Rally 1 ☭	Rally 1 ☭	Rally 1 ☭	Rally 2 ☭	Rally 4 ☭
				 Radio **2D8** check if positive artillery called in.
Rally 1 ☭	Rally 1 ☭	Rally 1 ☭	Rally 3 ☭	Rally 4 ☭
				 Radio **2D8** check if positive artillery called in.

Movement ☭	Movement ☭	Movement ☭	Movement ☭	Movement ☭
1	1	1/-1	1	1/-1
(Ford)	(Ford)			
One move action	One move action	One move action with -1 concealment	One move action	One move action with -1 concealment
or	or	or	or	or
Go to Ground	Go to Ground	Go to Ground	Go to Ground	Go to Ground
(double concealment).	(double concealment).	(double concealment).	(double concealment).	(double concealment).

Movement ☭	Movement ☭	Movement ☭	Movement ☭	Movement ☭
1	1	2/-1	1	1/-1
(Ford)	(Ford)			
One move action	One move action	Two move actions	One move action	One move action with -1 concealment
or	or	or	or	or
Go to Ground	Go to Ground	One move action with -1 concealment.	Go to Ground	Go to Ground
(double concealment).	(double concealment).		(double concealment).	(double concealment).

Card 1 — FIRE ☭ (1)

	Rifle	LMG	SMG
Close	0	3 [1]	1
Medium	-1	2 [0]	-1
Long	-3	1 [-1]	
Extreme		0 [-1]	

Card 2 — FIRE ☭ (1)

	Rifle	LMG	SMG
Close	2	5 [3]	3
Medium	1	4 [2]	1
Long	-1	3 [1]	
Extreme		2 [1]	

Card 3 — FIRE ☭ (3/2)

3/2 men

Close 3/2 (LMG +2 [1]) (SMG* +1)
Medium 2/1 (LMG +2 [1]) (SMG* +0)
Long -2/-2 (LMG +2 [0]) (SMG* - 1)
Extreme 0 [-1] (LMG) * per SMG

Card 4 — FIRE ☭ (3/2)

3/2 men

Close 5/4 (LMG +2 [1]) (SMG* +1)
Medium 4/3 (LMG +2 [1]) (SMG* +0)
Long 0/0 (LMG +2 [0]) (SMG* - 1)
Extreme 2 [1] (LMG) * per SMG

Card 5 — FIRE ☭ (5/4)

5/4 men

Close 5/4 (LMG +2 [1]) (SMG* +1)
Medium 3/3 (LMG +2 [1]) (SMG* +0)
Long -1/-1 (LMG +2 [0]) (SMG* - 1)
Extreme 0 [-1] (LMG) * per SMG

Card 6 — FIRE ☭ (1)

	Rifle	LMG	SMG
Close	1	4 [2]	2
Medium	0	3 [1]	0
Long	-2	2 [0]	
Extreme		1 [0]	

Card 7 — FIRE ☭ (1)

	Rifle	LMG	SMG
Close	1	4 [2]	2
Medium	0	3 [1]	0
Long	-2	2 [0]	
Extreme		1 [0]	

Card 8 — FIRE ☭ (3/2)

3/2 men

Close 4/3 (LMG +2 [1]) (SMG* +1)
Medium 3/2 (LMG +2 [1]) (SMG* +0)
Long -1/-1 (LMG +2 [0]) (SMG* - 1)
Extreme 1 [0] (LMG) * per SMG

Card 9 — FIRE ☭ (3/2)

3/2 men

Close 4/3 (LMG +2 [1]) (SMG* +1)
Medium 3/2 (LMG +2 [1]) (SMG* +0)
Long -1/-1 (LMG +2 [0]) (SMG* - 1)
Extreme 1 [0] (LMG) * per SMG

Card 10 — FIRE ☭ (5/4)

5/4 men

Close 7/6 (LMG +2 [1]) (SMG* +1)
Medium 5/5 (LMG +2 [1]) (SMG* +0)
Long 1/1 (LMG +2 [0]) (SMG* - 1)
Extreme 2 [1] (LMG) * pre SMG

Movement ☭
2/-1

Two move actions

or

One move action
with -1 concealment.

Hero ☭
Play at anytime
on one figure.

Rally.
+1 to Fire Value.
+1 in Close Combat.
Promote SL to PL.

Cower ☭

Fear ☭

Play as a discard
on an enemy group.

Group cannot move
or fire.
+1 when fired on.

(Play Movement Card to remove.)

FIRE ☭
5/4

5/4 men
Close   6/5 (LMG +2 [1]) (SMG* +1)
Medium   4/4 (LMG +2 [1]) (SMG* +0)
Long   0/0 (LMG +2 [0]) (SMG* - 1)
Extreme 1 [0] (LMG)   * per SMG

Movement ☭
2/-2

Two move actions

or

One move action
with -2 concealment.

Movement ☭
3/-2

Three move actions

or

One move action
with -2 concealment.

Minefield ☭
Play on a group making
a move action in a
Terrain Feature.
Randomly select a figure.
Attack that figure.

Attack Strength
(Inf/Veh)

4/1

(Play Movement 2 to exit safely.)
(Play Movement 1 to exit but attacks again.)

Sniper ☭
Play as a discard on a group.
Randomly select a figure.
2D8 check.

-6, -7, +6, +7 KIA
-3 to -5, +3 to +5 Pinned

FIRE ☭
5/4

5/4 men
Close   6/5 (LMG +2 [1]) (SMG* +1)
Medium   4/4 (LMG +2 [1]) (SMG* +0)
Long   0/0 (LMG +2 [0]) (SMG* - 1)
Extreme 1 [0] (LMG)   * per SMG