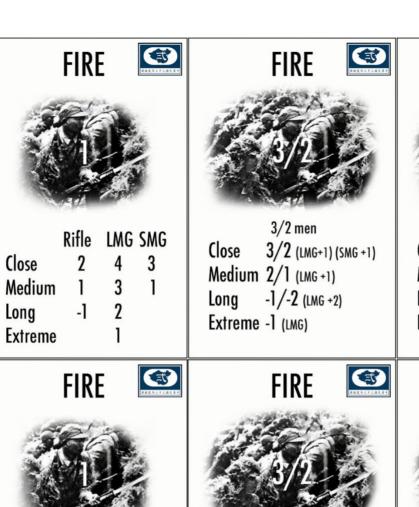


THE PART AND THE PART OF THE P



Rifle

0

Close

Medium

Long

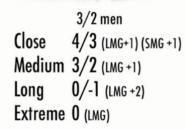
Extreme

LMG SMG

3

2







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



FIRE

(3)

(1)

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

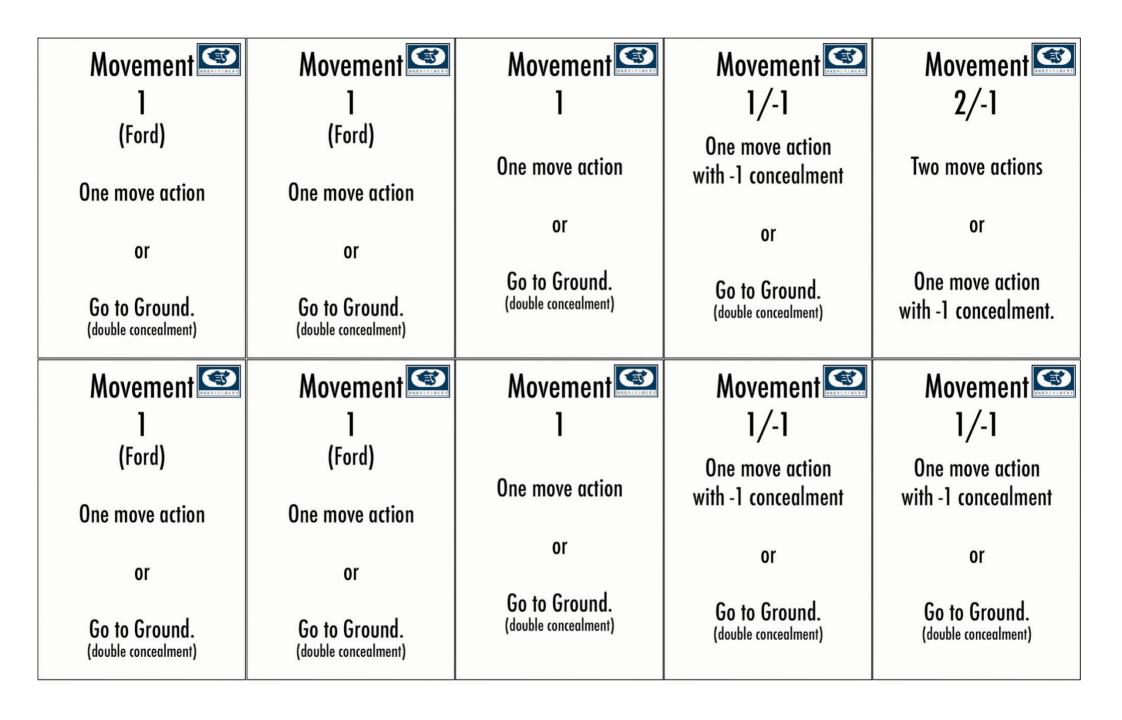
FIRE



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



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

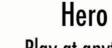






Movement 3/-2

Randomly select a figure. 2D8 check.





Cower





5/4 men 5/4 (LMG+1) (SMG+1) Close Medium 3/3 (LMG+1)

-1/-1 (LMG+2) Long Extreme -1 (LMG)

Three move actions

or

One move action with -2 concealment.

Play as a discard on a group.

Sniper



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

Play at anytime on one figure.



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





2/-1

Two move actions

or

One move action with -1 concealment.

Minefield



ERRALLES RE

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.)

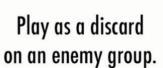
Fear



Play on a group or on a group in conjunction with a

movement card.

Smoke Smoke



Group cannot move or fire.

+1 when fired on.

(Play a movement card to remove.)







5/4 men 7/6 (LMG+1) (SMG+1) Close Medium 5/5 (LMG+1)

1/1 (LMG+2) Long

Extreme 1 (LMG)

