

HOW
TO PLAY
VIDEO




BOOTCAMP BOOK

1 vs 1* - 30 minutes

AT EASE SOLDIER!

This Bootcamp Book will teach you the core rules of **Little Soldiers**. In this game, each player controls a squad of plastic toys fighting for control of the playroom!

On each turn, you'll be directing your troops with Order tokens . To win, you'll need to break all of your opponent's Little Soldiers.

* To play with **4 players**, you'll need to read the "**2 AGAINST 2**" section of the Module Book.

SET UP



Listen up recruits, this Mission is going to teach you everything you need to know to get brawling!



All you need to start playing are the components listed on the back of this book.




Little Soldiers can be played almost anywhere, from a table to the floor. However, the surface you're playing on must allow the figurines to stand up easily, and be accessible from all angles. Part of this surface is then defined as the **Play Zone**, whose edges must be clearly marked out (using a line of books, a table edge, or a section of carpet for example). This is where the battle will take place! Make sure you leave enough space around the edges for the remaining game components, as shown above.

1 PLAY ZONE

Once your **Play Zone** is defined, it's time to give it some life! Add some different elements of scenery to the battlefield, making sure they are evenly distributed between the two players, as shown by the hatched zones above.

A SCENERY

Add one or several pieces of scenery inside each of the hatched zones . These elements could be a mug, a fruit basket, a cereal box, your cat, etc.

Each of these scenery elements needs to be taller than the game's figurines.




If you don't have much to work with, start by using the two halves of the game box.



Outside of the hatched zones, you can place some additional elements that are smaller than the figurines (car keys, a roll of tape, a cat toy...).






All of these scenery elements count as obstacles: **figurines cannot move through them** (you must move around them instead) and they can block your line of sight (see **VALID TARGET** ).

B DEPLOYMENT TOKENS

Place the **4 Deployment tokens** numbered side up (   ).

2 GAME ELEMENTS

C BATTLE TRACK AND FLAG COUNTER











Place the **two Battle Track cards** on their  and  sides alongside the play zone to form the **Battle Track**. Place the **Flag counter**  in the middle of the Battle Track.



This is where you'll be keeping count of the soldiers you defeat. For each of your opponent's Little Soldiers you break, you'll move the Flag one space closer to your Victory zone.

D COMPONENTS

Place all of the components which are shared by players around the edge of the play zone to form the reserve:



- ★ The 5 Attack dice ,
- ★ The yellow Grenade die ,
- ★ The red Sniper die ,
- ★ The yellow  and red  Move cords,
- ★ The 2 green Move tokens ,
- ★ The  tokens,
- ★ The  tokens,
- ★ The 8 Block tokens, numbered 1 to 4 ,
- ★ The Catapult spoon and the Mortar token .

3 HQ ZONE

Choose your squad color (**Green** or **Yellow**) and a **large General card** of that color.

A Place your General in front of you, front side up.

B Place 1 **Chest card** of your color to the left of your General. Place 3 **Order tokens** of your color on the lid of your Chest card.

C Place 1 **large Infantry** card of your color to the right of your General, along with 1 **large card of a second Little Soldier** of your choice. Both cards should be  side up (you won't be needing the  side for this mission).

The different abilities of all Little Soldiers are explained on page 10 of this book.

D Take the **two figurines** of your color that match your Little Soldier cards, and place them on their corresponding card.

Example of the Yellow player's HQ.



Put any unused components back into the game box. You won't be needing them this time.




GENERAL CARD (front)



LITTLE SOLDIER CARD (front)



4 FIRST PLAYER

Flip the sheriff's **star token** to determine who will be the first player. The first player takes the  token and places it on their General.



HOW TO PLAY



The battle can now begin!

You'll be brawling and giving it all you've got, but remember that you're all made from the same plastic, and when it's all over, you'll be back in the same toy box. So there's no need to argue over a tiny bit of a figurine's base going over the end of a cord, or if someone moves a piece of scenery by accident.

AIM OF THE GAME

A player wins if one of the following conditions is met:

- ★ The Flag counter reaches their Victory zone on the Battle Track before the end of the 3rd round.



OR

- ★ They have the advantage on the Battle Track at the end of the 3rd round.

THE ROUND

Each round is played in two phases:


- ★ **ROUND PREPARATION**
- ★ **PLAYER TURNS**


ROUND PREPARATION

1 DEPLOY YOUR LITTLE SOLDIERS

The step is only carried out if a player has at least one Little Soldier figurine in their HQ.

This will always be the case at the start of the first round. Shuffle the **8 Block tokens** numbered from 1 to 4, keeping their numbers hidden, and make a pile in the Reserve.

Starting with the First player, flip over one of the Block tokens to reveal its number. Then, place a figurine from your HQ into the Play Zone, at green distance  from the Deployment token of that same number.

The green distance is equivalent to 1 Move token . You can place the figurine anywhere you like, as long as it remains in contact with the token.

The second player does the same, then back to the first player, until all of your Little Soldiers from your HQ have been placed into the Play Zone.



Example

Green draws  and , Yellow draws  and .





As a result, you may end up face to face with an enemy right from the start, so make sure you're ready!



Once all of your Little Soldiers have been deployed, shuffle the Block tokens into a pile, numbers hidden, and put them back into the Reserve for the next round, in case a Little Soldier needs to be redeployed into play.


2 TAKE YOUR ORDER TOKENS

Each player takes the following elements and **places them onto their General:**

R 1  from their **Chest lid**.


Note: For the first round, this is the only token you will get. The  tokens detailed in **B** and **C** will only potentially become available from round 2.


B 1  from each of their **Little Soldiers in play**. If a Little Soldier has more than 1  on them, **you only take 1**, leaving the others in play.

C All of the  from the **Bottom of their Chest**.


Be careful not to confuse the Lid and Bottom of your Chest! The Lid will have tokens on it as soon as play starts, but the Bottom of your Chest will only contain tokens if one of your Little Soldiers gets broken.



*By now, you'll have realized that you only get **one**  token for the first round, so it will be a quick one!*

When you take the third and final  token from your Chest lid, it means that **the third and final round** of the game is about to begin. You'd better get moving!

3 RETURN THE STAR

The first player returns the  token to the Reserve, and begins the first turn of the round.

THE TURN


Each player plays their turn, starting with the first player. On your turn, follow the steps below:

1 MOVE


2 ORDER

3 END OF TURN

1 MOVE

Choose one of your Little Soldiers in play and make a yellow Move .

To move a Little Soldier, follow these steps.

- 1 Use the yellow cord  and place one end of it in contact with the figurine's base.
- 2 Move the other end of the cord in the desired direction (you can bend it any way you like, as long as one end stays in contact with the base of the figurine). Neither the cord nor the figurine are allowed to leave the Play Zone at any time during a Move action.
- 3 You can then place your figurine anywhere along the cord.



You don't have to move the entire length of the cord if you don't want to. **You can even decide to not move at all!**

You must move around any scenery elements.


Example

The **Green** player moves their Infantry behind a piece of scenery. To do so, they don't need to use the entire length of the cord, stopping halfway.



Movement is vital on the battlefield, allowing you to hide or attack an opponent by surprise.

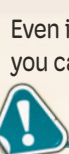
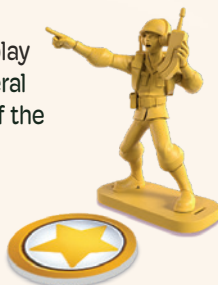
2 ORDER

Choose one of your Little Soldiers in play and place 1  token from your General next to their figurine. Then, choose 1 of the ACTIONS on their card:


★ **ATTACK**

★ **MOVE**

★ **SPECIAL ACTION**



Even if you have several  tokens on your General, you can only play one token during this phase.

WARNING: This phase of the turn is **mandatory**. You may only skip this phase if you have no more  tokens on your General.

ATTACK

To attack an opponent's Little Soldier, follow these steps:

- 1 **Declare a valid target** and point it out to your opponent.


VALID TARGETS

A figurine is considered to be a **valid target** if their entire head is visible from the position of the attacking figurine. In other words, if you can draw an imaginary line between your figurine's head and the head of the figurine you want to attack without any scenery getting in the way, then the target is **valid**.



There is no maximum distance for the Attack action in Little Soldiers. You can Attack an opponent from anywhere in the Play Zone.



2 Roll the 5 Attack dice: Roll the 5 Attack dice a first time.


- ★ You are allowed to reroll all or some of the dice **once** to optimize your result.
- ★ If your figurine is within red Range  of your target, you are allowed to reroll the dice of your choice **one additional time** (this includes dice you chose to keep on your first reroll).

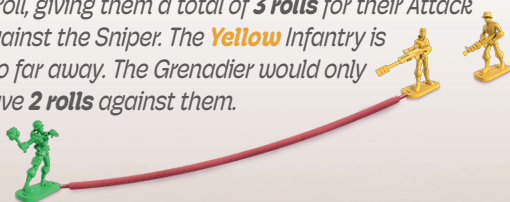
RANGE

The notion of Range allows you to determine how far you can reach with an attack or another game effect. Any time the game asks you to check Range, take the corresponding cord (the yellow cord  or the red cord .

Stretch the cord from the figurine's base to check which game elements or figurines are within range in a straight line, **ignoring any scenery** (as the crow flies). A Little Soldier is considered **within range** if any part of its figurine is inside the cord's radius.

Example


The **Yellow** Sniper is within  range of the **Green** Grenadier. As a result, the Grenadier has an additional reroll, giving them a total of **3 rolls** for their Attack against the Sniper. The **Yellow** Infantry is too far away. The Grenadier would only have **2 rolls** against them.






3 Resolve the Attack: once you have completed any desired rerolls, apply the results obtained on the dice. Follow the symbols below:






Damaging your opponent

If the number of hits  is lower than or equal to the target's defense value: **nothing happens**. The attack misses.



If the number of hits  is higher than the target's defense value, you reduce their Toughness: place one  token onto the target's card for each  above their defense value.

DEFENSE


Each figurine has a base defense, shown in the top left-hand corner of their card (inside the shield symbol ). A figurine's defense is equal to their base defense, minus 1 for each Shield Token  on their card.

There is no limit to the number of Shield Tokens  that a figurine can have, but its defense can never be below 0.


Example





The **Green** player obtained 4  on their roll. The **Yellow** Sniper's defense is  3, so the **Green** Grenadier inflicts 1 damage on the **Yellow** Sniper.



The **Yellow** player adds 1  from the Reserve to their Sniper's card.

BROKEN LITTLE SOLDIERS

If the number of  tokens on a Little Soldier's card is equal or higher than their Toughness, then they are **broken**. If one of your Little Soldiers gets broken, apply the following effects:

- ★ Remove their figurine from the Play Zone, placing it back onto its card in your HQ.
- ★ Place all of the  tokens which were on the figurine into the **Bottom of your Chest**.
- ★ Any other tokens that were placed onto that figurine's card ( and , for example) are put back into the Reserve.
- ★ Move the Flag counter  one space toward your opponent's Victory zone.


Wipeout: If the Little Soldier that was broken was the last one of your color left in the Play Zone, move the Flag counter **one additional space and** end the round **immediately**.

Note: A **broken** Little Soldier is out of play and cannot be targeted.


Be careful, breaking your own Little Soldiers (oops, grenade), also gets your opponent closer to victory!



Special ability

For each lightning , activez la Capacité spéciale de votre Little Soldier autant de fois que le total d'obtenus le permet.



Stop that! This section of the rules is **Top Secret. You are not authorized to use special attacks yet. For now, treat any  you roll as if they were blank results.**

Sentam remm cibos iam consumendo
medias propinquantis aerumnas exitialis
non tenebam total destruction.



MOVE

Move your Little Soldier as described page 6.



*This order can allow you to move the same Little Soldier you chose during the **1 MOVE** phase a second time. Or a different one if you wish. It's up to you.*



SPECIAL ACTION

Perform your Little Soldier's special action as shown on their card. This action must be performed in its entirety, if possible. See the Little Soldier's card for more details.



Each Little Soldier has their own specialty on the battlefield.

INFANTRY



Scout: Take 2 tokens from the Reserve and place them onto the card of one or more of your opponent's Little Soldiers. **They do not need to be valid targets.** These tokens reduce your opponent's defense!

SCOUT

Place up to 2 on your opponents.

SNIPER



Risky shot: Make an Attack on a valid target and add the Sniper die to the 5 Attack dice . This die adds results to your roll, but not all of them are good! The Sniper die can be rerolled in the same way as the other Attack dice, but can never be modified by other game effects.

During the **Resolve the Attack** phase, apply the effects of the dice faces as follows:

: The Sniper adds 2 to their card.

: The Sniper adds 1 to their card.

RISKY SHOT

Make an Attack with the Sniper die.

OPERATOR



MORTAR SHOT

Use the Catapult.

Mortar shot: Take the catapult from the Reserve and place it on the edge of the Play Zone closest to the Operator. You can position it in any direction you wish. Place the Mortar token on it, then activate the catapult to launch it onto the battlefield. All figurines within range - both allies and enemies - must take tokens. The number of tokens is shown on the token, depending on the side it landed on.

GRENADIER



THROW A GRENADE

Use the Grenade die.

Throw a Grenade: Place a green Move token in contact with the Grenadier figurine. Place the Grenade die on it. Then, with a flicking motion, roll the die towards your targets.

The die must roll! All figurines, **allied or enemy**, within yellow range of the die suffer an attack of the value you rolled (3, 5 or 7). If the die result is , **only the Grenadier** is hit by an attack of value 7 , no matter where they are on the battlefield in relation to the die.


IMPORTANT: When attacking with **Grenades** or **Mortars**, you do not need to choose a valid target. This makes them particularly powerful weapons!



*Don't tell the other generals, but I allow each player to make **1 practice shot** for Grenades and Mortars per game. To make a practice shot, simply declare that it's just for practice, then ignore the results.*

3 END OF THE TURN

Check the following conditions in the order shown, and resolve them if necessary.


- ★ **Did the  counter reach a Victory zone on the Battle Track?** One of you has won!

Go to the **END OF THE GAME** phase.



- ★ **Are there no  left on the Generals or the players' Chest lids?**

That means you've finished the 3rd round. Go to

END OF THE GAME.



- ★ **Are there no  tokens left on the Generals, but the players still have one or more of them on their Chest Lids?** Then the round is over, but not the game! Go to

ROUND PREPARATION (page 5).


- ★ **Do you or your opponent still have  tokens on your General?** Then the round isn't over: it's your opponent's turn. If your opponent still has  tokens and you do not, you continue to play your turns, but you only play the **1 MOVE** and **3 END OF TURN** phases, skipping the **2 ORDER** phase.



TOKEN

If you are the first player to have spent all of your  tokens this round, take the  token from the Reserve. You will be first player for the next round.





Even if you have run out of  tokens, be sure to use your Moves to hide from your opponent. **Reinforcements will arrive when the next round begins!**





END OF THE GAME

Check the following victory conditions, in the order shown, until one of them is met by a player. That player is the winner!

- ★ **The  counter is on your Victory zone on the Battle Track.**

- ★ **You have the advantage on the Battle Track at the end of the 3rd round** (meaning the  counter is on your side of the Battle Track).

- ★ **If the  counter is on the middle starting space, then the player with the fewest Little Soldiers still in play wins the game!** (Yes, the fewest.) In the case of a draw, the player with the least  tokens on their Little Soldiers' cards wins. If the draw persists, the players share the win.

The winner is promoted to **General of the Toy Box!**



Now that you have mastered the basic rules of Little Soldiers, you can continue your training by reading the **Module Book**. You can also continue to practice these basic rules by playing more games and switching up your Little Soldiers and scenery, or discover a whole new way to play with the *Mission book!*

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COMPONENTS

To start playing, take all of the game components shown on this page from the box.



THE SMALL CARDS



THE DICE



THE GREEN PUNCHBOARD SHEETS



All other components should be left in the box until you are ready to learn the advanced rules from the Module book.