

Way of the Warrior: WWII Components Overview

Play Area

The Play Area is used to manage the main game components (Terrain, Units).

Squad Roster

Combat Range

Mission Deck

Current Terrain

Current Objective

The screenshot shows the game's interface with several key components highlighted by red boxes and arrows:

- Range:** A section with icons for 'S' (Sniper), a target icon, and 'L' (Long Range).
- Mission Track:** A section showing 'TERRAIN CARDS' and a 'CROSSING' card with objectives like 'Minefield (2 attacks)', 'Patrol #Ambush', and 'Patrol'.
- Squad Roster:** A row of 9 slots, each containing a unit card with a weapon name and fire factors (e.g., 'RIFLE 2/2/1', 'LMG 3/3/2').
- Enemy Forces:** A row of 5 empty slots.
- Control Building:** A card with a compass and a satellite dish, showing 'Road', 'Covering Building', and 'Enemy Forces'.
- Game Phases:** A list of phases including 'A. BRIEFING PHASE', 'B. SQUAD SELECTION PHASE', 'C. MISSION PHASE', and 'D. POST-MISSION BRIEFING PHASE'.
- Fire Table:** A table with columns for 'so', '1-10+', and rows for 'W' (Wounded) and 'P' (Pinned) for each of the 10 units.
- DRM and Fire Table modifier:** A list of modifiers such as 'Firer is Green', 'Target is on light cover', etc.

Terrain Card

Cover

Event Table

Tags

The 'BUILDING' terrain card features the following elements:

- Tags:** 'H' (Hidden), 'E' (Event), and 'F' (Fire).
- Event Table:**
 - 3:** Sniper. Precision Rifle (P) [Long Range] #Hidden.
 - 5:** Patrol.
 - 10:** Obstacle: Door (6+ to remove, 10+ Patrol, no DRM).
 - 11:** Enemy HQ. Pistol(V) SMG*(P) SMG(P) Rifle (P). +1XP at the end of the mission for the information gathered.

Unit

Weapon Name

Fire Factors

Notes

The 'Commonwealth' unit card displays:

- Weapon Name:** HMG
- Fire Factors:** 5/4/3
- Notes:** 2xAtk

Way of the Warrior: WWII

Example of Play – Table Top version

[2.0] Campaign Setup

For my first play I take the Campaign Sheet and I select the Theatre of Operations “Russia 1943”: I’ll play with the German Army, so my Enemy will be the Soviet Army.

Select Theatre of Operations in the [Theatres of Operation] list

The Theatre of Operations will determine the Decks to use

Theatres of Operation				Decks	
Theatre	Army 1	Army 2	Notes	Main	Secondary
Russia 1943	Germany	USSR		E,A "Town"	T

Decks E,A plus "Town" card

[3.0] Briefing Phase

Mission Deck Preparation

I take the Terrain cards containing the label E and A to create the Mission Deck

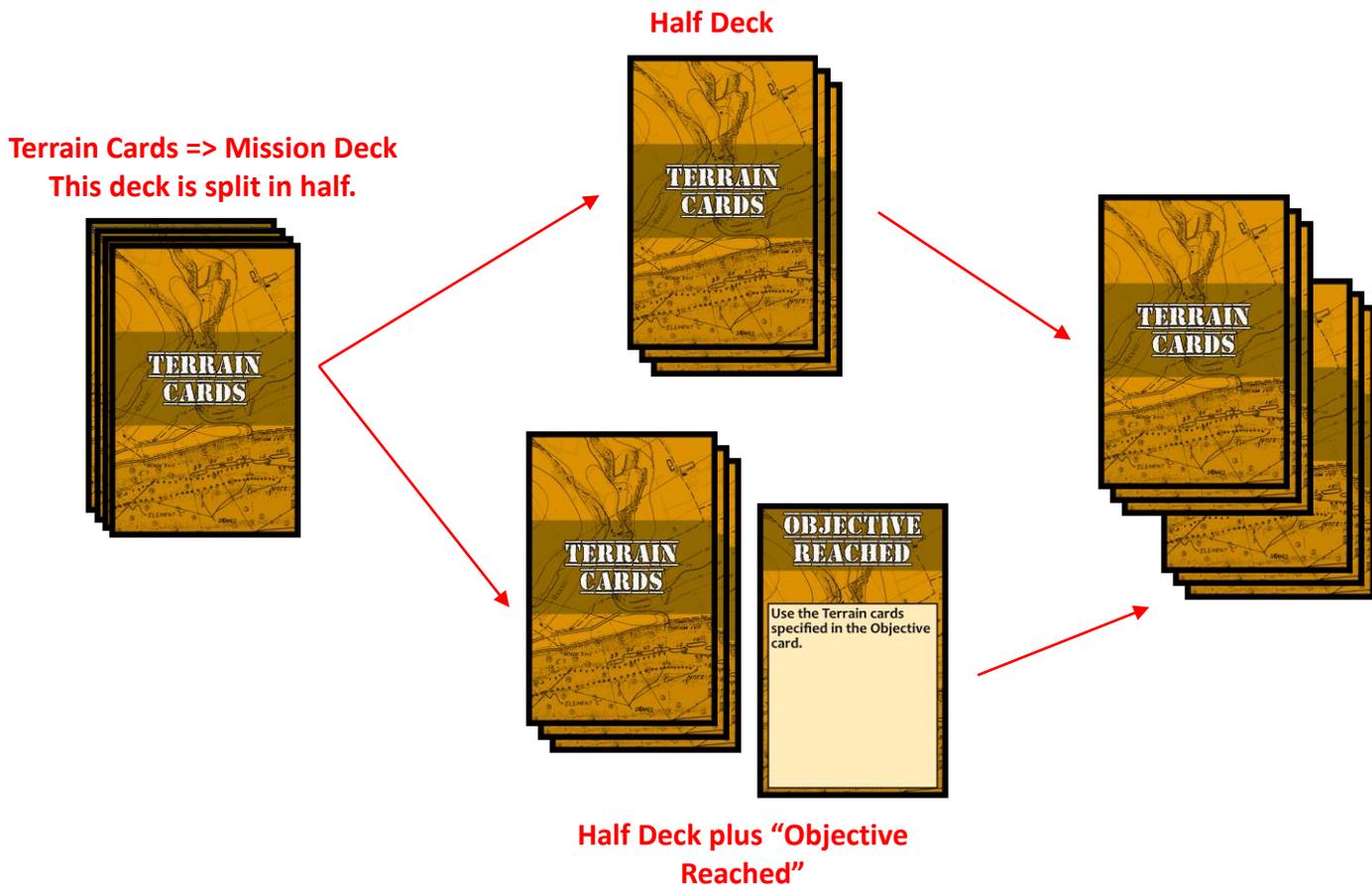
Select the Terrain Cards containing one or more Tags corresponding to the capital letters included in the “Main Deck” column



I also need to add the “TOWN” card to the Mission Deck



I shuffle the Mission Deck and divide it in two halves: I add the "Objective Reached" card to in one half and shuffle it again, then place the other half deck on top of it.



I finally take the Terrain cards containing the label T to create the Secondary Deck.

Theatres of Operation

Theatre	Army 1	Army 2	Notes	Decks	
				Main	Secondary
Russia 1943	Germany	USSR		E, A "Town"	T

The Secondary Deck is kept apart: the Mission Deck is placed on the Play Area.

Objective Selection

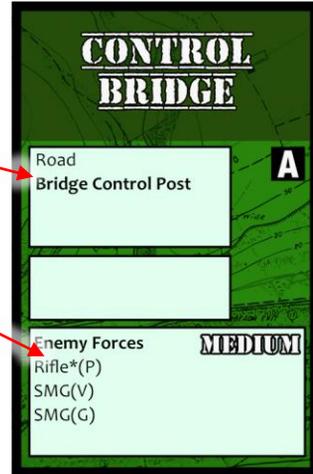
To determine the Objective of the mission I need to select the Objective Cards containing the "E" or "A" Tags (the letters included in the "Main Deck" column of the [Theatre of Operations] Table); I then select one random card from this deck: the mission objective is "Control Bridge".

Objective: Control Bridge

Approach Cards: Road, Bridge Control Post

Enemy Forces: Rifle*(P) SMG(V) SMG(G)

Range: Medium



[4.0] Squad Selection Phase

It's now time to consult the Army Sheet to select my team: the German Army has a total of 5 Command Points (CP) to build my team.

[Germany]

Max Team Members: 7

Starting CP: 5

For this mission I'm going to select the following units:

- one Private with a SMG to represent the Leader (2 CPs)
- One LMG to provide the fire support (3 CPs)
- 5 Green soldiers with a Rifle (0 CP)

The team is composed of 7 members, the max allowed by the German Army.

Soldiers equipped with a Rifle or a SMG starts with two grenades.

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Veteran	5	Assault Rifle
Private	2	Rifle
Private	2	SMG
Private	4	Flame-thrower
Green	0	Rifle
Green	1	SMG
Private	3	LMG
Private	3	Mortar



I place the required counters in the Squad Roster:



[5.0] Mission Phase

The Mission is composed of a series of Game Turns following the sequence:

- Event Check
- Combat Segment
 - Maneuver
 - Fire
 - Enemy Activation
 - Route Check
- Advance

TURN #1

The first Terrain Card drawn is "Wheat Field".

Event Check.

I roll 2d6 and consult the [Events Table]: I got a total of "7": the Events Table provide no events for this result so no resistance or obstacles, my Squad can proceed...



Combat Segment.

Since no Encounter has been triggered in the Event Check segment, I skip this segment during this turn.

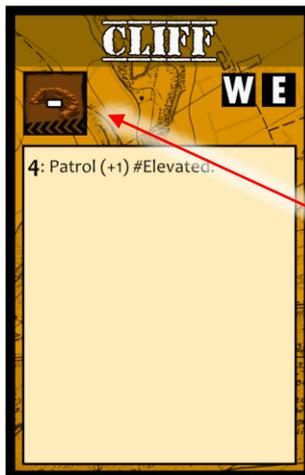
Advance.

Since I've not yet reached the Objective, I need to draw a new Card: this time is a Cliff.

Event Check.

I roll 2d6 and got a total of "4": consulting the [Events Table] can see that this value corresponds to the string "Patrol (+1) #Elevated".

This means that I've met a Patrol: I will have a +1 DRM on the roll to determine the Patrol composition; the Patrol has the special trait #Elevated.



The "Cover" column of the Cliff terrain row is empty: this means that the terrain provides no Cover to the units.

To determine the composition of the Patrol I roll 2d6 and consult the [Patrol Table]. The [Patrol Table] is found in the Army Sheet of the Enemy Army: in my case this means that I need to look in the Soviet Army Sheet.

I roll a "5" and adding the +1 DRM found in the Event Table I got a final "6": this corresponds to a couple of enemy soldiers, a Rifle(P) with a Grenade and a SMG(G). I place the required counters on the Play Area inside the "Enemy Forces" box.

[PATROL TABLE] 2d6

#	Patrol	Weapons
2-	A small group of veterans	Rifle*(V) SMG(V) SMG(p)
3	A small group lead by a NCO	Rifle*(V) SMG(P) SMG(G)
4	Two engineers at work	FlameThrower(P) SMG(P)
5	A couple of soldiers	Rifle*(V) SMG(P)
6	A couple of soldiers	Rifle*(P) SMG(G)



Combat Segment.

Since an Encounter has been triggered in the Event Check segment, I must now proceed with the Combat Segment. The first thing to do is to check the Surprise status of the involved soldiers.

Surprise Check.

I now need to test the morale of every unit involved (including the Enemy forces): Green units have a morale of 3 while Private units have a morale of 4. To test the morale I need to roll 1d6 for each unit: if the roll is less or equal than the unit's morale the test is successful; units that fail are Pinned.

I roll all the required dice: the Enemy SMG(G) and two of my Rifle(G) soldiers fail the Morale and are marked as Pinned.

Combat Round #1

Combat Range

The Event Check didn't include any specific Range so the initial Combat Range is set to the default Medium Range. I mark this on the Range Track in the Play Area.



The current Formation is Column (default).

Combat Sequence

I now proceed with the Combat Round Sequence:

- Team Activation
- Enemy Activation
- Route Check

Team Activation

To activate my team I roll three dice: results are "2", "4" and "5". I discard the result of 2 while the other two rolls provides my team two Action Point (APs).

My two pinned soldiers cannot fire and they block the movement of the Squad (I cannot change the Range nor move to Line formation while there are pinned soldiers).

I spend the first AP to execute a Take Cover action: the Squad gains the "Concealed" status (providing a positive DRM against the enemy fire).

With the second AP I attack with my LMG: the German LMG has the following attributes:



	FF	Notes
LMG	3/3/2	2 Attacks/turn

At Medium Range the LMG has 3 FF and can execute two attacks per turn. I need to roll twice on the Fire Table on the "3" column: the results are "6" and "3". The "6" has no effect while the "3" corresponds to a Pinned result; results on the Fire Table need to be assigned to a random target so I roll one additional die to select the Rifle or the SMG: the SMG is selected and since it's already Pinned its status doesn't change.

Enemy Activation

Enemies follow a linear activation sequence:

- Movement: since there are Pinned Enemy units the enemies won't move in this turn.
- Fire: only the enemy Rifle can attack my squad. The Russian Rifle has 1 FF at Medium Range: the die roll is a "3", with the following modifiers
 - -1 DRM for the #Elevated trait (-1 DRM at Long and Medium Range)
 - +1 DRM for the "Concealed" status of my units

The final result is then $3-1+1=3$: under the 1FF column a result of "3" gives a no effect result.

Route Check

All the Pinned status are removed from both friendly and enemy Units.

Since two Enemy units are still on the field, they will keep fighting: a new Combat Round begins.

Combat Round #2

In this turn my plan is to create a Fire Group and then fire against the Enemy, reducing the range to improve the Fire Factors of my squad if possible.

Team Activation

To activate my team I roll three dice: results are "2","3" and "6"; I have two Action Point (APs) available.

I spend the first AP to execute the action "Deploy in Line": my Squad is now in Line (this will reduce the costs to create a Fire Group).

With the second AP I execute the order "Fire Group – Line Formation" to attack the Enemy: up to three units can participate to a Fire Group so I will create three Groups

1. LMG plus one Rifle
2. Three Rifles
3. Two Rifles plus SMG

Group 1 has a total of 7FF: Rifle 2FF, LMG 3FF plus 2FF for two attacks bonus (weapons capable of two attacks participating to a Fire Group add a 2 FF to their base value but only execute a single attack). I roll 1d6 on the "7" column of FF: the result is "4", corresponding to "2W" (two wounds). I randomly allocate the two wounds (using an additional die roll) and assign both Wounds to the Enemy SMG, killing it.

Group 2 has a total of 6FF: three Rifles each with 2FF. I roll 1d6 on the "6" column of FF: the result is 6 ("P"), so the remaining Enemy is now Pinned.

Group 3 has a total of 5FF: two Rifles each with 2FF and SMG 1FF. I roll 1d6 on the "5" column of FF: the result is 4 ("W"); the remaining enemy is Wounded.

Enemy Activation

The only remaining Enemy is Pinned (and Wounded) so can only remove the Pinned status during its activation.

Route Check

All the Pinned status are removed from both friendly and enemy Units.

Since only one Wounded Enemy unit is left on the field, I must execute a Morale check: the result is a 5 so the Enemy breaks and leave the field. The combat is over.