

[CORE RULE BOOK]

CORE RULEBOOK

THE CORE RULES &
FUNDAMENTALS OF THE GAME

ANIMAL
WORLD
★ WAR

Welcome to the Battlefield

1 Introduction

Welcome to the war, generals. You will be leading your squads into life or death scenarios where every decision matters, and victory can only be seized by superior wit and war craft.

This document will lay out the full range of Soldiers, tactics, maneuvers, and battlefield knowledge that will keep you and your Soldiers alive, and our great Empire on the path to winning this war!

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Reviewers please note:

This is the live version of the document that we will be updating as we continue receiving feedback and questions over the next few months, all the way up until final manufacturer prototype day. It has over a year of work and testing already to refine the ruleset, so this is just the very very most updated version.

Please feel free to ask questions or leave comments. Thanks for reading through :)

Components

- 1 x A4 size two piece box, 6cm high
- 54 x Battlefield Hex Tiles, 3.5inch x 3.5inch, 1.5mm card
- 26 x Soldier Standees, 28mm high
- 24 x Soldier Cards, 12 for each Empire, with unique art
- 2 x Tank Cards, one for each Empire
- 2 x 40mm high by 80mm long, 1500gsm tank standees
- 2 x Plane Cards, one for each Empire
- 2 x 40mm high by 80mm long, 1500gsm plane standees
- 14 x red plastic Carnivoron standee bases
- 14 x green plastic Herbivoria standee bases
- 2 x grey plastic Civilian standee bases
- 50 x orange plastic Damage 50mm cubes
- 4 x regular size shot dice, black plastic with silver dots
- 36 x 1inch circular Grenade /Crater tokens, 1.5mm card
- 6 x Objective tokens, 1.5mm card
- 16 x Objective Cards with Unique Artwork
- 1 x A4 Core Rulebook, 28 pages
- 4 x A5 Specialty Rulebooklets, 8 pages each
- 1 x A2 Campaign map, quad-folded
- 1 x Campaign Rulebook, A4, colour, 8 pages
- 24 x A6 Empire Campaign Soldier Dossiers, colour, 20 pages
- 1 x A4 colour sticker sheet, with 40 different 1inch x .5inch cuts for stickers to be peeled off
- Plastic insert, moulded to contain all materials
- Box shrink wrapped

1. Set Up

1.1. Overview of Gameplay

- 1.1.1. Each time you play Animal World War, you'll split all players into two Empires, select a squad of soldiers between you, and then wage war to accomplish randomly-drawn or specifically-chosen **Objectives**.
- 1.1.2. Some of these objectives will alter the battlefield - for example, requiring you to place objective tokens on the battlefield, to place Civilians in certain buildings, or arrange your troops in different configurations to represent rescue missions, escorts, last stands, and more.


1.2. How to Win

- 1.2.1. To win the Battle, you'll need to fulfil the criteria set out on the Objective card that you draw before you start playing.

1.2.2. Example:

[OBJECTIVE]

AWAKENED ELDER

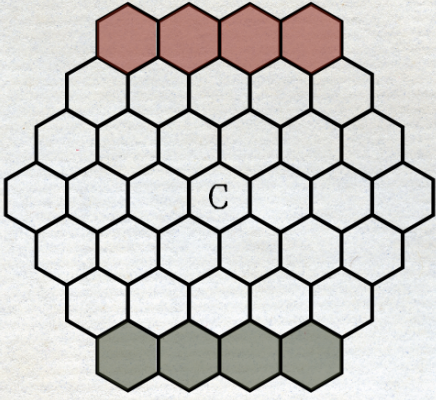


[BRIEF]

Destroy/defend the Church. They're coming for our most treasured relics, and backpacks laden with explosives. Stop them from burning down the hopes of our nation.

[SPECIAL RULES]

All units have infinite grenades. Place the Church in the centre of the map. You must defend it. The enemy must destroy it.



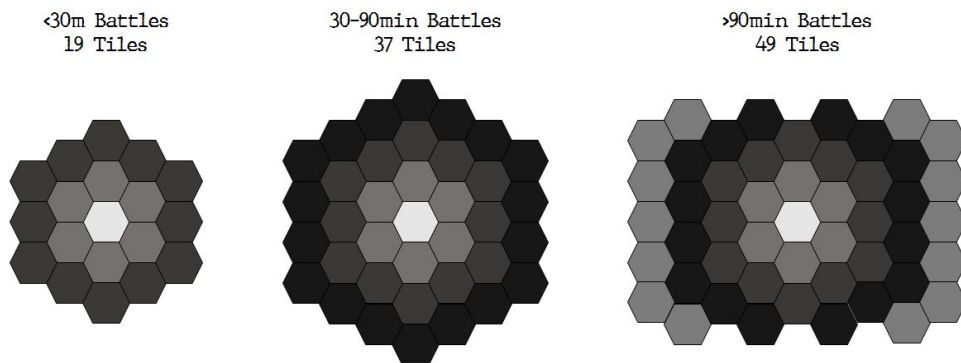
1.2.3.

1.2.4. You can also win most Battles by wounding or killing all Soldiers of the other Empire, however this will most often be more difficult than accomplishing the primary Objective.

1.2.5. The Objective draw process is detailed in Section 1.4.1.

1.3. Building Battlefields

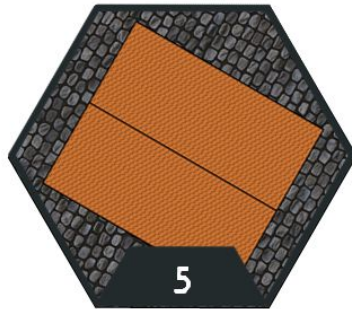
1.3.1. To build the battlefield, decide how long you would like the Battle to run, and then deploy the appropriate number of Battlefield Tiles in the patterns detailed below.



1.3.2.

1.3.3. Battlefield Tiles have two sides: Side A; Terrain, and Side B; No Man's Land.

Side A
Terrain



Side B
No Man's Land



1.3.4.

1.3.5. When placing the battlefield tiles, they begin with the Terrain side facing up.

1.3.6. Some tiles have a “Cannot Cross” symbol (below) on them, which means that Soldiers cannot move onto that tile, but can still fire through them.



1.3.7.

1.3.8. If you wish, you can also make battlefields of any shape, size and arrangements, to simulate dense cities or forests, or places with impassable terrain like swamps or archipelagos.

1.3.9. You're encouraged to experiment, and if you have lots of time, to even build custom Battlefields of your own from the Tiles available.

1.4. Draw Objectives and Tactics cards

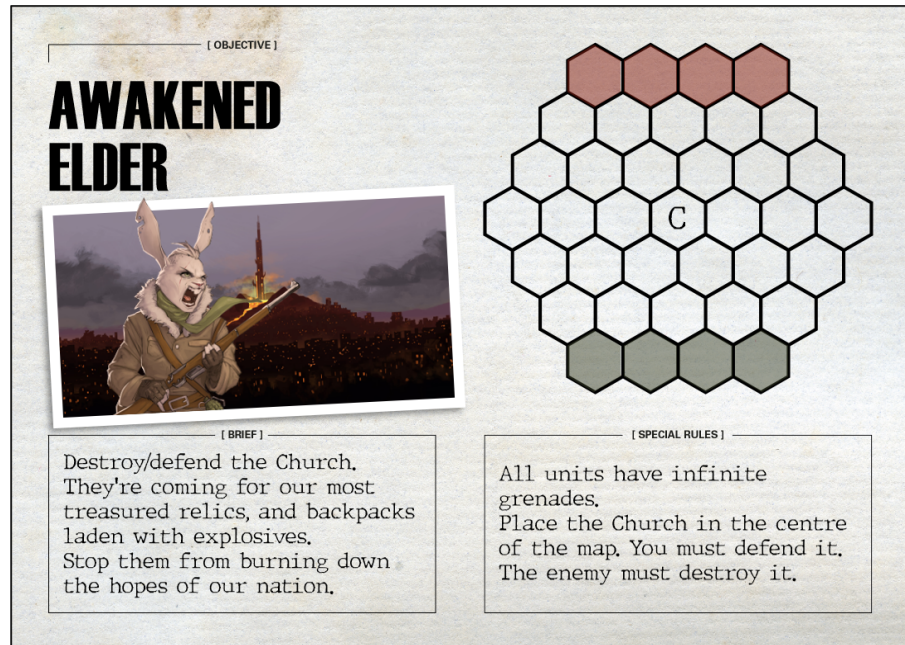
1.4.1. Now that the battlefield is set up, next draw Objectives and Tactics cards.

1.4.2. Objectives

1.4.2.1. Shuffle the objective deck face down and have one player (chosen randomly) draw an Objective card from the top of the deck.

1.4.2.2. Follow the instructions and diagram on the Objective card to customise the battlefield.

- 1.4.2.3. If you need to change terrain tiles to suit the objective requirements, do so.
- 1.4.2.4. For example: if you need to place a civilian on a certain Battlefield Tile but the Tile is a lake (or “Cannot Cross”) then change the tile to a new random Battlefield Tile.

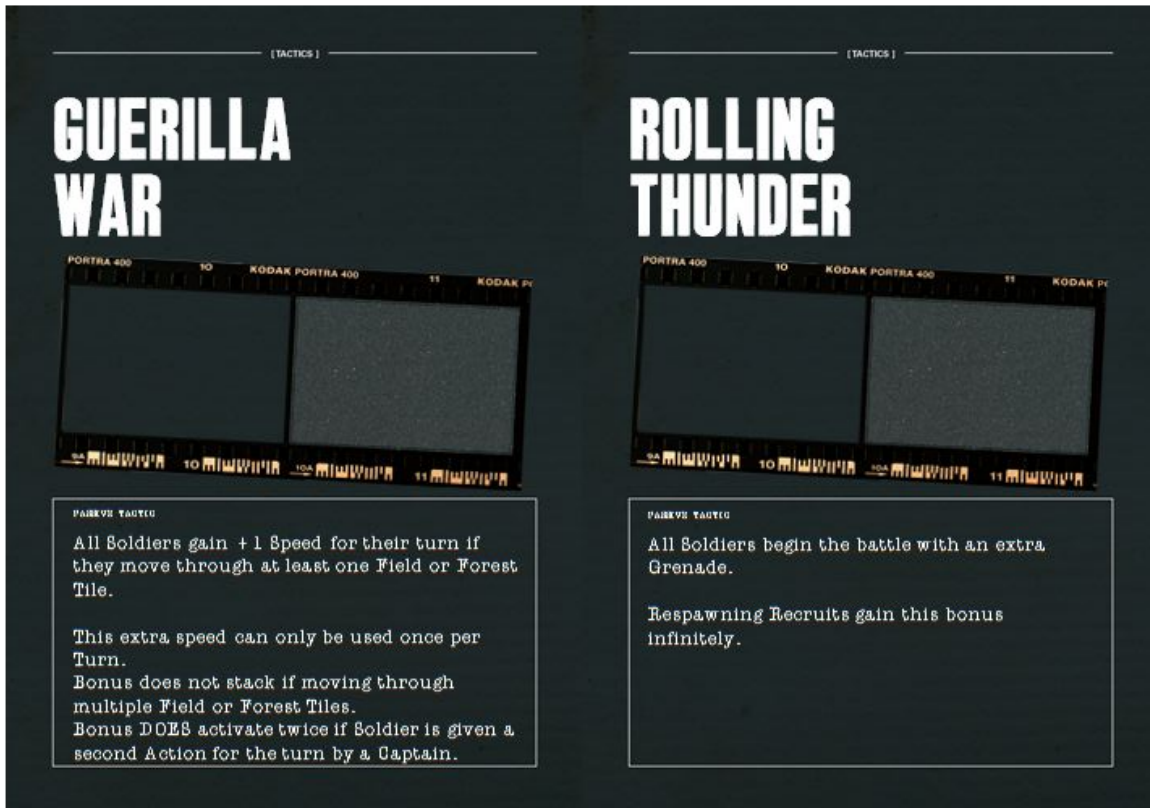


- 1.4.2.5.
- 1.4.2.6. Some objectives will have the same win condition for both Empires while others will have a specific objective for either Empire.
- 1.4.2.7. By default when drawing Objective cards that have conflicting win conditions, the drawing player's Empire is aiming to complete the first win condition while their opponents will aim to complete the second win condition.
- 1.4.2.8. Some objective cards will require you to place tokens or Civilian standees in certain places on the map, do so according to the diagram on the objective card.

1.4.3. Tactics

- 1.4.3.1. Shuffle the Tactics deck and draw one random Tactics card per Empire, and follow the instructions on the card to learn how to use your Tactic for this Battle.
- 1.4.3.2. Tactics are powerful abilities that apply to your entire Empire.
- 1.4.3.3. The Tactics card will indicate whether it can be used once before the battle, once during the battle or multiple times during the battle.

- 1.4.3.4. NOTE! When a Recruit respawns it cannot benefit from any Tactics cards played before it spawns. Tankers and Pilots CAN benefit from Tactics cards played before they exit their vehicle.
- 1.4.3.5. You do not have to show your opponent your Tactics card until you wish to use it.
- 1.4.3.6. Example:



2.

2.1. Soldier Selection and Deployment

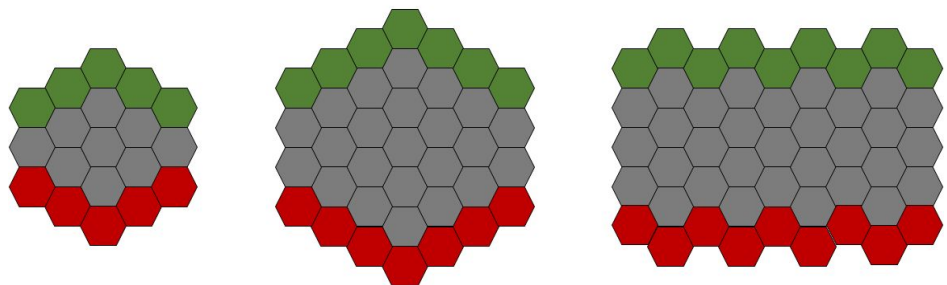
- 2.1.1. Decide as a group how many soldiers will be in each Empire, and whether you would like to use Random or Alternating Soldier selection.
- 2.1.2. Battle time will vary based on the number of Soldiers, see table below as an example.
- 2.1.3. Larger Battlefields or more Soldiers will increase the Battle time.
- 2.1.4. Insert Table
- 2.1.5. Random Soldier Selection
 - 2.1.5.1. Shuffle your Empire's Soldier deck and draw the agreed number of Soldiers.
- 2.1.6. Alternating Soldier Selection
 - 2.1.6.1. Lay out your Empire's Soldier cards in front of you face up

- 2.1.6.2. The Herbevororia Empire will select the first Soldier
- 2.1.6.3. Lore Note: As Herbevororia fired the first shot, they always select first
- 2.1.6.4. The Carnivoron Empire will then proceed to select their first Soldier
- 2.1.6.5. Take it in turns to select Soldiers until each Empire has the agreed upon number of Soldiers.
- 2.1.6.6. Soldier selection done openly, each Empire should be aware of which soldiers are being chosen each turn.
- 2.1.6.7. Certain Tactics cards allow one Empire to choose Soldiers secretly.
- 2.1.6.8. You can choose the same Soldier type from your Empire's deck as your opponent has chosen from their deck.

2.1.7. Soldier Deployment

- 2.1.7.1. Once you've selected all of your of your soldiers, place their Soldier cards face up in front of you and find the matching Soldier standees to place in the Deployment Area, as shown on your Objective card for this Battle.
- 2.1.7.2. For custom games without objectives or with goals you've created yourself, see below for example Deployment Zones:

Deployment Zones by Battlefield Size



- 2.1.7.3.
- 2.1.7.4. Place a Grenade token on each Soldier card in the Grenade token slot.
- 2.1.7.5. NOTE: Some Tactics allow Soldiers to start with more than one Grenade, stack additional Grenade tokens on top of each other.
- 2.1.7.6. Tank Deployment
 - 2.1.7.6.1. For Tankers, find the matching Tanker Soldier standee as well as your Empire's Tank card and Tank standee.
 - 2.1.7.6.2. Place the Tanker Soldier standee on the Tank card

- 2.1.7.6.3. Place the Tank standee on the battlefield according to the previous deployment zone diagram
- 2.1.7.6.4. Place a Grenade token on the Tanker Soldier's card
- 2.1.7.6.5. NOTE: Tanks turn Battlefield Tiles they cross over into No Man's Land, flip the Tile the Tank standee starts on to Side B, No Man's Land when you first deploy the Tank.
- 2.1.7.6.6. Refer to the Tank Certification booklet for detailed instructions
- 2.1.7.7. Pilot Deployment
 - 2.1.7.7.1. For Pilots, find the matching Pilot Soldier standee as well as your Empire's Plane card and Plane standee.
 - 2.1.7.7.2. Place the Pilot Soldier standee on the Plane card
 - 2.1.7.7.3. NOTE: Planes fly over the battlefield and, unlike regular Soldiers will not be place on Battlefield Tiles
 - 2.1.7.7.4. Place the Plane card at the edge of the Battlefield deployment zone facing towards the enemy Empire's side.
 - 2.1.7.7.5. Place a Grenade token on the Pilot Soldier's card.
 - 2.1.7.7.6. Refer to the Plane Certification booklet for detailed instructions

3. Playing the Battle

3.1. Overview of Playing the Battle

- 3.1.1. Both Empires take turns using all of their available soldiers, pursuing their objectives and win conditions, sustaining wounds and gradually destroying the battlefield.
- 3.1.2. All players in an Empire take their turns at the same time.
- 3.1.3. The landscape will change as it becomes ravaged by the battles you wage.
- 3.1.4. Your Soldiers can engage in hand to hand combat if needed, but this will be violent and deadly.
- 3.1.5. The Battle ends when one Empire takes an action on their turn that accomplishes their Objective, or Wounds/Kills the last of their opponents.

3.2. Turns and Actions

3.2.1. Taking Turns

- 3.2.1.1. Herbivoria always takes the first turn
- 3.2.1.2. During your turn, each Soldier under your command can take one Action.
- 3.2.1.3. These Actions are listed on your Player Aid card and also Summarised below.
- 3.2.1.4. Each Soldier can only make one Action per turn.

3.2.2. Actions

3.2.2.1. Move

- 3.2.2.1.1. Move your Soldier from their current Tile to any adjacent Tile that does not have a "Cannot Cross" symbol on it.
- 3.2.2.1.2. The maximum number of Soldiers and/or Civilians per Tile (friend or foe) is 4, including any Vehicles.
- 3.2.2.1.3. Tanks, Wrecks, and Trenches do not take an extra turn of movement to cross or move past.
- 3.2.2.1.4. Barbed Wire cannot be entered by any Soldier, but can be driven over by Tanks, and also cleared out with grenades/other explosives.

3.2.2.2. Shoot

- 3.2.2.2.1. Choose a target for your Soldier to fire their primary weapon at.
- 3.2.2.2.2. If there are multiple Soldiers from the enemy Empire on the target's Tile, the enemy Empire gets to choose which Soldier is the target.
- 3.2.2.2.3. In general, Soldiers can shoot at any range on the battlefield, even Planes in the air.
- 3.2.2.2.4. However, you must roll the dice to meet or beat the Cover Value of every Tile that that shot needs to travel through to reach its target.
- 3.2.2.2.5. The shot takes the shortest possible path between your Soldier and its target, and includes occasions if the shot only clips the edge or corner of a tile.
- 3.2.2.2.6. NOTE Some Soldiers cannot take ranged shots, for example the Flamer. This will be noted on the Soldier's card.
- 3.2.2.2.7. Shots can originate from any point of the Tile that your Soldier is on and hit the target on any point of the Tile that they are on.

- 3.2.2.2.8. If there are two tiles that the shot could possibly travel through, that are exactly equal in distance, you may choose which one to roll against.
 - 3.2.2.2.9. Otherwise, you must choose the shortest path.
 - 3.2.2.2.10. See Diagram
 - 3.2.2.2.11. First roll against the Cover Value of the closest Tile to your Soldier between you and the Target
 - 3.2.2.2.12. If your roll meets or beats the Cover Value on the Tile, roll against the next successive Tile between your Soldier and the target.
 - 3.2.2.2.13. Continue rolling for a shot until you hit the target, or the roll fails.
 - 3.2.2.2.14. Tanks, Wrecks and Trenches replace the cover value of any Tile that they are on with their Cover Value.
 - 3.2.2.2.15. If your roll fails to meet or beat the Cover Value of the Tile. The damage of your Shot is applied against the Tile
 - 3.2.2.2.16. If you successfully meet or beat the Cover Value of each Tile between your Soldier and your target, (including the Tile the target is on) apply the damage to the Soldier.
 - 3.2.2.2.17. NOTE: Soldiers can take 3 points of damage before being Wounded. See Section XX Damage, Wounds and Death.
 - 3.2.2.2.18. NOTE: Once a Tile has sustained damage equal to its Cover Value, it becomes No Man's Land, and one damage is applied to each Soldier on that Tile. Flip the Battlefield Tile over to Side B. No Man's Land cannot be damaged.
- 3.2.2.3. Use Special Ability
- 3.2.2.3.1. Some Soldier abilities are Passive and some are Active.
 - 3.2.2.3.2. Passive Abilities are applied to every action that they affect, every time.
 - 3.2.2.3.2.1. Example: Sniper's Shot, Chef's Health Buff, Flamer's Weapon

- 3.2.2.3.3. Active Abilities are specific, unique actions that the Soldier can perform.
- 3.2.2.3.4. Using an Active Ability takes the Action of Soldier
 - 3.2.2.3.4.1. Example: Observer's Artillery Fire, Medic's Heal, Engineer's Repair/Trench Digging
- 3.2.2.3.5. Whether a Special Ability is Active or Passive will be noted on the Soldier's card.
- 3.2.2.3.6. Read the Engineer, Observer, Tanker or Pilot Certification booklets for detailed explanations of their Special Abilities. Appendix 2 has a list of all Special Abilities including a summary of the information found in these booklets.
- 3.2.2.4. Throwing a Grenade
 - 3.2.2.4.1. Grenade tokens have two sides: The Grenade side and the Crater side.
 - 3.2.2.4.2. See below:
 - 3.2.2.4.3. Diagram (Grenade Side A and B)
 - 3.2.2.4.4. The Crater side represents three points of damage.
 - 3.2.2.4.5. Grenades can only be thrown into tiles adjacent to your Soldier.
 - 3.2.2.4.6. Roll to meet or beat the Cover Value on the targeted Tile.
 - 3.2.2.4.7. If you meet or beat the Cover Value, each Soldier (friend, foe or Civilian) on the target Tile takes 3 Damage.
 - 3.2.2.4.8. The Tile itself also takes 3 Damage.
 - 3.2.2.4.9. If you fail to meet or beat the Cover Value, each Soldier (friend, foe or Civilian) takes one damage, however the Tile still takes 3 damage
 - 3.2.2.4.10. Soldiers can only throw a Grenade if they have at least one Grenade token on their Soldier Card.
 - 3.2.2.4.11. Soldiers can only throw one Grenade per Action.
 - 3.2.2.4.12. Remove the Grenade token from the throwing Soldier's card and place it Crater side up on the target Tile.

3.2.2.5. Melee Attack

- 3.2.2.5.1. Declare that your Soldier is attacking an enemy Empire's Soldier on the same Tile.
- 3.2.2.5.2. Roll a 2 or more using the dice.
- 3.2.2.5.3. If you roll 2 or more, deal one damage to the enemy Soldier.
- 3.2.2.5.4. If you roll 1, deal the damage to the Tile.
- 3.2.2.5.5. TIP: You can use Grenades in melee combat but your Soldier will also sustain the damage.

3.2.2.6. Dragging

- 3.2.2.6.1. If there is a Wounded Soldier from either Empire or a Civilian on the same Tile as one of your Soldiers, that Soldier can choose to bring them along to the Tile they move to.
- 3.2.2.6.2. See Diagram
- 3.2.2.6.3. Civilians cannot move unless being Dragged by a Soldier.

3.2.2.7. Interacting with Items and Objectives

- 3.2.2.7.1. During your Empire's Turn, each Soldier can pick up or put down one Item or Objective that is on the Tile they begin or finish their turn on.
- 3.2.2.7.2. You can Interact with the same item in the same turn but you cannot Interact with multiple items in the same turn.
- 3.2.2.7.3. Soldiers can give each other items if they are on the same Tile. Each Soldier can still only Interact with one Item on their turn.

3.3. Cover and Destruction of Battlefield Tiles

3.3.1. Battlefield Tile Levels of Cover

- 3.3.1.1. The numbered pip on the edge of the Battlefield Tile represents the cover value of that Tile that must be met or beaten to damage a Soldier standing on it, or for a shot to travel across it.
- 3.3.1.2. For example:

Roll equal or higher
than Cover of tile

4

HIT!



Damage applied to
Soldier's Character card

Roll less than
Cover of tile

2

MISS!



Damage applied to Tile

3.3.1.3.

3.3.1.4. The Cover Values for Tanks, Wrecks and Trenches replaces the Cover Value of the Tile that they are on until that Tank, Wreck or Trench is destroyed.

3.3.1.5. The Cover Value also represents the total amount of damage that Tile can take before you flip it over to Side B to become No Man's Land.

3.3.2. Destruction of Battlefield Tiles

3.3.2.1. Leave all damage to a Tile on that tile until the amount of damage exceeds the Cover Value.

3.3.2.2. When the Cover Value is exceeded, remove all the damage tokens, Trenches and Barbed Wire from the Tile and flip it to Side B to become No Man's Land.

3.3.2.3. All standees, Items and Objectives remain on the Tile after it has become No Man's Land.

3.3.2.4. Soldiers on a tile that becomes No Man's Land take one damage, in addition to any other damage they personally sustain from the attack on them on the tile.

3.3.2.5. Remember: if a Soldier is Wounded, you lie their standee down flat on the Tile, and flip their Soldier card to the *Wounded* side.

3.3.2.6. Orange tokens represent 1 damage, and the Crater side of the Grenade tokens represent 3 damage.

- 3.3.2.7. Use the Crater side of Grenade tokens for all other forms of high explosive damage, like Plane Bombs, Tank shots, and Rocketeer shots, as these always deal 3 damage as well (except for Artillery, which instantly turns the tile to No Man's Land).
- 3.3.2.8. No Man's Land cannot suffer any damage. It's absorbed by the mounds of dirt and wreckage.
- 3.3.2.9. Tanks, Wrecks and Trenches on No Man's Land replace the Cover Value and still suffer any damage that the Tile would otherwise not sustain
- 3.3.2.10. See Diagram.
- 3.3.2.11. TIP: Certain Tactics allow your Soldiers to move faster across No Man's Land.

3.4. Grenades

- 3.4.1. Grenades can only be thrown by Soldiers as an Action into adjacent tiles, or used on the Tile the Soldier is on.
- 3.4.2. Throwing Grenades
 - 3.4.2.1. Pick up the Grenade token from your Soldier's card and roll against the cover value of the Tile that you are targeting.
 - 3.4.2.2. If your roll meets or beats the cover value, you deal 3 damage to all Soldiers (friend or foe), Civilians and/or Tanks on that Tile.
 - 3.4.2.3. The Tile also sustains 3 damage
 - 3.4.2.3.1. Represent this with individual orange damage tokens on the relevant Soldier and Tank cards, in addition to the explosion token on the affected Tile.
 - 3.4.2.4. If you fail to meet or beat the cover value of the target Tile you deal 1 damage to all Soldiers (friend or foe), Civilians and/or Tanks on that Tile.
 - 3.4.2.5. The Tile will also still sustain 3 damage
 - 3.4.2.6. NOTE; If the cover value of the Terrain is met or exceeded by the damage the Grenade deals, the Tile becomes No Man's Land and damages everything on that tile for an ADDITIONAL 1 damage

- 3.4.2.7. Civilians that are damaged by Grenades are simply Wounded.
- 3.4.2.8. If a Civilian is already Wounded and takes Grenade damage, they die and the standee is removed from the Battlefield.

3.5. Soldier Damage, Wounding and Death

3.5.1. Soldier Damage

- 3.5.1.1. Soldiers that are successfully hit by shots, Grenades, melee attacks, artillery strikes, collapsing terrain that becomes No Man's Land or suffer damage.
- 3.5.1.2. Record damage to a Soldier by placing orange cube tokens on their Soldier card,
- 3.5.1.3. If the damage exceeds the Health listed on their Soldier card then they are Wounded.
- 3.5.1.4. To represent a wounded Soldier, place the standee on its side, and flip their matching Soldier card to the Wounded side.
- 3.5.1.5. Place any Items, Grenades or Objectives that were on their Soldier card on the Tile they occupy and flip their Soldier card over the Wounded side.
- 3.5.1.6. Wounded soldiers can be dragged (see "Dragging" section below) by Soldiers from either Empire.
- 3.5.1.7. TIP: Certain Tactics and Special Abilities can increase the Health of your Soldiers.
- 3.5.1.8. If a Soldier is Wounded they cannot take Actions.
- 3.5.1.9. If a Wounded Soldier sustains any subsequent damage they die.
- 3.5.1.10. Remove a dead soldier's standee from the Battlefield and discard their Soldier card.
- 3.5.1.11. If all your Soldiers die, in most cases your Empire loses the Battle.

3.6. Soldier Abilities (Also See: Certification Booklets)

3.6.1. Captain

- 3.6.1.1. The Captain can grant their Action for each Turn to any other Soldier on their Empire.
- 3.6.1.2. This includes Tanks, Planes and Engineers.

3.6.2. Chef

- 3.6.2.1. The Chef provides a passive increase of 1 Health to all Soldiers on their Empire at the start of the Battle.
- 3.6.2.2. This bonus persists even if the Chef is Wounded or Killed.
- 3.6.2.3. Recruits who respawn during the battle still benefit from this Special Ability each time they respawn, including if the Chef has been Wounded or Killed.

3.6.3. Engineer

- 3.6.3.1. As their Action, Engineers can repair Trenches, Tanks or Buildings and construct new Trenches and Barbed Wire (details below).
- 3.6.3.2. Engineers can only use their special ability on the Tile they occupy.
- 3.6.3.3. Engineers cannot repair Planes.
- 3.6.3.4. To repair a Trench, remove one orange damage token from that Trench.
- 3.6.3.5. To repair a Tank, remove one orange damage token from that Tank.
- 3.6.3.6. To repair a building, remove one orange damage token from any building type Battlefield Tile that has a Cover Value of 5 or 6.
- 3.6.3.7. If damage is currently only being represented by a crater token, switch the crater token for individual cubes and remove one.
- 3.6.3.8. To build a new Trench, place a Trench token on the Tile the Engineer currently occupies.
- 3.6.3.9. Note: Engineers can dig one Trench as part of a move Action, on either the Tile they started on or ended on.
- 3.6.3.10. To build Barbed Wire, place a Barbed Wire token on any adjacent Tile.
 - 3.6.3.10.1. Engineers can place Barbed Wire during their move Action but must place it on the Tile they left.
- 3.6.3.11. Reminder: Soldiers "Cannot Cross" Tiles with Barbed Wire, but they can still shoot through them.

3.6.4. This information is also summarised in the Trench Warfare Handbook.

3.6.5. Flamer

- 3.6.5.1. As their shoot Action, Flamers automatically deal 2 damage to all Soldiers, Civilians and Tanks on one adjacent Tile.
- 3.6.5.2. Flamers cannot shoot any further than adjacent tiles.
- 3.6.5.3. Flamers cannot attack their own tile.
- 3.6.5.4. Flamers indiscriminately damage both friend and foe on the target Tile and CANNOT select to damage only specific units.
- 3.6.5.5. OPTIONAL RULE: Upon death, Flamers immediately deal 3 damage to the tile they are on when they die as well as any Soldiers, Civilians or Tanks on that tile (decide before the battle begins if you want to use this rule.)

3.6.6. Gunner

- 3.6.6.1. As their shoot Action, gunners fire three individual shots that each are rolled for separately.
- 3.6.6.2. These shots must be targeted at the same Tile.
- 3.6.6.3. If there are multiple enemy Soldiers on that tile, the enemy Empire may choose which units suffer any or all damage, should the shots strike home.

3.6.7. Medic

- 3.6.7.1. As an Action, the medic can remove all damage tokens from a Soldier or revive a Wounded Soldier or Civilian.
- 3.6.7.2. Revived Soldiers only have 1 Health remaining (see Civilians for how their health works)
- 3.6.7.3. Medics can only use their special ability on the Tile they occupy.

3.6.8. Observer

- 3.6.8.1. Observers can call in artillery strikes that impact within 4 tiles of themselves on the battlefield, and turn that target tile to No Man's Land, destroying everything on that Tile.
- 3.6.8.2. To call in the strike, select a Tile anywhere on the Battlefield and roll to meet or beat the Cover Value of the tile.

- 3.6.8.3. If successful, flip the Tile to No Man's Land, and instantly destroy any Vehicles, Trenches or Barbed Wire on the Tile, and Wounds any Soldiers or Civilians.
 - 3.6.8.4. These Wounded Soldiers or Civilians do not take an extra point of damage from the collapsing terrain, as this damage is considered included.
 - 3.6.8.5. Wounded Soldiers or Civilians on a tile struck by artillery instantly die.
 - 3.6.8.6. If you roll less than the Cover Value of the tile, you will need to roll again to see where the shot lands.
 - 3.6.8.7. The six Tiles surrounding the missed Tile become numbered between 1 and 6.
 - 3.6.8.8. Planes can also be hit by artillery, if they are in the space where the shot would land if a tile was there, beyond the edge of the battlefield.
 - 3.6.8.9. Being hit by artillery instantly causes Planes to Crash Land (See Pilots and Planes section below).
 - 3.6.8.10. The number 1 tile is the one closest to your Empires' deployment zone (your side of the battlefield).
 - 3.6.8.11. Tiles are then numbered clockwise from that Tile. (See diagram below)
 - 3.6.8.12. Whichever number you now roll is the tile that the artillery strike hits. It is flipped to No Man's Land, and any Soldiers or Civilians on the tile are Wounded or killed, any vehicles turned to wrecks, and any Wrecks or Trenches or Barbed Wire destroyed and removed.
 - 3.6.8.13. This information is also summarised in the Artillery Certification Handbook.
- 3.6.9. Pilots and Planes
- 3.6.9.1. Pilots begin the Battle in their Planes, and their Actions are used through the plane until the Plane is shot down and wrecked.
 - 3.6.9.2. Planes operate in a two-turn pattern: Approach and Attack, which are detailed in the Vehicle section below.
 - 3.6.9.3. The first turn is called their Approach, where they line themselves up beside the battlefield, and their second turn is their Attack, which involves flying over

the battlefield and either bombing a specific target or machine gunning every Tile they cross over.

3.6.9.4. On their Approach turn, move your plane to an edge of the battlefield, pointing along a particular line of Battlefield Tiles (See diagram below).

3.6.9.5. Planes they cannot cut across a random selection of Tiles. They can only be pointed along a line of tiles that are directly adjacent to each other, along the edge of the Tiles. (See diagram below)

3.6.9.6. On their next turn, your plane will Attack by Bombing or Machine Gunning.

3.6.9.6.1. Bombing

3.6.9.6.2. Bombing means selecting a single target along the flight path and rolling versus the Cover Value of the tile.

3.6.9.6.3. Bombs deal damage just like Grenades, so use the Crater side of a Grenade token to represent their damage.

3.6.9.6.4. Reminder: to hit any Target on a tile, you must roll versus the Cover Value of the Tile the target is on.

3.6.9.6.5. Upon meeting or beating the Cover Value, all Soldiers, Civilians and Tanks take three damage.

3.6.9.6.6. The Tile also takes three damage.

3.6.9.6.7. If the Bomb roll is below the Cover Value, everything on the tile still takes 1 damage, and the building still takes 3 damage.

3.6.9.6.8. If the Battlefield Tile collapses, everything on it sustains one extra damage.

3.6.9.6.9. Machine Gunning

3.6.9.6.10. Place a damage token on every Battlefield Tile the plane crosses over.

3.6.9.6.11. For Tiles that have an enemy in them, you instead roll versus the Cover Value of the tile and if successful, one damage is applied to that target (or in the case of multiple enemy Soldiers on a Tile, the one the enemy chooses).

3.6.9.6.12. Machine Gunning can also affect Tanks.

3.6.9.6.13. Plane Versus Plane Combat

3.6.9.6.14. You can hit a plane at the end of an Attack run by making sure your plane lines up with the Approach or Attack position of the target plane. (See diagram).

3.6.9.6.15. You can even hit the plane if it is lining up along a different attack path, as long as your plane would intersect it at the end of your Attack run.

3.6.9.7. After the Attack, place the plane on the edge of the Battlefield facing away from the line they just flew across. (See Diagram).

3.6.9.8. Next turn, you can move your plane to a new Approach from any direction.

3.6.9.9. Planes in their Approach or Attack position can be fired on like any other Soldier or Vehicle.

3.6.9.10. To attack a Plane, your shot must meet or beat each tile that it moves through between your Soldier and the plane.

3.6.9.11. Planes take damage on a 5 or 6, and the shot misses entirely and is removed from the battlefield on a 4 or less.

3.6.9.12. Note: Snipers do not gain their usual accuracy bonus on the plane specifically, but still have their accuracy bonus for each tile leading to the plane.

3.6.9.13. Grenades cannot be used on Planes.

3.6.9.14. Flamers can use their attack against planes only if they are in the tile adjacent to the plane during the plane's Approach or Attack, but not during the flyover.

3.6.9.15. Damage to Planes

3.6.9.15.1. All damage taken by a plane is placed on your Plane's card.

3.6.9.15.2. When the damage on a plane meets or exceeds 5, the plane will begin to crash.

3.6.9.15.3. Crashed Planes cannot be repaired.

3.6.9.16. Crash Landing Planes

- 3.6.9.16.1. If it is in Approach position, roll versus the Cover Value of each tile in its path, as if the Plane is a shot.
- 3.6.9.16.2. The first Tile that is "hit" becomes the crash site of the plane. (See Diagram)
- 3.6.9.16.3. Turn the crash site to No Man's Land, destroy or wound any Soldiers, Civilians, or Tanks on that tile, and place a Wreck token.
- 3.6.9.16.4. Flip your Plane card to the Wrecked side.
- 3.6.9.16.5. Then, perform the same shot-like procedure for the pilot, who has parachuted out: rolling for each tile until you "hit" a tile.
- 3.6.9.16.6. This is where you now place your Pilot, as if they have parachuted out and drifted down to land amidst the battle.
- 3.6.9.16.7. If they land on the Crash Site, they do so amidst the Wreck, but do not take any damage.
- 3.6.9.16.8. If a Plane or Pilot does not "hit" any of the Tiles and thus would land somewhere off the battlefield, treat the final tile of the flight path as if it was the one that was hit, as it becomes the Crash Site.
- 3.6.9.16.9. This also applies to the parachuting.
- 3.6.9.16.10. If the Plane is facing away from the battlefield, having completed it's Attack run, then you may pick a line of Tiles along which you would like to perform the above process, with the plane wheeling about in the sky and attempting to crashland somewhere amidst the fighting.
- 3.6.9.16.11. Optional Bail-Out Rule: by prior agreement before the game begins, you must roll 4 or more for your Pilot to escape alive when their Vehicle is wrecked, rather than just being able to parachute by default.

3.6.9.17. Pilots of Crashed Planes

- 3.6.9.17.1. Now that the Pilot is on the ground, they operate just like any other normal Soldier.

3.6.9.17.2. Pilots cannot move onto enemy Planes that are adjacent to them if they are on the edge of the Battlefield and along the Plane's flight path.

3.6.9.18. This information is also summarised in the Plane Certification Handbook.

3.6.10. Recruit

3.6.10.1. If your Recruit takes enough damage to be Wounded, they die instead.

3.6.10.2. Next turn, you can place the Recruit standee back on your edge of the Battlefield, in your deployment zone.

3.6.10.3. This Respawn counts as their action for that turn.

3.6.10.4. You can use them then from the turn after their respawn turn.

3.6.10.5. This can happen an infinite number of times.

3.6.10.6. However, Recruits do not need to be counted towards any kill total necessary for an Objective, and do not need to be killed in order to wipe out the enemy squad and gain victory by eliminating all enemy Soldiers.

3.6.11. Rocketeer

3.6.11.1. Every shot a Rocketeer fires works like a normal shot, but the damage counts as a Grenade, at any range.

3.6.11.2. Whenever you hit a tile with a shot from the Rocketeer, you roll versus the Cover Value of each tile the shot moves through.

3.6.11.3. Whichever tile your Rocketeer's shot hits takes three damage.

3.6.11.4. If you roll equal to or above the Cover Value of your target's tile, all Soldiers (friend or foe), Civilians or Tanks on that tile also take three damage.

3.6.11.5. If you roll under the Cover Value, all Soldiers (friend or foe), Civilians, or Tanks on that tile only take one damage.

3.6.11.6. Rocketeers do not need to use Grenades they are carrying to deal this level of damage.

3.6.11.7. Rocketeers start with a Grenade like any other Soldier, and this Grenade can only be used on adjacent tiles or in melee.

3.6.12. Sniper

- 3.6.12.1. Whenever your Sniper takes a shot, they only need to roll a 2 or more for each tile their bullet moves through (See diagram below)
- 3.6.12.2. When the Sniper's target is a plane or tank, the default 5 or 6 cover provided by that Vehicle for itself and any other Soldiers on its tile will apply.

3.6.13. Tankers and Tanks

- 3.6.13.1. Your Tankers begin the Battle with their standee on your Tank card.
- 3.6.13.2. They gain a Grenade on their own card like any other Soldier.
- 3.6.13.3. Their Tank uses all of the Tanker's Actions until that Tank is destroyed and becomes a Wreck.
- 3.6.13.4. Optional Bail-Out Rule: by prior agreement before the game begins, you must roll 4 or more for your Tanker to escape alive when their Vehicle is wrecked, rather than just appearing on the same Tile by default.
- 3.6.13.5. Note: Snipers do not gain their usual accuracy bonus on the tank or any soldiers on the tank's tile specifically, but still have their accuracy bonus for each tile leading to the tile the tank is on.
- 3.6.13.6. See Vehicles Section for more information on Tanks

3.6.14. Vehicles (Also See: Certification Booklets)

3.6.14.1. Tank Movement

- 3.6.14.1.1. Tanks move like any other Soldier, but turn all Battlefield Tiles they enter into No Man's Land.
- 3.6.14.1.2. Whenever a Tank enters a tile, flip that tile to No Man's Land.
- 3.6.14.1.3. All Soldiers - friend or foe - on a tile crushed by a Tank take one damage.
- 3.6.14.1.4. Tanks destroy any Wrecks, Trenches, or Barbed Wire on any tile they enter.
- 3.6.14.1.5. Tanks do not destroy Grenades, Items, or Objectives on Tiles they enter.

3.6.14.2. Tank Attacks

- 3.6.14.2.1. Tanks attack by firing a shot like any other Soldier.

- 3.6.14.2.2. However, their shots count as Grenades against whichever tile they hit.
- 3.6.14.2.3. Roll versus the Cover Value of the Tile the target is on.
- 3.6.14.2.4. Upon meeting or beating the Cover Value, all Soldiers, Civilians and Tanks take three damage.
- 3.6.14.2.5. The Tile also takes three damage.
- 3.6.14.2.6. If any of the Tank shot's rolls are below the Cover Value, the shot hits that tile.
- 3.6.14.2.7. Everything on that tile still takes 1 damage, and the building still takes 3 damage.
- 3.6.14.2.8. This includes the target tile, and if the shot missed on the final tile.
- 3.6.14.2.9. If the Battlefield Tile collapses, everything on it sustains one extra damage.

3.6.14.3. Tank Damage and Destruction

- 3.6.14.3.1. All damage taken by your Tank is placed on its Tank card
- 3.6.14.3.2. When the damage on the tank meets or exceeds 6 in total, remove the Tank standee from the Battlefield and replace it with a Wreck.
- 3.6.14.3.3. Additionally, flip your Tank card to the Wrecked side, and place the Tanker standee on the same tile as the new Wreck.
- 3.6.14.3.4. The Tanker now functions like a regular Soldier.

- 3.6.14.4. Note: Snipers do not gain their usual accuracy bonus on the tank or any soldiers on the tank's tile specifically, but still have their accuracy bonus for each tile leading to the tile the tank is on.

3.6.15. This information is also summarised in the Tank Certification Handbook.

3.7. Civilians

- 3.7.1. Civilians are represented by small civilian rabbit standees with grey bases.
- 3.7.2. These are usually placed on the Battlefield as part of Operation objectives.
- 3.7.3. Civilians can only move if they are being "dragged" (moved) by another Soldier.
- 3.7.4. Any Soldier can move a Civilian with them from tile to tile.

- 3.7.5. Extra moves granted by things like Tactics or the Captain's granted action also allow the affected Soldier to move with them the entire way.
- 3.7.6. Civilians do not take damage like soldiers or tanks.
- 3.7.7. As soon as they take any damage, they are Wounded, and their standee laid flat.
- 3.7.8. If they are Wounded and take another point of damage by any means, they instantly die and are removed from the battlefield.
- 3.7.9. Wounded Civilians can be returned to standing upright by Medics and certain Tactics.
- 3.7.10. Civilians can be "dragged" when Wounded.
- 3.7.11. Civilians cannot move unless moved by a Soldier.
- 3.7.12. Soldiers can choose to leave a Civilian behind when the Soldier moves.
- 3.7.13. Civilians can move with Tanks.
- 3.7.14. If Soldiers from both Empires are present on the Tile, the Civilian cannot be moved until there is only one Empire's Soldiers on the tile when they are moved away from that tile.

4. Legacy Campaign Information

4.1. Overview

- 4.1.1. The Legacy campaign ruleset (included in your copy of Animal World War) allows you to command your forces over a global battlefield with the ultimate aim of capturing the majority of five key cities that gain you control of the earth.

4.2. Key Rule Differences

- 4.2.1. There are four key differences to a Grand Campaign of Animal World War compared to playing individual battles:
 - 4.2.1.1. 1. Vehicles need to be unlocked by capturing their cities in battle on the Campaign Map.
 - 4.2.1.2. 2. Soldiers killed in battle are permanently dead, and cannot be used in other battles during your Campaign.

- 4.2.1.3. 3. Soldiers (and Vehicles) can earn powerful upgrades through various achievements, such as dragging a wounded ally to safety, or being promoted for accomplishing the battle Objective.
- 4.2.1.4. 4. Tactics are also unlocked through the capture of cities, though you can start with one Tactic of your choice at the beginning of the campaign by default.
- 4.2.2. To begin a Grand Campaign and start playing legacy-style battles where every decision matters, find and use the Grand Campaign Rulebook in your Animal World War copy, the two Empire dossiers, and the sticker sheet.

AWW Grand Campaign Rulebook Draft 1

4.3. Overview

- 4.3.1. This Grand Campaign ruleset allows you to command your forces over a global battlefield with the ultimate aim of capturing the majority of five key cities that gain you control of the earth.
- 4.3.2. Every decision you make - which Soldiers you lead into battle, who to save and who to sacrifice - will impact every future game.
- 4.3.3. Your Soldiers can even be captured by the enemy, unlocking POW and MIA missions to get them back.

4.4. Key Rule Differences

- 4.4.1. There are four key differences to a Grand Campaign of Animal World War compared to playing individual battles:
 - 4.4.1.1. 1. Vehicles need to be unlocked by capturing their cities in battle on the Campaign Map.
 - 4.4.1.2. 2. Soldiers killed in battle are permanently dead, and cannot be used in other battles during your Campaign.

- 4.4.1.3. 3. Soldiers (and Vehicles) can earn powerful upgrades through various achievements, such as dragging a wounded ally to safety, or being promoted for accomplishing the battle Objective.
- 4.4.1.4. 4. Tactics are also unlocked through the capture of cities, though you can start with one Tactic of your choice at the beginning of the campaign by default.

5. Campaign Map

5.1. The campaign map (shown below) features 16 cities across five continents, connected by lines that show where can be attacked next.

5.2. Each city has it's own information section along the bottom of the map.

5.2.1. These sections include the city name, the default Objective you play when attacking that city, the default Tactic Reward you gain from capturing that city.

5.2.2. Eight cities also have a tank or a plane symbol, and capturing these means you can use tanks or planes in the game.

5.2.2.1. If you have no tank or plane cities under your control, you cannot use the corresponding vehicle

5.2.2.2. If you have at least one city with the vehicle icon, you can use that vehicle (as long as your Pilot or Tanker haven't been killed.)

5.2.2.3. You can use as many tanks as you like as long as your Tanker survives each battle, even if an individual tank is destroyed during a battle.

5.2.2.4. You can use as many planes as you like as long as your Pilot survives each battle, even if an individual plane is destroyed during a battle.

6. Medals, Capture Rewards, and Permadeath

7. Winning the Campaign

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