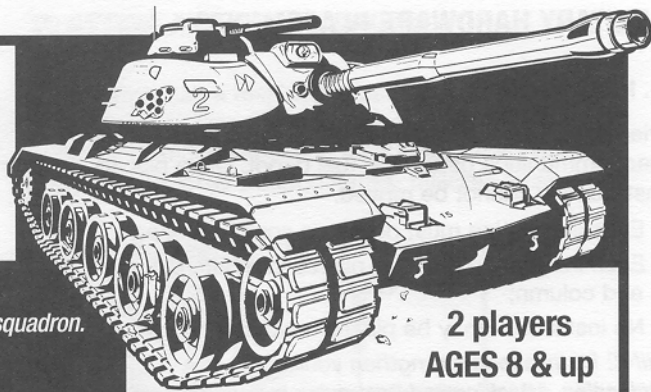


# MISSION COMMAND

## LAND GAME



**Object:** You are the company commander of an elite ground squadron. You are on special maneuvers.  
**Your mission:** Destroy your opponent's 6 tanks.

**2 players**  
**AGES 8 & up**

### ASSEMBLY

- If you haven't done so already, remove all of the pieces from the display package.
- Carefully remove all cardboard pieces from the parts sheets.
- Carefully remove the markers from the plastic runners.
- Now make sure you have everything by checking the contents below. Then discard the display package, the cardboard waste, and the plastic waste.
- Following the instructions on the label sheet, apply the labels to the dice.
- Assemble the two plotting grids as shown in Figure 1.

### SETUP

Place the gameboard between players so that the players are sitting at the short end of the board.

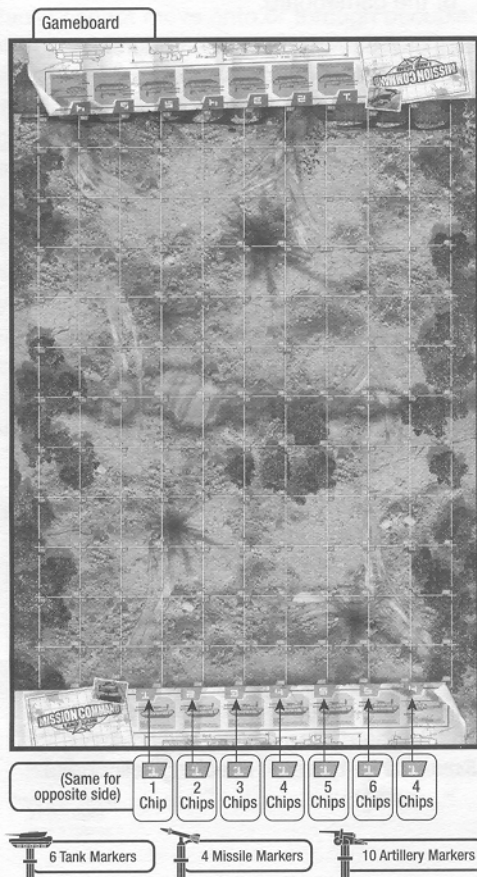
Players choose sides (green or tan).

The green player takes all of the green pieces (plotting grid, defense chips, plastic markers, tanks, helicopter and clear stand, missile launcher, artillery pieces, heli-pad, ammunition depot and fuel depot) and the black dice. The tan player then takes all of the tan pieces and the white dice.

Each player takes a Combat Reference Card.

Each player places his/her cardboard defense chips in stacks (see below) according to the numbers shown. Set any extra defense chips out of play.

See **Military Hardware Placements** on page 2 for how to place the rest of your pieces.

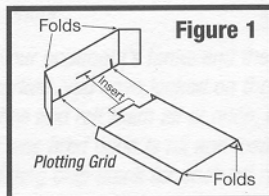


- 3 Black Dice
- 3 White Dice
- 12 Tanks
- 10 Artillery Pieces
- 2 Missile Launchers
- 2 Helicopters and Stands
- 2 Fuel Depots
- 2 Ammunition Depots
- 2 Heli-Pads
- Die Label
- 2 Combat Reference Cards

### 2 Plotting Grid Assemblies

### CONTENTS:

- Gameboard
- 2 Plotting Grids
- 62 Defense Chips
- 2 Reference Cards
- 3 Black Dice
- 3 White Dice
- Label Sheet
- 12 Tanks
- 2 Helicopters with Stands
- 2 Missile Launchers
- 10 Artillery Pieces
- 2 Heli-Pads
- 2 Ammunition Depots
- 2 Fuel Depots
- 6 Tank Markers
- 4 Missile Markers
- 10 Artillery Markers



# MILITARY HARDWARE PLACEMENTS

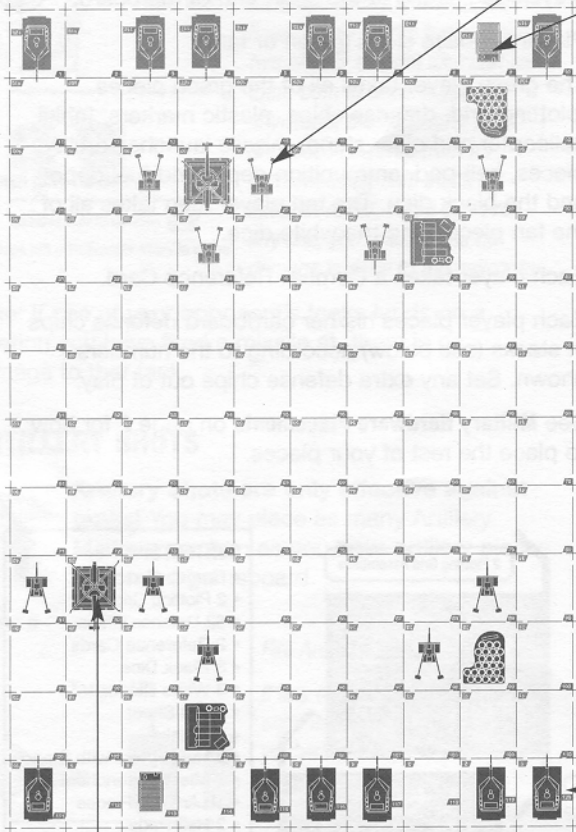
## 1. Installations

Place your installations first. These include your heli-pad, ammunition depot and fuel depot. Once placed, installations cannot be moved.

- Each installation must occupy a space of its own;
- Each installation must be placed in a different row and column;
- No installation may be placed in your back row.

*HINT: Installations strengthen your army. See **Defending, Attacking and Destroying Installations** on page 6. Protect these by placing them near your back line and surrounding them with artillery.*

Figure 2



## 2. Artillery



Place each piece of artillery on an empty space on your side of the gameboard. Once placed, artillery cannot be moved.

*HINT: Artillery provides cover for your installations and missile launcher as well as allows you to plot Artillery Shots against your opponent. (See **Plotting and Firing Shots** on page 3.) Place artillery near your installations and missile launcher to create obstacles for your opponent.*

## 3. Missile Launcher



Place your missile launcher on an empty space on your side of the gameboard. Once placed, your missile launcher cannot be moved.

*HINT: Your missile launcher allows you to plot Missile Shots against your opponent. See **Plotting and Firing Shots** on page 3. Protect your missile launcher by placing it near your back line and surrounding it with artillery.*

## 4. Tanks and Helicopter



All of your tanks must begin the game positioned in the back row on your side of the gameboard.

There is a number (from 1 to 6) on the underside of each of your tanks. These numbers represent the strength of the corresponding tank. (To see the strength numbers, lift the tank completely off the board and look underneath. Tipping it could damage the gun barrel.) Use your defense chips on the edge of the gameboard to keep track of the strength left on each tank. For example, your three tank has three defense chips. If through combat, you run out of defense chips, the corresponding tank is destroyed and removed from the board. See **Plotting and Firing Shots** and **Combat Scenarios** for more on attacking tanks.



Attach the helicopter stand to the helicopter by inserting the copter's landing gear into the groove in the top of the stand. Then place the helicopter on the heli-pad. We recommend lifting your helicopter by using the stand so it stays attached. Helicopters have a defense value of four. Use the defense chips on the edge of the gameboard to keep track of the strength left on your helicopter. If through combat, your helicopter runs out of defense chips, the helicopter is destroyed and removed from the board. See **Plotting and Firing Shots** and **Combat Scenarios** for more on attacking helicopters.

## GAMEPLAY

The player controlling the green army moves first.

### On Your First Turn Only

Each player's first turn is strategic and involves only moving his/her tanks and helicopter.

1. Move your tanks and helicopter as described under **MOVEMENT**, below. Your turn is then over.

### On Your Turn (beginning with Turn 2)

1. Your opponent plots his/her shots on his/her plotting grid.
2. You move your tanks and helicopter.
3. Resolve any plotted shots.
4. Attack enemy pieces/installations.

## MOVEMENT

### Tanks

On each of your turns, your tank squadron can move up to a total of eight spaces.

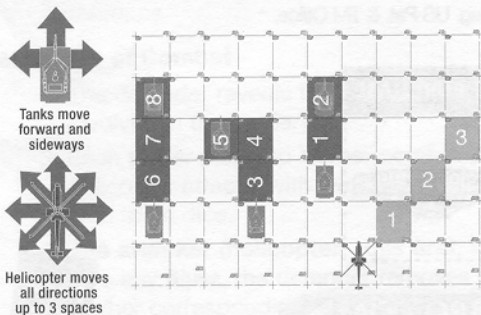
- Your squadron does not have to move the full eight spaces, but at least one tank must move **forward** at least one space.
- No one tank can move more than four spaces and not all tanks have to move.
- Tanks can move either forward or sideways, but NEVER backwards or diagonally.
- Tanks cannot move onto or through occupied spaces with the exception of Installations. (See **Defending, Attacking and Destroying Installations** on page 6.)
- If one of your tanks advances the length of the gameboard to your opponent's back line, then turn it around and head back toward your own back line.

### Helicopter

Each turn, your helicopter can move up to three spaces.

- You do not have to move the full three spaces, but your helicopter must move at least one space.
- Helicopters can move in any direction (forward, backward, sideways or diagonally).
- Helicopters can move over occupied spaces, but cannot end moves on occupied spaces or on installations. EXCEPTION: Your helicopter can land on your heli-pad.

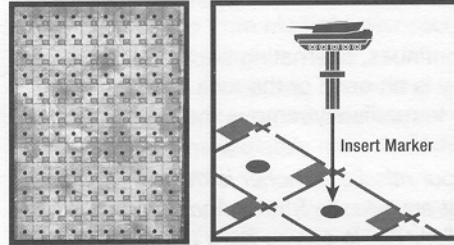
## TANK & HELICOPTER MOVEMENT



## PLOTTING AND FIRING SHOTS

Each player has a map of the battlefield in the form of a plotting grid. Use this grid to anticipate your opponent's movements and attack his/her squadron with your selected weapon (tanks, missiles, artillery).

Figure 3



**Before your opponent moves** his/her tanks or helicopter, you get to place three tank shots, two missile shots and up to five artillery shots. Using the corresponding markers (tank, missile, artillery), plot the squares corresponding to the spaces you anticipate your opponent may end his/her move on.

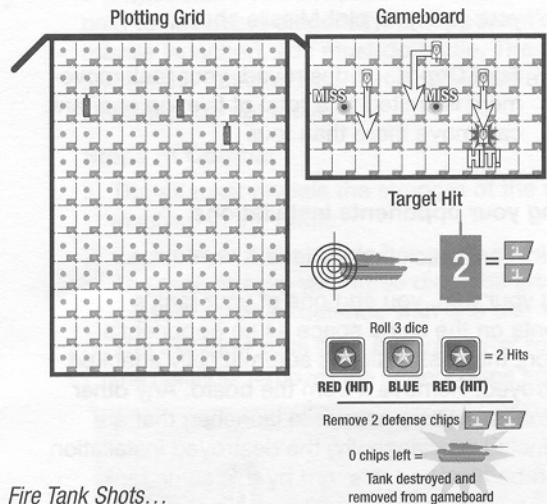
*IMPORTANT: You cannot plot a shot on a square that is already occupied by any of your opponent's tanks or helicopter. This means a piece can hide by moving onto a space another piece just moved off of.*

## TANK SHOTS



**Tank Shots are only effective against tanks!** Select the three plastic Tank Markers and place them in the plotting grid. If you have less than 3 tanks remaining, plot only as many shots as you have tanks.

Figure 4



Fire Tank Shots...

If any of your opponent's tanks end their move on the locations you've marked, you have locked on the target. Take your three combat dice and roll them all at once. If you roll any **Reds**, the tank that was fired upon is hit and loses one chip from its corresponding chip stack for each hit rolled. If you don't roll any hits, you missed and no damage is done to the tank.

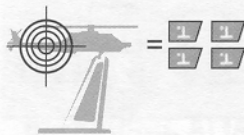
## MISSILE SHOTS



**Missile Shots are only effective against helicopters!** You get two missile shots per turn as long as your missile launcher is still in play. If, during combat, your missile launcher is destroyed, you lose the ability to plot missile shots. Select the two plastic Missile Markers and place them in the plotting grid. **NOTE:** You cannot plot a missile shot at a Heli-pad anticipating the helicopter will land there.

Figure 5

### Missile Target Hit



Roll 2 dice



RED (HIT) BLUE

Remove 1 defense chip

3 chips left = Helicopter stays in game

### Fire Missile Shots...

*If your opponent's helicopter ends its move on one of the locations you've marked, you have locked on the target. Take two of your combat dice and roll them both at once. If you roll any **Reds**, the helicopter is hit and loses one chip from its corresponding chip stack for each hit rolled. If you don't roll any hits, you missed and no damage is done to the helicopter.*

Note: If one of your opponent's tanks lands on a location you have fired a missile at, there is no damage to that tank.

## ARTILLERY SHOTS



**Artillery Shots are only effective against tanks!** You may place as many Artillery Markers per turn as you have artillery pieces left on the gameboard.

Figure 6

### Target Hit



Roll 1 die



RED (HIT)

Remove 1 defense chip

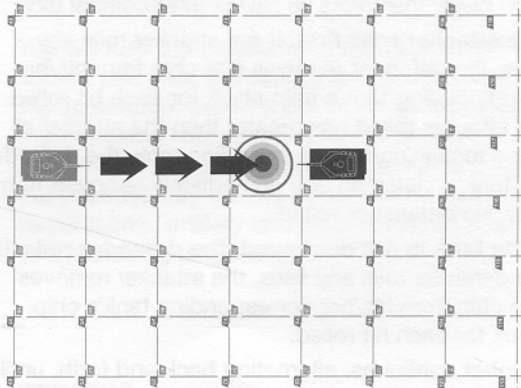
2 chips left = Tank stays in game

### Fire Artillery Shots...

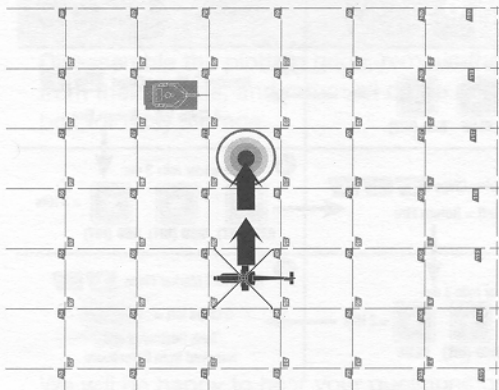
*If any of your opponent's tanks ends its move on the locations you've marked, you have locked on target. Take one of your combat dice and roll it. If you rolled a **Red**, the tank that was fired upon is hit and loses one defense chip from its corresponding chip stack. If you don't roll a hit, you missed and no damage is done to the tank.*

## COMBAT SCENARIOS

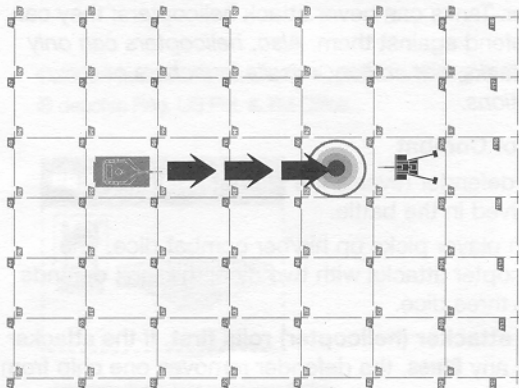
If on your turn, you end a tank's movement on a space next to (including diagonal to) an opponent's tank, you must do battle.



If on your turn, you end your helicopter's movement on a space next to (including diagonal to) an opponent's tank, you must do battle.



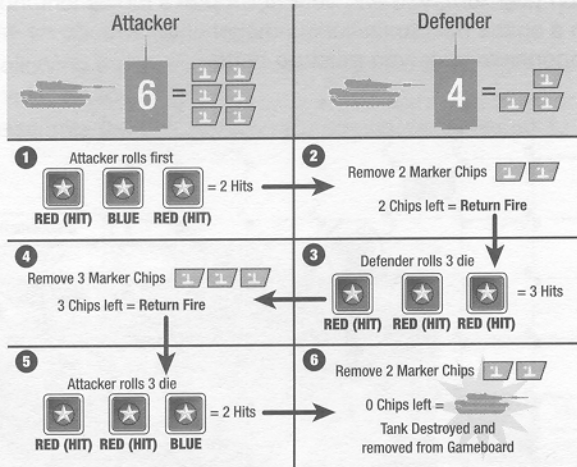
If on your turn, you end a tank's movement on a space next to (including diagonal to) an opponent's artillery, you must do battle.



# TANK-TO-TANK COMBAT THE ULTIMATE BATTLE

## Steps of Combat

1. Each player reveals the strength of his/her tank involved in the battle.
2. Each player then picks up his/her three combat dice.
3. **The attacker rolls first.** If the attacker rolls any **Reds**, the defender removes one chip from his/her corresponding tank's chip stack for each hit rolled. If the attacker rolled hits greater than the number of chips remaining for the defending tank, the defending tank is defeated and immediately removed from play. No defense is rolled.
4. **If the tank is not destroyed, the defender rolls.** If the defender rolls any **Reds**, the attacker removes one chip from his/her corresponding tank's chip stack for each hit rolled.
5. Combat continues, alternating back and forth, until one of the tanks runs out of defense chips. This tank is defeated and immediately removed from the board.



## HELICOPTER-TO-TANK COMBAT

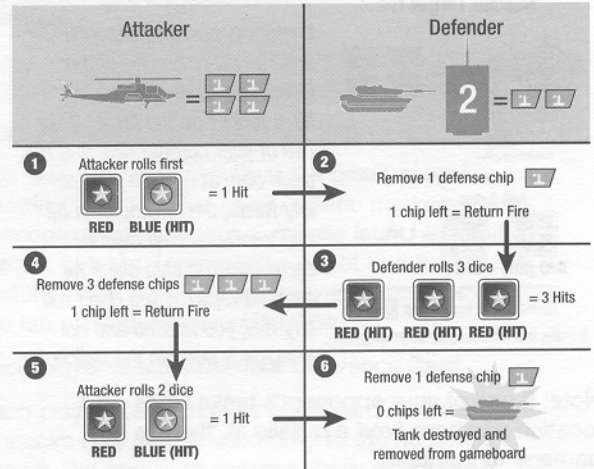
You can use your helicopter to attack a tank if you end its move on a space next to (including diagonally) one of your opponent's tanks. The helicopter is always the attacker. Tanks can never attack helicopters; they can only defend against them. *Also, helicopters can only attack tanks, not artillery, missile launchers or installations.*

### Steps of Combat

1. The defender reveals the strength of the tank involved in the battle.
2. Each player picks up his/her combat dice. The helicopter attacks with two dice; the tank defends with three dice.
3. **The attacker (helicopter) rolls first.** If the attacker rolls any **Blues**, the defender removes one chip from his/her corresponding tank's stack for each hit rolled. If the attacker rolled hits greater than the

number of chips remaining for the defending tank, the defending tank is defeated and immediately removed from play. No defense is rolled.

4. **If the tank is not destroyed, the defender rolls.** If the defender rolls any **Reds**, the attacker removes one chip from his/her helicopter's chip stack for each hit rolled.
5. Combat continues, alternating back and forth, until either the tank or the helicopter runs out of defense chips. Immediately remove the defeated piece from the board.

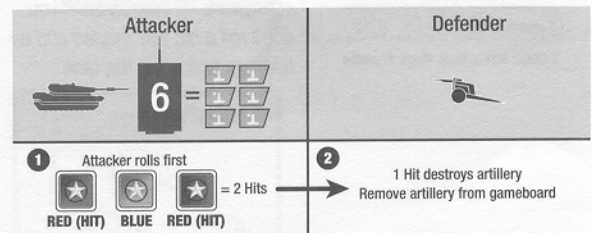


## TANK-TO-ARTILLERY COMBAT (INCLUDING MISSILE LAUNCHER)

If on your turn, you end a tank's movement on a space next to (including diagonally) an opponent's artillery (or missile launcher), you must do battle. The tank is always the attacker since artillery pieces and missile launchers do not move.

### Steps of Combat

1. The attacker reveals the strength of the tank involved in the battle.
2. Each player picks up his/her combat dice. The tank attacks with three dice; the artillery (and missile launcher) defends with one die.
3. **The attacker rolls first.** If the attacker rolls any **Reds**, the defender removes the artillery piece from the board.



## TANK-TO-ARTILLERY COMBAT (Continued)

4. If the attacker does not roll a hit on the artillery piece (missile launcher) then the defender rolls his/her defense die.
5. If the defender rolls a **Red**, the attacker removes one defense chip from his/her corresponding tank's chip stack.
6. The combat continues, alternating back and forth, until the artillery is hit once or the tank runs out of defense chips. Immediately remove the destroyed piece from the board.

*REMEMBER: If your missile launcher is destroyed, you can no longer plot any Missile Shots. And you can only plot as many Artillery Shots as you have artillery pieces left in the game.*

## DEFENDING, ATTACKING AND DESTROYING INSTALLATIONS:

### Defending your installations:

The only way to defend your installations is to begin with a good strategy: surround each installation as best you can with your artillery pieces. This way your opponent has to battle artillery before reaching these targets.

If your installations are destroyed, your army is weakened. Here's how:



**Heli-pad** – If destroyed, your helicopter has no place to land. Remove the helicopter from play.



**Ammunition Depot** – If destroyed, you lose your ability to plot Missile shots.

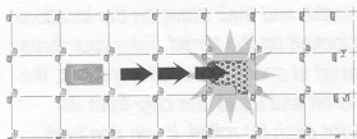


**Fuel Depot** – If destroyed, your tank movement is limited to a total of five; no one tank can move more than four.

### Attacking your opponents installations:

Only tanks can attack installations.

If, during your turn, you end one of your tank's movements on the same space as an opponent's installation, that installation is automatically attacked and destroyed. Remove it from the board. Any other targets (tanks, artillery or missile launcher) that are next to (including diagonally) the destroyed installation must also be attacked this turn by this same tank.



### Destroying your own installations:

If you think that your opponent is going to attack one of your installations, you may plot an artillery or tank shot aimed at it.

You will lose the installation but if your hunch is correct and your opponent's tank ends its move on the installation, the tank will be hit as well. Remove the installation from the board and remove 1 defense chip from the attacking tank's chip stack. If the tank is not destroyed by the hit, it must also attack any other target (tanks, artillery or missile launcher) that is next to it (including diagonally).

## WINNING

Destroy all of your opposing company commander's tanks and you **WIN!**

## STORAGE

Disassemble the plotting grids, remove the helicopters from their stands, and return all of the contents to the box for easy storage.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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