

Rally
1



Rally
1



Rally
1



Rally
3



Radio
2D8 check
if positive artillery called in.

Rally
4



Radio/Runner
2D8 check
if positive artillery called in.

Rally
1



Rally
1



Rally
2



Rally
2



Rally
5



Radio/Runner
2D8 check
if positive artillery called in.

FIRE



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

FIRE



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

FIRE



3/2 men

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

FIRE



3/2 men

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

FIRE



5/4 men

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

FIRE



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

FIRE



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

FIRE



3/2 men

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

FIRE



3/2 men


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

FIRE



5/4 men

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

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

FIRE



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

Movement



3/-2

Three move actions

or

One move action
with -2 concealment.

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

Hero



Play at anytime
on one figure.



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

Cower



FIRE



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

Movement



2/-1

Two move actions

or

One move action
with -1 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.)

Fear



Play as a discard
on an enemy group.

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

(Play a movement card to remove.)

Smoke



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



TIME CHECK



Discard this card.
Fill your hand.
Shuffle the discard
and draw decks.
Make a time check.