

GI JOE

DECK-BUILDING GAME



RAISE THE FLAGG

CAMPAIGN EXPANSION

RULEBOOK

GI JOE

DECK-BUILDING GAME

The fight for freedom just got an upgrade! With an enemy as devious as Cobra, an elite fighting force not only needs the best and most courageous soldiers in the world, it also requires the greatest equipment. The U.S.S. Flagg is a high-tech aircraft carrier and the newest addition to G.I. Joe's arsenal.

The U.S.S. FLAGG

G.I. Joe's flagship aircraft carrier, the *U.S.S. Flagg*, is the most powerful and advanced addition to the mobile strike force. Use it to help G.I. Joe defend democracy and battle their evil enemies!

In *Raise the Flagg*, G.I. Joe will face its biggest, most spectacular challenge yet. It's your job to stop Cobra in its tracks before it can take over the world in this classic 5-part campaign. Can you navigate the twists and turns this wily viper throws at you and save the world from total destruction?

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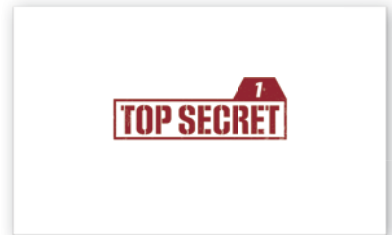
20 Main Deck Cards



5 Leader and Promoted Cards



86 Mission Cards



6 Sealed Campaign Envelopes featuring dozens of additional cards!



1 Campaign Manual



5 Damage Tokens



5 U.S.S. Flagg Upgrade Tiles



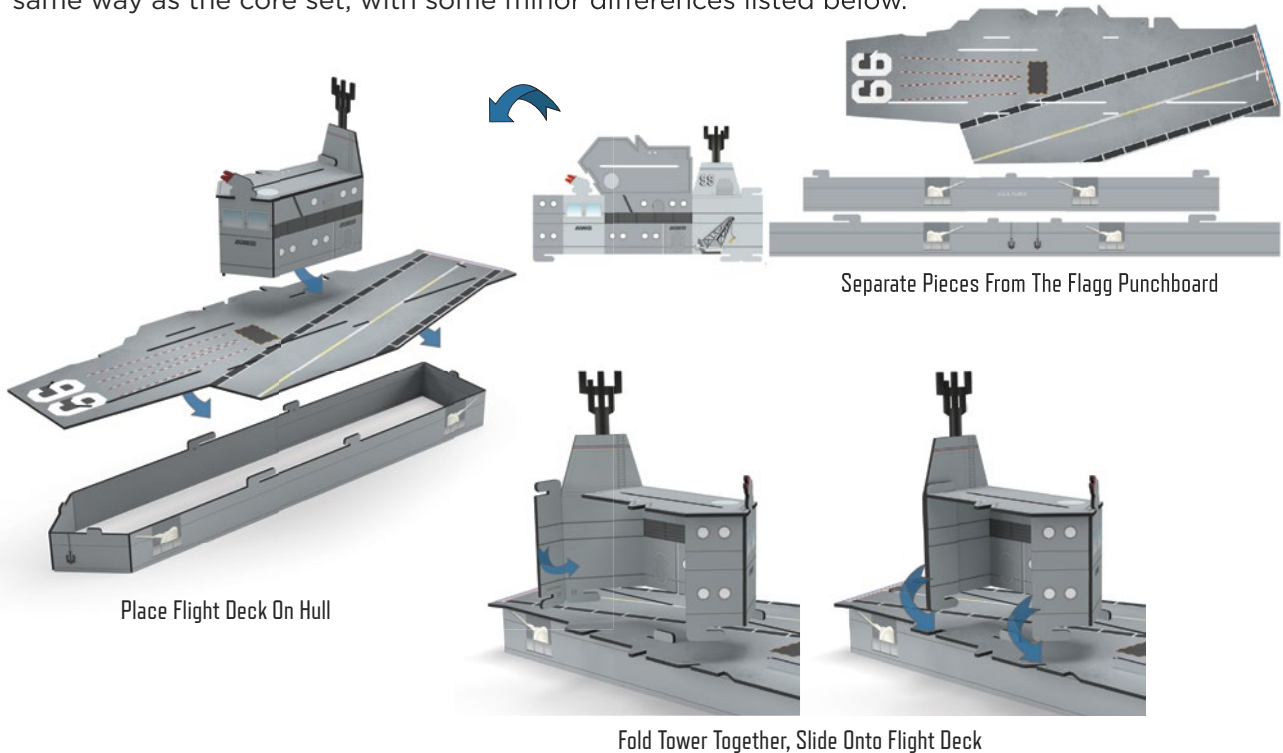
1 Constructible U.S.S. Flagg



2 Constructible Skystriker Jets

INITIAL SETUP

The Raise the Flagg campaign requires the *G.I. Joe: Deck-Building Game* core set to play. For any basic gameplay rules, you will need to refer to the core set rulebook. Raise the Flagg is set up in the same way as the core set, with some minor differences listed below.



1. Construct the U.S.S. Flagg as shown above and place it nearby. Place the Flight Deck tile so the text side is face up. Constructible Skystrikers can be placed on the Flagg. They have no effect on gameplay, but they look awesome!
2. When choosing your starting Leader, include Admiral Keel-Haul and Shipwreck as options. If playing with Shipwreck, be sure to include Polly in your starting deck for a total of 11 cards.
3. When building the main deck, shuffle the 19 cards from this expansion with the ones from the core set.
4. Fill out the top portion of the Campaign Log, writing all the participating players' names and starting Leaders. Keep the Campaign Log nearby during play as you will be required to track important information as events unfold.
5. When you're ready to begin, open the Campaign Manual to page 2.

SPOILER WARNING

Do not read the Campaign Manual or open the envelopes before playing. Each episode in the campaign is separated by a clear STOP sign.

When you see a page with a STOP sign, do not read any further in the manual until you've completed the listed instructions.



CAMPAIGN

G.I. Joe: Deck-Building Game - Raise the Flag is a campaign mini-series featuring 5 consecutive games, culminating in a spectacular finale. Depending on your performance in each “episode” (single game) and the choices you make as a team, the story will change, introducing new enemies, cards, and exciting twists and turns along the way.

Over the course of the campaign, you will be asked to retrieve new content from specific envelopes. Because the choices you make matter, you will not unlock all content in one playthrough, so don't be alarmed if any components are left unused.

THE CAMPAIGN LOG

As you advance through the campaign, you will be asked to “Log” certain story events and choices that your group makes. Simply write these messages in the Notes section for the current episode.

For example, if you have a successful Mission against Repel the Rattler Attack, you will be instructed to write “Rattlers Repelled” in the Log section for that episode.

Additional Campaign Logs are available online at www.renegadegamestudios.com.

EPISODE 1	Win	Loss	Success
Story Notes			
Rattlers Repelled			

CAMPAIGN END AND VICTORY

The Campaign continues in sequential order from Episode 1 through Episode 5.

YOU WIN

If you defeat the Act III Finale of Episode 5.

YOU LOSE

If you ever suffer a total of 3 Catastrophic Failures (see page 5).

HOW TO PLAY

To begin a new episode, set up the game as shown in the core set rulebook with the changes listed in INITIAL SETUP. Then, turn to the starting page of that episode in the Campaign Manual. Playing an episode follows these 3 steps:

Brief - Where you will be given new story instructions and any special setup for this episode.

Main mission - Where you will try to thwart Cobra's plans.

Debrief - Where you will Log important information and prepare for the next episode.

BRIEF – SITREP

On the first page of each episode, it will list the episode number at the top, followed by your initial briefing. During this Brief, you will receive an overview of Cobra's motives for that episode and what you will need to do to set up for this new challenge. Make sure to read this text aloud to all players. Follow the instructions closely, as each episode is set up differently.


Envelopes


Do not look at the contents of the envelopes before playing. When the game asks you to retrieve items, take them from the envelope listed and place them into play as required. This can also happen outside of the initial Brief, so make sure to keep the envelopes nearby.


MAIN MISSION

This is the classic *G.I. Joe: Deck-Building Game* gameplay. Once you have completed the setup introduced in the Brief, begin a new game session as you would using the standard rules.

Top Secret Entries

During an episode, you may be asked to read passages from the Top Secret section of the Campaign Manual. These passages have a  with a number. Immediately pause normal play and turn to that numbered passage, then read it aloud to all players.

When you see the  symbol, the story section is over and normal gameplay resumes.

For example, if you encounter “Read ” turn to that entry in the Top Secret section of the Campaign Manual and read it.

Note: The Top Secret section includes special messages that appear throughout the campaign. You will not read all of the passages in a single playthrough. Do **NOT** read any passages other than the one you are assigned.

The End of an Episode

As long as you **complete the Act II Finale**, you will move on to the next episode in the campaign. You are not required or expected to WIN every game in the campaign. However, there will be consequences, both good and ill, for failing to defeat the Act III Finale.

Many elite players have a tendency to want to win every episode at any cost. If you lose, don't get discouraged or replay the entire episode to get a better result. The Joes don't win every fight. They pick themselves back up and triumph over Cobra when it truly counts!

Catastrophic Failures

If you **did not complete the Act II Finale** (Card 6), this is noted as a Catastrophic Failure and you will need to start over and retry that episode again from the start.

In your Campaign Log, you will write an X on the next available spot (top-to-bottom) in the Catastrophic Failure section. You will also receive a small bonus which is activated at the start of your new attempt, based on the number of Catastrophic Failures you have had:

1 Failure: Remove an Expert Mode card of your choice from play, if possible. All players draw 6 cards to form their initial starting hand for this episode only. At the end of each player's first turn, they draw the normal 5 cards for the remainder of the episode.

2 Failures: Remove an Expert Mode card of your choice from play, if possible. 1 player of your choice begins this game with their Promoted Leader in their starting deck for this episode only. Return their basic Leader card to the game box.


If you have a total of **3 Catastrophic Failures** during the campaign, the Joes have lost and Cobra has taken over the world. You will need to restart your campaign from the beginning!

DEBRIEF

Before cleaning up or resetting the game, be sure to return to the Campaign Manual and read the Debrief section.

When the Main Mission is completed, turn to the appropriate Debrief page in the Campaign Manual. You may be asked a few questions during the Debrief. Depending on your answers, you may need to Log this in your Campaign Log.

Win	Loss	Success	Fail	Threat
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Win	Loss	Success	Fail	Threat
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Before ending your game session, make sure to mark the Win or Loss box (if you defeated the Act III Finale), Log your number of Successes/Failures, and check the final location of the Threat Meter.

SPECIAL RULES AND NEW COMPONENTS

Player Count & Starting Leaders

Between episodes, you may need to add new players to the campaign or have players drop out. The campaign is designed with this in mind, and the only gameplay changes for player count are the ones listed in the core set. Feel free to add or remove players from each episode as needed.

Exception: If a player Logged a specific phrase under their name and the game references this phrase, simply ignore the effect if that player is not part of the current episode.

As with any G.I. Joe storyline, the characters that the main story focuses upon shifts and changes throughout. This campaign is set up in the same way, and never references which Leaders the players have chosen. You are free to use the same Leader throughout the campaign or switch it up with each new episode.

THE U.S.S. FLAGG

The U.S.S. Flagg functions as the base of operations for the Joes during the campaign, with its own special abilities that further affect gameplay as the U.S.S. Flagg is upgraded. The U.S.S. Flagg is also a special Transport that can be used on Missions. However, it carries with it an inherent risk of damage (☀).

Transport

The U.S.S. Flagg is a Sea Transport that can carry up to 5 Joes on a Mission. This capacity is reduced by 1 for each Damage token on the U.S.S. Flagg. Similar to the

VAMP, it is never discarded from play after a Mission is complete.

If the U.S.S. Flagg is sent on a Mission that ends in Failure, the U.S.S. Flagg always receives 1 ☀ token. So, while it can be tempting to use, it may be better saved for crucial moments.

The U.S.S. Flagg also has the ability to take advantage of multiple Transports at the same time, then provide them to the Joes for individual use. From now on, Transports follow this three-step path during the game: Flight Deck, Hangar, and Discard Pile.

Flight Deck

Any time a new Transport is gained or played from a player's hand, it is attached to the U.S.S. Flagg instead of the Hangar. When the U.S.S. Flagg is used as a Transport on a Mission, ALL text abilities on Transports attached to it are activated. When the Mission is complete, those Transports are moved directly to the Hangar.

The Hangar

Transports moved to the Hangar from the U.S.S. Flagg are used by Joes on Missions in the normal fashion, then they are moved to the active player's discard pile as usual.

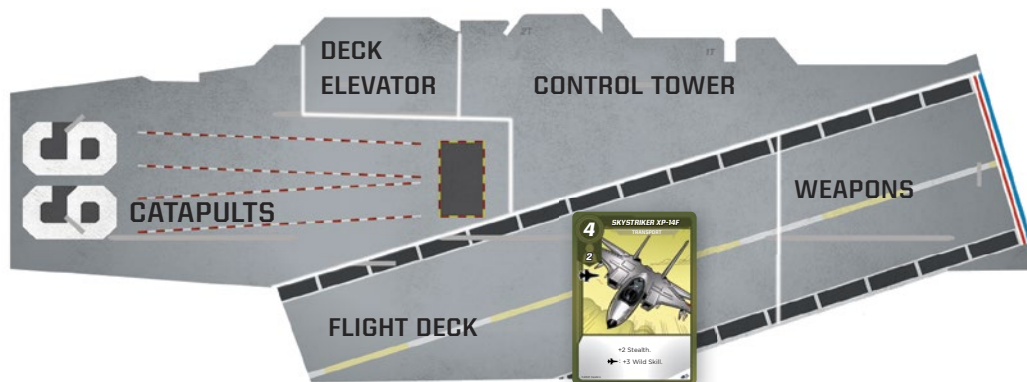
Discard Pile

Transports in the discard pile will eventually be shuffled back into the player's deck and drawn into the player's hand. When Transports which were in the discard pile are played from the player's hand, they return to the U.S.S. Flagg, beginning the cycle again.

Damage ☀


When the U.S.S. Flagg receives ☀ from any source, choose a section of the U.S.S. Flagg to damage and place the ☀ token onto that section of the deck.

Sections of the U.S.S. Flagg






Each section of the U.S.S. Flagg has an associated Upgrade Tile, which you will unlock during the course of the campaign, starting with the Flight Deck in Episode I. The Upgrade Tiles in Episodes II through V have two options. When the Campaign Book tells you to retrieve that upgrade, you get to choose which of those two options to use for the remainder of the campaign. Slide the tile into the appropriate slot on the U.S.S. Flagg with your chosen ability up. Once you have chosen one of the two abilities, you won't be able to use the other until your next play through of the campaign.

If a section is damaged, its Upgrade Tile's ability (if present) cannot be used. For example, if the Flight Deck section is damaged, the U.S.S. Flagg cannot be used as a Transport for Missions.

If the U.S.S. Flagg has 5  tokens on it and receives further damage, move the Threat Meter up 1 space for each damage taken.

Repair

Whenever you resolve this symbol, the U.S.S. Flagg can repair 1 . When the U.S.S. Flagg receives , remove 1  token from the section of your choice.



The rules in the following pages are for gameplay elements unlocked during the campaign. There are no major spoilers, but you may choose to read and refer to these rules later as they are introduced in the story.

Cobra Transport Rules

Cobra Transports are a new tool in Cobra's fiendish arsenal to make Missions even more challenging. They are Equipped to Cobra operatives, who ride into battle on these special vehicles to augment and improve their abilities. If the Joe's are strategic (or lucky) enough, they can also add them to their own fleet!

When a Mission or card ability tells you to "put a Cobra Transport into play," draw the top card of the Cobra Transport deck and Equip that card to a Cobra Officer if possible. If there is no available Cobra Officer in play, equip this card to the enemy operative (Battalion, Trooper, B.A.T., etc.) of your choice. Each enemy card can only have 1 Transport Equipped at any time. A Transport must be Equipped to an enemy card when put into play; if there are no legal targets, the Transport is discarded.

Equipping Cobra Transports

To Equip a Transport, place it underneath a Cobra card so that the Cobra effect at the top of the card is visible.



Sometimes, an effect will instruct you to “Equip a Cobra Transport” to a specific enemy card. In this case, simply draw the top card of the Cobra Transport deck and Equip it to the named card.

Missions with Cobra Transports

When attempting a Mission to defeat an enemy equipped with a Transport, the ability of the Transport is also activated, and its Terrain type becomes part of the Mission. The Transport’s abilities are only in effect during a Mission against that enemy. When the enemy is defeated (or leaves play), the equipped Transport is discarded as well. If a Cobra card is flipped while in a Transport, the Transport also flips with it and is considered out of play.

Commandeering Transports

If you are able to defeat the Cobra card with **exactly** the Hits needed, this Transport is commandeered instead of discarded. Immediately gain this Cobra Transport by attaching it to the U.S.S. Flag.

In the example to the left, Baroness has a Transport Equipped with an effect that increases her Difficulty from 4 to 5. The Joes roll exactly 5 Hits on a Group Mission against her, so the Transport is commandeered and attached to the U.S.S. Flag.

A Cobra Transport functions the same as any other Transport. However, only the ability at the bottom of the card can be used by the Joes. The Cobra effect on the top of the card is ignored.



After a Cobra Transport is assigned to a Mission from the Hangar, it is then discarded to the Cobra Transport discard pile (not to a player’s discard pile).

P.E.T.S.

Primal Emergency Tactical Squad: This elite squad of animal companions is crucial in the war against Cobra. They provide forward support, defense, and an overall morale boost for the soldiers. In the game, P.E.T.S. cards are put into play and activated later when needed.

Starting Setup

Once unlocked, at the start of an episode, add a P.E.T.S. card of your choice to your starting deck.

Ongoing

When a P.E.T.S. card is played from your hand, it remains face-up in your play area until you activate its ability. It is not discarded at the end of your turn. Some P.E.T.S. cards have a passive ability which is active while in play. Unless otherwise specified, P.E.T.S. cards do not count as Joes and cannot start Missions.


When a P.E.T.S. card is activated for its ability, it is discarded at the end of the phase in which it was activated. A P.E.T.S. card can only be activated once per turn.

Shipwreck and Polly

You'll notice that Shipwreck begins the game with Polly in his starting deck. When using Shipwreck, if a game effect allows you to gain a P.E.T.S. card at the start of an episode, you may add this P.E.T.S. card to your deck in addition to Polly.

RESETTING THE CAMPAIGN

Raise the Flag is a fully replayable campaign. In fact, you are encouraged to replay it as it is not possible to experience all the content included in the game on your first playthrough!

Once you have completed the campaign, simply return any cards gained to their appropriate envelopes: Any cards that you have gained that are marked with an envelope symbol at the bottom of the card  are returned to the envelope listed. Begin a new Campaign Log and you are ready to play again!

CLARIFICATIONS

Composing the Story Mission



Each new episode will ask you to set up the Story Mission deck in the proper order. This will generally include 9 Story Mission cards numbered from 1-9 on the back side of the cards. In this way, when you flip the deck face-up to begin the game, you will encounter Story Mission 1, then Story Mission 2, etc.



If the campaign asks you to **ADD** a Story Mission card, retrieve the noted Story Mission card and insert it into the stack where instructed (without looking at the front of the card). This may result in a Story Mission deck with more than 9 cards and that is okay.



If the campaign asks you to REMOVE a Story Mission card, find the one with the matching card back and return it to the box. This may result in a Story Mission deck with less than 9 cards and that is okay.

If the campaign asks you to REPLACE a Story Mission card with another, simply find the one with the matching number on the card back to remove.

Then retrieve the noted Story Mission, and swap the cards, putting the noted card in the same position as the removed card (without looking at the front card) and returning the removed card to the box.



Crimson Guard

Crimson Guard's negative Skill ability affects Joes on ALL Missions currently in play, not just a Mission against Crimson Guard.

Overkill

Several abilities in this expansion include this phrase: "If you complete this Mission with at least **double** the Hits needed." If the Difficulty total is 5, you would need at least 10 Hits for this ability to trigger.

Ignored

When an ability or effect is ignored, the related text does not go into effect at all. In the example of the U.S.S. Flagg, any Joes assigned to a Mission including the U.S.S. Flagg count as having NO ability text and NO printed Skills.

Ability Text Interactions

If there is conflict between a card's ability text and the game rules, the card's text supersedes the rules. However, a card's ability cannot be used to actively break any other rules.

Example: Polly's ability allows you to add a Joe card from your discard pile to the Mission. Leatherneck can only be added to a Mission if there are 2 or fewer players on the current Mission. If there are 3 players on the Mission, Polly's ability cannot be used to retrieve Leatherneck.

Tomax & Xamot

Tomax and Xamot can be put into play individually. However, if both Tomax and Xamot are ever in play at the same time, they become a single, more difficult Mission. Place them side-by-side and combine their Difficulty total. They are considered 1 Cobra Officer and are both discarded when defeated. They can only have 1 single Cobra Transport assigned to them both at a time.

Destroy

To "destroy" means to remove a card from a single episode. This card will become available again during the next episode. The story will be very specific if a card is fully removed from the campaign.

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