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Movement **4** Movement **4** Movement **4** Movement (45) Movement (45) 2/-1 (Ford) (Ford) (Ski troops 3/-1) (Ski troops 2) (Ski troops 2) One move action One move action One (2) move action One (2) move action Two (3) move actions or or or or or Go to Ground Go to Ground Go to Ground Go to Ground One move action with -1 concealment. (double concealment). (double concealment). (double concealment). (double concealment). Movement (# Movement (# Movement **4** Movement (# Movement (# 1/-1 1/-1 1/-1 (Ford) (Ford) (Ski troops 2/-1) (Ski troops 2/-1) (Ski troops 2/-1) One (2) move action One (2) move action One (2) move action One move action One move action with -1 concealment with -1 concealment with -1 concealment or or or or or Go to Ground (double concealment). (double concealment). (double concealment). (double concealment). (double concealment).

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# Movement **4** 2/-1

(Ski troops 3/-1)

Two (3) move actions

or

One move action with -1 concealment.

#### Hero 45 Play at anytime



+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 men

6/5 (LMG +1) (SMG +1) Close

Medium 4/4 (LMG+1)

Long 3/3 (LMG+1)

Extreme 1 (LMG)

# Movement **4**

2/-2

(Ski troops 3/-2)

Two (3) move actions

or

One move action with -2 concealment.

## Movement **4**



3/-2

(Ski troops 4/-2)

Three (4) 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)

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

## Sniper



Play as a discard on a group.



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

### **FIRE**





5/4 men

6/5 (LMG +1) (SMG +1) Close

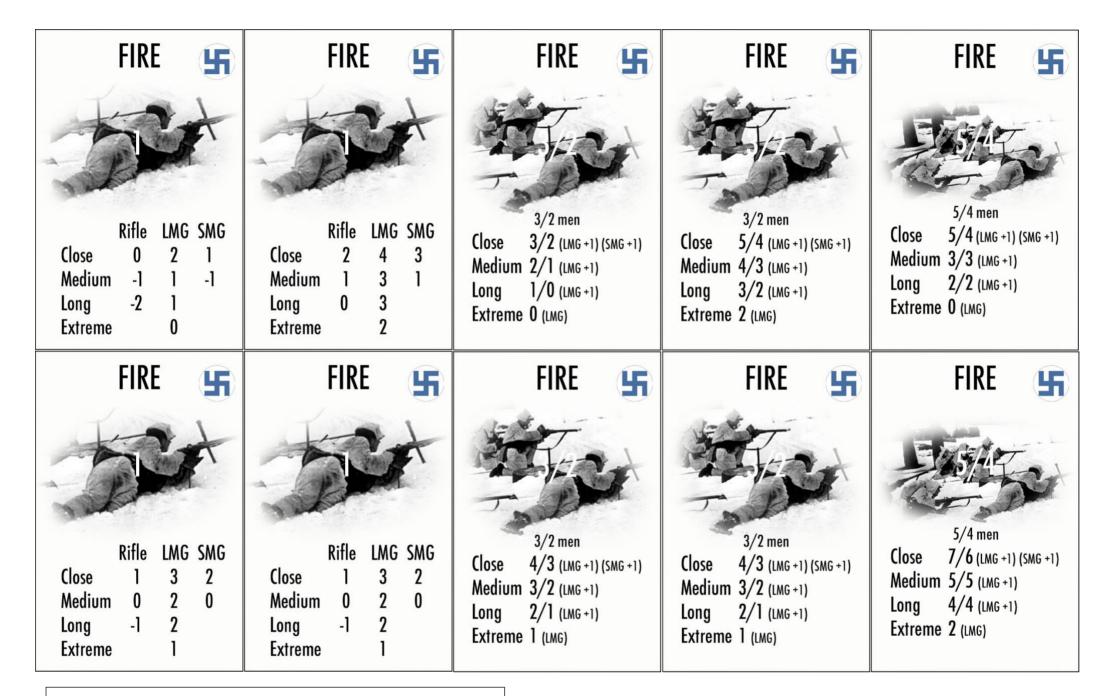
Medium 4/4 (LMG+1)

3/3 (LMG +1)

Extreme 1 (LMG)

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