



Good shot: Give one unit +1 Offense on it's next attack



Rapid fire: Allow one a unit to make an additional attack on it's next attack phase



Blind luck: Make the next attack die rolled automatically a 6



Nerves of steel: Re-roll any one attack die.



Blood Thirsty: Give one unit +1 Offense on it's next attack



Charge!: Give one unit +2 Move until end of turn.



Heroic action: Make the next attack die rolled automatically a 1



Ambush: Give one unit +2 Offense on it's next attack if it attacks a unit in the same hex.



Vengeful: Give one unit +1 Offense on it's next attack



Tactical Reconnaissance: Counter a just played card



Counter Spies: Counter a just played card



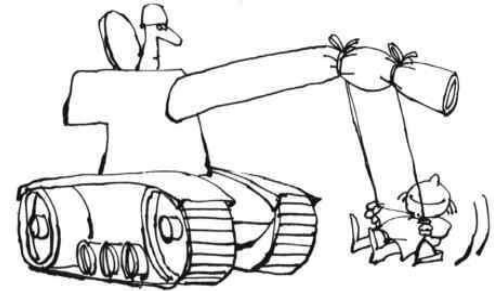
Miscommunication: Control the movement for any one unit on it's next turn.



Friendly-fire: Decide the target for any one unit for one of it's attacks



Battlefield Intuition: Counter a just played card



Misfire: Choose a unit. This unit cannot attack for one turn.



Salvage: 'Resurrect' and control any one vehicle unit that was just destroyed



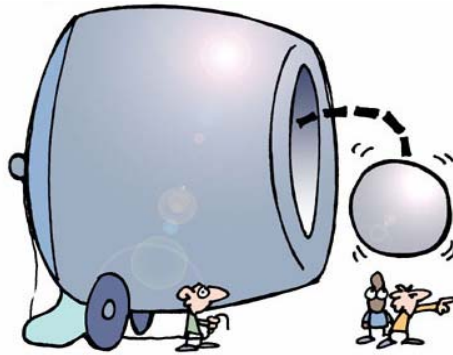
Lucky slob: Re-roll any one die



Smoke: Designate a hex as providing cover until your next turn.



Pathfinder: Choose a unit. This unit get's +1 move and may ignore obstacles on it's next movement phase



Artillery barrage: All units in a hex of your choice suffer a strength 4 attack.



Chemical Warfare: All units in hex of your choice, and in adjacent hex, suffer a strength 2 attack.



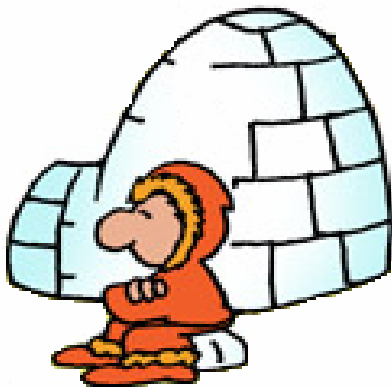
Icy weather: maximum movement for all units is now 2 hexes until another weather card is played



Military Intelligence: Look at opponent's hand and randomly remove one card



Gremlins: Randomly remove one card from opponent's hand



Snow (weather): All movement values are halved until another weather card is played



Clear skies: Cancels all weather cards



Target 'Painting': Give a unit's attack a 1 hex affect for one turn



Decoy: move a unit up to 1 hex in any direction (can be played after an attack has been declared on it).



Civilians on the Battlefield: One hex of your choice cannot be attacked until your next turn.



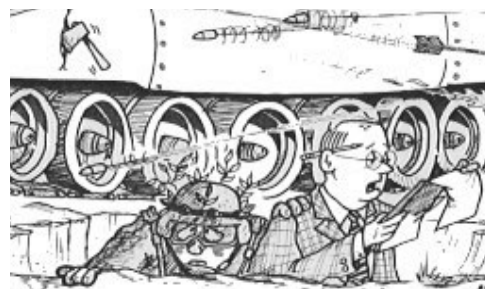
Out of ammo: Choose a unit. This unit cannot attack on it's next attack phase.



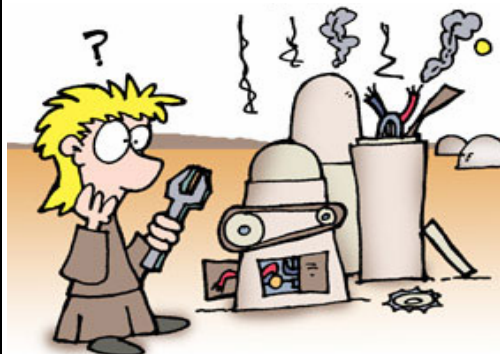
Water crossing: For one turn, water in one hex is passable by any of your units



Bloody Maps!: During your opponent's next turn no unit gets a road movement bonus.



Propaganda: Your opponent must select and remove one of his own units.



Repair: 'Resurrect' a just destroyed vehicle unit



Stuck: Choose a unit. This unit cannot move on it's next movement phase.



Exceptional Tactics: Give one unit +1 Defense (Can be declared after the dice are rolled against it.)



Infiltration: During your movement phase, move one of your units to any location.

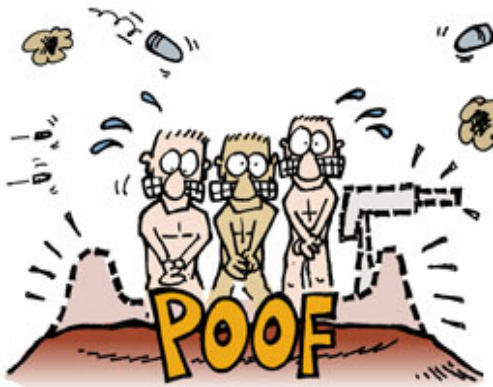
"But it's remarkably resilient to explosions."



Heavy weapon: Give one unit +1
Offense on it's next attack



Medic!: 'Resurrect' a just destroyed non-vehicle unit



Caught in the Open: Give one unit -
1 Defense against one attack



Trump: Counter a just played card



Wrong turn: Choose a unit that has just moved. That unit instead moves in the opposite direction



Dig in: Selected unit has cover until it moves



Good planning: Give one unit +2
Defense on the next attack phase



Battle Fatigue: Give a unit -1
Defense against the next attack



High Morale: Give one unit +1
Offense on it's next attack



Extra Ammo: Give one unit +1
Offense on it's next attack



Foggy weather: All range values are
halved until another weather card is
played



Heavy rains (weather): Maximum
range for all units is now 3 hexes until
another weather card is played



Nightfall: All movement and range
values are now halved



Spies: Look at opponent's hand and
remove one card



Spirited Assault: Give one unit +1
Offense on it's next attack



Stealth Mission: As it's movement,
move one of your unit's to any spot on
the board.



Re-enforcement: Randomly
"Resurrect" one of your previously
destroyed units and place it on your
edge of the battlefield.