

MAS 36 Rifle

Ranged



1904+

1

Loadout 4



Range 0 1

Bolt Action.

Reload 2 2

Penetration 1.

Hit 7 8

Mode Rolls

Bolt 1



20-1

Attack!



Play when you inflict a Hit at Range 0. Inflict another Hit on the same Hostile card.

14-47a

Attack!



Play when you inflict a Hit at Range 0. Inflict another Hit on the same Hostile card.

14-48a

Attack!



Play when you inflict a Hit at Range 0. Inflict another Hit on the same Hostile card.

14-49a

Hole In One



**Play when you declare a
Thrown Attack. Add 2[4] to
your Attack rolls.**

19-31a

Hole In One



**Play when you declare a
Thrown Attack. Add 2[4] to
your Attack rolls.**

19-32a

Shell Scrape



**Pay 1 XP (0 XP if any Soldier
in your Location has an
Entrenching Tool) to place a
Foxhole counter on any
Soldier in your Location.**

19-33a

Shell Scrape



Pay 1 XP (0 XP if any Soldier in your Location has an Entrenching Tool) to place a Foxhole counter on any Soldier in your Location.

19-34a

Initiative



**Play when you [any Soldier]
are paying an XP cost.
Pay up to 3 XP of the cost.**

19-33a

Initiative



**Play when you [any Soldier]
are paying an XP cost.
Pay up to 3 XP of the cost.**

19-34a

Open Hatch



Pay 4 XP to play this card.
 Play when you declare a
 Range 0 Ranged or Thrown
 Attack against a Vehicle. Add
 3[5] to your Attack and
 Defeat Cover rolls.

37-56a

Open Hatch



Pay 4 XP to play this card.
Play when you declare a
Range 0 Ranged or Thrown
Attack against a Vehicle. Add
3[5] to your Attack and
Defeat Cover rolls.

37-62a

Open Hatch



Pay 4 XP to play this card.
 Play when you declare a
 Range 0 Ranged or Thrown
 Attack against a Vehicle. Add
 3[5] to your Attack and
 Defeat Cover rolls.

37-71a

Blind Spot



Play when you declare a Ranged or Thrown Attack against a Vehicle. Add 1[2] to your Attack and Defeat Cover rolls.

37-91a

Blind Spot



Play when you declare a Ranged or Thrown Attack against a Vehicle. Add 1[2] to your Attack and Defeat Cover rolls.

37-93a

Blind Spot



Play when you declare a Ranged or Thrown Attack against a Vehicle. Add 1[2] to your Attack and Defeat Cover rolls.

37-101a

Blind Spot



Play when you declare a Ranged or Thrown Attack against a Vehicle. Add 1[2] to your Attack and Defeat Cover rolls.

37-111a

Advance



Play when you [any Soldier]
are paying an Entrance cost.
Add 3 to your [any Soldier]
Movement value.

43-5a

Mortar Support

Support **4**



Once each
Soldier Turn,
 Attack a
 Hostile card.
 No XP.
 Retain: 4 XP.

Hit #: 7
 Penetration 2
Mode
 Explosion
Rolls
 6

43-6a

Close Air Support

Support **5**



Once each
Soldier Turn,
 Attack a
 Hostile card.
 No XP.
 Retain: 6 XP.

Hit #: 5
 Penetration 3
Mode
 Explosion
Rolls
 6

43-7a

Close Air Support

Support **5**



Once each
Soldier Turn,
 Attack a
 Hostile card.
 No XP.
 Retain: 6 XP.

Hit #: 5
 Penetration 3
Mode
 Explosion
Rolls
 6

43-8a

Naval Fire Support

Support

3



Pay 5 XP to play this card.
Roll a die for each Reticle
and Soldier in one Location
(cannot be the Objective).

Roll:

5- = Suppress, 6+ = Kill

43-9a

Move Out



You [any Soldier] may perform a Move without spending an Action.

43-10a

Reloading



**You [any Soldier] may
perform a Reload without
spending an Action.**

43-11a

Snap Shot



You [any Soldier] may perform an Attack without spending an Action.

43-12a

Sniper Support

Support **2**



**Once each Soldier Turn,
Attack a Hostile card with a
value of 0 or 1 and inflict 1
Hit. No XP. Retain: 2 XP**

43-13a

Too Quiet



**May only play if there are no
Hostiles in Play.**

**All Soldiers gain 1 extra
Action at the start of the
Soldier Turn when a Hostile
is in play.**

43-15a

Too Quiet



**May only play if there are no
Hostiles in Play.**

**All Soldiers gain 1 extra
Action at the start of the
Soldier Turn when a Hostile
is in play.**

43-16a

Too Quiet



**May only play if there are no
Hostiles in Play.**

**All Soldiers gain 1 extra
Action at the start of the
Soldier Turn when a Hostile
is in play.**

43-17a

Location Marker

Discard this card and
draw a card from the
Location Deck.
Add the Location card
to your hand.

43-18a

Location Marker

Discard this card and
draw a card from the
Location Deck.
Add the Location card
to your hand.

43-19a

M1A1 Rocket Launcher

Ranged



1942+

1

Loadout 6



Range 0 1

Hit 5 8

Mode Rolls

Explosion 2

Single Shot.

Each Rocket:

costs 1.

Loadout 2.

Expended.

Penetration 4.

0

Rockets

W-17b

Alert

4



When paying an XP cost
on a Hostile card,
reduce the XP cost by 2.

Limit 1 per Mission.

19-30a

Satchel Charge

1



Range 0

Hit 8

Mode Rolls

Explosion 2

Triggered.

Expended.

Add 5 to

Attack and

Penetration

rolls against

Vehicles and

Structures.

Satchel
Charges

WP-173a

Demo Charge

2



| | | |
|--------------|--------------|---------------|
| <u>Range</u> | 0 | Expended. |
| <u>Hit</u> | 9 | Add 5 to |
| | | Attack and |
| <u>Mode</u> | <u>Rolls</u> | Penetration |
| Explosion | 3 | rolls against |
| | | Doors and |
| | | Structures. |

Demo
Charges

Penetration 1.

45-12a



Seasoned

7



=SPECIALIST=

Pre-Req: Veteran, printed 21+ RP.

2 CX

Zeroed

Fast Reload

32-28a

Mountaineer

2



Add 2[4] to you Movement value when paying to enter an Elevated location.

28-54a

Warm-Blooded

2



Add 1[2] to your Environ
(Cold) rolls.

27-36a

Survivor

4



Pay 1 XP after rolling for a Hostile's Attack against your Soldier. Subtract 1 from the Hostile's Defeat Cover roll.

20-29a

Survivor 2

6



Pre-Req: Survivor
Pay 1 XP after rolling for a Hostile's Attack against your Soldier. Subtract 1 more from the Hostile's Defeat Cover roll.

20-30a

Brick House

Ent 3

Rein: 3

Far East

LOCATION



Free to play.
Structure.
Hostiles
and Soldiers
gain +1 Cover.

| Hostiles | |
|----------|----|
| 29- | 2 |
| 30-49 | 3 |
| 50-74 | 4 |
| 75-99 | 6 |
| 100-124 | 9 |
| 125+ | 12 |

23-41