



Card 01

Extra Effort



If checking for Activation, add one (+1) from the roll, otherwise subtract one (-1) from the result draw.



Card 02

Bad Luck



If checking for Activation, subtract one (-1) from the roll (to a minimum of 0), otherwise, add one (+1) to the result draw.



Card 03

Extra Effort



If checking for Activation, add one (+1) from the roll, otherwise subtract one (-1) from the result draw.



Card 04

Bad Luck



If checking for Activation, subtract one (-1) from the roll (to a minimum of 0), otherwise, add one (+1) to the result draw.



Card 05

Extra Effort



If checking for Activation, add one (+1) from the roll, otherwise subtract one (-1) from the result draw.



Card 06

Bad Luck



If checking for Activation, subtract one (-1) from the roll (to a minimum of 0), otherwise, add one (+1) to the result draw.



Card 07

Hit 'em Hard!



If checking for Activation, add two (+2) from the roll, otherwise subtract two (-2) from the result draw.



Card 08

Tough Nut



If checking for Activation, subtract two (-2) from the roll (to a minimum of 0), otherwise, add two (+2) to the result draw.



Card 09

Hit 'em Hard!



If checking for Activation, add two (+2) from the roll, otherwise subtract two (-2) from the result draw.



Card 10

Tough Nut



If checking for Activation, subtract two (-2) from the roll (to a minimum of 0), otherwise, add two (+2) to the result draw.



Card 11

Go For Broke!



If checking for Activation, add three (+3) from the roll, otherwise subtract three (-3) from the result draw.



Card 12

Unprepared



If checking for Activation, subtract three (-3) from the roll (to a minimum of 0), otherwise, add three (+3) to the result draw.



Card 13

On The March



During the next Initiative phase, the player currently holding the Initiative retains it. This card cancels "On The Ball."



Card 14

On The Ball



During the next Initiative phase, the player not currently holding it automatically wins the initiative. This card cancels "On The March."



Card 15

A Solid Plan



If checking for Activation, the result die roll is automatically a 6. Otherwise, the result die roll is automatically a 1. Do not make a result draw.



Card 16

Paper Tigers



If checking for Activation, the result die roll is automatically a 1. Otherwise, the result die roll is automatically a 6. Do not make a result draw.



Card 17

Combat Fatigue



Select ANY good order unit. That unit must make a morale check. If it fails, the unit is disrupted.



Card 18

Combat Fatigue



Select ANY good order unit. That unit must make a morale check. If it fails, the unit is disrupted.



Card 19

Confusion!



The enemy selects ANY good order unit. That unit must make a morale check. If it fails, the unit is disrupted.



Card 20

On Your Feet!



Select ANY disrupted unit. That unit must make a morale check. If it succeeds, the unit is returned to good order.



Card 21

On Your Feet!



Select ANY disrupted unit. That unit must make a morale check. If it succeeds, the unit is returned to good order.



Card 22

We're Okay!



The enemy selects ANY disrupted unit. That unit must make a morale check. If it succeeds, the unit is returned to good order.



Card 23

Strafing Run



Use any spare aircraft unit to complete an (I) aircraft attack at Strength 8.



Card 24

Fire From The Sky



The enemy may use any spare aircraft unit to complete an (I) aircraft attack at Strength 8.



Card 25

Heads Down!



Remove any one Spotted marker from the map.



Card 26

Three On A Match



Select any one unspotted hex containing enemy units and in the LOS of a friendly unit and add a Spotted marker to it.



Card 27

Outta The Way!



Remove any one Wreck marker from the map.



Card 28

Slit Trenches



Add an Improved Position marker to any hex where one can be placed.



Card 29

Pile It High



The enemy adds an Improved Position marker to any hex where one can be placed.



Card 30

Shoddy Construction



Remove any one Improved Position marker from any hex.



Card 31

Glass Jaw



The enemy removes any one Improved Position marker from any hex.



Card 32

Weak Foundation



Reduce the value of any Fortification marker on the map by 10. If this is not possible, replace the Fortification with an Improved Position.



Card 33

Sturdy Stuff



Increase the value of any Fortification marker on the map by 10. If this is not possible restore a friendly disrupted unit to good order.



Card 34

Move Out!



Remove the activation marker from any one unit. It may be activated again during the turn.



Card 35

Move Out!



Remove the activation marker from any one unit. It may be activated again during the turn.



Card 36

Hang Tight!



Add a Completed marker to any one non-activated unit.



Card 37

Step Lightly



Place a Mines 2-1 marker in any hex where a minefield can be placed.



Card 38

Breakdown



Select a loaded transport unit and immediately unload it. Both units are disrupted. If stacking is violated, placed the vehicle unit into an adjacent hex.



Card 39

Men Of Action



Select an Infantry unit under a Moved marker and make a morale check. If the roll succeeds, remove the Moved marker.



Card 40

Stray Shell



Select any enemy armored unit and attack it on the 1-2 column of the CRT.



Card 41

Friendly Fire



Select any enemy non-armored unit and attack it on the 1-1 column of the CRT.



Card 42

Walking Wounded



Restore any destroyed Infantry unit to a hex with concealing terrain that is not within range of an enemy unit. The unit is disrupted and marked completed.



Card 43

Where Are They?



Select a Fired unit in concealing terrain and replace its marker with a Completed marker.



Card 44

Stealth Movement



Select a Moved unit in concealing terrain and replace its marker with a Completed marker.



Card 45

Road Block!



Place a Block marker in any hex where a Block can be placed.



Card 46

Cleared Path



Remove a Block marker from the map.



Card 47

Dissipation



If Smoke is on the map, remove Smoke 1 markers and flip Smoke 2 markers to their Smoke 1 sides. Otherwise, subtract one (-1) from the result draw.



Card 48

Breezes



If Smoke is on the map, use the Accuracy diagram to shift all Smoke markers one hex. Otherwise, add one (+1) to the result draw.



Card 49

Souls of Steel



Save this card for future use. Discard it to double the DF of any one unit. Remove from Play after use.



Card 50

Give 'em Hell!



Save this card for future use. Discard it to double the AF of any one unit. Remove from Play after use.



Card 51

White Knuckled



Save this card for future use. Discard it to shift the result on the Combat Results Table one column to the left (if possible). Remove from Play after use.



Card 52

Metal Storm



Save this card for future use. Discard it to shift the result on the Combat Results Table one column to the right (if possible). Remove from Play after use.



Card 53

Hunkered Down



Save this card for future use. Treat all non-armored targets as if they were armored on the Weapon Effectiveness Chart. Remove from Play after use.



Card 54

Band of Heroes



Save this card for future use. Discard it for all units in a hex to automatically pass morale checks. Remove from Play after use.

Tactical GameX

action deck



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