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# AFU

ARMED FORCES  
OF UKRAINE

Game and Graphic Design: Volodymyr Semeniv



1-2



12+



30-60



# Components

20 Starting Cards  
(10 for each player,  
marked yellow and blue)



90 AFU Cards  
(with the cost of a card  
in it's upper left corner)



8 International  
Aid Cards



16 Panic Cards



64 Invader Cards



11 Achievement Cards



11 Event Cards



11 Objective Cards



4 Promo Cards



1 First  
Player Card  
(double-sided)



1 Rulebook



## About The Game

On February 24, 2022, a Full-Scale War began right in the center of Europe. Missiles launched from the territory of Russia and Belarus began to destroy civilian and military infrastructure. Russia's troops invaded Ukraine. However, thanks to the determined resistance of the Ukrainian Army and the territorial defence forces in the early days of the aggression, the occupying army suffered a significant loss in personnel and machinery.

In the **Armed Forces of Ukraine** Card Game, we offer you the chance to test your strength and defeat the invader.



The game consists of **two** phases. During the first phase, you'll need to think and plan your strategy and start building up your army. Every turn, you need to correctly distribute your resources in order to repel the enemy's attack, get as many bonuses as possible, and mobilize troops.

During the second phase, the game will become even more interesting thanks to various events that will affect the players: unlock objects, destroy the enemy, and do not forget about the achievements to prove your mastery of this game. Skilful management of the troops of the Armed Forces and preventing Panic will help you deliver a crushing defeat to the enemy!



# Rules for two players

## Game Setup

1. The **first player** is the player who is better at shooting. This player chooses a colour (blue or yellow) and flips the First Player Card on the matching side.
2. Give 10 Starting Cards of the matching color to each player (Starting Cards have no cost printed in the upper left corner). This is **the player's personal AFU Deck**. Each of the players shuffles **their deck** and places it face down in front of them.
3. Shuffle **Achievement Cards** and place 4 random cards in the middle of the table. These achievements are available to both players and can give victory points at the end of the game.
4. Give 2 **Achievement Cards** to each player. Each player secretly looks at their Achievement Cards and **keeps one**. This card should stay secret until the end of the game. Return all other Achievement Cards to the box.
5. Prepare a **personal Invader Deck** of 12 cards with selected colour mark  /  for each player. Each player must shuffle their Invader Deck and place it in front of them face down.
6. Shuffle **all AFU Cards**. Place the deck on the table face up. Put the top 5 cards in a row in the center of the table face up, forming the **Recruitment Display**. Put the **International Aid Stack** next to that row face up. This is your general reserve.
7. Place the **Panic Stack** within each player's reach.

## Playing the game

The game consists of **two** phases:

1. **Invasion;**
2. **Full-Scale War.**

A game round consists of players' turns (one turn each), and a turn consists of three stages that take place in this order:

1. Preparation;
2. Combat;
3. Recruitment.

Players can play their turns simultaneously, except when recruiting units and taking an objective, for which the move order matters. At the end of the round, flip the First player Card, so the other player goes first next round.

**Tip:** *If this is your first game, you can read the Invasion rules, play this phase completely, and then proceed to read the rules of the Full-Scale War.*

# First part of the game: Invasion

On each round of the invasion, both players play their turns simultaneously. A player's turn is divided as follows:

## 1. Preparation:

- Draw cards from your deck until you have 5 cards in your hand. If you need to draw a card and your deck is empty, shuffle your discard pile and form a new deck.
  - Place 3 cards from your Invader Deck face up in front of you; this is the Attack Row.
- ## 2. Combat:
- Choose which of your cards you plan to use for combat, and put them in your Defense and Support Rows (see Combat and Bonuses).
- ## 3. Recruitment:
- Choose which of your cards you plan to use to recruit new units (see Recruitment).

Any unused cards must be discarded at the end of your turn.



## Combat

There are 3 Invaders Cards in the **Attack Row** in front of you. To prevent panic from spreading in the country, you need to repel them with the cards from your hand.



You can put any card from your hand in your **Defense Row**, in front of each of the Invader Cards. Each card from your Defense Row can be **supported** by an extra card from your hand; place the extra card in the **Support Row** below the Defense Row.

*Only cards that have Attack and/or Defense Points can be placed on the Defense Row. Only cards that have Support Points can be placed on the Support Row. You cannot place a card in the Support Row if there are no cards to support.*

After you place all the cards you see fit and activate bonuses, the battle begins. Attack and defense are resolved simultaneously.

1. If you placed a card on the **Support Row**, then add the Support Points from that card to the Attack Points **and** to the Defense Points of the card that it supports. Also check if the attack or defense on the support card are Enhanced and if there are any special attack symbols.
2. Compare the attack value of **your card** with the defense value of the **Invader Card**:
  - If your attack value is equal or higher than the invader defense value, then the enemy is destroyed. After resolving the enemy's attack, put the destroyed card into your **trophies pile** face up.
  - If your attack value is lower than the invader's defense value, then the enemy managed to avoid fair punishment. After resolving the enemy's attack, put this card into your **Invader Discard Pile**.
3. Compare **the invader's** attack value with the defense value of **your card**:
  - If the attack value of the enemy's card is equal or higher than the defense value of your card, put your card into the **Hospital** face up.
  - If the attack value of the enemy's card is lower than the defense value of your card, put your card in your **discard pile** face up.

**Important:** Support cards "follow" the card that they support in the Hospital or in the discard pile. Ignore Attack and Defense Points on a supporting card. Only Support Points, Reinforcements symbol (if any), Special attack symbol (if any), and Enhanced properties transfer to the card above.

## Panic



If you choose not to put your card in front of an enemy's card (or couldn't do so), take a Panic Card and put it in your discard pile. After that, place the enemy card in your Invader Discard Pile.

## Special symbols on cards



**Enhanced defense** (arrow is **under** the defense symbol). This card **cannot** be destroyed by a card with a normal attack.



**Enhanced attack** (arrow **above** the attack symbol). This card allows you to destroy a card with enhanced defense.



**Reinforcements.** This card has 0 Attack Points, so it cannot be put into Attack or Defense Row. However, you can put it in the **Support Row** to support a card from the Defense Row.



**Enemy Artillery.** At the end of the round, put any card that is in front of it in the Support Row in the Hospital, regardless of the combat outcome.



**Rocket Strike.** If you do not manage to destroy this card by the end of the round, then this card destroys all cards of the Recruitment Display (discard these cards and replace them with 5 new cards from the deck. International Aid Cards remain unaffected).



**Air Unit.** This card cannot be destroyed by ground troops (artillery, infantry, tank units), but is still able to attack them.



**Anti-Aircraft Warfare.** This card allows you to destroy air units.



**Infantry / Artillery / Tank Units.** Type of troops. They don't have any special effects, but are needed for some achievements and can bring victory points.

## Bonuses

After the card entered combat (i. e. was placed on the table in the Defense or Support Row), or used to take an objective (see below), you can get its bonus, if any.

The bonus symbol can consist of one or two parts:

1. The upper part is a condition for receiving the bonus. In order to get the bonus, there must be at least one other card that fits the condition among the cards that you have at your disposal this turn (whether you used them or not, and regardless of how you used them; except for special conditions, marked \*).
2. The bottom part is the reward you will receive if you fulfill the condition above.

## Types of conditions



During this turn, you have destroyed the specified amount of enemies. If no quantity is specified, at least 1 Invader Card must be destroyed.



Among all the cards you have this turn, there is at least 1 card with the specified badge on the upper right side of the card.



You have received a Panic Card this round.\*



During this turn, you played at least 1 card with normal defense.



During this turn, you played at least 1 card with Enhanced defense.



There is an open Objective Card in play.\*

*Note: Badges that activate bonuses are highlighted with colour.*

If there is no condition for receiving a bonus on the card, you get the reward as soon as this card enters combat or is used for Completing an Objective.

## Types of rewards



Once per round: If you have to take a Panic Card, don't take it.



Return one Panic Card from your deck, hand or discard pile into the Panic Stack.



Draw 1 card from your deck and add it to your hand.



Add the indicated number of Attack Points to this card.



Take the top 3 cards from your Invader Deck and look at them. You can put 1 card into the Invader Discard Pile. Put the rest on the top of the Invader Deck in any order.



Take back any card of your choice from the Hospital.

**Important:** to receive this reward, you have to send this card to the Hospital. You can't use Attack, Defense or Support Points of this card if you decide to get this reward. You may choose to not receive this reward.



Get the specified number of Recruitment Points (see Recruitment).



Add the indicated number of Support Points to this card.



Add the indicated number of Defense Points to this card.

## An example of a Combat phase and receiving bonuses











Volodymyr placed his cards on the Defense and Support Rows and now is able to compare the attack and defense values of the cards facing each other to determine the outcome of the combat.

The first card in the Invader's Attack Row is **2S19 Msta**. It has 4 (enhanced) Attack Points, 2 (enhanced) Defense Points **A** and the special ability **G** to destroy enemy's support.

Volodymyr decided to put his **Tank Battalion** in front of the invader's first card, supported by his **1st Artillery Division**. He adds the 3 Support Points from the **1st Artillery Division** **B** to the Attack and Defense Points of the **Tank Battalion** **C**, which means that the **Tank Battalion** now has 6 (enhanced) Attack Points and 6 (enhanced) Defense Points. This allows him to break through the **2S19 Msta's** defense (only 2 Defense Points!). The **Tank Battalion** itself does not take any damage (it has 6 Defense Points thanks to the support, while the invader only has 4 Attack Points). However, even when defeated, the **2S19 Msta** destroys the card in the Support Row thanks to its special ability **G** **D**. Volodymyr puts the **2S19 Msta** in his trophy pile **E**, the **1st Artillery Division** in the hospital **F** and the **Tank Battalion** in his discard pile **G**.

The second card in the Attack Row is the **45th Brigade**. Volodymyr placed the **Artillery Division** in his Defense Row to block it. The **Artillery Division** cannot destroy the **45th Brigade**, because it has 0 Attack Points against 3 Defense Points. The **45th Brigade** cannot destroy the **Artillery Division**, because it has normal attack and can't break through enhanced defense. In this case there's no need to even look at Attack Points. So, Volodymyr puts **45th Brigade** in the Invader Discard Pile **J** and the **Artillery Division** card in his discard pile **G**. Note that the special ability of the **Artillery Division** could not be used, as it was not placed in the Support Row. Otherwise, it would have granted Volodymyr +2 Support Points because he placed an **Artillery Group** with the matching badge **H** in the next space.


The third card in the Invader's Attack Row is the air unit **Su-35S**. Volodymyr placed the **Artillery Group** against it and supported it with the help of the **Air Assault Brigade** card, which has the  ability to destroy air units and adds  2 Support Points to enhanced Attack and Defense Points . He immediately receives a bonus of  +3 Defense Points for the **Artillery Group**. The **Artillery Group** destroys the **Su-35S** (6 Attack Points against 5 Defense Points). The **Su-35S** does not damage the **Artillery Group** (the invader has 4 Attack Points, and the **Artillery Group** has a total of 7 Defense Points). The **Su-35S's** special ability – the missile attack   does not work, because the **Su-35S** was destroyed. Volodymyr puts the **Su-35S** to his trophy pile , and the **Artillery Group** and **Air Assault Brigade** to his discard pile .

This is the end of the combat and Volodymyr can move to the next stage and use the Recruitment Points of the cards that he did not bring into battle. But Volodymyr has no cards left, so he ends his turn.

## Recruitment


If you did not send a card into combat (didn't put it on the Defense or Support Row) or used for Completing an Objective, then you can use the Recruitment Points indicated in the lower right part of the card.

To do this, select cards from your hand, put them on the table, receive the indicated Recruitment Points and put these cards into your discard pile.

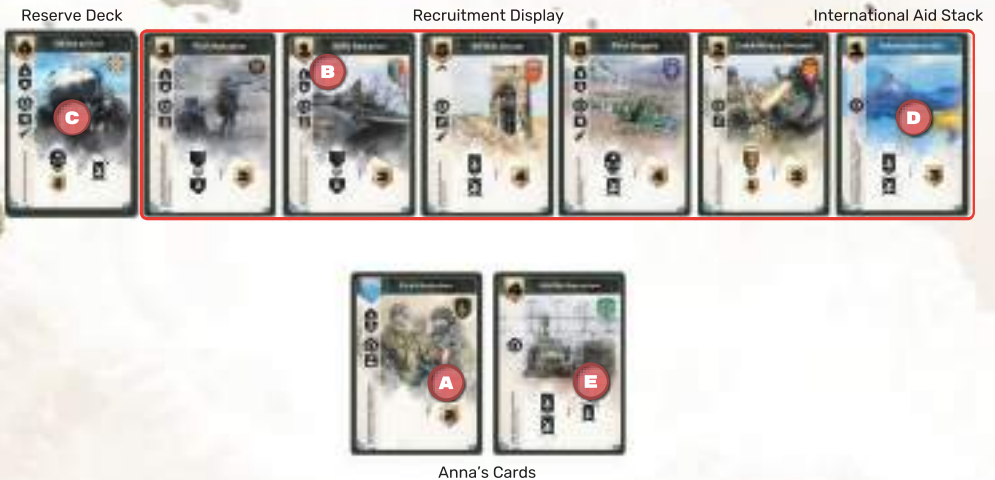
Most cards give you Recruitment Points  when spent during the Recruitment Step. You can spend your Recruitment Points to recruit new units. To do this, calculate the sum of all Recruitment Points on each card you chose to play during this step. With these points you can buy cards from the Recruitment Display, including International Aid Cards. The cost of each card is printed on its upper left corner.

*There is a total of 5 open AFU Cards and a Stack of International Aid Cards in the Recruitment Display. The AFU deck is placed face up, but you cannot buy the top card of the deck. Nonetheless, you can see which card will be available next and plan your actions ahead.*

Recruitment is carried out starting with the first player. The first player takes the card of their choice from the Recruitment Display. It is then immediately replaced with the top card from the deck. Then, the second player makes their choice, and so on, as long as players want to buy cards and have enough Recruitment Points to do so. Put the purchased cards on the top of your discard pile. The remaining Recruitment Points are lost (you cannot save and use them for next rounds).

Some cards do not grant Recruitment Points, but offer the following icon . This icon allows you to discard a Panic Card from your hand or from your discard pile to the Panic Stack. If there are no Panic Cards in your hand or discard pile, you may discard a card from your deck, and shuffle it after that.

## An example of a Recruitment phase



After the combat, Anna has two cards left in her hand, and she wants to use their Recruitment Points. She must wait for Volodymyr to finish his turn, because he is the first player (Recruitment must be resolved in player order). However, Volodymyr says that he spent all his cards during combat and has no card left for recruitment, which means that Anna can resolve her recruitment now (otherwise Volodymyr would choose a card from the Recruitment Display first, replace it with a new card from the deck, and only then would Anna choose a card, and so on). Anna has 2 Recruitment Points **A**, so she decides to buy the **98th Battalion** Card which costs 1 Recruitment Point **B**. After that, she puts a new card from the deck **C** in the vacant space. She buys **International Aid** as well, which also costs 1 point **D**. Anna puts her new cards in her discard pile. She can't buy anything else, but she can still return a Panic Card to its deck thanks to the **2315th Battalion** Card **E**. Anna looks through her discard pile, finds a Panic Card and returns it to the Panic Stack.

This ends Anna's turn. If she still had cards left in her hand (like Panic cards), she would need to move them to her discard pile. She turns the first player's card face up and starts a new round.

## Checking Decks


Players **can** look in the Panic Stack to see how many cards are still there.

Players **cannot** look through their own discard pile or through the Invader Deck, unless stated otherwise.

If a card allows you to look at your deck (for example to discard a Panic Card), shuffle it afterwards.

## The War Progresses

Once the Invader Deck runs out of cards, the Full-Scale War begins. Finish the current round and start preparing for the Full-Scale War phase.

*Note: Due to the use of Reconnaissance Company or Scouts , you may have less than 3 Invader Cards in the Attack Row in the last round. In this case, do not reshuffle the discard pile to add Invader Cards.*

## Second part of the game: Full-Scale War Preparation for the Full-Scale War phase


1. Leave in place all the **trophies** (defeated Invader Cards) that you have acquired during the invasion phase. You will add new cards to this pile during the Full-Scale War phase.
2. Equally divide all Invader Cards that did not participate in the Invasion. Give cards with a **number I** in the lower right corner to the first player, and cards with the **number II** to the other one.
3. Give your Invader Discard Pile (Invader Cards that you did not destroy) to your opponent. After that, each player shuffles their Invader Cards (those given by the opponent + the new ones) to form a **new personal Invader Deck** for the second phase of the game. Each player puts their deck face down in front of them.
4. Each player reshuffles their personal discard pile and their deck to form their **personal AFU Deck**.
5. Leave the cards that were sent to the **Hospital** where they are. You can still return them to the game using other cards' abilities.
6. Take the 4 Promo Cards, all Event Cards and following Objective Cards: 3 bridges, 3 Objective Cards worth 3 victory points, and 1 Objective worth 4 victory points. Shuffle them together. Put the Cruiser Moskva Objective Card on the bottom of this deck. Place this deck in the middle of the table face down, this is the Event Deck for both players.

## Rule changes

In the Full-Scale War phase, the game is played accordingly to the normal rules, with the following changes:

### Events

At the beginning of their turn, the first player reveals the top card of the Event Deck.

1. If it is an **Objective Card** (a city, a bridge, or the cruiser Moskva), put it face up in the center of the table. If there is already an objective in the center of the table, place the next objective on top of it, so that they form an Objective Pile.
2. If it is not an Objective Card, but any other event, immediately resolve its effect. The effect is played for each player separately. If there is a **chaining** symbol  on the top left corner of an Event Card, immediately reveal the next card from the Event Deck and return to 1.

## Event Effects



Discard any 1 card from your hand and draw a new card from your deck.



You can buy one or several cards from the Recruitment Display using the indicated number of Recruitment Points.



Place one less Invader Card on the Attack Row this round.



Take 1 Panic Card.



This round, all your deployed air units will be destroyed. If you decide to send air units into combat, then after the combat, regardless of its outcome, move all deployed air units to the hospital.



Take the top 3 cards from your Invader Deck and look at them. You can put 1 card into the Invader Discard Pile. Put the rest on the top of the Invader Deck in any order.



Put any card from your Hospital to your hand.



Discard any 1 card from your hand (you will have fewer cards in your hand this round).

## Completing an Objective

*Reminder: the Objective Pile is shared by both players.*

If at the beginning of the round (after revealing Event Cards), there is at least 1 card in the Objective Pile, players can try to **take the first objective** of the pile.

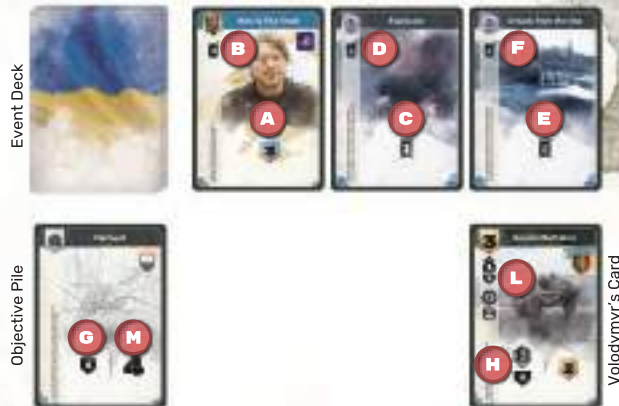
All objectives define a threshold in Attack (or Defense) Points that you have to reach to take them. Start a bidding round: the first player announces the number of Attack (or Defense) Points that they want to spend from their hand (spending 0 to 5 cards) to take the objective. Then, their opponent either announces a higher number, or passes. Then again, the first player can announce a higher number, and so on until one of the two players abandons the struggle. The winner of the bid can now spend their cards to reach the number of points that they announced – but be careful, as those points can no longer be used to defend against the enemies!

### Possible outcomes of the bidding round

1. **None of the players offered any point to take the objective (both passed without even trying)** : the objective remains in place and both players take a Panic Card.
2. **Player offered enough points to take the objective:** that player must **discard** cards with as many Attack (or Defense) Points as announced. Then, that player collects the objective as a trophy.
3. **At least one of the players offered points, but not as many as required by the objective:** the highest bidder must discard cards with as many Attack (or Defense) Points as announced, even if this is not enough to take the objective. The objective remains on the pile, but players do not get Panic Cards.

*Note : Cards used to take an objective cannot be spent for Recruitment.*

## Event & Objective Example



**At the beginning of the round, Anna (as the first player) reveals the top card of the Event Deck which is **Now is the time**.** Both Anna and Volodymyr receive 3 Recruitment Points each **A**, to spend immediately. First, Anna buys a card from the Recruitment Display, then Volodymyr, then Anna again (if she hasn't spent all 3 Recruitment Points) and so on.

After that, Anna reveals the next card from the event pile, because the first one had a **chaining symbol** **B** on it. This is **Explosion**. Thanks to that card effect **C**, Volodymyr and Anna only place 2 cards in the Invader's Attack Row instead of 3. **Explosion** card also has a chaining symbol **D** on it, and Anna reveals the next event card – **Attack from the Sea**. This card's effect **E** forces Anna and Volodymyr to discard one card each from their hand. Anna reveals another card **F** – **Mariupol**, which is an objective.

**Players are now preparing for the round:** they draw up to 5 cards to their hand. Players place 2 Invader Cards on their Attack Row instead of 3 (**Explosion** **C**). After that, players discard one card of their choice from their hand (**Attack from the Sea** **E**).

**The struggle for the objective begins.** In order to lift **Mariupol's** blockade, players need to spend 4 Defense Points **G**. Anna decides not to spend cards on this, because she only has 4 cards in her hand and some pretty strong enemies. She says "pass". Now it's Volodymyr's turn to make a decision. If he also passes – both players will receive a Panic Card, but Volodymyr decides not to pass, because it is a good chance to take **Mariupol** for himself and get closer to victory. He announces "4" and plays one card – the **2nd Battalion**, which has 3 Defense Points **L**, as well as a bonus **H**: if there is at least one objective in the Objective Pile, then the Defense **L** of this card increases by 2. With a total of 5 Defense Points on this card, Volodymyr easily claims the **Mariupol** card, which he places in his trophy pile (at the end of the game, this card will bring 4 victory points **M**). He also discards the **2nd Battalion** that was used to take the objective (the bonus actions of other cards, if any, still take this card into account).

This ends Objective phase. Players may proceed to Combat.

## Invader Cards

As you will see, in the Full-Scale War phase, the enemy becomes much stronger – but you had time to prepare for this! During your turn, you still need to reveal Invader Cards and place them on the Attack Row.

There must be 3 Invader Cards in the Attack Row, unless stated otherwise.

If a card without Attack nor Defense points appears when you reveal Invader Cards, place it on the first available space of the Invader Support Row. Invader support works by the same rules as yours.

If there are no cards in the Invader Deck, shuffle the Invader Discard Pile to form a new deck.

## End of the Game

The game ends if:

1. **In the current round, the event card Cruiser Moskva has been revealed.** This is your last round: play it and proceed to final scoring.
2. **At the end of the round, there are no cards left in the Panic Stack.** Proceed to final scoring.

Add your discard to your deck before scoring victory points.

## Final Scoring

1. Check the conditions for each of the 4 revealed Achievement Cards. If a single player fulfills the condition of an achievement, they take it and receive the victory points indicated on that card. If both players meet the achievement conditions, nobody receives victory points from that achievement.
2. Reveal Secret Achievement Cards. Each player who has completed their secret achievement gets the indicated victory points
3. Each player scores the victory points indicated on the objectives that they have taken.
4. Each player adds up all their victory points from achievements and objectives, then suffer a penalty of 1 for each Panic Card that they have.

The player with the most points wins.

In case of a tie, the player with the fewer Panic Cards wins.

If that didn't help to determine the winner, donate to the Ukraine's defenders and play the game again.

## Solo Rules

**Preparation for a solo game** is as usual, except for the following changes:

1. Leave the First Player Card in the box.
2. There is no secret achievement; in a solo game, you simply put 4 Achievement Cards face up on the table.
3. There should be 8 cards in the Panic Stack, not 16.

Return the extra cards to the box.

The **Invasion** phase remains unchanged.

The **Full-Scale War** phase has some changes, depending on the selected difficulty level:

**For an easier game:** Add Invader Cards that did not participate in the Invasion (with the number I in the lower right corner) to the Invader Deck. Shuffle them and form a new Invader Deck.

**For a more difficult game:** Return the Invader Discard Pile to the box. Then, take Invader Cards that did not participate in the Invasion (with the number I in the lower right corner), shuffle them and form a new Invader Deck.

**For an incredibly challenging game:** Prepare the Invader Deck as indicated in the previous mode, but remove all Promo Cards from the Event Deck.

**When the Invader Deck ends for the first time,** add Invader Cards that did not participate in the Invasion (with the number II in the lower right corner) to the Invader Discard Pile, shuffle them and form a new Invader Deck. If the Invader Deck ends a second time, reshuffle the Invader Discard Pile and create a new Invader Deck.

If you try to **take an objective**, let the Invader make their bidding offer first. To do this, reveal the top card from the Invader Deck and place it in front of the objective. Then, choose the number of cards that you want to offer in order to take the objective (0 to 5).

Now, resolve the struggle according to the following list.

1. If you didn't offer any cards, take a Panic Card.
2. If you offered at least 1 card, but that neither you, nor the Invader, have offered enough points to take the objective, then it remains on top of the pile, and you don't take a Panic Card.
3. If the value on the Invader's Card is higher than or equal to the required value on the Objective Card **and** exceeds yours, place the objective next to the Invader Deck.
4. If the value on the Invader Card is higher than or equal to the required value on the Objective Card **and** is equal to yours, the objective remains on top of the pile.
5. If the value of your card(s) is higher than or equal to the required value on the Objective Card **and** higher than the value of the Invader Card, then you take the objective. Place it in your trophy pile.

After that, discard the cards used to take the objective, and place the Invader Card in the enemy's discard.

***Note :** If the Invader Card only has Support Points, it means that its Attack or Defense values when Completing an Objective are zero. If you didn't offered any cards – your Attack or Defense values when Completing an Objective are also zero.*

### **End of solo game**

The game ends if:

1. **At the beginning of your turn, you have 3 or more Panic Cards in your hand.** You lose.
2. **At the end of the round, there are no cards left in the Panic Stack.** You lose.
3. **The Invader captured three objectives.** You lose.
4. **In the current round, the event card Cruiser Moskva has been revealed.** This is your last round, play it and proceed to final scoring.

**Victory points** are counted as normal, but you do not receive points for secret achievement. Determine your rank according to the number of received points:

<b>Rank</b>	<b>Number of victory points</b>
Iron General	38
General	35
Colonel	33
Major	30
Captain	28
Lieutenant	25
Sergeant	22
Recruit	20
Enemy Saboteur	0–19

# Chervona Kalyna Mod

If you decide to play Chervona Kalyna mode (two players or solo), to make the game more tense, fast and random, skip the Invasion phase.

When forming the Invader Deck, shuffle the Invader Cards with the number 1 in the lower right corner with 12 Invader Cards with a flag of the chosen colour (yellow or blue). All other rules remain unchanged.

## FAQ

**What happens if there is only one Panic Card in Stack, but according to the combat outcome, both players must receive a Panic Card?**

In this case, only the first player receives a Panic Card.

**If I have three cards with a badge, and if I play a card that grants me a bonus for having that badge, do I get the bonus three times?**

No, in order to receive a bonus, you need to have at least one card with the corresponding badge. If you have more than one, the bonus does not increase. However, if you have several cards with the condition for receiving the bonus, which state that you need to have at least one card with the corresponding badge, then you get a bonus for each such card, provided you reveal that card in combat and have at least one card with the corresponding badge.

**If there is a card with normal Attack and Defense Points in the Defense Row, and a card with Enhanced Attack and Defence in the matching space of the Support Row, then are Defense and Attack of both cards considered to be enhanced?**

Yes. You can also use the effects of special icons on cards in the Support Row if necessary.

**Who becomes the first player in the Full-Scale War phase?**

At the end of the last Invasion phase round, when the Invader Deck is out of cards, flip the First Player Card as usual. In the first round of Full-Scale War, the first player is the one whose colour currently appears on the First Player Card.

**If a card remains in the Objective Pile from one round to another, should we start the round by attempting to take that objective?**

Yes, as long as there is at least one card in the Objective Pile, you may attempt to take it at the beginning of the round.

**Can you take two objectives in one round?**

No.

**What does the -1 on a Panic Card mean?**

This is a reminder that at the end of the game each player will lose one victory point for each Panic Card in their deck.

! • Glory to the heroes! • Glory to Ukraine! • Glory to the heroes! • Glory to Uk



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