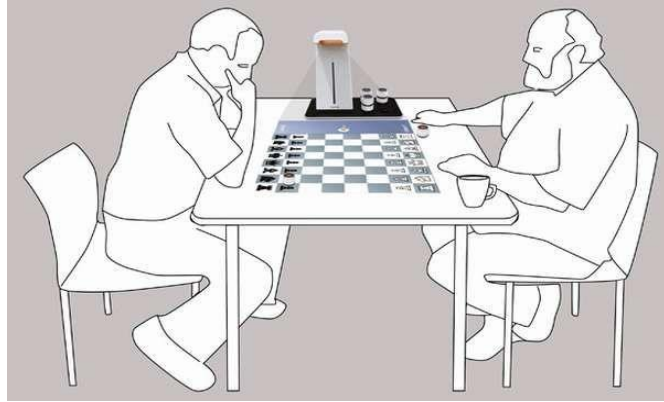


DIRECT FIRE!

Setup

Each person sits on opposite sides of the board (as in chess).



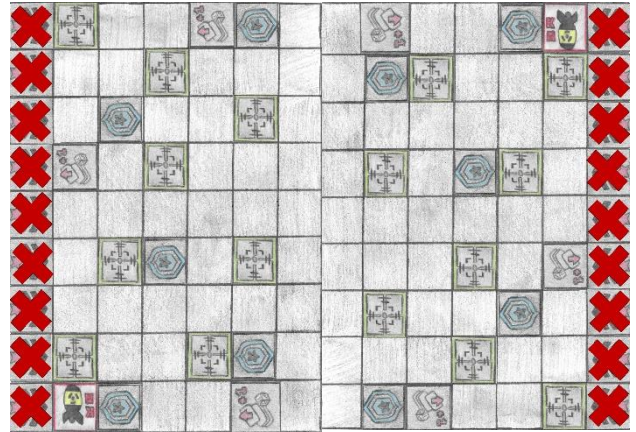
Each person starts with **12** pieces.

6 vehicles and 6 military men



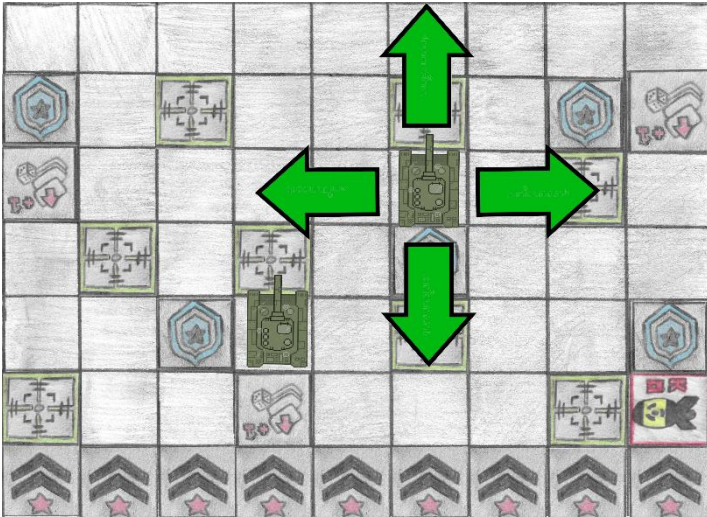
Line your pieces up on the first row of squares

on your side of the board marked by the **RED**
X's.



Movement

Each player may move 1 unit per turn.



Banned: Diagonal movement

Boost Killing

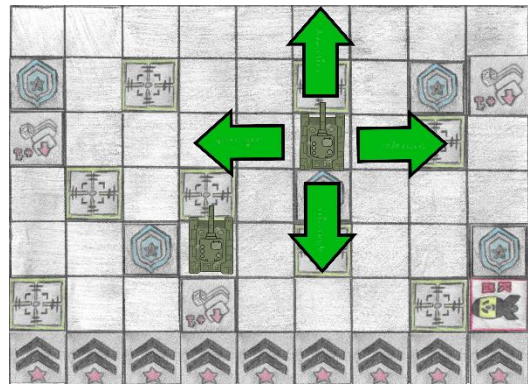
When you destroy an enemy vehicle using one of your **vehicles** you may move your vehicle an additional 3 spaces (and attack again if possible). Remember, only **vehicles** can utilize the boost killing feature. **Not soldiers.**

Two Movement options

1. A player can move a unit **1 - 3 squares** per turn. (Standard move)

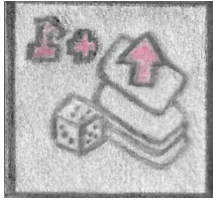
OR!

2. Alternatively, a player has the option to roll the dice and move their unit the number of spaces equivalent to what they roll (**1 - 6 spaces**). (Risk move)

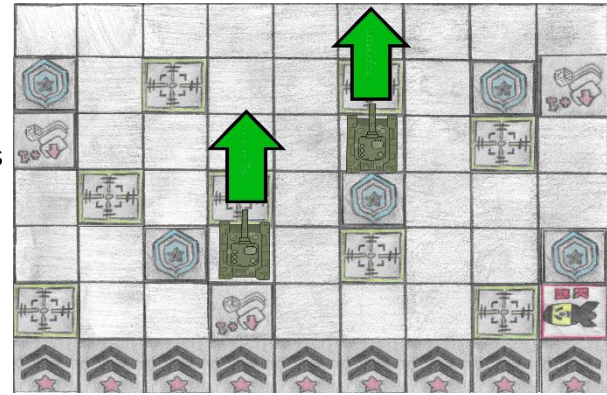


SQUARES

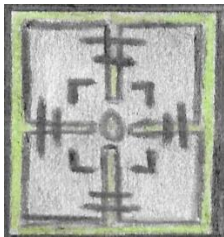
+1 Square



When one of your units' lands on the **+1 square** you may move **AN ADDITIONAL** unit. (1 - 3 spaces (standard move) or roll dice to move it (risk move) for that turn.

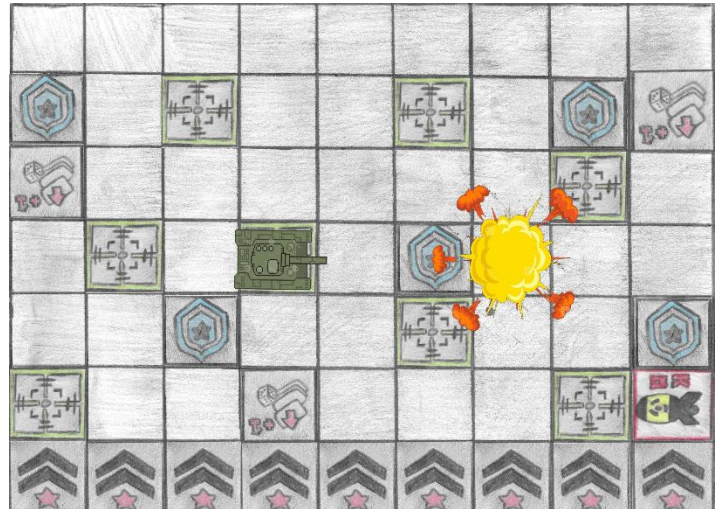
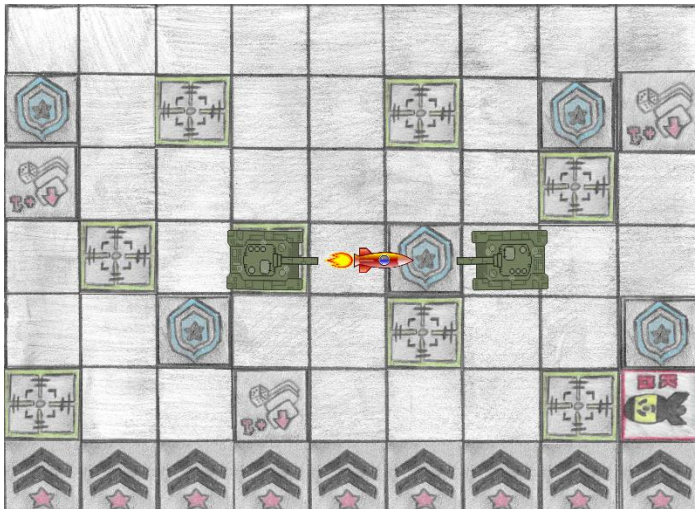


FIRING SQUARE



In order to attack an enemy unit, you must land on a **Firing Square** and verbally declare your attack. The enemy unit must be within 1 – 3 spaces of your unit (to the **left, right, up or down**) in order for you to attempt an attack. Both **soldiers** and **vehicles** may use this square.

Destroyed units are removed from the play.

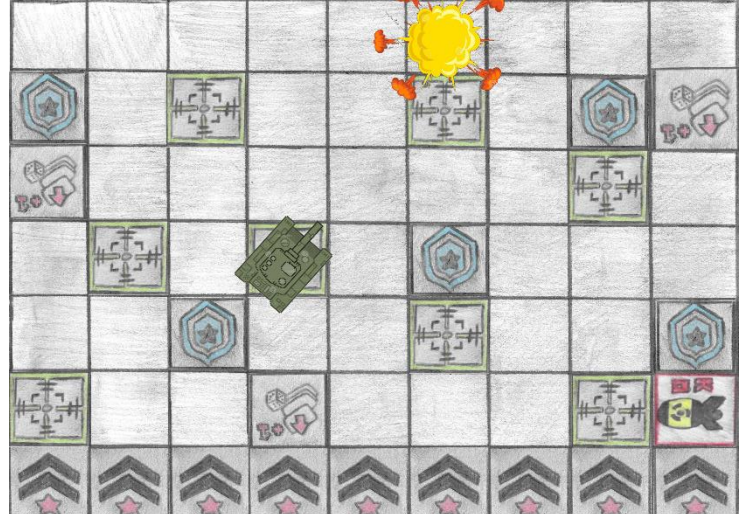
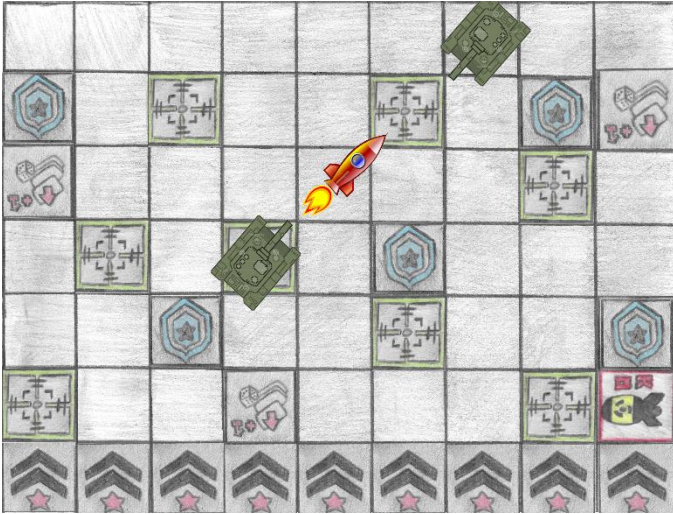
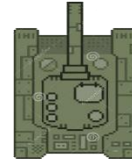


Scatter Fire Square



Vehicles have the added benefit of being able to attack diagonally (1 – 3 spaces as well) using the Scatter Fire Square.

Note: Only **VEHICLES** may utilize the Scatter fire square.



BUNKER SQUARE



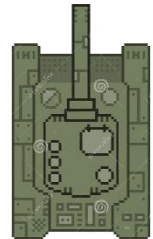
All **SOLDIERS** are safe from attack on Bunker Squares. Vehicles, however, are still able to be destroyed on Bunker Squares.



SAFE!



NOT SAFE!



Nuke Square



Each player has a **Nuke square** on their side of the field.

If an enemy **SOLDIER** lands on the Nuke Square on your side of the field, **you automatically lose!**

Note: Only soldiers can hijack



Hijacking

Additionally, if an enemy **SOLDIER** makes it to one of the **starting squares** on your side of the field, they may steal one of your units from its starting position and reset their piece back to their side of the field.

Note: Only soldiers can hijack

Starting squares

