WarToys®

EVAC OPS ™

Instructions

Evac Ops™ is a cooperative boardgame for three players: a Frontline Rescuer, Combat Photojournalist, and Aid Worker.

War has broken out, and each of you is being sent in to help civilians in your own, unique way. You must work together and use your special skills to save everyone before it is too late. Teamwork and communication are key, and you may have to sacrifice you own, immediate goals to help the group win the game.

Each player chooses one of three roles to play:

Frontline Rescuer: The Frontline Rescuer saves as many civilians as possible from high risk areas. They have special training and skills to save people after explosions caused by airstrikes, heavy weapons, or car bombs.

Combat Photojournalist: The Combat Photojournalist documents the effects of war and shares what they see with the outside world. Their photos help the Aid Worker and Frontline Rescuer get attention for their work and earn resources.

Aid Worker: The Aid Worker saves civilians and provides them with shelter. They often work with large humanitarian organizations and fulfill many roles, including providing medical care, building refugee camps, and bringing in food and other supplies.

You will collaborate to:
- Rescue and guide civilians to safe areas
- Develop campsites to shelter and care for refugees
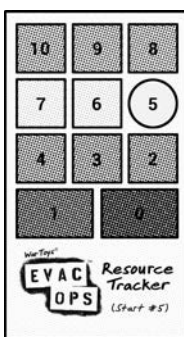- Photograph the realities of war to raise awareness and gain resources

Work quickly and carefully before any of these game-ending events:
- A player dies from an explosion (try to avoid ending your turn in a High Risk Area)
- The team runs out of resources (Resource Marker reaches zero)
- Time runs out (Resource Deck runs out of cards)
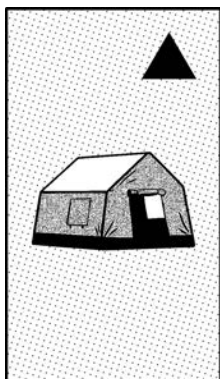
Components
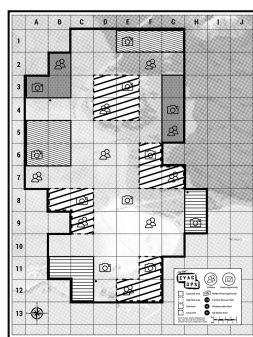
1x Game Board

1x Resource Tracker

3x Action Figures (or Player Pieces)

58x Player Cards:

Basic Needs
16x Resource Cards
(Yellow, Triangle)

Medical / First Aid
16x Resource Cards
(Green, Circle)

Tools
16x Resource Cards
(Blue, Square)

6x Transport Cards
(Light Tan)

4x Explosion Cards
(Orange)

31x Tokens
- 20x Civilian Tokens
- 10x Photo Tokens
- 1x Resource Marker

Note: Not all game sets include tokens. You may need to use found objects like coins, pebbles, or pieces of paper instead. There is a spot on the gameboard's legend (lower right) to place objects and show the group what is being used for Civilian and Photo Tokens.

Setting up the board

- Place 1x Photo Token on all the areas marked with a **Black** or **White** camera icon. (Photo Tokens for Red and Yellow icons will be added later.) 📷
- Place 2x Civilian Tokens on all the areas marked with a civilian icon. 👥
- Place the 3x Action Figures (or Player Pieces) on their starting spots:
  Frontline Rescuer: 12D, **Combat Photojournalist:** 4B, **Aid Worker:** 8H
- Place the Resource Marker on #5 on the Resource Tracker.
- Shuffle the Player Cards and place them face down.

Understanding the board
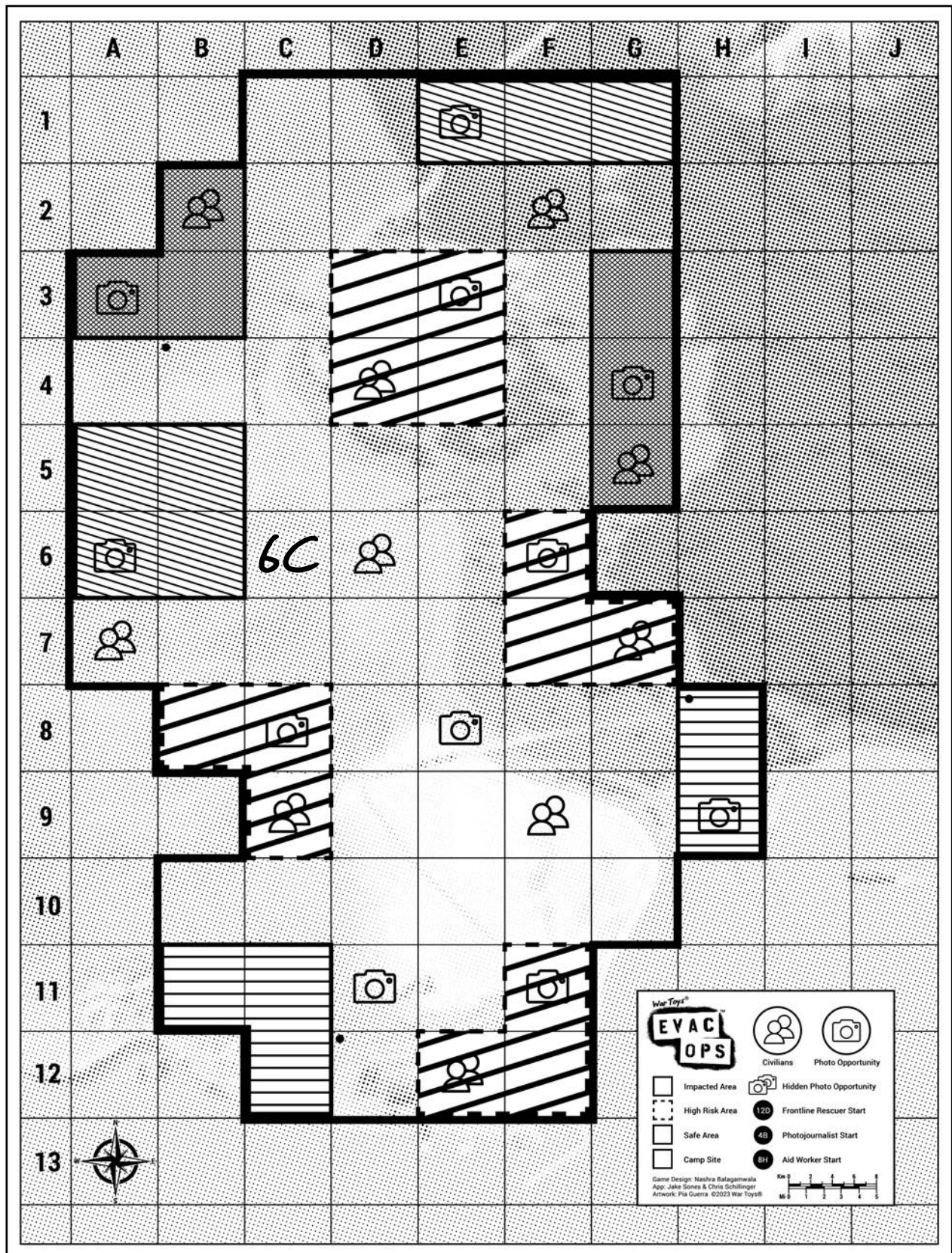
Understanding the board

The Evac Ops gameboard is laid out like a map. The game uses the letters and numbers along the edges to help you find or place items within the grid. For example, to find "6C," look along the left edge of the board until you find the number "6," then follow that row to the right until you are under the letter "C" at the top. That square, where the two rows intersect, is map coordinate "**6C**."
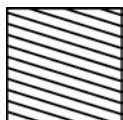
Potential Campsites: These areas can be developed by the **Aid Worker** into Refugee Camps where Civilians can be transferred to safety. Once developed, they act the same as Blue Safe Areas. To develop a camp, the **Aid Worker** must be in one of the yellow areas and, as an action, EITHER spend 4x Resource Cards of the same color / shape OR the entire group can decide to lower the Resource Tracker by 2x. Camera Tokens can only be picked up by the **Combat Photojournalist AFTER the camp has been developed** and only when the Aid Worker is present.
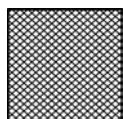
Impacted Areas: An explosion has already occurred in these areas. ONLY the **Frontline Rescuer** can pick up Civilian Tokens here. The **Frontline Rescuer** MUST be present in the same area (not necessarily the same square) for the **Combat Photojournalist** to pick up a Photo Token.
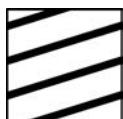
High Risk Areas: Be very careful in these areas and try to avoid ending your turn in one. If an explosion happens while a player is inside, **the game is lost**. Before an explosion takes place, BOTH the **Frontline Rescuer** and **Aid Worker** can pick up Civilian Tokens. AFTER an explosion, ONLY the **Frontline Rescuer** can pick up Civilian Tokens. **Camera Tokens only appear AFTER an explosion**, and they can be picked up by the **Combat Photojournalist** ONLY when the **Frontline Rescuer** is present in the same area.
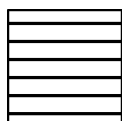
Safe Areas: These areas remain unaffected by the war. The **Aid Worker** can transfer Civilians to safety. The **Combat Photojournalist** can ONLY pick up Photo Tokens when the Aid Worker is present.

Photo Opportunity: Place 1x Photo Token on each of the **Black** and **White** icons at the start of the game: 3A, 4G, 8E, 9H, 11D. **Yellow and Red opportunities will be revealed later during game play**: 1E, 3E, 6A, 6F, 8C, 11F

Civilians: Place 2x Civilian Tokens on each of these icons at the start of the game.

Note: Player movement is not limited by rivers, bridges, or other features that may be part of the artwork.

Gameplay

Evac Ops is played by choosing actions and drawing random cards from a single deck on your turn. The **Frontline Rescuer** goes first, followed by the **Combat Photojournalist**, and then the **Aid Worker**.

Each player's turn consists of two parts:

- **Part 1: Do up to 3x Actions** (listed below). Players can choose to do any combination of actions, including standard actions like moving around the board, as well as special actions that are unique to each character type. Players may choose to do only one action or two or none! They may also repeat the same action 3x if they want.

- **Part 2: Draw 2x Cards.** After completing their actions, players MUST either draw 2x cards from the Player Deck, or if they end their turn on the same square as another player, they may accept 2x resource cards from that player instead (if that player chooses to give them). **Note: when the Player Deck runs out of cards, you are out of time and the game is lost.** You can extend time by exchanging cards with other players instead of drawing from the deck. **You may not have more than 7x cards in your hand at any time.**

At the end of each round (when all 3x players have had their turn): the **Resource Tracker** moves down by -1. You all have to work together to keep building resources, long enough to get everyone to safety. **If the tracker reaches zero before all civilians are transferred to safe areas, the game is lost.**

To win the game: Rescue and transfer all the civilians to safe areas before running out of resources (Resource Tracker reaches zero) or time (Player Deck is out of cards).

Standard Actions

All players may use any of the following three actions on their turn:

- **Move** - Players can move 1x space per action vertically or horizontally, but NOT diagonally.

- **Increase Resources** - Players may use 1x action to add +1 to the Resource Tracker by discarding 4x Resource Cards of the **same color / shape** from their hand.

- **Play a Transport Card** - Transport cards provide extra movement and may be held until you are ready to play them. They count as part of your hand (max 7x cards) and can only be played during the action phase of your turn or when you reach the hand limit (see below). Transport Cards allow you (and other players with you) to move the stated number of spaces **without spending an action**. To share your transport with other player(s), they must be in the same square as you when you play the card and agree to travel with you (they can decline). You and any player(s) accompanying you must go to the same destination space.

Special Actions

Frontline Rescuer:

- **Rescue a Civilian** - **Frontline Rescuers** may use 1x action to pick up **2x** Civilian Tokens. **Note: Frontline Rescuers** and **Aid Workers** can each carry an unlimited number of Civilians

- **Transfer Civilians** - When on the same square, the **Frontline Rescuer** or **Aid Worker** can spend 1x action to transfer all the civilian tokens in the Frontline Rescuers' possession to the Aid Worker. This must be done so that the civilians can be transported into the Safe Areas

Notes:

1. **Frontline Rescuers** can pick up TWO Civilian Tokens as ONE action. **This special ability can be key to rescuing people from high risk areas without getting hit by an explosion yourself!**
2. ONLY **Frontline Rescuers** can pick up Civilian Tokens in Impacted Areas (**Red**).
3. ONLY **Frontline Rescuers** can pick up Civilian Tokens in High Risk Areas BOTH before and AFTER an explosion.
4. The **Frontline Rescuer** cannot deliver Civilian Tokens to Safe Areas. They must transfer them to the **Aid Worker**, so plan ahead and communicate!

Combat Photojournalist:

- **Capture a Photo** - When on the same square, the **Combat Photojournalist** may use 1x action to pick up a Photo Token (**each adds +1 to the Resource Tracker**). Note the areas where other players must also be present for the photojournalist to pick up Photo Tokens.

Notes:

1. **Combat Photojournalists** are the ONLY players who can pick up Photo Tokens.
2. **Combat Photojournalists** cannot pick up or move Civilian Tokens.
3. **Combat Photojournalists** can ONLY pick up Photo Tokens when the **Frontline Rescuer** is present in the same Impacted Area (**Red**).
4. **Combat Photojournalists** can ONLY pick up Photo Tokens when the **Aid Worker** is present in the same Safe Area (**Blue**) or *Developed* Campsite (**Yellow**).

Special Actions (continued)

Aid Worker:

- **Rescue a Civilian** - **Aid Workers** may use 1x action to pick up **1x** Civilian Tokens. **Note: Frontline Rescuers** and **Aid Workers** can each carry an unlimited number of Civilians.

- **Transfer Civilians** - When on the same square, the **Frontline Rescuer** or **Aid Worker** can spend 1x action to transfer all the civilian tokens in the Frontline Rescuers' possession to the Aid Worker. This must be done so that the civilians can be transported into Safe Areas (**Blue**).

- **Develop a Campsite** - the **Aid Worker** can develop Potential Campsites (**Yellow**) and turn them into Safe Areas by spending 1x action and EITHER discarding 4x resource cards of the same color / shape from their hand OR by the **entire group** agreeing to lower the Resource Tracker by TWO. The **Aid Worker** develops the entire campsite as a single action, not just the one square they're on within the site. Each new camp contains a photo opportunity. **Place one Photo Token on the square marked with a Yellow camera icon.**

Notes:
1. Like the **Frontline Rescuer**, **Aid Workers** can save and move civilians, but it costs ONE action to pick up EACH Civilian Token.
2. **Aid Workers** are the only players who can develop Refugee Camps in Yellow areas.
3. **Aid Workers** are the only players who can transfer Civilians to safety (**Blue** areas and **Yellow** areas with Developed Camps), so plan ahead and coordinate.
4. **Aid Workers** cannot pick up Civilian Tokens in **High Risk Areas** (**Red**) AFTER explosions (before an explosion is ok, but be careful).

Drawing Cards

After performing their actions, players must either draw 2x cards from the Player Deck -OR- they may accept 2x cards from a fellow player if they've ended their movement on the same square. **This can be an important tool as the Player Deck and time run out!**

Changing the Difficulty

Use the Player Deck to control how challenging the game is to win. When the Player Deck runs out of cards:
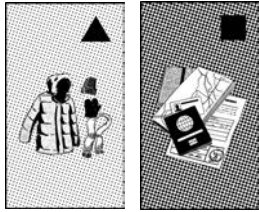
Novice Players: Reshuffle used Player Cards (remove any Explosion Cards) and create a new Player Deck of **18x** random cards (or more, as needed).
Experienced Players: Same as above, but your resupply is only **8x** cards.
Advanced Players: Your team has run out of time, and the game is lost.

Drawing Cards (continued)

There are three types of Player Cards:

Resource Cards

Resource Cards depict items that people often need to survive war. There are three types:

- Basic Needs (Yellow, Triangle) - food, water, tents, etc.
- Medical / First Aid (Green, Circle) - bandages, medicine, etc.
- Tools (Blue, Square) - mobile phone, important documents, etc.

Note: You will be collecting Resource Cards and working to create sets of 4x matching colors / shapes to increase your resources. As an action, ONLY during the action phase of your turn, **you may discard a matching set of 4x cards to raise the Resource Tracker by +1.**

Transport Cards

Transport cards provide extra movement and may be held until you are ready to play them. They count as part of your hand (max 7x cards) and can only be played during the action phase of your turn or when you reach the hand limit (see below). Transport Cards allow you (and other players with you) to move the stated number of spaces **without spending an action.** To share your transport with other player(s), they must be in the same square as you when you play the card and agree to travel with you (they can decline). You and any player(s) accompanying you must go to the same destination space.

Explosion Cards

There are 4x Explosion Cards in the Player Deck: 2x Airstrike, 1x Car Bomb, and 1x Heavy Weapon. Each card shows a specific area on the board where an explosion has taken place. **Use the grid coordinates and shape to find the area.** *Place the Explosion Card on the side of the gameboard to remind you which area(s) are affected.*

- **Each explosion adds a new photo opportunity. Place one Photo Token on the Red camera icon.**
- If civilians in the High Risk Area weren't rescued before the explosion, now they can ONLY be saved by the **Frontline Rescuer.**

Hand Limit

Players may not have more than 7x cards in their hand at any time. If at any point, the number of cards in their hand exceeds 7x (either by drawing cards or receiving them from another player) the player must immediately discard the excess cards (of their own choice). **Note:** Players may choose to use a transport card while discarding it (does not count as an action).

Resource Tracker
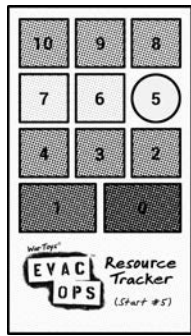
The team starts the game with *some* resources (place a Resouce Marker on #5), but your supplies will go quickly! At the end of **each round**, after all 3x players have had their turn, move the Resource Tracker down -1 spot. **If the tracker reaches zero, the game is lost.**

All of you will need to work together throughout the game to keep earning more resources for the team. Communicate, coordinate, and plan ahead to make sure that you have enough to save everyone!

Ending the game

Players all win together if they can get all the civilians and **themselves** to Safe Areas before:
- A player dies from an explosion in a High Risk Area
- The team runs out of resources (Resource Marker reaches zero)
- Time runs out (Player Deck runs out of cards)

Players all lose together if any of the above-listed things happen!

All players MUST reach and remain in a safe area at the end of the game to win.

Everyone at the War Toys® nonprofit organization thanks you for playing Evac Ops!

We hope that you have gained a new understanding and appreciation for the vital work of Frontline Rescuers, Combat Photojournalists, and Aid Workers!

More information and accompanying lesson plans can be found online at **EvacOps.app**

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Resource Card Guide

Tent

Soup

Powdered Milk

Warm Clothing

Cooking Oil

Water

Sleeping Bag

Rice / Grain
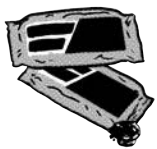
Canned Goods

Stretcher

Bandages

Oxygen

Burn Care

Tourniquet

First Aid Kit

Malnutrition Treatment

Splint

Medicine

Important Documents

Rescue Equipment

Flashlight

Mobile Phone

Kerosene Heater

Batteries

Multitool

Rope

Hiking Boots

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ダウンロードしてプレイ　Laai af om te speel　تحميل اللعبة

விளையாடுவதற்கு பதிவிறக்கவும்　Lataa ja pelaa

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Descargar para Jugar

Sauke don Kunnawa

Taphachisuuf Buusi

برای بازی، دانلود کنید

Preuzmite za igru

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