

# RAMBO™

## THE BOARD GAME



# MISSION BOOK

# Rambo II

Notes, credits go here

## REMINDER

If you are playing Campaign Mode, any new Gear that you acquire (or old Gear that you replace or discard) is added to your Gear Stash. At the start of any Mission, you may equip Gear from your Stash to fill any empty Gear slots, or swap suggested Starting Gear for items from your Stash. See Rulebook page 2 for more details.



**MILITARY PRISON GUARD:** John Rambo?

Rambo looks up at a pair of guards. He can barely distinguish them because of the hellish bright sun behind them.

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Trudging into the prison yard with the guards close behind him, Rambo makes out his former superior officer, Col. Samuel Trautman, standing on the other side of the fence.

Rambo has a long history with Trautman, and something is telling him his old friend doesn't bring good news.

**TRAUTMAN:** How are ya Johnny?

Rambo nods.

**TRAUTMAN:** I'm sorry you were sent to such a hellhole...

**RAMBO:** I've seen worse.

**TRAUTMAN:** You have... haven't you.

**RAMBO:** Yeah.

**TRAUTMAN:** Johnny... I told you I'd help you when I could. You interested?

Rambo doesn't reply.

**TRAUTMAN:** I won't beat around the bush, John. The men upstairs have put together a new operation, and I'm in charge of recruiting. I need to find the right man for this job, and your name came up as the top choice.

**RAMBO:** What mission?

**TRAUTMAN:** Recon for P.O.W.s in 'Nam.

Rambo looks off into the distance.

**TRAUTMAN:** Look, if you won't do it, they'll just get someone else to lead the mission, and we both know they won't be as good. You'll be temporarily reinstated in the forces, and if the operation is successful, there may be a Congressional pardon.... Are you in, John?

Rambo thinks about his wasted days in prison. It's all he has to look forward to until he dies. Is it better to live for something, or die for nothing?

After a moment, he nods his acceptance.

Trautman nods back, then pauses a moment.

**TRAUTMAN:** I want you to know I did what I could to keep you out of here.

**RAMBO:** I know.

Trautman turns on his heel to walk away.

**RAMBO:** Sir... do we get to win this time?

Trautman stops and turns back, looking Rambo straight in the eye.

**TRAUTMAN:** This time... it's up to you.

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Trautman meets Rambo outside of a military aircraft that just landed in a covert base somewhere in Thailand. He leads Rambo across the airfield to an old hangar to meet with a CIA commander, Major Marshall Murdock. Trautman and Rambo are escorted into Murdock's office by two rough-looking ex-soldiers.

**MURDOCK:** I'll get right down to it. This is a covert operation in the far East. The prison camp you escaped from in '71 is the target area, and no one knows that terrain better than you – which is why your name came up in the computer. I glanced through your military jacket, and I must say, it was some interesting reading. If for some reason you are not aware, there are still nearly twenty-five hundred Americans missing in action in Southeast Asia. Most of these boys are presumed dead. However, to families, to Congress, and to a lot of Americans, it's not that cut and dry. We believe some of our men are being held as P.O.W.s at the target camp. You'll confirm their presence by taking photographs and turning them over to me – if there are any P.O.W.s to take photos of.

**RAMBO:** Photographs?

**MURDOCK:** Just photographs. Then you turn those photos over to me. By no means are you to engage the enemy.

**RAMBO:** We're supposed to leave them?

**MURDOCK:** Not exactly – the phase two Delta Force assault team will handle the extraction. But that's not any of your concern. You just do your job, and get back without causing an international incident. I've got one of my CIA people there to guide you, and one of the Delta Force team, a local, to keep an eye on the situation. You'll meet with them at the rendezvous point when you land.

Rambo looks at Trautman, then back to Murdock.

**MURDOCK:** Dismissed.

Rambo and Trautman get their gear and move out immediately.

### Heroes for Missions 1-15

John J. Rambo:



Col. Sam  
Trautman:



Co Bao:



Wei Ting:



## MISSION 1

# Nothing Goes As Planned

### MAP SETUP



P.O.I.  
1

### ENEMY TRACK

**A** VIETNAMESE SCOUT 

 1  1  2  
 4  0  4

**SPECIAL ABILITY**  
When this Enemy spawns, any Hero within 3 spaces gets +1▲.

**ACTIVATION BEHAVIORS**

1. Move toward the Hero with highest ▲ level
2. Attack the closest visible Hero
3. Move toward the Hero with highest ▲ level that this figure has not attacked this activation
4. Each adjacent Hero gets +1▲

**B** VIETNAMESE GUARD 

 1  1  3  
 3  2  4


**SPECIAL ABILITY**  
Adjacent Enemies have +1▲. (This does not stack if multiple Guards are adjacent.)

**ACTIVATION BEHAVIORS**

1. Move toward the Hero with highest ▲ level
2. Attack the closest visible Hero
3. Move toward the closest POW, Camp, Enemy, or POI

### THREATS

Shuffle all cards in the following sets together to create the Threat Deck.


 Jungle Set



### TACTICS

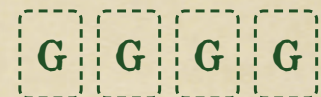
Shuffle together the listed Tactics Cards for your Hero to create your Tactics Deck.

Then draw 1 Tactics Card.

 Tactics #1-6



### GEAR



4 Gear Slots

Below is the suggested loadout for each Hero. You may fill empty slots or swap suggested Gear with Gear from your stash.

#### RAMBO

- > Rambo's Knife
- > Ranger Boots

#### TRAUTMAN

- > Commander's Beret
- > Military Pistol

#### CO BAO

- > Jade Buddha Necklace
- > Co Bao's AKM

#### WEI TING

- > Ghillie Suit
- > Model 70 Rifle



## BRIEFING

Rambo and Trautman fly through the night aboard a Huey chopper, heading across the border from the US base in Thailand into 'Nam. They're flying right into a dark storm – perhaps an omen of what is to come. Fortunately, their pilot is the best there is...

Rambo steers the chopper as safely as possible through powerful winds, thunder, and lightning, getting as close to Vientcong territory as he can. As he begins to make the descent, lightning strikes the tail of the aircraft.

The Huey crash-lands in a tree. Both Rambo and Trautman get out safely, but the chopper's on fire, and they can't retrieve their guns or supplies.

They rappel down the tree to the jungle floor and move quickly to the rendezvous point to sync up with the rest of the squad: Co Bao, a Vietcong/CIA double-agent, and Wei Ting, a US Delta Force soldier stationed in Thailand. Now they're ready to begin the mission.

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The full team has assembled at the rendezvous point. The long-range radio sparks in your hand. "Raven... come in... this is Wolf Den... come in..." You attempt to respond, but it goes silent.

The infiltration was rough, and you lost most of your gear in the downed chopper. But you've still got a mission to do.

**BAO:** I estimate our current position is less than 10 clicks from the target area. Move as a team and keep undetected. The last thing we need now is to alert anyone to our presence.

**TRAUTMAN:** We need to locate that P.O.W. camp and take pictures to prove that Americans are being held there. The mission brief says we're not to engage the enemy.

**RAMBO:** ...Unless it can't be avoided.

**TING:** Let's get a move on.

### OBJECTIVES

- Reach the Vietnamese POW camp (POI 1).
- Take pictures while no Enemies are present.

## MISSION TRIGGERS

### Points of Interest

- POI. 1** **P.O.W. CAMP:** When there are no Enemies on the map, use 1 🔄 to take pictures and read Mission Success!
- POI. 2** **LOOKOUT TOWER:** Use 1 🔄 to remove this P.O.I. and look at any 1 Fog of War card on the map, then put it back face-down.
- POI. 3** **A HOLE?** You can't tell if the guard was burying something, or just digging a hole, but this shovel may be useful! Use 1 🔄 to acquire **M1967 Shovel** and remove this P.O.I.

### Mission Success

You don't find any P.O.W.s, but you do find evidence that the enemy was here recently. You also find some weapons in decent shape, and some supplies to replenish those that were lost in the crash.

**TRAUTMAN:** The camp was empty, save for a few guards.

**RAMBO:** Easily taken care of.

**TING:** Clearly this isn't the place we're looking for.

**BAO:** We should get out of here before we're spotted, and I'll tell you more.

### ACQUIRE GEAR

- > Rusty AK-74u
- > Walking Stick
- > MkIII Combat Knife

### MISSION FAILURE

- Any Hero is at Red ⚠ at the start of their turn.
- Any Hero has 3 Wounds.
- Objectives are not completed at end of Round 5.

## BATTLEFIELD CONDITION



Battlefield Condition events trigger at the end of each Round.

- 1 Spawn **A** in Hero Start area.
- 2 All Heroes gain +1 ⚠.
- 3 🔄: All Heroes have +1 🔄 until the end of next round.
- 4 Spawn **B** adjacent to POI. 1.
- 5 **MISSION FAILURE**

