



<p>Field Promotion. One of your Corporals gets a field promotion. He goes to level 11 and is promoted to Sergeant. If he leaves the current unit he is with he will make one of the grunts into a Corporal just before rushing off to fame and fortune.</p>	<p>One of the enemy's hidden troops gives its position away. The player this card is used against must remove the hidden / Camouflage marker from one of his / her units and place the associated models on the table. All dummy markers remain in place.</p>	<p>An area is bobby trapped. Set out a three-inch template. Troops with 0Non or 1Bod armor are killed on an 11+. Troops in 2Pow are killed on a 16+. No other troops are affected.</p>	<p>A piece of heavy equipment breaks down. This card may be played on any unit that has a rating between 4Lit and 7Pla. The unit suffers a breakdown and cannot be used until the crew fixes it. One action is required per repair attempt to a maximum of 2 attempts per unit activation. Repair is successful if a crewmember rolls 1 on a d6. If an engineer attempts to repair the unit then he is successful on a 1-5 on a d6.</p>	 <p>A foot soldier has an accident. Take a squad and randomly determine the shooter and target. The shooter must be a regular trooper (not a leader or heavy weapon), the target can be any trooper in the unit.</p>
<p>A unit fails to fire at the target. All models in the unit fail to make use of their fire action when this card is played.</p>	<p>A Character survives. Although it looked as if he was a goner, somehow he manages to twitch a lip at the right moment and bullet misses his vital organs. With a grimace and a grunt he orders the troops onward.</p>	<p>The shot should have been a hit. Play this card to retake a to hit roll that missed.</p>	<p>The shot should have missed. Force your opponent to re-roll a successful hit.</p>	<p>Remove a unit or vehicle from the battlefield. This unit comes onto the table (on the owning player's side) at the beginning of any turn were he can roll 5 or less on a d6.</p>
<p>The enemy overlooks the unit. For some reason the unit will not be fired at until it has either moved or has itself fired at a target. The enemy is either being stupid and / or there is a horse up the ass of the units leader.</p>	 <p>A heavy weapon breaks down and blows up. Roll 1d6 for the size of template (1-3=1", 4-5=2" 6=3"). The explosion tertiary target type of All.</p>	<p>The unit's commander earns his pay for the week by motivating the entire unit. Each model gets one extra action when this card is played. The restriction to fire and movement still apply.</p>	<p>The unit moves and fires out of turn. You can activate the unit at any time once you play this card. Once the unit has moved and its actions expanded, normal game sequence continues.</p>	<p>A figure with a heavy weapon fires his weapon twice with the expenditure of a single action. The fire may be directed at a single or at different targets that must be picked before the to hit rolls are made.</p>
<p>A normal non-leader and non-heavy weapon fires his weapon twice with the expenditure of a single action. The fire may be directed at a single or at different targets that must be picked before the to hit rolls are made.</p>	<p>A unit becomes disrupted (with or without a shot being fired at it). Place a disrupted marker on a unit. This card cannot be used to rally a broken unit.</p>	<p>A shaken unit breaks.</p>	<p>A broken unit rallies. Remove all moral markers; the unit goes direction from broken to battle ready.</p>	<p>Double Time. This card can only be played on Foot Troops, not vehicles, support platforms or flyers. The unit gets two extra movement actions when this card is played. Fire and movement rules still apply.</p>



The unit may perform two fire actions in a row. The unit must give up a movement action to perform the second fire action. Other fire and movement rules still apply.

Who the hell is shooting at us!
The unit suffers an artillery interdiction barrage. No idea of whom is shooting at them. The barrage template has a 3-inch radius and a tertiary target type of All.

The unit discovers that one of its members is in the dead center of an old minefield (or if you prefer, a relatively new minefield). Place a 3-inch template. Each time a model expands a movement action while in the area, it must roll 1d6. On a 5 or 6 the model hits a mine. The minefield will take out 0Non and 1Bod troops on a 6+, 2Pow on an 11+ and 3Ass on a 16+. The minefield will not affect vehicles and does not go away (the template stays where it is).

A tracked vehicle blows a track (A hover tank blows an anti gravity generator). The vehicle stops and cannot move further. The crew will remain in the vehicle and fire at any targets of opportunity.

Hero in the making. A model decides that he has had enough. Play this card on a squad of at least five models and randomly roll to see which trooper it actually effects. The model receives an extra fire action when the card is played. Must be played on Foot Troops.

Hero in the making. A model decides that enough is enough. Play this card on a squad of at least five models and randomly roll to see which trooper it actually effects. The model receives an extra fire action and movement action when this card is played. Must be played on Foot Troops.

Hero in the making. A character decides that he has had it up to here. Play this card on a squad of at least five models and randomly roll to see which trooper it actually effects. The model receives an extra fire action and two extra movement actions when this card is played. Must be played on Foot Troops.

Hero in the making. A character decides that he's not going to take it anymore. Play this card on a squad of at least five models and randomly roll to see which trooper it actually effects. The model receives two extra fire actions and two extra movement actions when this card is played. Must be played on Foot Troops. The model can move into base-to-base contact with another model and will use the biggest unattached weapon he can get his hands onto. Can even make use of weapons that make use of area of effect templates. With a sheepish grin, the model must return the weapon to its rightful model on its next activation.

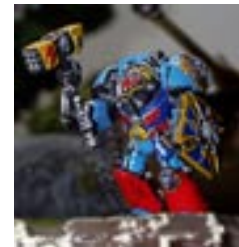
Coward. This card may be used in one of two ways. It may be used to cancel out a Hero in the Making card. If used in this way, play this card immediately after the Hero in the Making card is played but before he has tried to perform his heroic act. If not used in this way you may play it on any active model other than a character. The model it is played on will turn tail and use all of his actions to move away from the battle (the model it is played on is broken- the rest of the squad remains untouched). The model remains on table until someone from its own side shoots it, or it exits the table.

You get reinforcements equal to 5% of your total force. The reinforcements must come from previously destroyed units and troops. The reinforcements enter the board on the controlling player's side (by the table's edge) when this card is played. Placement costs the units one action point and counts as a movement action.

Flank Attack. You may hold one unit in reserve. The unit cannot comprise more than 5% of your total force point value. It enters the game on either side of the table (on the table's edge) when this card is played. Placement costs the units one action point and counts as a movement action.

Field promotion: a leader excels. A Sergeant receives a field promotion. The Sergeant is raised to level 14 and gains an immediate rank of Captain. As they say "Lets kick some butt sir!!"

The troops are that good. On the turn that this card is played the unit or vehicle's crew that this card is played on has a 5-point to hit bonus when firing their weapons. This bonus applies only to the to-hit dice rolls, not to the wound rolls.



False orders. Play this card and you get to move the opponents unit. The unit will not fire but will use all of its actions to move. Whoever plays this card actually gets to move the unit.

Play this on a weapon with a circular area of effect template. The radius of the area of effect increases by one inch. I.e., a one-inch template increases to a two-inch template.

Ammo Exhausted. This is played on a weapon that checks on a 1d6 to see if it runs out of ammo. The weapon runs out of ammo. Some *&^###@#! Idiot forgot the extra ammo crates. Wonder Why?

Ammo not exhausted. A buddy pulls out an extra clip (or 10) because he knows that once the ammo is gone, he'll be carrying the dam weapon off the battlefield. Must be used on weapons that roll 1d6 to see if they exhaust their ammo.

The unit mutinies. This card must be played on a unit of foot troops that is being led by a lieutenant. The unit can do nothing on the turn this card is played. One of the unit's men tries to shoot the lieutenant in the back. If successful, the model will take control of the unit and lead the men from the battlefield (treat the unit as broken). If he fails, he is automatically shot and killed by the lieutenant and the unit returns to normal on the following round.

Can't fool me. Remove up to two dummy markers from the table. If the target player of this card has less than two dummy markers on the table he removes what he has.

The unit spooks. Remove the overwatch counter on a unit this card is played on.

<p>All shots taken by this unit have a 5-point to hit penalty. This card should be played when the unit's controller declares his intent to fire (i.e., picks out the targets and gets ready to roll). The effect lasts for one fire action only.</p>	<p>The unit suffers a five point penalty to its to wound rolls on the action this card is played. All to wound rolls are effected for the current action only.</p>	<p>This unit does nothing this turn. The unit this card is played on does not expend its actions on the turn this card is played. As soon as the unit is activated, its card goes to the discard pile. Although the unit may be shot at normally (and will defend itself in hand to hand combat) it cannot be the target of overwatch fire.</p>	<p>A grenade blows. A horrible accident. A grenade goes off. Pick a unit (with grenades) and randomly determine a model. This is ground zero for the explosion. Only one grenade goes off (it does not trigger any type of chain reaction or effect).</p>	<p>The shot hits. Play this card to make a missed shot a hit. The shot must have had at least a 1 in 20 chance to hit before this card can be used.</p>
<p>The shot misses. Play this card to negate a successful hit. A successful to hit roll misses when this card is played.</p>	<p>The Vehicles weapon fails. Pick a vehicle and one of its weapons. This weapon will not function for the remainder of the game.</p>	<p>A defensive Weapon Fires. A vehicles defensive weapon fires (for no apparent reason other than a short circuit). Pick a vehicle. That vehicles defensive weapon now fires. If the vehicle has more than one defensive weapon then each defensive weapon fires on a roll of 4 or less on a d6.</p>	<p>Cannot slow down. The vehicle goes in a straight line at full speed for the turn. This card can be played on any vehicle including low flyers.</p>	<p>A vehicle's movement rate is halved for the game. Play this on a vehicle and the vehicle cannot go faster than half its normal speed for the remainder of the game. This can be played on any vehicle including walkers and low flying vehicles but not on high flying vehicles.</p>
<p>Failed Payload. A high flyer does not drop its bombs. It wipes onto the board as normal, over its target and then leaves without dropping so much as a leaflet. It may still be shot down and will not come back to do the job right.</p>	<p>Someone blows it big time. Place a dice at the table's center. Roll a direction dice and 2d20. The shot travels out a distance as rolled on the dice in the direction indicated by the direction dice. Use a three-inch radius template. The attack has a secondary target type of all.</p>	<p>Pick one of your troopers. It can be any none character. That trooper may 'pick' his target when he makes the shot. This means that the character can pick a character or a unit's leader as a target. He must have line of sight to the intended target. This card is only good for one single shot. If missed, the target gets better at blending in with the crowd.</p>	<p>A vehicle goes out of control. Roll a direction dice. The vehicle turns and moves at half its maximum speed in the direction indicated.</p>	