



# WORLD OF TANKS

## RUSH

### SECOND FRONT



Expansion Manual

# Expansion Contents

## 30 BRITISH VEHICLE CARDS



## 5 GERMAN VEHICLE CARDS



## 5 FRENCH VEHICLE CARDS



## 5 SOVIET VEHICLE CARDS



## 5 AMERICAN VEHICLE CARDS



## 1 DEBRIS CARD



## STARTER SET OF 9 CARDS FOR THE 6TH PLAYER



## 6 HEADQUARTERS CARDS



## 12 BRITISH MEDAL CARDS



x3

x9

## 6 REFERENCE CARDS (DOUBLE-SIDED)



## 2 BLANK ACHIEVEMENT CARDS

## 12 ACHIEVEMENT CARDS



## Expansion Overview

Welcome to *World of Tanks: Rush – Second Front*, the first expansion for the popular tabletop card game *World of Tanks: Rush* based on the hit online game *World of Tanks*. To play this expansion, you need a copy of *World of Tanks: Rush* core game.

Before reading these rules, make sure you remember the basic rules of *World of Tanks: Rush*. *Second Front* introduces new cards and mechanics to the game and changes certain rules from the core game. If you have never played *World of Tanks: Rush*, we recommend starting with the core game before adding *Second Front*.

## Major Changes

*Second Front* is not a standalone game, but rather an expansion set for *World of Tanks: Rush*. Before your first play shuffle the new cards from the *Second Front* expansion into their respective decks from the core game. You can remove the new cards from the core game at any time. The cards from the expansion are marked with a special symbol (III) to help you distinguish them from the cards from the core game.

### MAIN FEATURES OF THE SECOND FRONT EXPANSION

1. A new country has been added: **Great Britain**.
2. The game can now be played **with six players**.
3. The number of Vehicle cards for each country has been increased from 25 to 30.
4. Each player now has **Headquarters**, which is a fourth base that can only be destroyed last, i.e. when the player has lost all three of their regular bases.
5. A new game zone has been added: the **Rear Guard**, which is located under the Headquarters card.
6. **The Reserve has been increased to 5 cards** (instead of 4 cards in the core game). The Reserve is now replenished at the beginning of a player's turn (instead of the end of turn), and only if the player wishes.

7. **New rule:** after a player attacks a Vehicle or Base he has to defend one of his Bases with one of the attacking Vehicles.
8. A number of other changes and rules have also been added, as well as an optional rule: a player earns Medals for his Bases that have not been destroyed at the end of the game.
9. Two new abilities and several new Achievements have been added.

## **NEW ACHIEVEMENTS**

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*Second Front* introduces 12 new Achievements and two blank Achievement cards to the game. You can use the blank cards to create your own Achievements and add them to the game. Below is the description of the new Achievements.



1. **British Medals.** Received by the player who has the most Victoria Crosses in his squad by the end of the game.



2. **Any Medals.** Received by the player who has the most Medals (regardless of country) in his squad by the end of the game.



3. **Medals of Different Countries.** Received by the player who has the Medals of most different countries in his squad by the end of the game.



4. **Vehicles without Abilities.** Received by the player who has the most Vehicle cards without any ability symbols in his squad by the end of the game.



5. **Infantry.** Received by the player who has the most Barracks and Non-Motorized Auxiliary units (with zero Power points and zero Armor points) in his squad by the end of the game.



6. **Most Cards with the Recruitment Ability.** Received by the player who has the most cards with the Recruitment ability in his squad by the end of the game.
7. **Total Reinforcements.** Received by the player with the highest total Reinforcements value on his cards by the end of the game.
8. **Total Research.** Received by the player with the highest total Research value on his cards by the end of the game.
9. **Total Cost.** Received by the player with the highest total Cost of his cards by the end of the game.
10. **Bases Owned.** Received by the player with the most bases remaining by the end of the game.
11. **No Need for Barracks.** Received by the player who has the fewest Barracks cards in his squad by the end of the game.
12. **Decisive Shot.** Received by the player who triggers the end of the game (by taking the last card from any Medal stack or destroying an opponent's Headquarters).

All of the new Achievements (apart from the British Medals Achievement) can be used in the core game even without the *Second Front* expansion.

One of the new abilities, Planning, allows a player to discard an available Achievement during the game in exchange for a new one from the Achievement deck (place the new Achievement in place of the discarded one).



Cover the pile of discarded Achievements with the Debris card. The Debris card helps you distinguish the pile of discarded Achievements from the Achievement deck. If you need to draw a new Achievement card while the deck is empty, shuffle the discarded Achievement pile and use it as the Achievement deck.



### NEW VEHICLE AND MEDAL CARDS

There are 50 Vehicle cards in *Second Front*:

- 30 British Vehicle cards,
- and 5 Vehicle cards for each of the other four countries.





Shuffle them into the regular Vehicle deck, which will thus be increased to 150 cards.

During setup place the 12 British Medal cards with the image of the Victoria Cross on them (9 one-Medal cards and 3 two-Medal cards) in a separate pile next to the other piles of Medal cards.



## NEW ABILITIES

Some Vehicles have new abilities.



**Disposition.** Move one of the Vehicle cards defending your Base or Headquarters to your Rear Guard.



**Planning.** Discard any available Achievement and exchange it with the top card from the Achievement deck.

One of the abilities from the core game, Invulnerability, works differently in *Second Front*.



**Invulnerability.** Take a one-Medal card from the pile of any country (your choice) and put it in your Depot.

## New Rules

### HEADQUARTERS

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At the beginning of the game each player receives a special fourth Base: the Headquarters. This base is subject to all of the rules of the core game *World of Tanks: Rush* that pertain to Bases. In other words, at the end of the game it grants three Medals to the player who destroys it, it can be defended by Vehicles, and it can be attacked and destroyed (only after two attacks with normal Vehicles or a single attack with Heavy Tank). In this sense the Headquarters is just like a regular Base.

But Headquarters also have a special ability. A player's Headquarters cannot be attacked while the player still has at least one regular Base. Headquarters are thus always destroyed last, and, according to the rules, the destruction of a player's last Base (i.e. their Headquarters) triggers the end of the game.

**Bases**



**Headquarters**



**Rear Guard**



Each player now has a new individual zone located beneath the Headquarters: **the Rear Guard**.

### REAR GUARD

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At the end of his turn, a player can put one unplayed card from his hand to the Rear Guard. The Disposition ability also allows the player to move a Vehicle card from his Base's defenses to the Rear Guard.



Only one card can be located in the Rear Guard at a time. If a player moves a card to the Rear Guard, the card that was previously in his Rear Guard is returned to his Depot.

Player can play a card from the Rear Guard during his turn as though it was in his hand.

**Note:** the Sabotage ability forces the player to discard cards from his hand but not from his Rear Guard.

### **INCREASED RESERVE AND REPLENISHING THE RESERVE**

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In *Second Front*, the shared Reserve of Vehicles is increased by one card in comparison to the core game. There are now **five** cards in the Reserve rather than four.

In the core game, the third step of a player's turn is "Replenishing the Reserve and drawing a new hand of cards". In *Second Front*, the Reserve is **not** replenished at the end of a turn. The player only draws a new hand of cards during the third step of his turn.

During the first step of his turn, after repairing damage and revealing his hand, player decides whether or not to replenish the Reserve. If the player decides to replenish the Reserve, the Reserve is replenished according to the same rules as before: the furthest card in the Reserve is discarded, all other cards are moved away from the deck, and the top card from the deck is put face up in the newly-freed slot.

This is how a player's turn works in *Second Front*:

- I. **Repairing damage, revealing the hand, and replenishing the reserve (optional).**
- II. **Playing the cards from hand (the card from the Rear Guard can be played as though it were in the player's hand).**
- III. **Placing an unplayed card from the hand to the Rear Guard (optional) and drawing a new hand of cards.**

## **SENDING A VEHICLE TO DEFEND THE BASE AFTER AN ATTACK**

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When a player attacks another player's Vehicle or Base, after the assault the player must select one of his attacking Vehicles with at least 1 point of Armor and send the card to defend his Base.

In the core game of *World of Tanks: Rush* a Vehicle can be sent to defend a Base only after its active ability is used or if it was not played and its owner so wishes.

## **ONE-TIME USE OF A PARTICULAR CARD**

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The base game of *World of Tanks: Rush* has the following rule: "A player can only play each particular Vehicle card once per turn. This means that, if a player plays a Vehicle card that, for any reason, then ends up in the Depot, gets shuffled into the Garage, and returns to the player's hand, that particular card cannot be played again during the same turn. Otherwise it would be possible to create a never-ending cycle in which the player's turn goes on forever".

In *Second Front* the first sentence of this rule should be the following:

"In any given turn, a player can only play each particular Vehicle card once from his hand and once from his Rear Guard."

This allows you to use the Disposition ability to make special combinations. For example, you can play a tank with the Reinforcements 1 ability to draw a card from the Garage, then play a card with the Disposition ability, move that tank to the Rear Guard, and then play its Reinforcements 1 again, drawing another card. But the above-mentioned restriction will prevent you from playing the same card over and over again: you can only play it once from the hand and once from the Rear Guard.

## **OTHER RULES**

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All other game rules remain the same.

## Tips from the Author of the Game

- It's a good idea to leave a card that might be useful during the next round in your Rear Guard. For example, if you have a truck full of national resources in your hand and no cards from that country in the Reserve, move the truck to the Rear Guard.
- The Disposition ability allows you to come up with interesting combinations by playing the same card twice during a turn. Imagine that the Medals of Different Countries Achievement is available and you have a tank with the Invulnerability ability in your hand. If you also have a Disposition card you can play this tank twice, earning Medals from two different countries of your choosing. In addition, the tank with Invulnerability goes back to defend your Base – and you might be able to move it back to the Rear Guard with another Disposition card.
- The Planning ability allows you to deprive your opponent of five Medals for an Achievement he had his eye on.
- The new Achievements make completely different kinds of cards valuable. Always keep track of the unlocked Achievements (especially because you can now exchange them during the game!).
- The six new Reference cards contain two new abilities and an updated version of the Invulnerability ability. Don't forget to give them to all the players before the game begins.
- *World of Tanks: Rush* is your game. You can create and introduce new rules, remove cards and Achievements that you don't like, and even come up with new cards (that's why we included the two blank Achievement cards as part of the *Second Front* expansion set). You can use your favorite rules from *Second Front* when playing the core game, for example, the extended Reserve and the rule to send a tank to defend your Base after an attack.
- Please send your suggestions about how to improve the game to [worldoftanks@hobbyworld.ru](mailto:worldoftanks@hobbyworld.ru).

## CREDITS

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