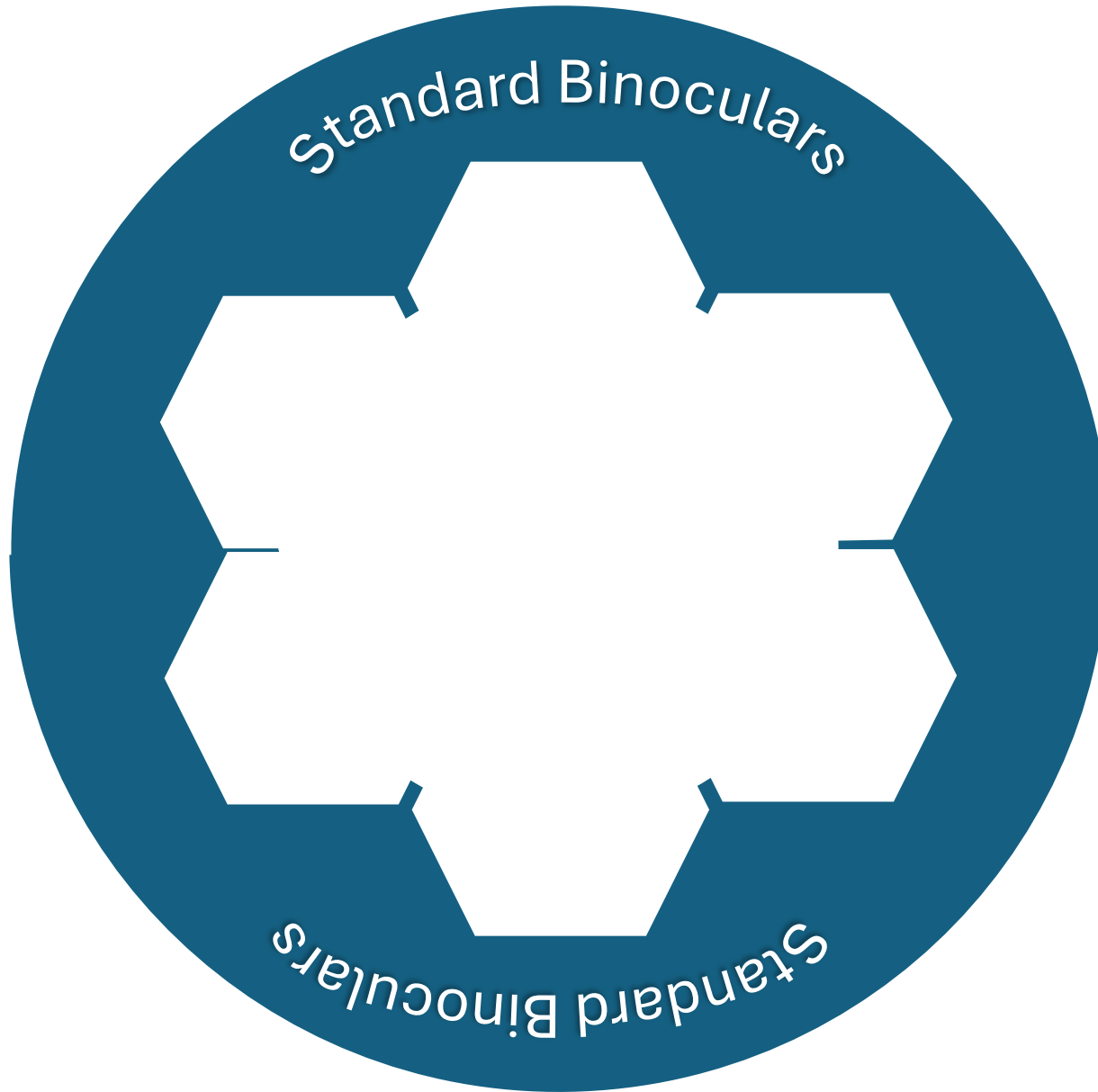
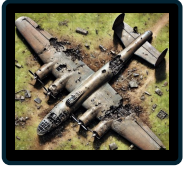


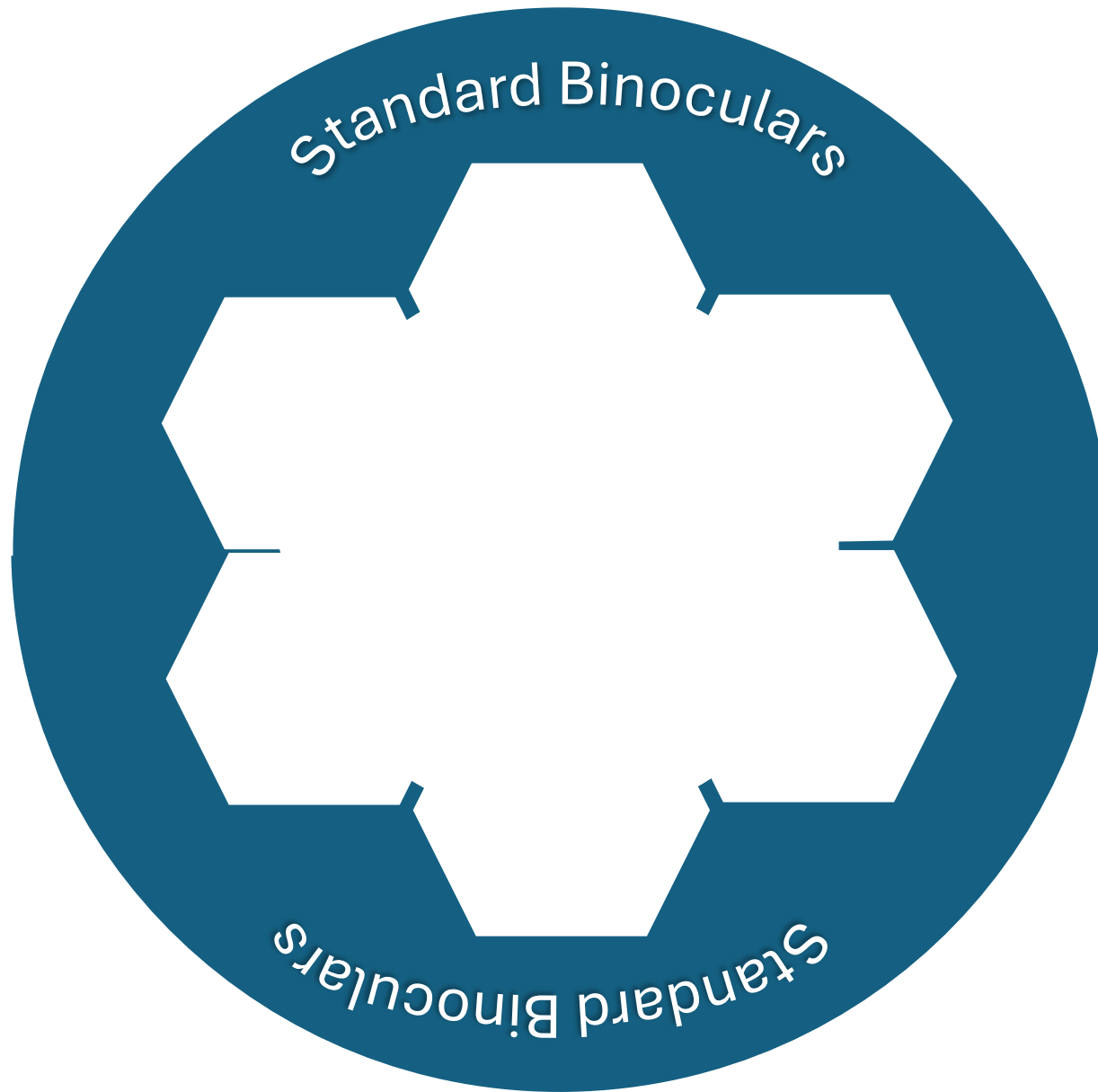
Squad B



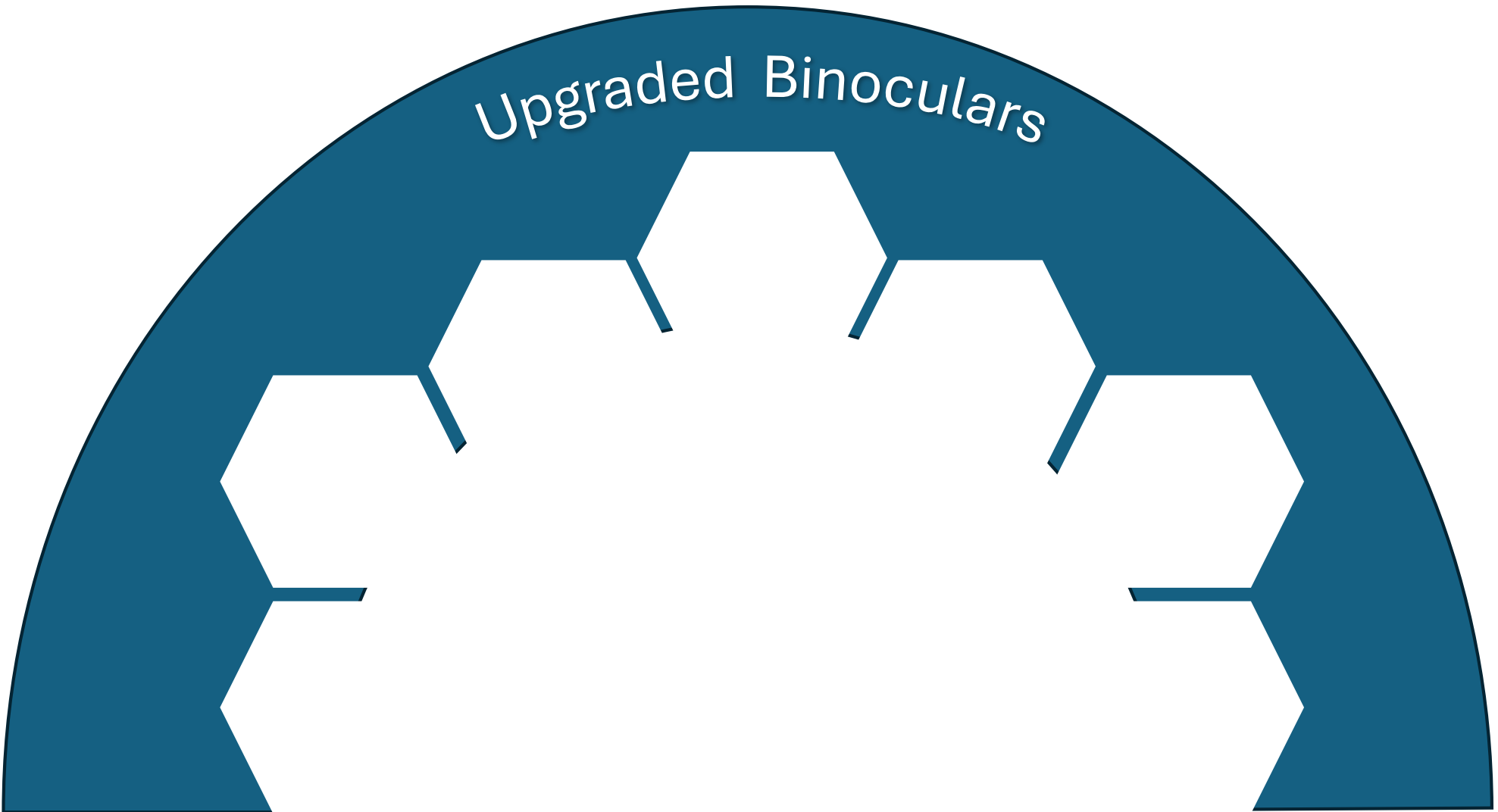
Squad C



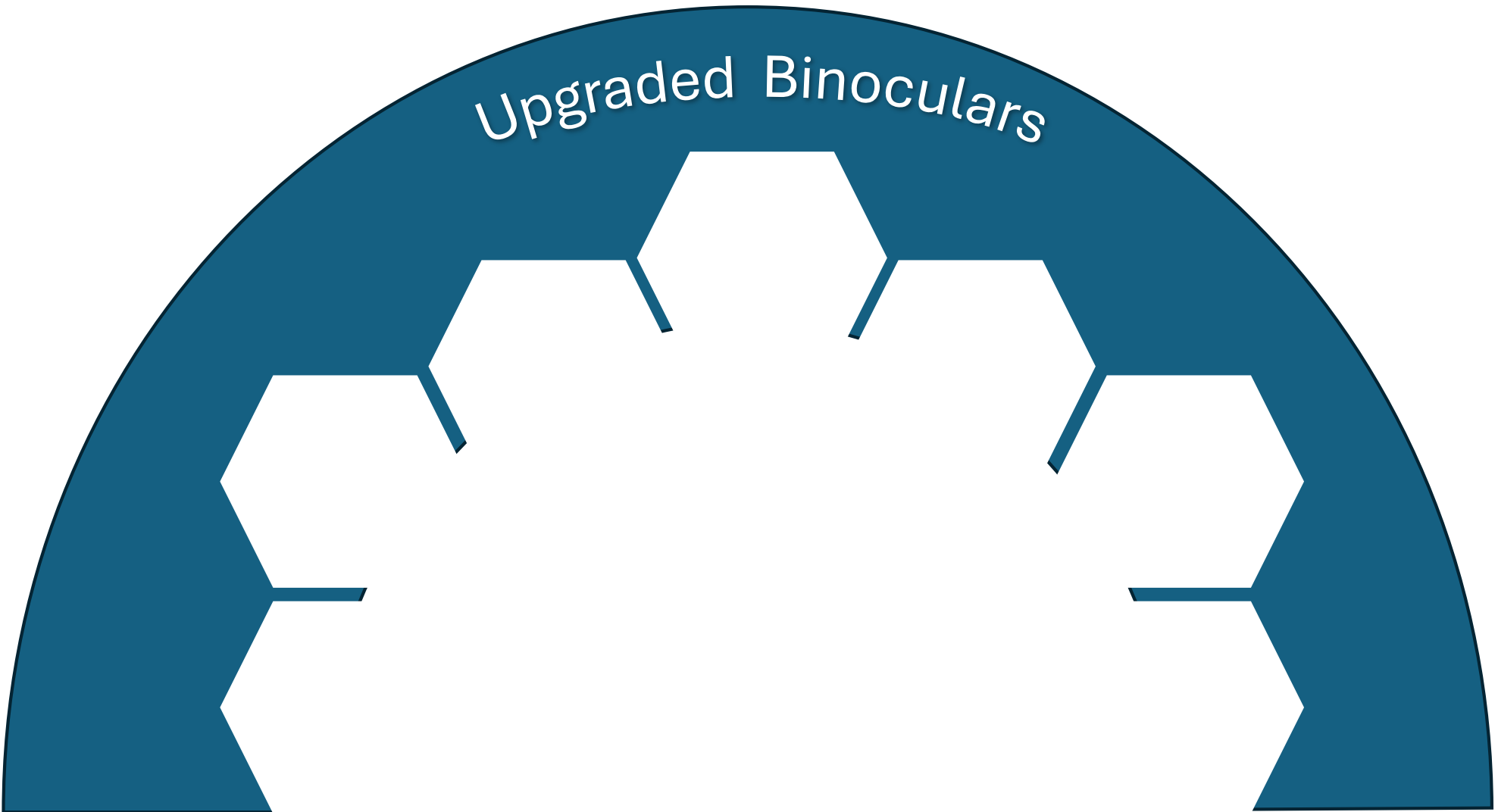




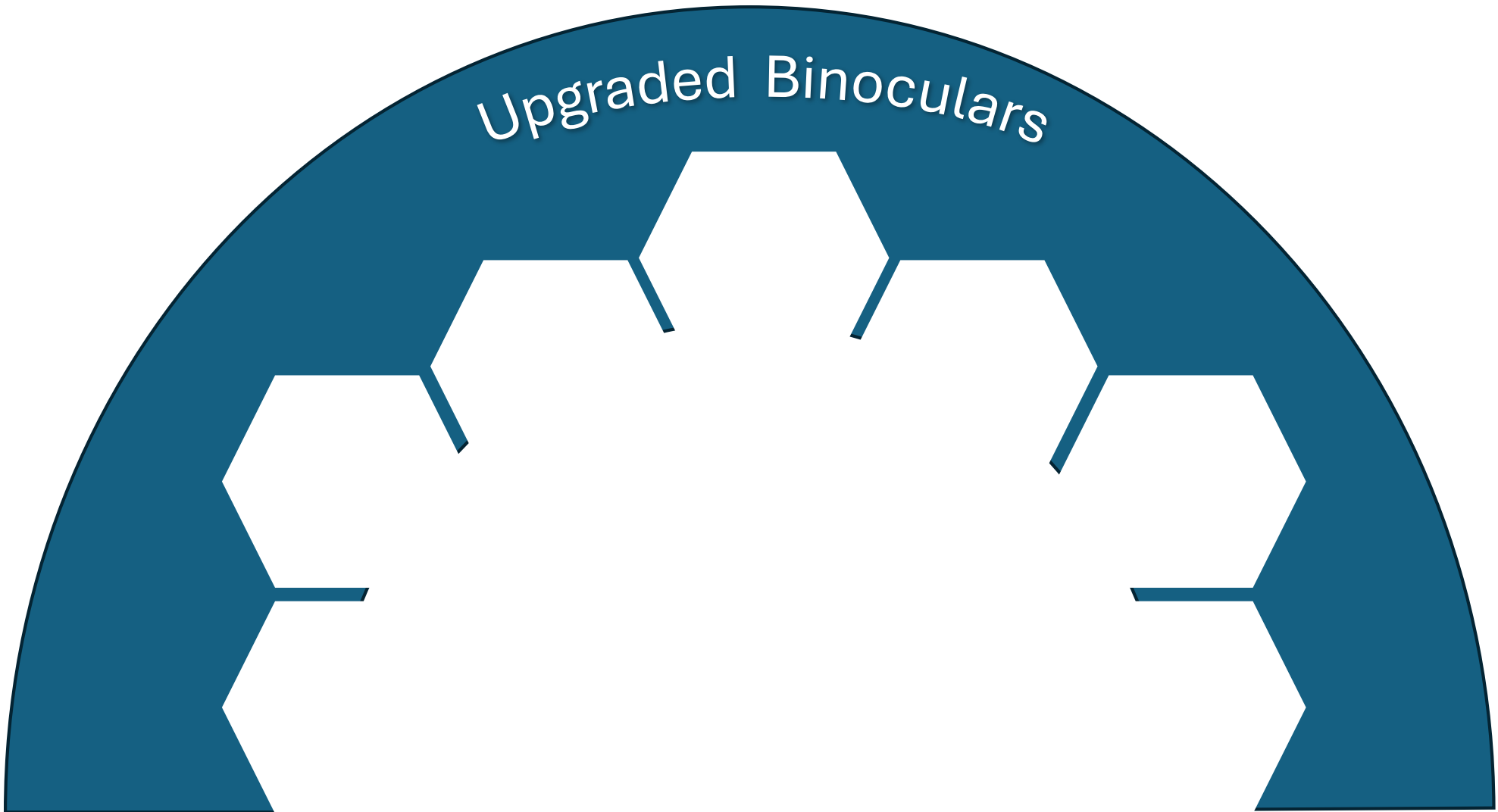
# Upgraded Binoculars



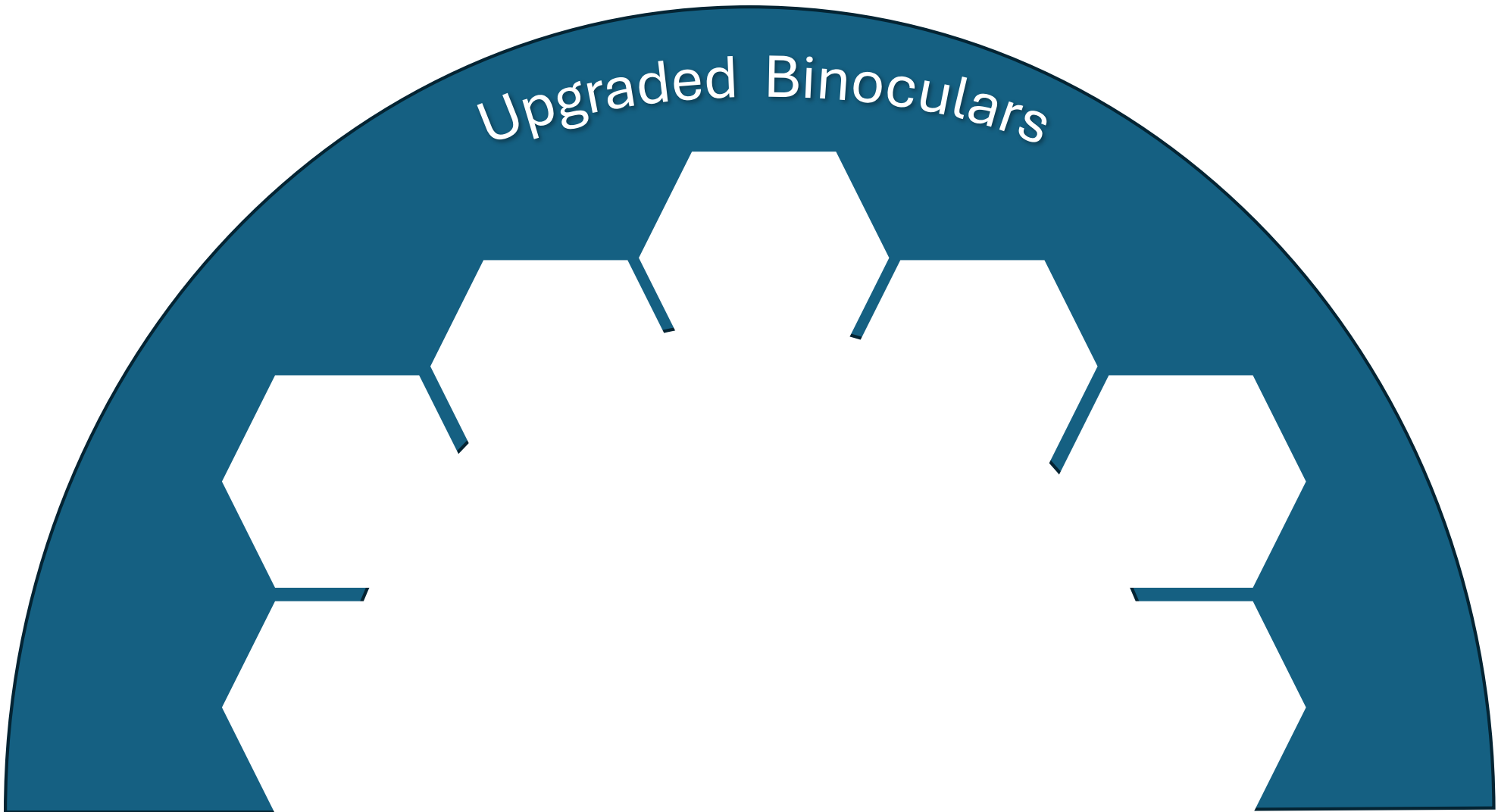
# Upgraded Binoculars



# Upgraded Binoculars



# Upgraded Binoculars

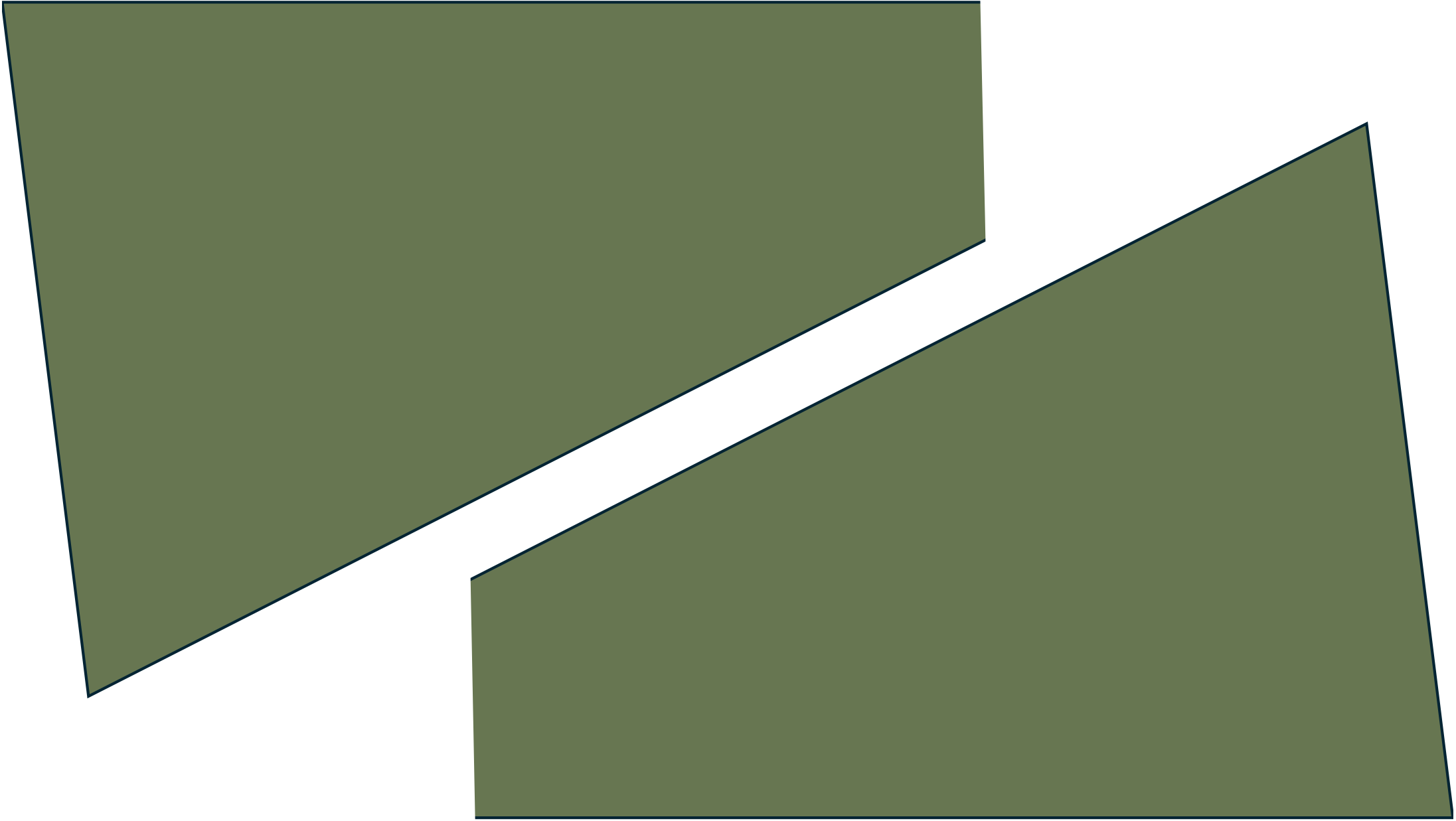












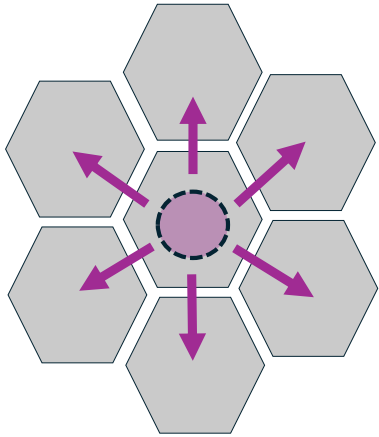
# **Graphics for the manual**

**Main Board  
SquadMarkers**

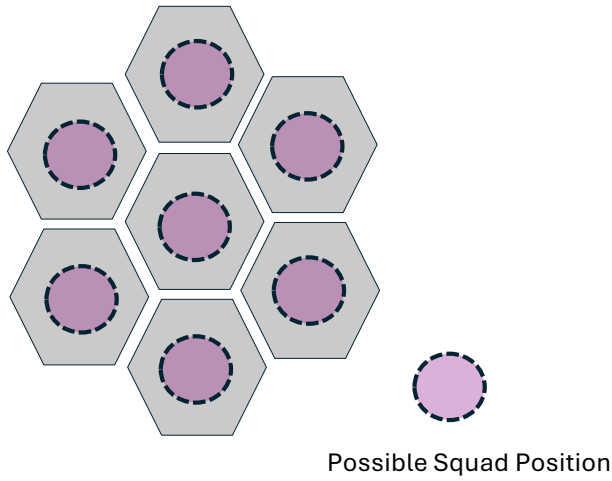
**Privacy Screen  
Squad Markers**

**Privacy Screen  
Enemy markers**

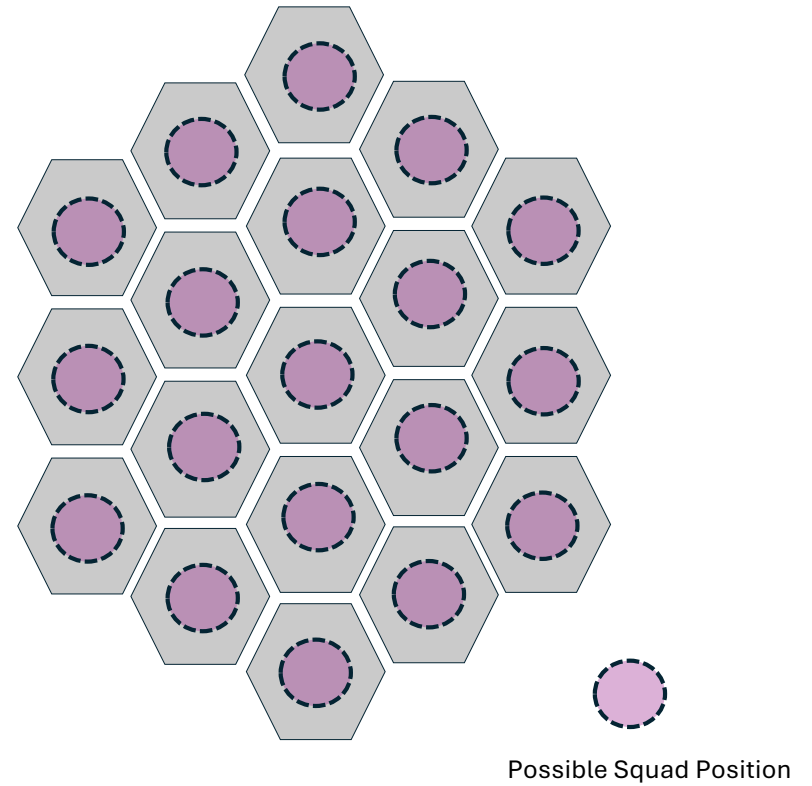




Movement : 1 Tile

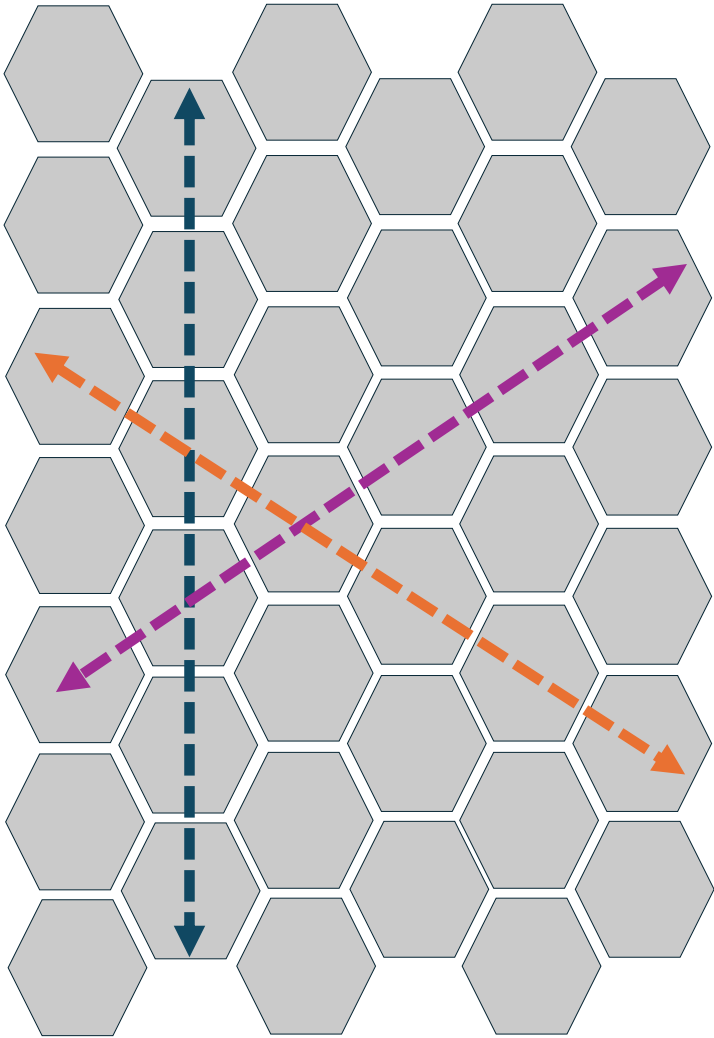


SCOUT

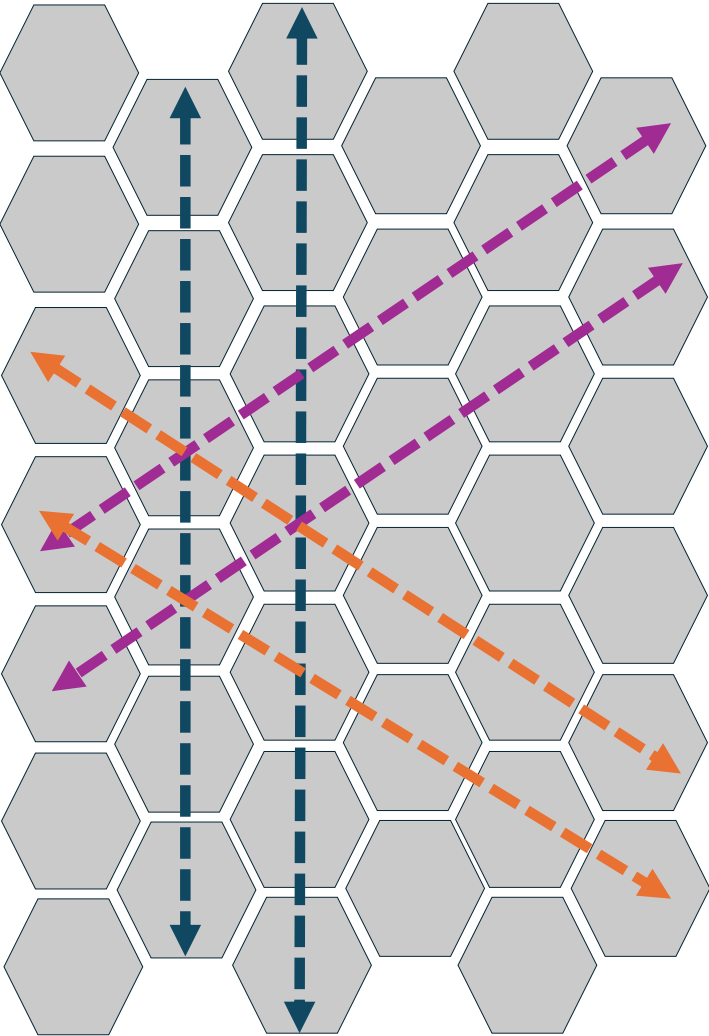


Veteran Deck  
Upgraded binoculars

Movement  
And  
SCOUTING

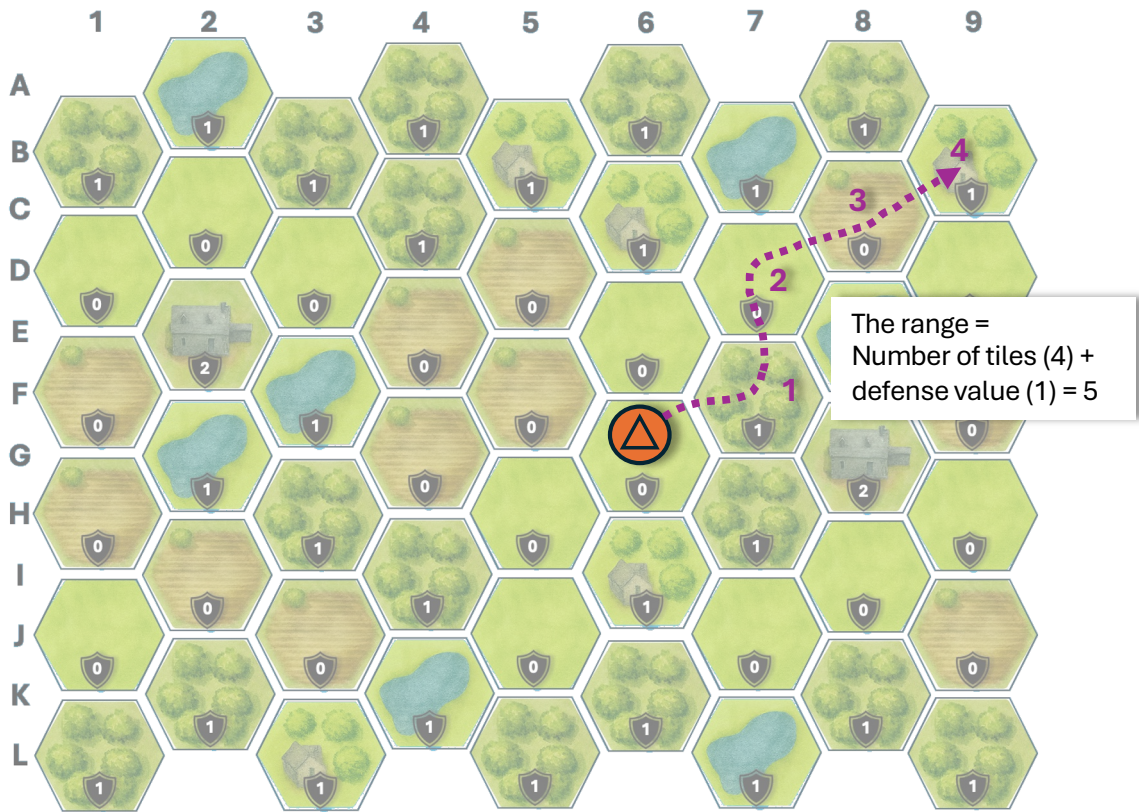


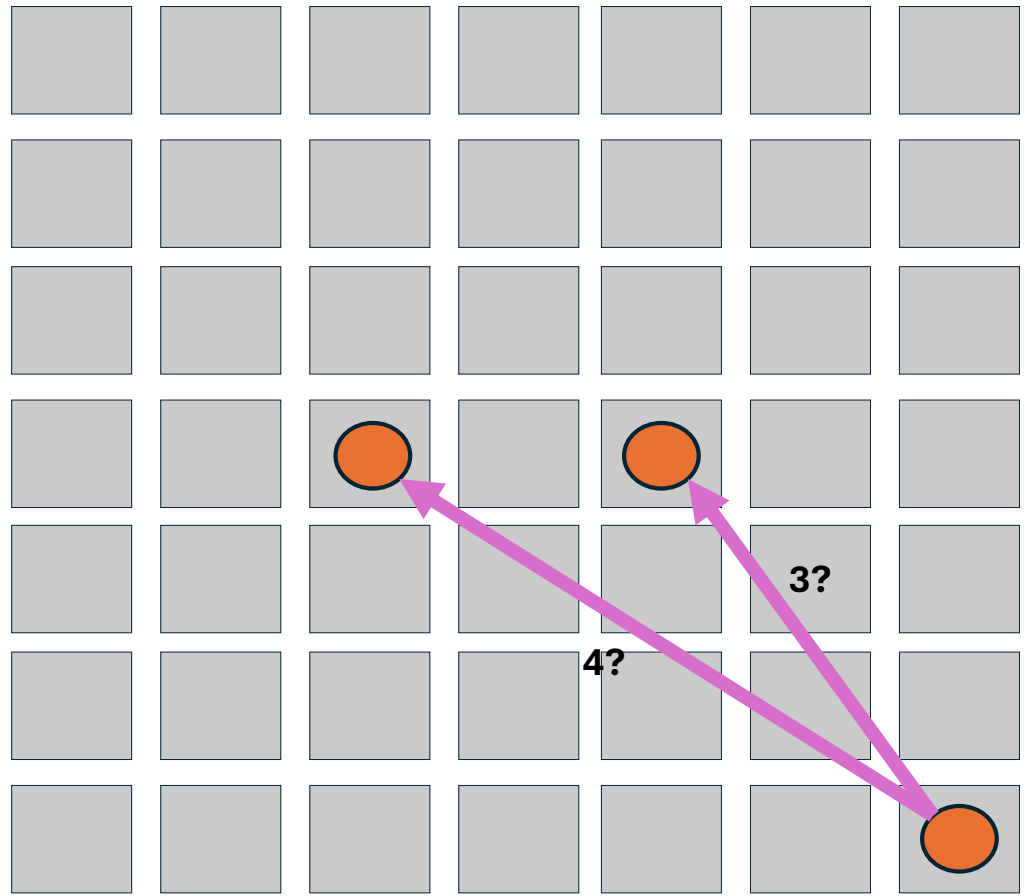
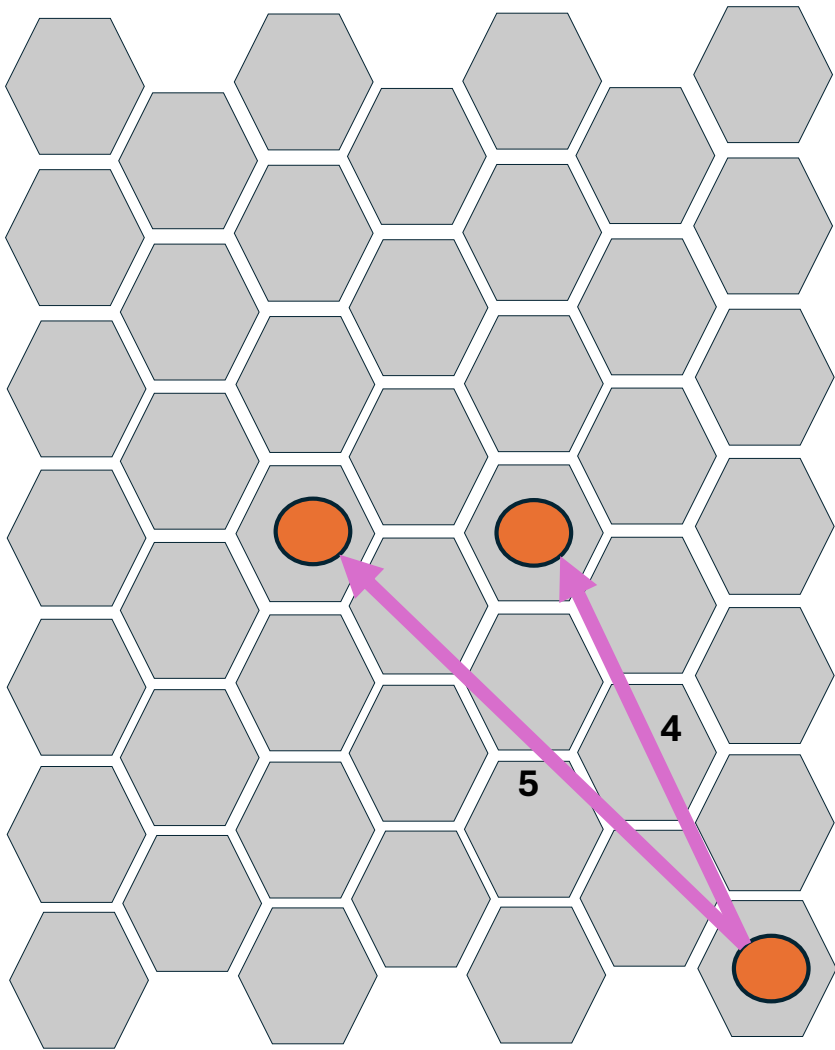
Bomb Run



RECON Plane

RECON Plane & Bomb run





Range check