









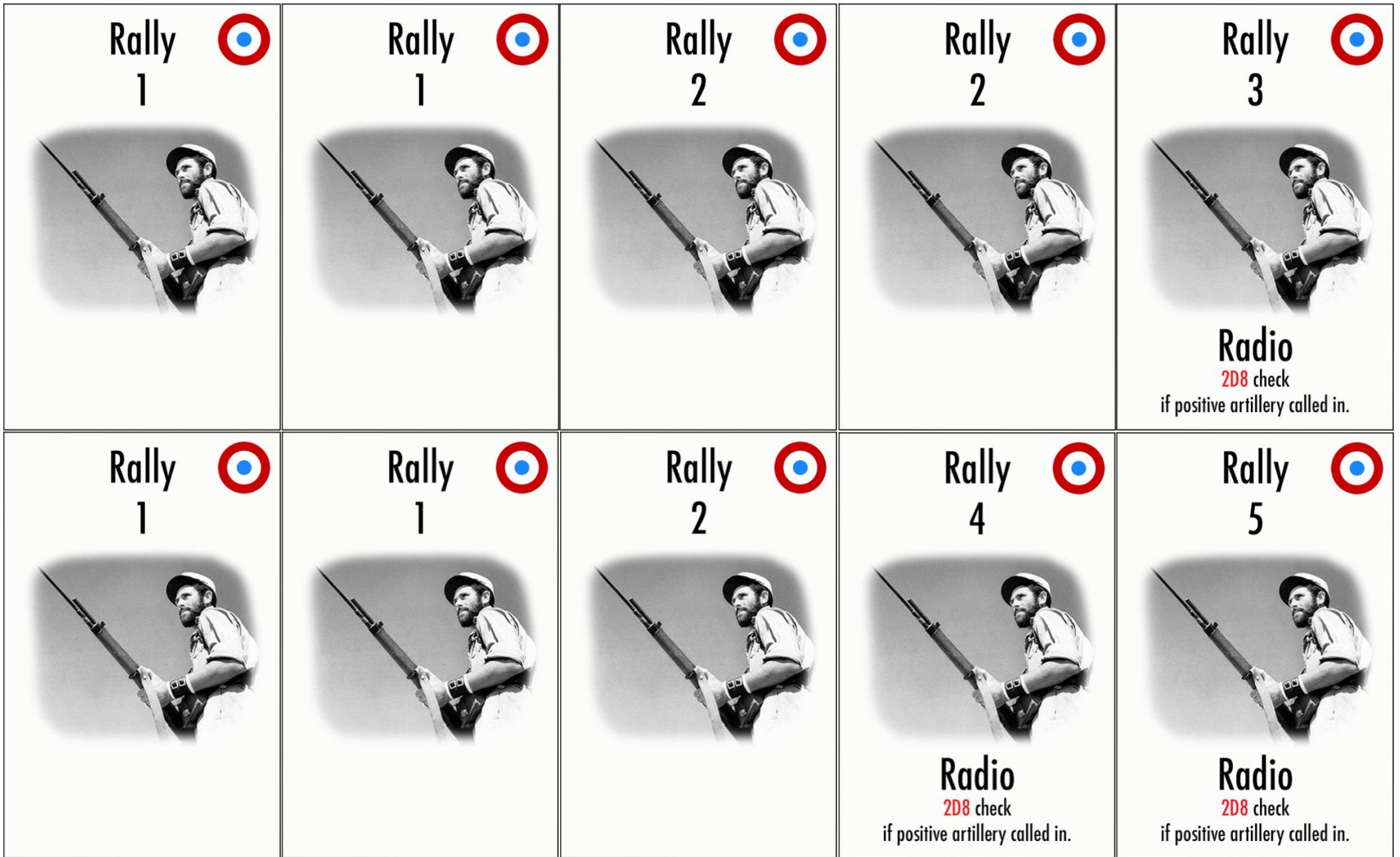


<p><b>Movement</b> </p> <p><b>1</b></p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment)</p>	<p><b>Movement</b> </p> <p><b>1</b> (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment)</p>	<p><b>Movement</b> </p> <p><b>1</b> (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment)</p>	<p><b>Movement</b> </p> <p><b>1/-1</b></p> <p>One 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></p> <p>One move action with -1 concealment</p> <p>or</p> <p>Go to Ground (double concealment)</p>
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## Movement

2/-1

Two move actions

or

One move action  
with -1 concealment

## Cower



Discard unused.

## Hero

Play at anytime  
on one figure.



Rally.

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

## Smoke

Play on a group  
or on a group in  
conjunction with a  
movement card.



## FIRE



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

## Movement

2/-1

Two move actions

or

One move action  
with -1 concealment

## Fear

Play as a discard  
on an enemy group.

Group cannot move  
or fire.

+1 when fired on.

(Play a movement card to remove.)

## 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 7/6 (LMG +2)  
Medium 5/5 (LMG +1)  
Long 3/3 (LMG +1)  
Extreme 1 (LMG)

**FIRE**

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

**FIRE**

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

**FIRE**

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

**FIRE**

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

**FIRE**

	5/4 men
Close	6/5 (LMG +2)
Medium	4/4 (LMG +1)
Long	2/2 (LMG +1)
Extreme	0 (LMG)

**FIRE**

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

**FIRE**

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

**FIRE**

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

**FIRE**

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

**FIRE**

	5/4 men
Close	6/5 (LMG +2)
Medium	4/4 (LMG +1)
Long	2/2 (LMG +1)
Extreme	0 (LMG)

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