

# Modern Land Battles – Target Acquired

## Introduction

Modern Land Battles covers historical and hypothetical conflicts from the 1960's to modern day. Each player commands the forces of one nation and attempt to destroy opposing forces and capture key objectives.

## Victory

Check for victory at the end of every round of player turns. The first player to earn 25 Victory Points (VPs) by destroying enemy forces and capturing objectives wins. If more than one player has 25vp or more, the player with the most VPs wins.

## Components

110 Action Cards  
110 Force Cards  
2 Six-sided dice  
Rulebook  
Counter Sheet

## Set-Up

Ask each player to select a nation, and gather the Force cards for that nation.

You, and each of the other players each secretly select 25vp of starting Force cards from your nation's cards. You cannot select more than 7 Force cards.

For every less than 25 you choose, select 1 Elite counter and place it on one of your Forces.

Limit one Elite per Force.

Place your Forces in 1 or 2 rows in front of you on the table.

1<sup>st</sup> row (closest to middle of table) = Front Area

Attack and be attacked

2<sup>nd</sup> row (closest to you) = Rear Area

Cannot attack or be attacked

Except artillery can attack to and from any area

Deal each player 7 Action cards.

If depleted, shuffle discards and form a new draw deck

## Component Descriptions

Force Card

Nation

Type

Description

Hits

Weapons

VP Value

Rules

Action Card

Symbol  
Title  
Reinforcement Value  
Reaction Capability  
Action Capability  
Rules

#### Objective Card

Title  
VP Value  
Rules  
Only 1 row of Forces  
Cannot discard Objective cards

#### Hit Counters

Rules

#### Officer Counters

Rules

### **Player Turn**

Play Objectives  
Actions  
Defenders Defend  
Resolve Attacks  
Claim Objectives  
Discard  
Everyone Draws

### **Rules**

#### Moving

There are 2 types of Locations: Main Area and Objectives  
Forces can move from one Location to another

#### Attacking

Each attack card is played by a Force against a specified enemy Force  
A Force can only attack an enemy Force in its same Location  
Each Force can play only one attack card  
To play an attack card the Force must have that type of Weapon

Cannons, Missiles, Small Arms

Hits = Those on Action Card plus Weapon modifier on Attacking Force

Artillery

Roll value or less to inflict Hits = die roll

#### Defending

Each defense card is played by a Force against a specified enemy attack card  
A Force can only play a defense card against an attack targeting a Force in its same

#### Location

Each Force can play only one defense card  
To play a defense card the Force must have that type of Weapon  
Hits stopped = Those on Action Card plus Weapon modifier on Defending Force

#### Resolving Attacks

Place unstopped Hits on targeted Forces  
Roll dice for Artillery and Air Support attacks

#### Claiming Objectives

If an Objective has the Forces from only one side present, that side claims the Objective  
Place the Objective in that side's Destroyed Pile  
Move all Forces to the owning player's Main Area

#### Reinforcing

Discard cards, total their VPs, and bring in that many VPs of new Forces from your  
Reinforcement pile.  
Place the new Forces in your Main Area. They may move this turn as normal.

### **Card Details**

#### Air Support

Action: Roll value or less to inflict Hits = die roll  
Reaction: Stop some Hits from the noted attack types

#### Cannon Combat

Inflict Hits  
Stop Hits

#### Deploy Infantry

Gain Hits  
Gain bonus to Small Arms and Missile attacks  
Discard counter if Force moves

#### Dig-In

Place "Dig-In" counter on Force  
Force suffers 1 less Hit from all attacks  
Discard counter if Force moves

#### Missile Combat

Inflict Hits  
Stop Hits

#### Objectives

Cannot discard – play or keep in hand

When played, you may move a Force from your Main Area to the Location.  
Enemy player may also move a Force from their Main Area to Location  
Continue moving Forces until both players pass in succession

#### Repair

Place "Repair" counter on Force  
Reduce Hits suffered by 2 at the start of each of your turns  
Discard counter if Force moves, attacks, or defends

#### Screening Force

Move an attack to another friendly Force in the Location

#### Small Arms Combat

Inflict Hits  
Stop Hits

#### Sniper

Cancel a card when it is played  
Discard a Leader counter

### **Optional Rules**

Team Game  
Free For All

### **Scenarios**

Scenario #1  
Scenario #2  
Scenario #3  
Scenario #4

### **Sample of Play**

Text and Graphics

### **Credits**

Designer  
Developer  
Art  
Playtesting  
Special Thanks