











<p><b>Rally</b> 1 </p>  <p>Does not count as an action for this group but must be first action.</p>	<p><b>Rally</b> 1 </p>  <p>Does not count as an action for this group but must be first action.</p>	<p><b>Rally</b> 1 </p>  <p>Does not count as an action for this group but must be first action.</p>	<p><b>Rally</b> 2 </p> 	<p><b>Rally</b> 4 </p>  <p><b>Radio</b> 2D8 check if positive artillery called in.</p>
<p><b>Rally</b> 1 </p>  <p>Does not count as an action for this group but must be first action.</p>	<p><b>Rally</b> 1 </p>  <p>Does not count as an action for this group but must be first action.</p>	<p><b>Rally</b> 1 </p>  <p>Does not count as an action for this group but must be first action.</p>	<p><b>Rally</b> 3 </p> 	<p><b>Rally</b> 4 </p>  <p><b>Radio</b> 2D8 check if positive artillery called in.</p>

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<p><b>Movement</b> </p> <p><b>1</b> (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p><b>Movement</b> </p> <p><b>1</b> (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p><b>Movement</b> </p> <p><b>1</b> (Ski troops 2)</p> <p>One (2) move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p><b>Movement</b> </p> <p><b>1</b> (Ski troops 2)</p> <p>One (2) move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p><b>Movement</b> </p> <p><b>2/-1</b> (Ski troops 3/-1)</p> <p>Two (3) move actions</p> <p>or</p> <p>One move action with -1 concealment.</p>
<p><b>Movement</b> </p> <p><b>1</b> (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p><b>Movement</b> </p> <p><b>1</b> (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p><b>Movement</b> </p> <p><b>1/-1</b> (Ski troops 2/-1)</p> <p>One (2) move action with -1 concealment</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p><b>Movement</b> </p> <p><b>1/-1</b> (Ski troops 2/-1)</p> <p>One (2) move action with -1 concealment</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p><b>Movement</b> </p> <p><b>1/-1</b> (Ski troops 2/-1)</p> <p>One (2) move action with -1 concealment</p> <p>or</p> <p>Go to Ground (double concealment).</p>

## Movement

### 2/-1

(Ski troops 3/-1)

Two (3) 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 men  
Close 6/5 (LMG +1) (SMG +1)  
Medium 4/4 (LMG +1)  
Long 3/3 (LMG +1)  
Extreme 1 (LMG)

## Movement

### 2/-2

(Ski troops 3/-2)

Two (3) move actions

or

One move action  
with -2 concealment.

## Movement

### 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)

### 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 men  
Close 6/5 (LMG +1) (SMG +1)  
Medium 4/4 (LMG +1)  
Long 3/3 (LMG +1)  
Extreme 1 (LMG)

**FIRE** 





	Rifle	LMG	SMG
Close	0	2	1
Medium	-1	1	-1
Long	-2	1	
Extreme		0	

**FIRE** 




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


**FIRE** 



3/2 men


Close	3/2 (LMG +1) (SMG +1)
Medium	2/1 (LMG +1)
Long	1/0 (LMG +1)
Extreme	0 (LMG)


**FIRE** 



3/2 men


Close	5/4 (LMG +1) (SMG +1)
Medium	4/3 (LMG +1)
Long	3/2 (LMG +1)
Extreme	2 (LMG)


**FIRE** 




5/4 men


Close	5/4 (LMG +1) (SMG +1)
Medium	3/3 (LMG +1)
Long	2/2 (LMG +1)
Extreme	0 (LMG)

**FIRE** 





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

**FIRE** 




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


**FIRE** 



3/2 men


Close	4/3 (LMG +1) (SMG +1)
Medium	3/2 (LMG +1)
Long	2/1 (LMG +1)
Extreme	1 (LMG)


**FIRE** 



3/2 men

Close	4/3 (LMG +1) (SMG +1)
Medium	3/2 (LMG +1)
Long	2/1 (LMG +1)
Extreme	1 (LMG)

**FIRE** 



5/4 men

Close	7/6 (LMG +1) (SMG +1)
Medium	5/5 (LMG +1)
Long	4/4 (LMG +1)
Extreme	2 (LMG)

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