

HOW
TO PLAY
VIDEO



MODULE BOOK



Warning! Do not read this book until you have read the Bootcamp Book, which will teach you the basic rules of Little Soldiers.

IT'S TIME FOR THE BIG LEAGUES!

This book allows you to add extra rules to the game and make changes to the battlefield. You'll find **6 rules modules** to spice up your battles.

Modules

Each module in this book adds even more fun and strategy to the game by changing the basic rules from the **Bootcamp Book**. You can choose to play with **one or several modules** at once! This book only covers rules which have been added or modified.

The third book contains **Missions** for the game, some of which require certain Modules from this book to be played.

"SUPER-SOLDIER" MODULE

Page 3

Turbo charge your Little Soldiers with new abilities.



"2 AGAINST 2" MODULE

Page 4

Sometimes, it takes two. Team up with another General and face off against an opposing team of two players.

"LEVELS" MODULE

Page 6

Climb up onto the Play Zone scenery to get the strategic advantage of high ground over your opponent's Little Soldiers!

2

2



"OBJECTS" MODULE

Page 8

Turn something as simple as a glass into a deadly trap. Add different effects to scenery elements and activate them to surprise your foes!

"REINFORCEMENTS" MODULE

Page 11

Add more Little Soldiers to your squads for even more epic battles.



"ADVANCED TACTICS" MODULE

Page 12

Add Tactics cards to your games to make them even more spectacular.

"SUPER SOLDIER" MODULE



Your Little Soldiers are moving up through the ranks! You can now use them to their full potential.

SETUP

After preparing your HQ area, flip over all your large Little Soldier cards to their Rank side.



SPECIAL RULES

Add the following rules to your game.

ATTACK

You can now apply the results obtained on the dice during phase 3 **Resolve the Attack**.



Special ability

Activate your attacking Little Soldier's **Special Ability** as many times as the total number of you rolled allows. You can activate the Special Ability several times if you rolled enough symbols.

If you did not obtain enough symbols to activate a Special Ability, then nothing happens.

INFANTRY

Infantry can make a Move after their Attack for each rolled.



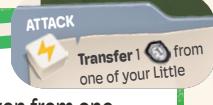
SNIPER

For each , you can place 1 token from the Reserve onto your target's card after your Attack.



OPERATOR

For each , you can move 1 token from one of your Little Soldiers' cards onto the card of any other Little Soldier (including your opponent's).



GRENAIDER

For each , you can choose an additional **valid target** and apply the results of your Attack to that target as well. This allows you to Attack several opponents at once!



MOVE

For each Move a Little Soldier makes, you can remove 1 token from their card, placing it back into the Reserve.

"2 AGAINST 2" MODULE



This time, you're going to need some help! Yes, you heard that right: for this battle, **each team will have 2 Generals**. So you're going to have to learn how to share authority! Use everything you've learned so far to fight 2 against 2.



What if there are 3 players? One of you will have to play 2 Generals!

Extra components



Add these components to play with this module.

SETUP



Player 1
(yellow)



Player 2
(green)

Player 3
(yellow)

Player 4
(green)



Prepare the HQ area as described on page 4 of the **Bootcamp book** while applying the following changes:

- A** Separate the players into **2 teams** (**green** or **yellow**) by picking randomly.
- B** Each player takes **1 large General card** of their team's color, as well as their Chest. Place each General's HQ around the Play Zone, alternating between team colors.
- C** Each player takes **1 Infantry** and **1 other different Little Soldier** (you cannot have 2 Infantry in your squad).

SPECIAL RULES

Add the following rules to your game.

TURN ORDER

Starting with the first player, then moving clockwise around the table, each player plays their turn.

If you say something **out loud**, make sure all the players can hear you. Whispering among teammates is not allowed.

If you are playing this module with **3 players**, the player who is playing alone must move to sit in front of the HQ of the General they are currently playing, leaving the elements of their other General's HQ in place.



“LEVELS” MODULE



Attention! Scenery inspection! It had all better be good and steady, so that you can stand on it without falling off. In this module, you'll learn that **height is your best advantage!**



Extra components

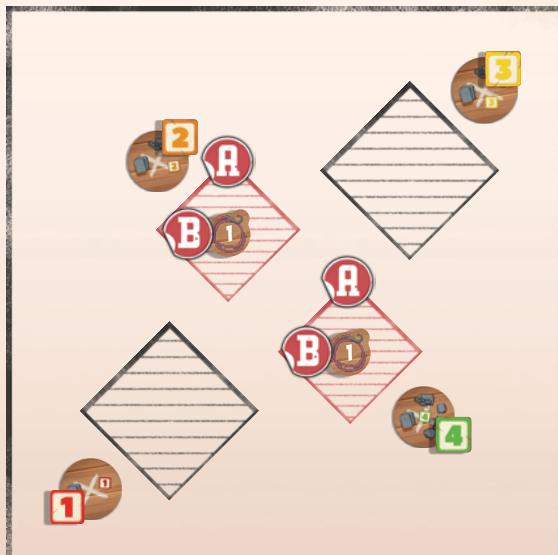


x2 LEVEL 1
TOKENS



SETUP

Player 2 HQ (yellow)

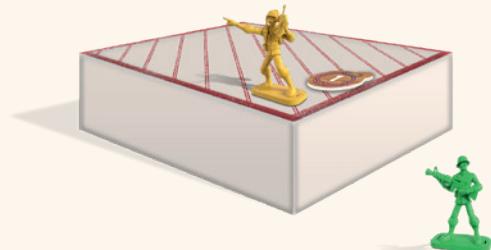


Player 1 HQ (green)

Set up your scenery as described on pages 2 and 3 of the **Bootcamp Book**, while adding the following steps:

- A** The **scenery elements** in the hatched zones should have flat tops, and be large enough for several figurines to stand on them without falling off.
- B** Place **1 Level 1 token** on a scenery element in each of the zones as shown.

Your Little Soldiers can now climb up onto any scenery elements with a Level token during the game, gaining a strategic advantage from their elevated position.



SPECIAL RULES

Add the following rules to your game.

CLIMBING UP A LEVEL

- ★ During a Move, if the cord touches a piece of scenery with a Level  token on it, then your Little Soldier can climb up onto it. Place your figurine onto the piece of scenery, as close as possible to the spot where the cord touched it. Their Move then immediately ends.
- ★ There is no limit to the number of Little Soldiers who can occupy a piece of scenery, as long as they can fit onto it.

Example

The **yellow** player moves their Operator with the cord. As the cord is touching a piece of scenery, they can climb onto it. They end their Move immediately, placing their figurine onto the area closest to the cord's point of contact.



CLIMBING DOWN A LEVEL

- ★ During a Move on a piece of scenery with a Level  token, if the cord touches the edge of that scenery element then your Little Soldier can climb down from it. Place your figurine at the base of the piece of scenery, as close as possible to the spot where the cord touched the edge. Their Move then immediately ends.

Example

The **yellow** player moves their Operator with the cord. As the cord is touching the edge of the piece of scenery, they can climb down from it. They end their Move immediately, placing their figurine as close as possible to the scenery element.



HEIGHT ADVANTAGE

- ★ If your Little Soldier is **attacking from a Level higher** than that of their target, then **you gain an additional reroll**.

- ★ **The Play Zone is considered to be Level 0.**

All of the other rules remain the same.

FREE MODE

Use as many Level tokens as you like. Place Level 2 tokens  on scenery elements which are higher than those of Level 1. You can also choose to use scenery elements with two Levels (by placing Level 2 on top of Level 1).

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"OBJECTS" MODULE



There is such a thing as being too tidy. After all, a mug, a pen or a pack of cookies already make great scenery, and if you can also teleport between them, so much the better!



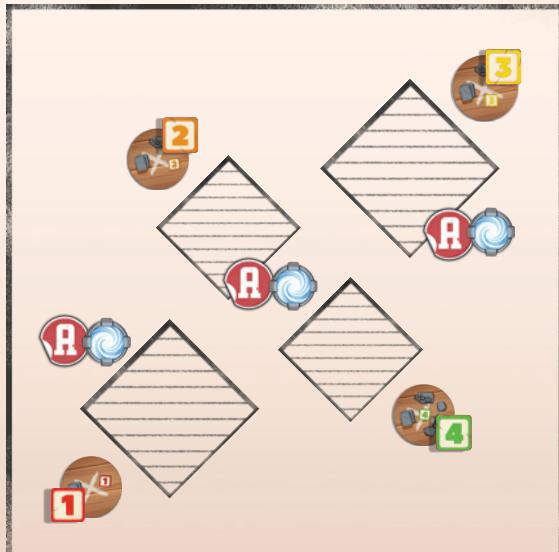
Extra components



x3 TELEPORTER OBJECT TOKENS

SETUP

Player 2 HQ (yellow)



Player 1 HQ (green)

Set up your scenery as described on pages 2 and 3 of the **Bootcamp Book**, while adding the following step:

A Place the Object tokens of your choice into the Play Zone. The example here shows the addition of **3 Teleporters** . If you are playing with the Objects Module for the first time, we recommend using only these 3 tokens.

- 1 These tokens can be placed directly onto the Play Zone, or onto scenery elements (a soda can, an eraser, a cell phone, etc.).
- 2 If a token is placed onto a piece of scenery, then that entire object (the soda can, the eraser, the cell phone, etc.) is considered to have the properties of that token.



SPECIAL RULES

Add the following rules to your game.

ACTIVATING AN OBJECT

If your Little Soldier is in contact with an Object at the end of a  Move – which in the case of example below is a Teleporter – then you can choose to **activate that object's special power**.

If an opponent's Little Soldier is also in contact with that Object, **then you cannot use it**.

TELEPORTER

When you **activate a Teleporter**, you can place your Little Soldier in contact with any other Teleporter in play (even if one of your opponent's Little Soldiers is in contact with your destination Teleporter). This immediately ends your Move.



Example

A During their Move, the **green** player's Infantry makes contact with a Teleporter token on the table and activates it. **B** Bam! They get teleported to a cell phone with a Teleporter token on it.



Grenades and Mortars: If a Grenade die or a Mortar token comes into contact with a Teleporter, then the player can choose to teleport them just before they explode, in exactly the same way as a Little Soldier..

Apply the rules as normal. All other game rules remain the same.

FREE MODE

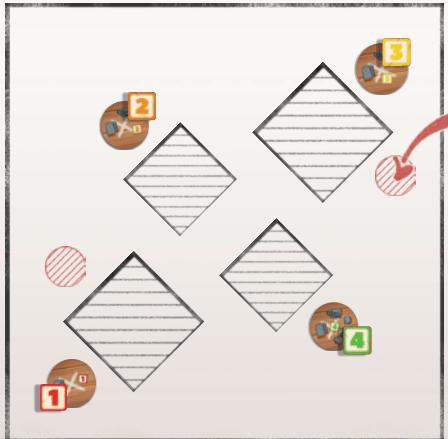


Feeling all teleported out? Try playing with some of the other objects in the game. You can even play with several token types at once!

Once you've played a game with the Teleporter tokens, you can play with any objects you like.

Setup example

Player 2 HQ (yellow)

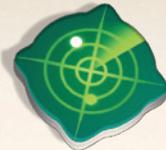


Player 1 HQ (green)



RADAR

When you **activate a Radar**, you can place up to two  tokens onto your opponent's Little Soldiers, no matter where they are in the Play Zone (just like the Infantry's Special Ability).



TRANSMOGRIFIER

When you **activate a Transmogrifier**, you can switch the positions of any 2 Little Soldiers (along with their  tokens) in play, no matter which player they belong to.



Example

- A** During their Move, the **green** player's Infantry touches a Transmogrifier token and activates it.
- B** Zap! Their Grenadier swaps places with the **yellow** Sniper. Surprise! The Sniper is now vulnerable to attack.



Before swapping the figurines, you can use the  Move tokens to mark their exact placement.



MARSHMALLOW

When you **activate a Marshmallow**, make a  Move in a straight line as far as possible. You **must** move as far as the fully-stretched cord will allow. You can move over any other objects or scenery, and you can also end your Move on a higher Level than the one you started from (see the "**LEVELS**" Module on page 6).



Example

- A** During their Move, the **green** player's Infantry touches a Marshmallow token and activates it.
- B** Boing! They make a  Move in a straight line, which allows them to jump over a piece of scenery!



SWITCH

During setup, place the tokens onto their  side.



When you **activate a Switch**, flip its token over to the other side.

Who turned out the light?

For each  visible in the Play Zone, all players have 1 less reroll when Attacking.

"REINFORCEMENTS" MODULE



It's time to get all the Little Soldiers out of the box, we're going to need reinforcements. No need to worry about which toys to pick - this is a battle everyone can join!

You cannot use the "REINFORCEMENTS" Module at the same time as the "2 AGAINST 2" Module.

SETUP

Prepare the HQ area as described on page 4 of the **Bootcamp Book**.

Each team can also add an equal number of additional Little Soldiers to their starting 2. **For each additional Little Soldier:**

- A** Place that Little Soldier's card and figurine in your HQ.
- B** Add 1 token of your color directly onto your General (you still start the game with 3 tokens on your Chest lid).

Note: Any unused tokens are put back into the box.

Extra components



Example of the green player's HQ.

Example

If you are playing with 3 Little Soldiers, you'll start with 1 token directly on your General. If you are playing with 5 Little Soldiers, you'll have a total of 6 , 3 of which will already be on your General. On your first turn, after taking 1 from your Chest, you'll have 4 for this Round.



Just imagine what you could do with 2 boxes of Little Soldiers...

"ADVANCED TACTICS" MODULE



Playtime's over. This is where you'll learn to play with the Tactics cards. They'll allow you to *cheat* disrupt the rules and catch your opponents by surprise!

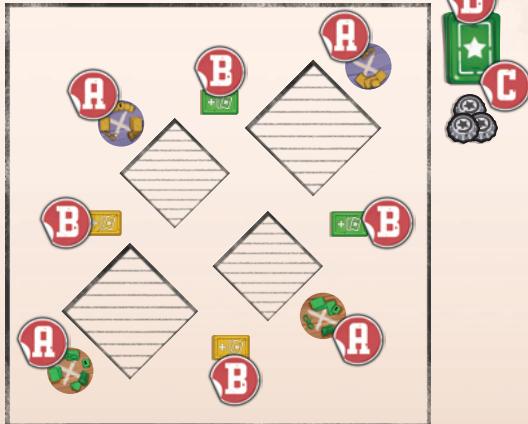
The "ADVANCED TACTICS" Module must be played with the "SUPER SOLDIER" Module (see page 3).

Extra components



SETUP

Player 2 HQ (yellow)



Player 1 HQ (green)

Set up your scenery and other elements as described on page 3 of the **Bootcamp Book**, while adding the following steps:

- Place the **4 Deployment tokens** into the Play Zone, with their team color side up (2 green and 2 yellow).
- Place the **4 Crate tokens**  into the Play Zone as shown in the example (these tokens have different colors on the front and back).



Keep an eye on where the Crates of your color are! They will allow you to draw valuable Tactics cards.

C

Place the extra components that will be used by both players into the Reserve:

- ★ The 3 Bonus Order tokens 
- ★ The pack of Tactics cards 

D

Each player takes the 3 **Tactics cards** shown on the back of their General's card. These Tactics cards can be easily identified by the icons in their bottom right-hand corner, which match that of your General. These are your starting Tactics cards. Shuffle the remaining cards into a pile and place them face down in the Reserve.

Example

General Dinosaur always starts the game with the cards **TRIGGER HAPPY**, **STRATEGIC RETREAT** and **CAMOUFLAGE**, which can be identified by their  icon.



MODIFIED RULES

DEPLOY YOUR LITTLE SOLDIERS



It's time to get strategic!

Starting with the first player, then in order of turn, each player places one of their Little Soldier figurines from their HQ into the Play Zone at  distance from either:

★ a Deployment token of your color

or

★ from one of your other Little Soldiers in play.

You can create a chain of Little Soldiers to gain ground on the battlefield! However, if you are also playing with the "**LEVELS**" Module, you cannot place any Little Soldiers above Level 0 during Deployment.

Continue in this manner until all of the Little Soldiers from your HQs have been deployed into the Play Zone.

Example

The **green** player has deployed their Little Soldiers into different zones, whereas the **yellow** player has made a chain to gain more ground!



SPECIAL RULES

Add the following rules to your game.

PLAYING TACTICS CARDS



Tactics cards can have devastating effects on the battlefield, especially if played at just the right moment.

At any time during your turn, you can play a **General** Tactics card (2) or a **Soldier** Tactics card (1). You can also play **Reaction** cards (1) during an opponent's turn. But watch out: you can only play **3 cards per turn**.

Follow the steps below when playing a Tactics card from your hand:

1. CHOOSE A CHARACTER (either your General or a Little Soldier, depending on the card)

To play a **General** Tactics card, there must be at least as many Order tokens (2) on your General's card as the number shown in the top left-hand corner of the Tactics card.

To play a **Soldier** Tactics card, choose one of your Little Soldiers in play. There must be at least as many Order tokens (1) on them as the number shown in the top left-hand corner of the Tactics card.

These (2) are not spent when you use the card. They do not represent a cost, just a condition to be met before it can be used.

The Bonus Order tokens (2) which you can gain by playing the **GENERAL'S ORDERS** card - work in the same way as regular Order tokens (2). However, they are removed from all Little Soldiers at the end of the Round and placed back into the Reserve.

Example

The **green** player has the Tactics cards **MARATHON MAN** (2), **TRIGGER HAPPY** (2) and **WARMONGER** (3). As their Infantry has 2 tokens on them, they can play their **MARATHON MAN** card on them. However, they do not have enough tokens to play their **WARMONGER** card. They could also choose to play **MARATHON MAN** and **TRIGGER HAPPY** (2) one after the other, as both cards only require 2 Order tokens (2).



The **FIGHTING FIT** card, which does not have any (2) icons on it, can be played onto any Little Soldier, even if they don't have any Order tokens (2) on them.

2. APPLY THE CARD'S EFFECTS

Read the text out loud and apply the effects as fully as possible. If a card's effect goes against a rule, the card has priority over the game rules.

3. PLACE THE CARD INTO YOUR HQ

Place the card you just played face up in your HQ. You cannot have more than **3 played Tactics** cards in your HQ at any time.



There is no limit to the number of Tactics cards you can have in your hand.

TACTIC CARDS - REACTIONS

These cards are played differently from and . They can only be played during an opponent's turn, at the precise time indicated by the text , as a reaction to their actions and choices. However, Reaction cards still count towards your 3 card limit for your next turn. They are placed into your HQ and won't be discarded until the end of your next turn.



Be sure to replenish your cards by looking for Crates of your color on the battlefield.



4. END OF THE TURN

At the end of your turn, and only at that time, **discard all of your played cards from your HQ**. As soon as your opponent starts their turn, you can once again play up to 3 cards.

Tactics cards with 4 players

When using the **"2 AGAINST 2"** Module, you can only play Tactics cards onto your **own** General or Little Soldiers, not those of your Ally. Each General has their own hand of cards, and exchanging or giving cards is not allowed.

*Note: Certain cards specify that their effect can be used on **Ally Little Soldiers**.*

Reaction Tactics cards can be played as normal during either of your opponents' turns, even if their action is targeting your teammate's Little Soldiers and not your own.

MOVE

During a Move action, you can now activate a Crate:

ACTIVATING A CRATE

If your either figurine's base or the cord touches or moves through one Crate during a Move action, complete the following steps in order:

- ★ Complete your Move action
- ★ Flip over the Crate token (so that it is now your opponent's color)
- ★ Draw 2 Tactics cards and add them to your hand. If there are no cards left, shuffle the discard pile to form a new deck.

If an opponent's figurine is in contact with a Crate token of your color, then you cannot activate that Crate.



You can choose to stay in contact with enemy Crates to prevent your opponent from drawing cards. Bwahahaha!

"THE ULTIMATE BATTLEFIELD"

Now that you know all of the extra rules, why not have some fun and **make your own Ultimate Battlefield** using all of the Modules at once? Here is an example of what you can do by combining the "**LEVELS**", "**OBJECTS**", "**SUPER SOLDIERS**", "**REINFORCEMENTS**" and "**ADVANCED TACTICS**" Modules.



*What will you do on your turn? Climb up onto a carton of milk to get some height, or throw a grenade into a teleporter phone? Or perhaps you plan on Attacking to get as many 

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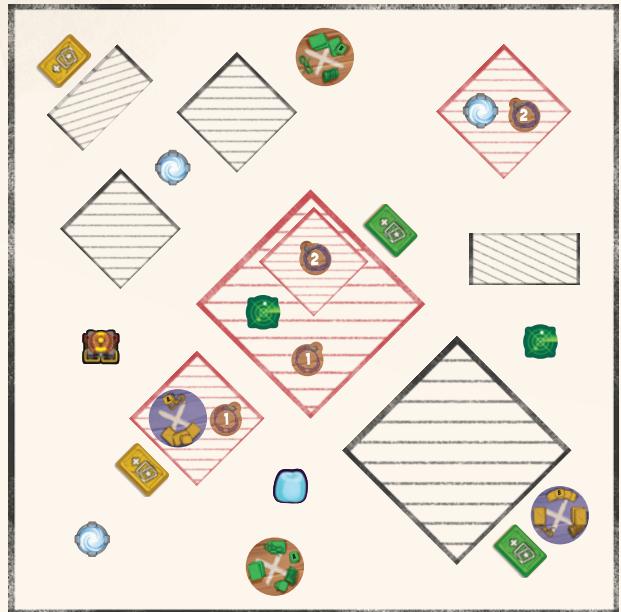
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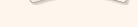
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Player 2 HQ (yellow)



Player 1 HQ (green)



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