















Extra Effort



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

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.

Extra Effort



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

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



Card 06



Card 07



Card 08

Extra Effort



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

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.

Hit 'em Hard!



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

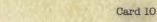
Tough Nut



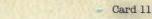
If checking for Activation, subtract two (-2) from the roll (to a minimum of 0), otherwise, add two (+2) to the result draw.















Hit 'em Hard!



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

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.

Go For Broke!



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

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



Card 14



Card 15



Card 16

On The March



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

On The Ball



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

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.

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.

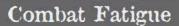


Card 18



Card 19







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

Combat Fatigue



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

Confusion!



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

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



Card 22



Card 23



Card 24

On Your Feet!



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

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.

Strafing Run



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

Fire From The Sky



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

















Heads Down!



Remove any one Spotted marker from the map.

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.

Outta The Way!



Remove any one Wreck marker from the map.

Slit Trenches



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









Card 31



Card 32

Pile It High



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

Shoddy Construction



Remove any one Improved Position marker from any hex.

Glass Jaw



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

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 35



Card 36

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.

Move Out!



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

Breakdown

Select a loaded transport unit and

immediately unload it. Both units

violated, placed the vehicle unit

are disrupted. If stacking is

into an adjacent hex.

Move Out!



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

Hang Tight!



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





Card 37

Card 38



Card 39



Card 40

Step Lightly



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





Stray Shell



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



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







Card 42







Card 44

Friendly Fire



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

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.

Cleared Path

Remove a Block marker from the

Where Are They?



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

Stealth Movement



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









Card 48

Road Block!



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

map.



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.

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 50



Card 51



Card 52

Souls of Steel



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

Give 'em Hell!



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

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.

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.

3 3

Card 53

3

Card 54

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.

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



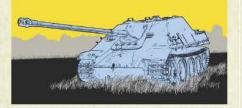
Tactical GameX

action deck



Tactical GameX

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Tactical GameX

action deck



Tactical GameX

action deck



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