

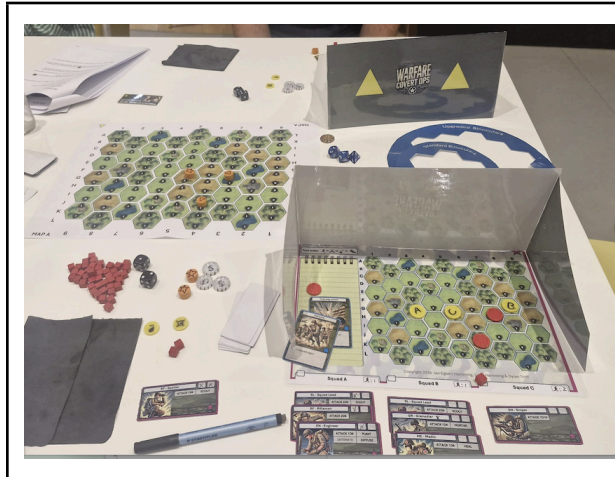
Warfare - Covert Ops



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Overview



Designers goal

Play a fun, realistic game of warfare, incorporating mutual blindness (Fog of War), planning and sheer luck without a big, detailed rulebook.

What Makes *Warfare: Covert Ops* Unique

The game uniquely blends:

- **Full mutual blindness** — Both players move squads on *independent maps*, not just hidden roles.
- **Hidden unit identities + roles**
- **Multiple reconnaissance mechanics** (SCOUT, RECON plane)
- **Dynamic role-based combat** with dice resolution
- **Scenario-based objectives**

The Dice of Warfare - Covert Ops

Throughout the document, the different dice are abbreviated to [number]D[number]. The first number is the amount of dice, the second number is the type of dice;

1D6 - Roll one die with 6 sides

3D6 - Roll 3 dice with 6 sides

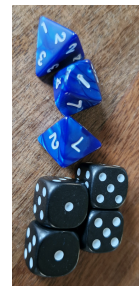
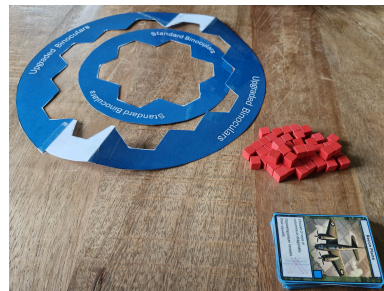
1D10 - Roll 1 die with 10 sides. With a D10, value 0 means 10

Setup

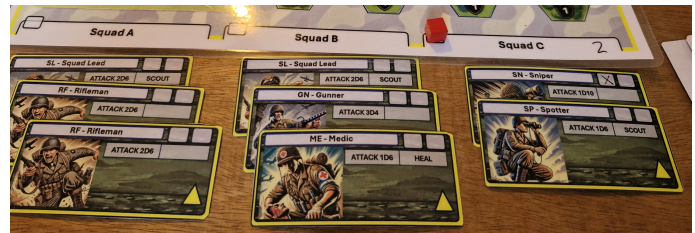
1. Choose a scenario
2. Take the corresponding Map
3. Each player gathers their materials
 - a. Privacy shield
 - b. Personal board
 - c. Role cards
 - d. 3 orange markers
 - e. 3 yellow markers
 - f. 3 red markers



4. Gather the materials used by both players
 - a. 25 red cubes
 - b. Binocular aids
 - c. Veteran cards
 - d. Dice (D6, D10)
 - e. Suppressed markers



5. Each player builds squads (see **Squad building**), conform the scenario and places the squad markers (yellow) on the personal board



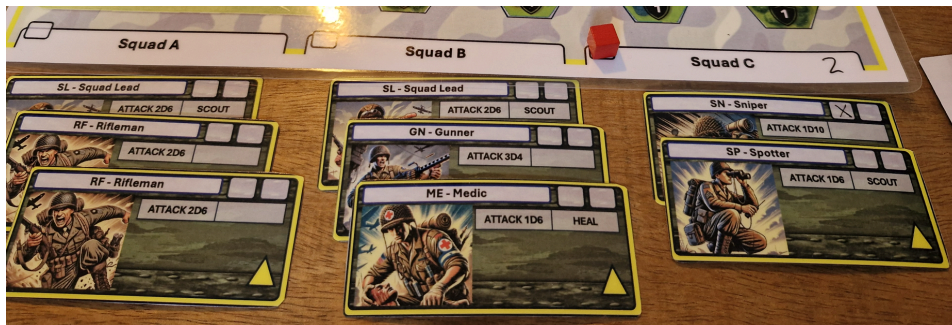
6. After the squads have been built, roll a D6 to determine which squad has a movement of 2, all other squads have a movement of 1
 - a. Roll 1 or 2 : Squad A
 - b. Roll 3 or 4 : Squad B
 - c. Roll 5 or 6 : Squad C

Write a "2" next to the Squad label to remember this squad:



7. Shuffle the Veteran Deck
 - a. Each player takes 2 Veteran Deck cards
8. Scenario states squad placement and starting player..

Squad building



There are 3 squads available (A, B, C). In Covert Ops there are 2 types of Squad, the basic Squad and a Sniper squad

Basic squad

- 3 spots to fill with either Squad lead, Gunner, Rifleman, Engineer, Grenadier or Medic
- Choose cards, put them on the table below each squad slot.

Sniper squad

A sniper squad has only 2 people in it: The Sniper and Spotter.



Beginners tip : For your first game, use the Squad lead+Rifleman+Medic & Sniper and Spotter to get familiar with the game.

Turn structure

A turn has the following phases: **Move** -> **Attack&Defend** -> **Clean up**.

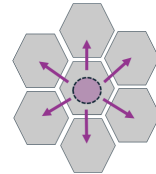
At any time Veteran deck cards may be played. After the Veteran deck card is played, it is discarded (discard pile next to the veterans deck)



1. Move

Each player may move **none**, **some**, or **all** of their available tiles (1 or 2) in any direction on their private board, unless the scenario specifies otherwise. All movement is performed **simultaneously**

Note: suppressed squads cannot move



2. Attack & Defend

In this phase, players take turns activating **one role per squad**. The **starting player** acts first.

To activate a squad, place a **red cube** on that squad and choose **one role** to activate. Then choose **one action** associated with that role, see **Actions**

Note: the only action for a suppressed squad is to remove the suppressed marker

After the starting player activates a role, the other player selects a role from one of their squads and activates it.

Players continue alternating activations until either:

- A player chooses to stop, **or**
- All squads on the board have been activated.



3. Clean up

After all activations are done:

1. Remove all *un-suppressed* **recon markers** from the main board.
2. Remove all **bomb markers** from the main board
3. Each player may discard **1 veteran card**.
4. Each player then draws from the Veteran deck until they have **2 Veteran cards** in hand.
5. All discarded Veteran cards are returned to the deck, and the deck is **reshuffled**.



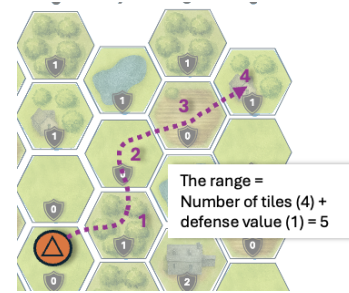
ATTACK

1. Choose tile

The active player selects a tile to attack

2. Check the range

The active player checks the range of the selected role:
Check the *Tile Defense value* + *Range* in the range table to determine the amount of hits.



3. Reveal Troops (If Any)

The defending player states whether there are any squads on the targeted tile.
If there are, place **one squad marker (A/B/C) face-down** on the tile **for each squad** present.

4. Choose the Target Squad

If multiple squads occupy the tile, the active player chooses which squad to attack by selecting one of the recon markers.

5. Determine the Target Role (Within the Squad)

If the chosen squad contains multiple roles, roll a **D6** to determine which role is hit:

3 roles in squad: 1–2 = Role 1, 3–4 = Role 2, 5–6 = Role 3

2 roles in squad: 1–3 = Role 1, 4–6 = Role 2

1 role in squad: No roll needed; that role is hit automatically.

6. Apply Damage

Mark an **X** on the next available hit slot of the targeted role (top-right of the role card).

- If the number of hits **meets or exceeds** the role's Health, that role is **eliminated** and removed from the squad.

The defender must reveal the eliminated role to the active player.

7. Counterattack Option

If the attack scored at least **one Hit**, the defending player may choose to **shoot back**.

- To counterattack, the defender rolls a **D6**.
- On a result of **5 or 6**, the active player must reveal their squad
- The defender selects a role from their squad and perform an **ATTACK** action with that role (*Note*: this attack action does not count as a role activation in the turn)

8. Attack Ends

After resolving all hits and any counterattack, the attack is complete.

DETONATE

Let the opposing player know on which tile you detonate the bomb. All squads on that tile resolve 1 kill, roll 1D6 for which role :

3 roles in squad: 1–2 = Role 1, 3–4 = Role 2, 5–6 = Role 3

2 roles in squad: 1–3 = Role 1, 4–6 = Role 2

1 role in squad: No roll needed; that role is eliminated.

DIFFUSE

Roll 1D6:

- 1,2,3 : Diffuse fails, bomb remains active
- 4,5,6 : Diffuse succeeds, bomb marker returns to the owner.

HEAL

Roll a D6: If the outcome is higher than 3 -> Heal 1 damage of a role in the same squad as the medic.

MORTAR

The active player chooses a tile on the board and marks it with the target marker.




Every squad on that tile rolls a D6, enemies and friendlies.

- When the outcome of the 1D6 is higher than 3, the squad resolves a HIT (see ATTACK)

Note : Always roll a D6, regardless of your presence (otherwise you give yourself away)

Note : During a MORTAR action, squads do not need to be revealed on the main map.

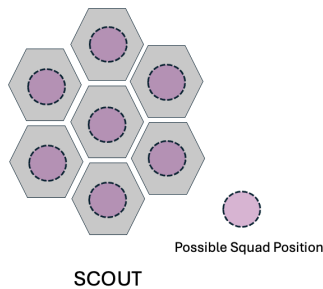
PLANT


Plant a bomb by laying a bomb marker  on a tile on your personal board. Let the other player know you planted a bomb without saying where, unless your squad is visible on the main board.

Note: You can only plant 1 bomb per player. If a bomb has been already planted before, this action is invalid.

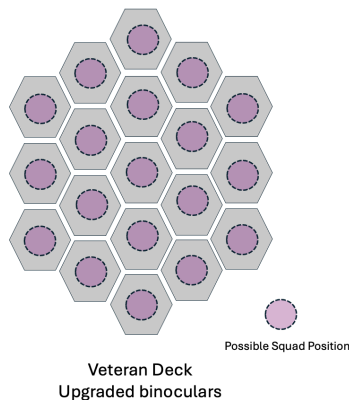
SCOUT

With the SCOUT action, the player chooses a circular grid, the squad of the player needs to be located in **one** of the tiles **within** that grid, see below:



The opposing player must place recon markers where their squads are located, each squad is 1 recon marker. **Note:** a bomb  is also revealed during this action!

With the upgraded binoculars Veteran deck card, the grid is increased, see below:



At the end of the turn, the recon markers will be removed from the board, unless stated otherwise

SUPPRESS

Chooses a tile to shoot at and roll the dice. If 1 die is equal or higher than tile defense + range, suppress succeeds. See "ATTACK", step 3 and 4 to select the squad that is suppressed.

Place a suppressed marker under the suppressed squad.



Roles

	<p>Squad Lead The squad lead has the ability to use his binoculars to assess the situation. Also proficient in shooting the enemy</p> <p>Actions : SCOUT, ATTACK</p>
	<p>Gunner Has a mounted gun for efficient close quarter battles</p> <p>Actions : ATTACK, SUPPRESS</p>
	<p>Engineer Is very skilled in sabotage and planting bombs</p> <p>Actions : ATTACK, PLANT, DETONATE, DIFFUSE</p>
	<p>Medic Can heal squad team members.</p> <p>Actions : ATTACK, HEAL</p>
	<p>Rifleman Basic soldier</p> <p>Actions: ATTACK</p>
	<p>Sniper Pairs with the spotter, part of recon squad (squad of 2). Has a sniper rifle</p> <p>Actions : ATTACK</p>
	<p>Spotter Pairs with the Sniper, part of recon squad (squad of 2). Has a small pistol and binoculars.</p> <p>Actions : ATTACK, SCOUT</p>
	<p>Grenadier Has the ability to place very accurate mortars at long range.</p> <p>Actions : ATTACK, MORTAR</p>

Veteran deck cards



<p>Experienced Squad Lead</p> <p>Choose a squad that has a squad lead. 1 role in that squad may shoot again</p>	<p>Activate a role in the squad free of charge, this can be any role</p>	<p>Med Pack</p> <p>Heal 1 damage in a squad of your choice</p>	<p>Heal 1 damage in any squad</p>	<p>Keen eyesight</p> <p>Enemy markers remain on the board for 1 extra turn</p>	<p>Place this card next to the main board. After the next turn, during cleanup, remove this card</p>
<p>Advance</p> <p>Move 2 squads again</p>	<p>Choose 2 squads, move them again, conform their movement limit</p>	<p>Upgraded binoculars</p> <p>Choose a squad with a Squad Lead. The binoculars grid is 4x4 during this turn</p>	<p>Instead of the normal Binocular Aid, use the bigger aid during the whole turn.</p>	<p>Bomb Run</p> <p>Choose 1 row or column. All squads in that row resolve 1 HIT (roll D6 for which role)</p>	<p>Rows and columns can also be diagonal.</p>
<p>That was close!</p> <p>Remove 2 points from an opponents' dice roll</p>	<p>Miss or reduce the opponents dice roll with 2</p>	<p>The white death</p> <p>Choose a sniper Squad. The sniper can add +2 to their attack roll</p>	<p>Add 2 to your sniper D10 dice roll</p>	<p>Recon Plane</p> <p>Choose 2 rows or columns or diagonals. Opposing player reveals their squads</p>	<p>Recon plane can be obstructed by the Smoke screen card</p>
<p>Experienced Medic</p> <p>Lower the die result of Heal with 2</p>	<p>Only applicable for the Medic role in a squad.</p>	<p>Marksmanship</p> <p>Lowers the defense value of one tile by 1 during an attack</p>	<p>All 1 hits are 2 hits or reducing defense value applies to all tiles</p>	<p>Smoke screen</p> <p>You don't have to show the location of your squads this turn</p>	<p>Place this card next to the board, it is valid during the whole turn. Discard after the turn.</p>



Advanced play

To make the game more challenging (including a luck aspect), you can decide to use the **advanced play** mode. In this mode, the range+tile defense value of an attack is evaluated against a D6 or D10 dice roll;

Replace “**Check the range**” step with

Roll for Hits

The active player rolls the die/dice as specified on the role card. A result that is **equal to or higher than** *Tile Defense + Range* counts as **1 or 2 hits**, as shown in the range table.

Veteran cards

When using veteran cards, use the “**Advanced**” description

Note: The length of the game will increase by using this mode.

Missions

Mission: Eliminate Target Beginners tip - start with this scenario)

Duration : approx 1,5 hours.

Map : Map A

Squad placement

For each squad, the players place the squad in one of the tiles of the lowest row, on the privacy board.

Defining the target

After the squad creation and movement choice, do the following to determine the target;

- Roll a D6 to determine the squad; Outcome 1 or 2 = A , 3 or 4 = B, 5 or 6 = C
- Roll a D6 to determine the target role :
 - 3 spots filled : Result 1,2 = First role, 3,4 = Second role, 5,6 = Third role
 - 2 spots filled : Result 1-3 = First role, 4-6 = Second role

Mark the role with the marker to indicate it as the target

Starting player

Each player rolls a D6 : Highest value is the starting player

Special rules

If the player needs to reveal the squad where the target is in, let the opposing player know this is the squad with the target.

Victory condition

When your target has been killed, the opposing player wins.