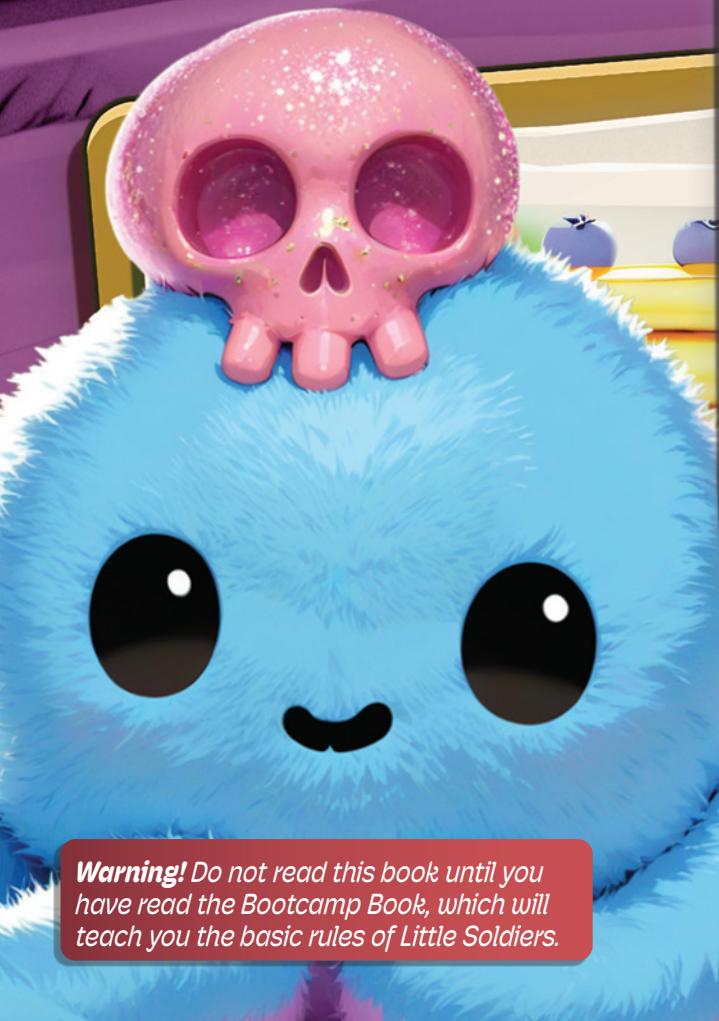


# MISSION BOOK



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



## LOOKING FOR MORE?

Discover a whole new side of the game with **3 exciting missions!** These scenarios follow the basic rules explained in the Bootcamp Book. This book only covers rules which have been added or modified.

### "KING OF THE HILL" MISSION

Hold your ground on the hill for the longest to get the most candy and take control of the table!

Page 2

2-4 players • 30' time

### "BATTLE ROYALE" MISSION

Be the last Little Soldier standing to win this epic battle!

Page 5

2-6 players • 15' time

### "A NEW THREAT" AND "ANOTHER NEW THREAT" MISSIONS

Join forces to defeat strange, scary threats together.

Pages 8 et 14

1-4 players • 30' time

# "KING OF THE HILL" MISSION

2-4 players 30'



*It's every man for himself! Climb the hill and hold your position for as long as you can to get the most candy.*

## AIM OF THE GAME

In "KING OF THE HILL", the player with the most Candy at the end of the game wins.

### Extra components



x11 CANDY TOKENS



x6 LEVEL TOKENS



### Required Module

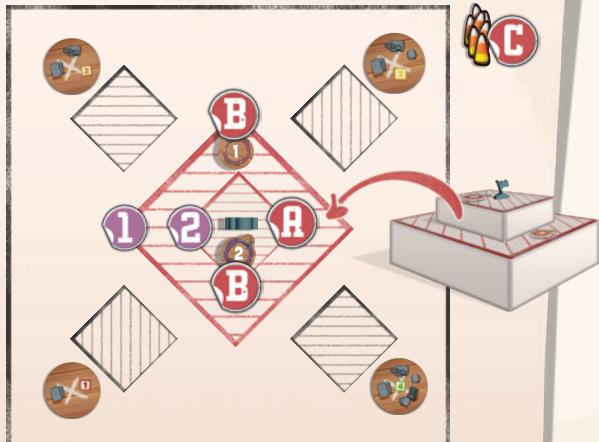
"LEVELS" p.6

### Optional Modules

"SUPER SOLDIERS" p.3, "OBJECTS" p.8  
and "ADVANCED TACTICS" p.12

## SETUP

Player 2 HQ (yellow)



Player 1 HQ (green)

Setup example for 2 players.

Set up the game as described on pages 2-4 of the **Bootcamp Book**, with the following changes:

- A** The **2 scenery elements** in the hatched zones must be flat and wide enough for several Little Soldiers to stand on. They should also be of different sizes: place the smallest on top of the largest.
- B** Place **1 Level 1 token** (1) on the lower scenery element (1) and **1 Level 2 token** (2) on the higher scenery element (2). Place the **Flag counter** (Flag) in the center of the Level 2 scenery element.
- C** Add the **Candy tokens** (Candy) to the Reserve, depending on the number of players: 7 with 2 players, 11 with 3 and 4 players.

- D** Leave the **Battle Track** cards in the box.
- E** Each player sets up their HQ with **1 Infantry** only and **1 other Little Soldier** of their choice. Place a  token on your Infantry's card.
- F** Place all of your **3  tokens** directly onto your General's card.

*Example of the yellow player's HQ.*



## MISSION RULES

Only Little Soldiers with a  token on their card can climb up to Levels 1 and 2.

When one of your Little Soldiers with a  token gets **broken**, you can transfer their  token to one of your other Little Soldiers still in play. This is the only time a  token can be moved to a different Little Soldier.

### Example

The **green** Infantry is broken. Their  token is transferred to the Grenadier.



## MODIFIED RULES

### END OF TURN

- ★ **Do you or one of your opponents still have  tokens on your General?** Then the round isn't over, but the current turn is. It's now the next player's turn.
- ★ **Have players run out of  tokens on their General cards?** Then the round ends. Move on to the **CANDY DISTRIBUTION**  phase.

## CANDY DISTRIBUTION

- ★ Each Little Soldier currently occupying Level 2 gains **2  tokens** for their General.
- ★ Each Little Soldier currently occupying Level 1 gains **1  token** for their General.

These tokens are placed onto your General's card.

### Example

The **yellow** Operator has the  token, so they can climb up onto the scenery. They'll win a  token at the end of the round... if they last that long!



If there aren't enough 🍬 left in the Reserve for everyone, Little Soldiers on Level 2 get priority. If there aren't enough for all of the Little Soldiers occupying the same Level, then the toughest Little Soldiers (the ones with the most ❤️ left) get priority. In the case of a draw, if all of the Little Soldiers of equal Toughness could not get the 🍬 they should have, then no 🍬 is distributed at all, even on lower Levels.

If no 🍬 is distributed, remove 1🍬 from the Reserve, and discard it into the game box.

Once Candy Distribution is complete, check the conditions below:

★ **Are there no 🍬 tokens left in the Reserve?**

Move on to the **END OF THE GAME** phase below.

★ **Are there still 🍬 tokens left in the Reserve?**

Start a new **PREPARING THE ROUND** phase.

During the **2 TAKE YOUR ORDER TOKENS** phase (page 6 of the Bootcamp Book), do not take any 🌟 tokens from your Chest lid (as there won't be any).

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## END OF THE GAME

When there are no 🍬 left in the Reserve, the game immediately ends. The player (or players) with the most 🍬 is the winner!

**They are promoted to the rank of King of the Hill!**



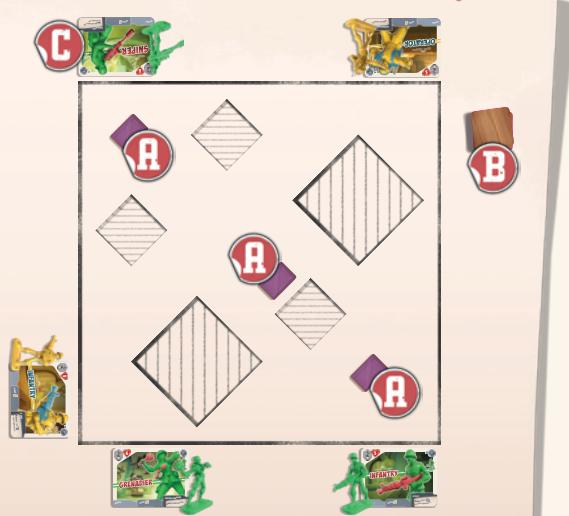
# “BATTLE ROYALE” MISSION

***There can only be one! Take on all of your opponents at once and dodge catapult shots to be the last Little Soldier standing!***

# AIM OF THE GAME

In "**BATTLE ROYALE**", you win if your Little Soldier is the only one still in play at the end of a round, or by breaking the last Little Soldier in play.

## SETUP



## Setup example for 5 players.

**1** Set up the scenery as shown in the example, then place the **3 Supplies tokens** .

**B** Add as many **Numbered Block tokens** to the Reserve as there are players. For example, if there are 5 players, take 5 Numbered Block tokens (numbers 1 to 5). Any unused tokens are left in the box.

**C** Each player sets up their HQ in the following way:  
Take 1 large Little Soldier card (green or yellow),  
and place it in front of you on its  Rank side.  
Place the corresponding figurine and 1  token  
of its color just above it.



## *Extra components*

A stack of three numbered block tokens. The top token is blue with the number '5' in white. The middle token is purple with the number '6' in white. The bottom token is green with the number '1' in white. The tokens are arranged in a slightly overlapping, staggered pattern.

## Required Module

## "SUPER SOLDIERS" p.3

## Optional Modules

## “LEVELS” p.6 “OBJECTS” p.8



## MISSION RULES

There are no sides here! Every other Little Soldier on the battlefield is your opponent. Play with all of the rules from the Bootcamp Book and any chosen Modules, while adding the following rules:

### DEPLOY YOUR LITTLE SOLDIERS

Shuffle the Numbered Block tokens into a face-down pile. All players then draw 1 token from the pile. Starting with the player who drew the **1** token, then taking turns in ascending order, reveal your token and place your Little Soldier figurine from your HQ into the Play Zone using a **PARACHUTE DEPLOYMENT**.

### PARACHUTE DEPLOYMENT

Take the catapult and place it on any edge of the Play Zone. You can turn it in any direction. Place the green Move token  onto it, then activate the catapult to fire it onto the battlefield. Place the figurine in contact with the  token.

Take back the  token and continue until all players' Little Soldiers have been placed into the Play Zone.

## THE ROUND

Each round contains two phases:

- ★ PREPARING THE ROUND
- ★ PLAYER TURNS

### PREPARING THE ROUND

**Note:** The **3 RETURN THE STAR** phase does not exist for this mission.

#### 1 DEPLOY YOUR LITTLE SOLDIERS

This step is only required for the first round, as explained above.

#### 2 TAKE YOUR ORDER TOKENS

From the second round onwards, each player whose Little Soldier has not yet been broken takes the  token from their figurine. Place this token back onto your Little Soldier's card.



*For this mission, you only have one token per turn, so make it count!*

#### 3 DEAL THE NUMBERED BLOCK TOKENS

Shuffle the Numbered Block tokens into a face-down pile. Each player, including those whose Little Soldier is broken, takes 1 token from the pile, **without revealing** it to the other players.

## PLAYER TURN

Each player plays their turn, starting with the player who drew the 1 token, then in ascending order. On your turn, reveal your 2 token and complete the following steps as normal:

1 MOVE, 2 ORDER, 3 END OF TURN

### ACTIVATING SUPPLIES

If during a ⚡ Move, either the cord or your figurine's base touches one or more Supplies 3 tokens, you must do the following in order:

- ★ Finish moving your figurine.
- ★ If you have not yet done so, flip your Little Soldier's card over to its ⚡ Rank side to unlock their abilities (see the "SUPER SOLDIERS" Module on page 3 of the Module book). Any 1 or 2 tokens that were on the card before it was flipped are discarded back into the Reserve.

If an opponent's figurine is in contact with the 3 token, you cannot activate it.



 Activating a 3 token is a great way to patch up a damaged Little Soldier by removing all of their 1 and 2 tokens at a critical moment. However, you can only do it once per game!



### BROKEN LITTLE SOLDIERS

If your Little Soldier gets broken, **they leave the game permanently!** Apply the following effects immediately:

- ★ Remove your figurine from the Play Zone, along with its 3 token. Place them on your card in your HQ.
- ★ Place any other tokens from the Little Soldier's card (such as 1 and 2) back into the Reserve.

### So what?

*Don't worry, you're not out of the game... In fact, you might even still win!*

From now on, if your Little Soldier is no longer in play on your turn, do not carry out the 3 usual steps. Instead, perform the following action:

### MORTAR SHOT

Fire a Mortar Shot from your HQ following the rules explained on page 10 of the Bootcamp Book (in the Operator's insert).

Once you have done so, your turn ends.

## END OF THE TURN AND END OF THE GAME

Check the following victory conditions in order, until you reach one of them:

- ★ **Is there only one Little Soldier left standing?**

That player is the winner.

- ★ **Are there no Little Soldiers left in play?** The player who just played their turn is the winner!

That player is promoted to General of the Toy Box!

If neither of the victory conditions were reached, then it's the next player's turn. If all remaining players have already played their turns, start a new round.

# "A-NEW-THREAT"

## MISSION

1-4 30'

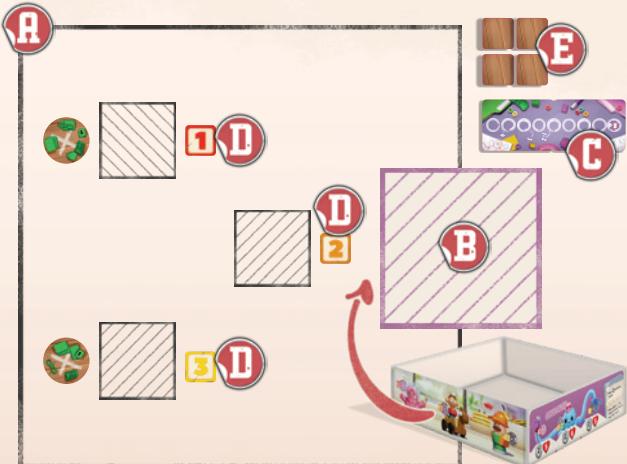


3 strange new toys have just showed up in the playroom! We can't just let them take over. It's time to join forces to defeat this unknown threat.

## AIM OF THE GAME

Work together to eliminate each Threat before the end of the 3<sup>rd</sup> round.

## SETUP



### Extra components



x1 BOTTOM OF THE BOX



x3 OUCH TOKENS



### Required Module

At 1 player: "REINFORCEMENTS" p.11

### Optional Module

"SUPER SOLDIERS" p.3

**A** Set up the scenery elements and 2 Deployment tokens as shown in the example.

**B** Place the **box bottom** so that the side with the 3 toys (called Threats) is facing the Play Zone (the side with the details of each Threat's abilities should be facing the Threat Track).

**C** Place the **2 Battle Track cards** on their **Threat Track** side. Place the Flag counter on the starting space depending on the number of players (1-2, 3 or 4).

Starting space



Threat Victory space

**D**

Place **3 Numbered Block tokens** (from 1-3) face up in the Play Zone, each adjacent to a scenery element. For this scenario, they are called **Force Field Switches**. Note: these scenery elements must be large enough for a Little Soldier to take cover behind them.

**E**

Shuffle **4 Numbered Block tokens** (from 1-4) and place them outside of the Play Zone, face down next to each other. For this scenario, they will be called **Threat Actions**.

**F**

Set up the players' HQs as explained in the Bootcamp Book. At 3 and 4 players, each player takes **1 Infantry** and **one other different Little Soldier type**.

Example of the **yellow** player's HQ (at 3 players).



## SOLO MODE

If you are playing by yourself, take any **4 Little Soldiers** of your choice and apply the rules of the **"REINFORCEMENTS"** Module.



Image facing the Play Zone



## THREAT PROFILE

Force Field Switches



## MODIFIED RULES

### RETURN THE STAR

The Star token  is not used for this mission. Instead, before starting the **1 DEPLOY YOUR LITTLE SOLDIERS** phase, **decide who will be the first player** by talking amongst yourselves. Order of turn will then be played clockwise, starting with the first player.

### DEPLOY YOUR LITTLE SOLDIERS

Replace the DEPLOY YOUR LITTLE SOLDIERS phase from the Bootcamp Book with this new version:

**Deploy all of your Little Soldiers** from your HQ at **green**  distance from the Deployment token of your choice. You can deploy your Little Soldiers next to different tokens.

## NEW RULES

Add the following rules to the ones described in the Bootcamp Book.

### PREPARING THE ROUND

At the start of each round, you can decide together who will be the new first player.

## PLAYER TURN

### FORCE FIELD

Each Threat is protected by a Force Field. You must switch it off before you can inflict any .

#### Switching off a Force Field

Each Threat's Force Field has a number. These numbers correspond to the Switch numbers.

If during a  Move, either the cord or your figurine's base touches or moves through a face-up Force Field Switch token, you must do the following in order:

- ★ Finish moving your figurine.
- ★ Flip the Force Field Switch token onto its  side.

That Force Field is now **deactivated**.

### ATTACKING A THREAT

When Attacking, only Threats whose Force Field has been deactivated (the Switch token is face down) and whose Target  is fully visible from your figurine's position can be declared valid targets.

Each Threat's Defense and Toughness values are indicated in their Profile (displayed on the sides of the box).

Whenever you need to place  or  tokens on a Threat, place them in front of that Threat's Profile, making sure that the Threat they belong to is clear.

## Example

The **green** Infantry uses their Special Action to place 1  token on Threat 1 (**PINKY**), and 1  token on Threat 3 (**BOB**).



A Threat is considered broken once they have as many  as their Toughness value. **Once a Threat is broken, they remain that way until the end of the game.**

Place 1  token next to their Profile to indicate their current state. The Threat is now **out of play**.

You can no longer target them, or be targeted by them.



## GRENADES AND MORTAR SHOTS

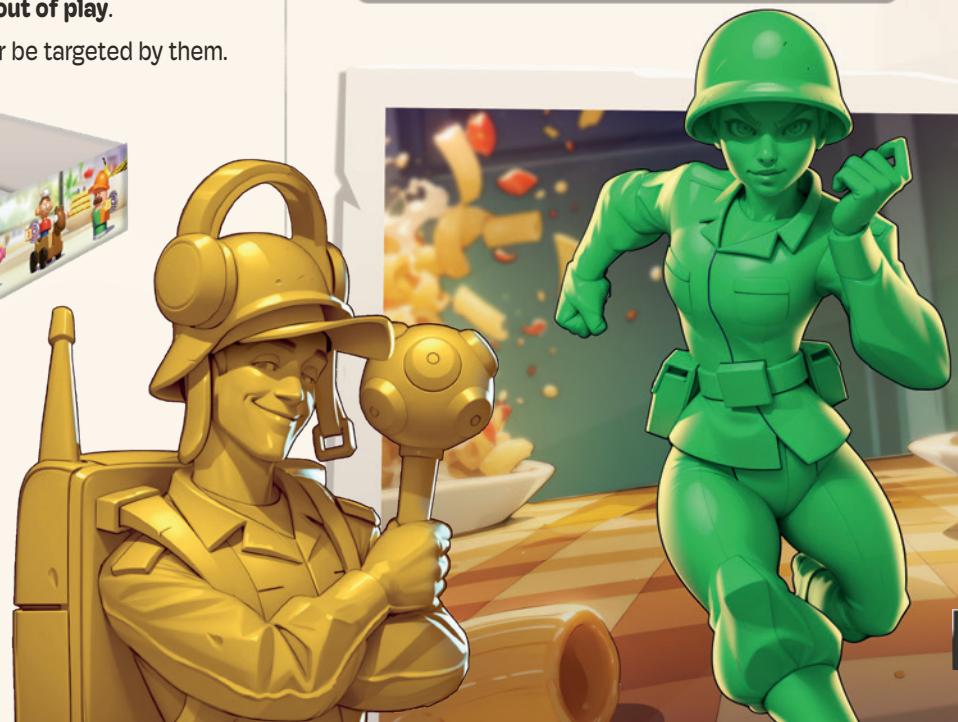
Grenades and Mortar Shots affect Threats in the same way as they do Little Soldiers. Distance is measured from the Target  of the illustration on the box. Active Force Fields also protect their corresponding Threats from Grenades and Mortar Shots.



*Got it? When a Force Field gets deactivated, that's your cue to attack with everything you've got!*



*Unfortunately for you, the turn doesn't end here... At the end of each player's turn, the Threats will fight back! They will make scenery disappear and attack everyone in sight. Find out more on the next page. Good luck!*



## THREATS' TURN

The Threats aren't just going to wait around. After each player's turn, they get their own turn. Before moving on to the **END OF THE TURN** phase, complete the steps below:

- 1. SCENERY REMOVAL**
- 2. THREAT ATTACK**

### 1. SCENERY REMOVAL

Choose one Threat Action token at random and flip it face up (the  tokens outside the Play Zone).



★ If the number revealed is 1, 2 or 3, temporarily remove the scenery elements adjacent to that token (you can place , Move tokens to remind you of their exact position when the time comes to put them back). These scenery elements no longer protect any Little Soldiers hiding behind them, who can become valid targets.



★ If the number revealed is 4:

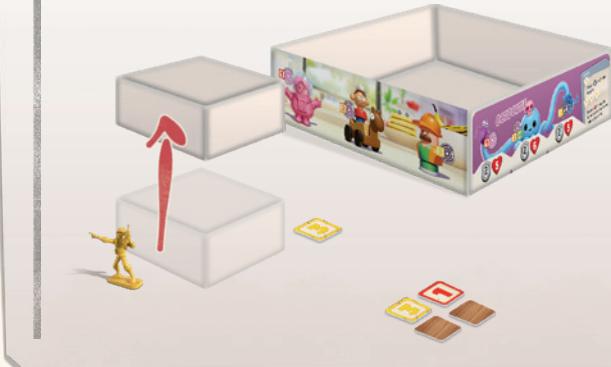
- Flip all of the Force Field Switches face up.
- Shuffle all of the Threat Action tokens face down, and leave them face down next to the Play Zone.
- Skip the **THREAT ATTACK PHASE**.

#### "SUPER SOLDIERS" MODULE

If you are playing with the **"SUPER SOLDIERS"** Module, when you reveal the  token, remove all  tokens from each Threat. These tokens are placed back into the Reserve.

### Example

During the Threats' turn, the **yellow** player flips over a Threat Action token, revealing the number  3. Oh no! Their Infantry who was safely hidden behind the  scenery loses their cover, and is now a valid target for the Threat!



### 2. THREAT ATTACK

All unbroken Threats make a collective ATTACK ACTION with the following steps:

- ★ All Little Soldiers who are valid targets for at least one of the unbroken Threats' Target symbol are affected by the Attack. Roll the 5 Attack dice .
- ★ Reroll all of the dice without a  symbol **once** (and only once, no matter where the targets are).
- ★ After rerolling the dice, apply all of the  results to each of the valid targets.





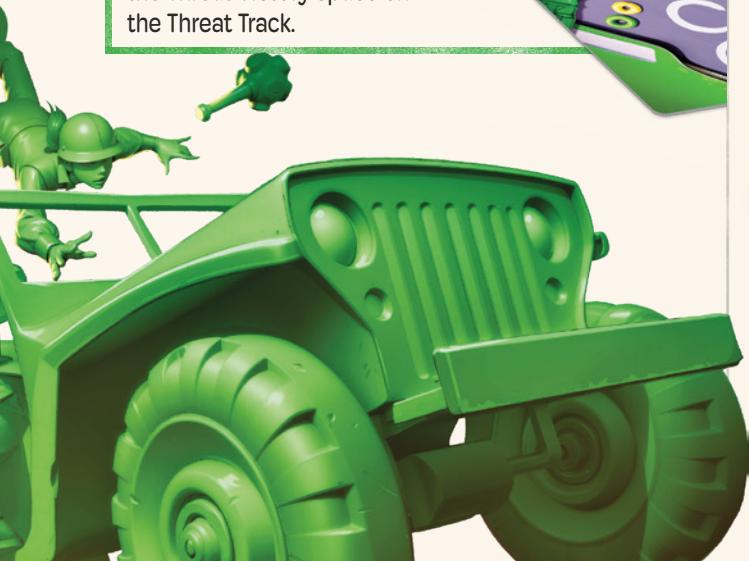
### "SUPER SOLDIERS" MODULE

If you are playing with the "SUPER SOLDIERS" Module, do not reroll any results obtained when rolling for the Threat Attack.

- ★ After applying the results, apply the for each rolled, each valid target takes a from the Reserve and places it onto their card.
- ★ If you roll 3 or more , activate the Threat's **Super Special Ability** instead, as shown on their Profile.

### BROKEN LITTLE SOLDIERS

Each time a Little Soldier gets broken, move the counter one space toward the Threat Victory space on the Threat Track.



## END OF THE TURN

If an element of scenery was removed during the Threats' turn, place it back into its original position.

Then check the conditions below in the order shown, and resolve them if the condition is met:

- ★ **Did the counter reach the Threat Victory space on the Threat Track?** The Threats have beaten you! Go to **END OF THE GAME**.
- ★ **Have both players run out of tokens on their General cards and Chest lids?** Then you have just finished the 3<sup>rd</sup> round. Go to **END OF THE GAME**.
- ★ **Have both players run out of tokens on their General cards, but you still have some left on your Chest lids?** Then the round ends, but the game continues! Start a new **PREPARING THE ROUND** phase.
- ★ **Do you or your allies still have tokens on your General?** Then the round isn't over: it's the next player's turn.

## END OF THE GAME

Check the following victory conditions in order, until you reach one of them:

- ★ **Did the counter reach the Threat Victory space on the Threat Track?** The Threats have beaten you! You lost the game.
- ★ **Is there still at least one unbroken Threat in play?** The Threats have the advantage! You lost the game.
- ★ **Did you defeat all of the Threats?** Great teamwork! You won!  
Try to beat them again with the **"SUPER SOLDIERS"**, or move on to the next Threat!

# "ANOTHER NEW THREAT"

## MISSION

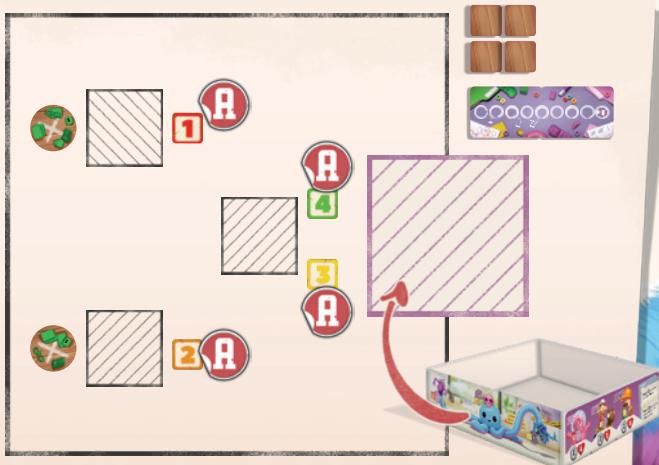
1-4 30'



**OCTOCUTIE** is tired of staying in the toy box, and wants to come out and play!

## SETUP

**R** Place **4 Numbered Block tokens** (from 1-4) face up in the Play Zone, each adjacent to a scenery element. These scenery elements must be large enough for a Little Soldier to take cover behind them. For this scenario, they are called **Force Field Switches**.



## MODIFIED RULES

The rules are the same as for "A NEW THREAT", with the following exceptions:

- ★ The 3 parts of the Octopus (the Head and two Tentacles) each represent a separate Threat.
- ★ The Force Field protecting the Octopus' Head is deactivated if both switches **2** and **4** are in the "switched off" position at the same time. Switches **1** and **3** each correspond to a Tentacle.
- ★ During the **SCENERY REMOVAL** phase, **OCTOCUTIE** still Attacks even if the **4** is revealed.

**OCTOCUTIE**

# MISSION REPORT

Using the tables below, put a **X** next to the Threats you managed to beat!

PINKY HOWDY BOB	1	2	3	4
Easy Mode				
"SUPER SOLDIERS" Mode				



If you manage to fill out both of these, you are automatically named **High General of the Toys!**

OCTOCUTIE	1	2	3	4
Easy Mode				
"SUPER SOLDIERS" Mode				



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	Flag counter		General card		Switch Object token
	Attack die		Little Soldier card		Candy token
	Sniper die		New Recruit rank		Bonus Order token
	Grenade Die		"SUPER SOLDIERS" rank		Crate token
	Mortar token		Defense		Supplies token
	Numbered Block token		Toughness		Tactics card
	Deployment token		Hit		Reaction
	Move token		Lightning		Ouch token
	Order token		Boom!		Target
	Star token		Level 1 token		
	Heart token		Level 2 token		
	Shield token		Teleporter Object token		
	Green Move		Radar Object token		
	Yellow Move		Transmogrifier Object token		
	Red Move		Marshmallow Object token		