

 **BAYNES** 23 



SHOWN: SGT. KENNY BAYNES
PHOTO: STAFF SGT. TIERNEY WILSON

HEALTH 7
LOADOUT 12
HTH +1

2 CX
VETERAN

3 2023-1

 **STEPHENS** 11 



SHOWN: HOSPITALMAN APPRENTICE JESSE STEPHENS
PHOTO: CPL JAMES CLARK

HEALTH 6
LOADOUT 11
HTH +0

CORPSMAN
FIRST AID KIT

2 2023-4

 **SAMANIEGO** 11 



SHOWN: SGT. BRIAN SAMANIEGO
PHOTO: SPC. TIA SOKIMSON

(NPS) SAMANIEGO

3-2 1
2 1 Actions

HTH +0

MP5 SMG (SUPP),
FIRST AID KIT
CORPSMAN

4 2023-7

 **HART** 13 



SHOWN: CPL JOHN D HART
PHOTO: SGT BRIAN M HENNER

HEALTH 6
LOADOUT 10
HTH +0

3 2023-2

 **TOMADAKIS** 14 



SHOWN: SGT. GEORGE TOMADAKIS
PHOTO: SGT. 1ST CLASS ALEJANDRO SIAS

HEALTH 6
LOADOUT 10
HTH +0

M4 SHOTGUN

3 2023-5

 **COVERT** 10 



SHOWN: CPL. JOSH A. COVERT
PHOTO: CPL. SETH MAGGARD

(SQUAD) COVERT

3	2	1
3	2	1
8	9	10
6	7	8

Actions
Range 1 Kill
Range 0 Kill

3 2023-8

 **BAKER** 17 



SHOWN/SUBMITTED BY: SPECIALIST WILL BAKER
PHOTO: SGT ROBERT MCGINNIS

HEALTH 6
LOADOUT 12
HTH +0

AGILE

3 2023-3

 **FOSTER** 15 



SHOWN: CAPT. ADRIAN FOSTER
PHOTO: ROBIN BOGGS

(NPS) FOSTER

4-3	2	1
3	2	1

Actions
M4 CARBINE, ACOG
SIGHT, M9 PISTOL
1 M67 GRENADE
MARKSMAN

HTH +0

3 2023-6

 **ROWE** 5 



SHOWN: SGT. JORDAN ROWE
PHOTO: SPC. LUKE AUSTIN

(SQUAD) ROWE

3	2	1
2	1	1
5	6	7

Actions
Range 0 Kill

2 2023-9

 **9**

(SQUAD) CORONA



SHOWN: SPC. RONALD CORONA
PHOTO: SGT. ROLAND HALE

3 2 1
3 2 1 **Actions**
7 8 9 **Range 1 Kill**
5 6 7 **Range 0 Kill**

2

2023-10

 **6**

(SQUAD) NEAL



SHOWN: STAFF SGT. FRANK NEAL
PHOTO: SPC. JILLIAN MUNYON

2 1
2 2 **Actions**
7 8 **Range 1 Kill**
5 6 **Range 0 Kill**

2

2023-13

 **13**

(NPS) ROSAS



SHOWN: A MARINE FROM 11TH MEU
PHOTO: CPL. JONATHAN WALDMAN

HTH
+0

3 2 1
3 2 1 **Actions**
M16A2 RIFLE,
M67 GRENADE,
MICH HELMET

2

2023-16

 **4**

(SQUAD) AGUIRRE



SHOWN: PFC. PHRANK V. AGUIRRE
PHOTO: CPL. SHANE S. KELLER

2 1
1 1 **Action**
8 9 **Range 1 Kill**
6 7 **Range 0 Kill**

2

2023-11

 **9**

(SQUAD) WALKER



SHOWN: SGT. CRAIG WALKER
PHOTO: PETTY OFFICER KELVIN SURGENER

3 2 1
2 2 1 **Actions**
8 9 10 **Range 1 Kill**
6 7 8 **Range 0 Kill**

3

2023-14

 **5**

(SQUAD) MCGRATH



SHOWN: LANCE CPL. MIKE J. MCGRATH
PHOTO: CPL. BRIAN M HENNER

3 2 1
2 2 1 **Actions**
11 12 13 **Range 2 Kill***
9 10 11 **Range 1 Kill**
7 8 9 **Range 0 Kill**

1

2023-17

*Explosion Attacks

 **10**

ESPINOZA



SHOWN/SUBMITTED: MAJOR SHANNON ESPINOZA
PHOTO: WESLEY ELLIOTT

HEALTH
6
LOADOUT
12
HTH
+0

2

2023-12

 **12**

(NPS) BRYANT



SHOWN: A MARINE FROM 11TH MEU
PHOTO: CPL. JONATHAN WALDMAN

HTH
+0

4-2 1
2 1 **Actions**
M4 CARBINE,
MICH HELMET

3

2023-15

 **10**

(SQUAD) ALLEN



SHOWN: B COMPANY 2 PARA
PHOTO: © CROWN COPYRIGHT 2014

3 2 1
2 2 1 **Actions**
5 6 7 **Range 2 Kill**
7 8 9 **Range 1 Kill**
9 10 11 **Range 0 Kill**

3

2023-18

(NPS) ZHUROV

8

3

3-2 1
2 1 Actions

AK-47
HTH +0

3

2023-19

IBA KEVLAR

1
Loadout 3

5 4 0

Stur
2-3
1
0-

Armor. You can purchase this card for any Soldier. Subtract 1 from your Movement value. Armor: Limit 1 Armor per Hero.

Sturdiness
Mend 1 per 0.25 RP

2023-22

IHPS KEVLAR (W/INSERTS)

3

8 7 6 5 4 0

Stur
6-7
4-5
3
2
1
0-

Armor. You can purchase this card for any Soldier. Subtract 1 from your Movement value. Armor: Limit 1 Armor per Hero.

Sturdiness
Mend 1 per 0.25 RP

2023-25

KA-BAR KNIFE

1-Handed HtH

1

Pre-Req: HtH 0+ Edged. Pointed. Start with 2 XP. Stealth +2/+1.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-20

IBA KEVLAR (W/INSERTS)

1
Loadout 4

7 6 5 4 0

Stur
5-6
3-4
2
1
0-

Armor. You can purchase this card for any Soldier. Subtract 2 from your Movement value. Armor: Limit 1 Armor per Hero.

Sturdiness
Mend 1 per 0.25 RP

2023-23

IOTV BODY ARMOR

2
Loadout 4

6 5 4 0

Stur
4-5
2-3
1
0-

Armor. You can purchase this card for any Soldier. Subtract 1 from your Movement value. Armor: Limit 1 Armor per Hero.

Sturdiness
Mend 1 per 0.25 RP

2023-26

LIGHT KEVLAR

2

4 0

Stur
1-2
0-

Armor. You can purchase this card for any Soldier. Armor: Limit 1 Armor per Hero.

Sturdiness
Mend 1 per 0.25 RP

2023-21

IHPS KEVLAR

2

6 5 0

Stur
2-3
1
0-

Armor. You can purchase this card for any Soldier. Armor: Limit 1 Armor per Hero.

Sturdiness
Mend 1 per 0.25 RP

2023-24

STAY LOW

Covert 2

SHOWN: 3RD INFANTRY REGIMENT
PHOTO: SGT. ANTONIETA RICO

Treat your Location as having a "None" Reinforcement until the end of this Turn. Cannot be played in Objective Locations.

2023-27

STAY LOW

Covert 2



SHOWN: 3RD INFANTRY REGIMENT
PHOTO: SGT. ANTONIETA RICO

Treat your Location as having a "None" Reinforcement until the end of this Turn.
Cannot be played in Objective Locations.

2023-28

COMBAT KNIFE

1-Handed HtH



1



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP. Stealth +2/+1.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-31

SHADOW ATTACKS

See Hand to Hand Combat rules.

At any time during the Soldier Turn, make a successful Shadow roll to gain the following bonuses until the end of the Soldier Turn:

Add your Weapon's Stealth bonuses to its Attack roll and Penetration value.

2023-34

MQ-9 REAPER

11

Loadout 0



Support. During the Soldier Turn, Eliminate 1 (non-Objective) Hostile card with an Explosion Attack.
No XP. Ignore Screening limitations. Can be used 3 times during a Mission.
Noise 20.

2023-29

COMBAT KNIFE

1-Handed HtH



1



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP. Stealth +2/+1.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-32

KERAMBIT KNIFE

1-Handed HtH



1



Pre-Req: HtH 0+
Edged. Pointed.
Start with 1 XP. Stealth +2/+1.

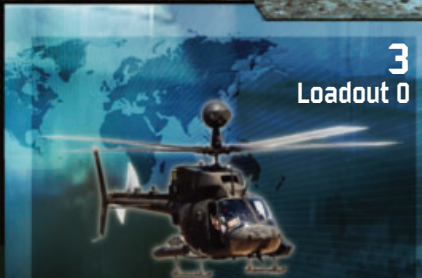
Mode	H	P
Standard	9	-3
Skillful	+2	-1, 1 XP
Slash	+4	+1, 2 XP

2023-35

OH-58 KIOWA

3

Loadout 0



Support. Expend. During the Soldier Turn, Eliminate 3 Hostiles on a Hostile card with an Explosion Attack. No XP. Ignore Screening limitations.
Noise 20.

2023-30

UNARMED COMBAT

See Hand to Hand Combat rules.

2-Handed HtH.
Blunt. Stealth +3/+1.

Mode	H	P
Standard	10	-4
Skillful	+1	-3, 1 XP
Pummel	+2	-2, 1 XP

Cannot Attack Structures, Vehicles, or Aircraft.

2023-33

DUSTAR KNIFE

1-Handed HtH



1



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP. Stealth +2/+1.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-36

MQ-9 REAPER (JTAC)

JTAC Attack Platform

6
Loadout 0



Requires JTAC Target Designator Support. JTAC Objectives only.
2 JTAC Attack rolls.

Roll	JTAC Kills	Guide Pts.	Roll Mod.
3-	0	0-2	No roll
4-7	1	3-5	-2
8-10	2	6-9	+0
11+	3	10-14	+2
		15+	+5

2023-37

SHADOW ATTACKS

See Hand to Hand Combat rules.

At any time during the Soldier Turn, make a successful Shadow roll to gain the following bonuses until the end of the Soldier Turn:

Add your Weapon's Stealth bonuses to its Attack roll and Penetration value.

2023-40

EMBASSY CONVOY

Mission

==EMBASSY==

You must escort a visiting US VIP to the embassy. News of the visit has leaked, and the streets have become a battlefield.

Ent 0. HtH 2.

Time 10, Obj #5, LO +0

Locs: Baghdad

Hos: ME Militant (40 RP)

Hero Points 4.

2023-43

F-15E STRIKE EAGLE (JTAC)

JTAC Attack Platform

14
Loadout 0



Requires JTAC Target Designator Support. JTAC Objectives only.
3 JTAC Attack rolls.

Roll	JTAC Kills	Guide Pts.	Roll Mod.
3-	0	0-2	No roll
4-7	2	3-5	-2
8-10	3	6-9	+0
11+	4	10-14	+2
		15+	+5

2023-38

KA-BAR KNIFE

1-Handed HtH

PMC

1



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP. Stealth +2/+1.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-41

EMBASSY CONVOY

Reinforce: 0-1

BAGHDAD EMB.

Entrance **3**



Structure.	Hostiles
Eliminate Hostiles.	29- 4
	30-49 5
	50-74 6
	75-99 8
	100-124 11
	125+ 14

2023-44

UNARMED COMBAT

See Hand to Hand Combat rules.

2-Handed HtH.
Blunt. Stealth +3/+1.

Mode	H	P
Standard	10	-4
Skillful	+1	-3, 1 XP
Pummel	+2	-2, 1 XP

Cannot Attack Structures, Vehicles, or Aircraft.

2023-39

LIGHT KEVLAR



2

Stur
4
0

Armor. You can purchase this card for any Soldier.

Armor: Limit 1
Armor per Hero.

Sturdiness
Mend 1 per 0.25 RP

2023-42

COMBAT KNIFE

1-Handed HtH



1

Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP. Stealth +2/+1.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-45

DRONE STRIKE

Support **5**



Roll an Attack against each Soldier and Hostile in a Location. Noise 20.

Kill #: 4
Penetration 1
Mode Explosion
Rolls 1

2023-46

Stay Low

Covert **2**



Treat your Location as having a "None" Reinforcement until the end of this Turn. Cannot be played in Objective Locations.

2023-49

M3 Knife

1-Handed HtH or Thrown

 1943+ **1**



Pre-Req: HtH 0+, Knife Fighter. Edged. Pointed. Start with 2 XP. Stealth +3/+2.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-52

BALLISTIC KNIFE

1-Handed HtH or Ranged

 **1**



Pre-Req: HtH 0+. Edged. Pointed. Stealth +2/+1.

Mode	H	P
Standard	8	-1
Ranged	7	0, Range Striking

Knife cannot be used again in the same Location after performing a Ranged Attack.

2023-47

Bayonet

1-Handed HtH

 1939+ **1**



Pre-Req: HtH 0+ Pointed. Stealth +2/+2. Start with 2 XP.


Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-50

Satchel Charge

1



Range	0	Triggered.
Hit	8	Expended. Add 5 to
Mode	Rolls	Attack and
Explosion	2	Penetration rolls against
		Vehicles and Structures.

Satchel Charges

2023-53

Stay Low

Covert **2**



Treat your Location as having a "None" Reinforcement until the end of this Turn. Cannot be played in Objective Locations.

2023-48

Ka-Bar Knife

1-Handed HtH

 1942+ **1**




Pre-Req: HtH 0+ Edged. Pointed. Start with 2 XP. Stealth +2/+1.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-51

Stay Low

Covert **2**



Treat your Location as having a "None" Reinforcement until the end of this Turn. Cannot be played in Objective Locations.

2023-54

Stay Low

Covert 2



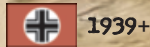
Treat your Location as having a "None" Reinforcement until the end of this Turn.

Cannot be played in Objective Locations.

2023-55

Bayonet

1-Handed HtH



1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-58

Bayonet

1-Handed HtH



1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-61

Machete

1-Handed HtH



1



Pre-Req: HtH 0+
Edged. When entering a Location with Environ: Fever, pay 1 Action to permanently reduce entry cost by 1. Limit twice per Location.

Mode	H	P
Standard	7	-1

2023-56

Artillery Call

5 Loadout 0



Support. Expend this card to Attack each Hostile and Soldier card in a Location. Cannot Attack Aircraft. No XP. Limit 1 per Mission.

Attack	Roll	Mode	Rolls
Hit	8	Explosion	4
		Penetration	2

2023-59

Bayonet

1-Handed HtH



1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-62

Satchel Charge

1



Range 0
Hit 8
Triggered. Expended. Add 5 to

Attack and Penetration rolls against Vehicles and Structures.

Satchel Charges

2023-57

F-S Knife

1-Handed HtH or Thrown



1



Pre-Req: HtH +0, Knife Fighter.
Edged. Pointed.
Start with 2 XP. Stealth +3/+2.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-60

Cavalry Saber

1-Handed HtH



2



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP.

Mode	H	P
Standard	7	-1
Skillful	+1	0, 2 XP
Slash	+2	1, 4 XP

2023-63

Cavalry Horse 8
Loadout 0



Support. You may perform a Move each Soldier Turn without spending an Action. Gain +4 Loadout. Gain +2 Movement. Suffer -1 to your Cover. You may Expend after you suffer an Attack, to suffer no effect. Limit 1 per Soldier.

2023-64

Cavalry Horse 8
Loadout 0



Support. You may perform a Move each Soldier Turn without spending an Action. Gain +4 Loadout. Gain +2 Movement. Suffer -1 to your Cover. You may Expend after you suffer an Attack, to suffer no effect. Limit 1 per Soldier.

2023-67

Cavalry Horse 8
Loadout 0



Support. You may perform a Move each Soldier Turn without spending an Action. Gain +4 Loadout. Gain +2 Movement. Suffer -1 to your Cover. You may Expend after you suffer an Attack, to suffer no effect. Limit 1 per Soldier.

2023-70

Bayonet
1-Handed HtH

 1939+ **1**



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-65

Bayonet
1-Handed HtH

 1939+ **1**



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-68

Shin Gunto
1-Handed HtH

 1939+ **2**



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP.

Mode	H	P
Standard	7	-1
Skillful	+1	0, 2 XP
Slash	+2	1, 4 XP

2023-71

Cavalry Saber
1-Handed HtH

 1939+ **2**



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP.

Mode	H	P
Standard	7	-1
Skillful	+1	0, 2 XP
Slash	+2	1, 4 XP

2023-66

Machete
1-Handed HtH

 1939+ **1**



Pre-Req: HtH 0+
Edged. When entering a Location with Environ: Fever, pay 1 Action to permanently reduce entry cost by 1. Limit twice per Location.

Mode	H	P
Standard	7	-1

2023-69

Bayonet
1-Handed HtH

 1939+ **1**



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-72

AAS Knife

1-Handed HtH or Thrown


1941+
1



Pre-Req: HtH +0, Knife Fighter.
Edged. Pointed.
Start with 2 XP. Stealth +3/+2.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-73

Cavalry Saber

1-Handed HtH


1939+
2



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP.

Mode	H	P
Standard	7	-1
Skillful	+1	0, 2 XP
Slash	+2	1, 4 XP

2023-76

Dadao

2-Handed HtH


1937+
3



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP.

Mode	H	P
Standard	7	0
Skillful	+1	1, 2 XP
Slash	+2	2, 4 XP

2023-79

Bayonet

1-Handed HtH


1939+
1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed
with a Rifle or Carbine.

2023-74

Cavalry Horse

8
Loadout 0



Support. You may perform a
Move each Soldier Turn
without spending an Action.
Gain +4 Loadout.
Gain +2 Movement.
Suffer -1 to your Cover.
You may Expend after you
suffer an Attack, to
suffer no effect.
Limit 1 per Soldier.

2023-77





3

2
F

Harassing Force

3-2 1
Roll Roll Attack (Range 0-1)
6- 9- Miss
7+ 10+ 1 Wound

1 Behind Rear-most. Maintain 1.
Advance the Timer counter by 1
at the end of each Soldier Turn.

3



3

2023-80

M1916 Fighting Knife

1-Handed HtH or Thrown


1939+
1



Pre-Req: HtH +0, Knife Fighter.
Edged. Pointed.
Start with 2 XP. Stealth +3/+2.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-75

Bayonet

1-Handed HtH


1937+
1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed
with a Rifle or Carbine.

2023-78





3

2
F

Harassing Force

3-2 1
Roll Roll Attack (Range 0-1)
6- 9- Miss
7+ 10+ 1 Wound

1 Behind Rear-most. Maintain 1.
Advance the Timer counter by 1
at the end of each Soldier Turn.

3



3

2023-81

Harassing Force




2
F

3

3-2 1
Roll Roll Attack (Range 0-1)
6- 9- Miss
7+ 10+ 1 Wound

1 Behind Rear-most. Maintain 1. Advance the Timer counter by 1 at the end of each Soldier Turn.

2023-82

Bayonet
1-Handed HtH



1939+ 1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-85

Fighting Knife
1-Handed HtH or Thrown



1939+ 1



Pre-Req: HtH +0, Knife Fighter.
Edged. Pointed.
Start with 2 XP. Stealth +3/+2.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-88

Fighting Knife
1-Handed HtH or Thrown



1939+ 1



Pre-Req: HtH +0, Knife Fighter.
Edged. Pointed.
Start with 2 XP. Stealth +3/+2.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-83

Fighting Knife
1-Handed HtH or Thrown



1941+ 1



Pre-Req: HtH +0, Knife Fighter.
Edged. Pointed.
Start with 2 XP. Stealth +3/+2.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-86

M/28 Bayonet
1-Handed HtH



1939+ 1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-89

Bayonet
1-Handed HtH



1937+ 1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-84

Bayonet
1-Handed HtH



1939+ 1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-87

F-S Knife
1-Handed HtH or Thrown



1939+ 1



Pre-Req: HtH +0, Knife Fighter.
Edged. Pointed.
Start with 2 XP. Stealth +3/+2.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-90

Body Armor

2



Stur

4
0

1-2
0-

Armor. You can purchase this card for any Soldier.

Armor: Limit 1
Armor per Soldier.

Sturdiness
Mend 1 per 0.25 RP

2023-91

KINGPIN'S HOUSE

Mission

==HEIST==

Your company found the location of a nearby Kingpin with the list of detonation codes for nearby terror groups. If you can find and use those codes, the groups will be in complete disarray for a few days. Interior.

Raid Mission. Ent 0. HtH 2.

Time 16, Obj #5, LO +0
Locs: Baghdad House
Hos: ME Militant (40 RP)

Hero Points 4.
Reputation +1.

2023-91

WARLORD'S HOUSE

Mission

==HEIST==

Some witnesses have talked, and we now know the location of a regional Warlord. She recently completed a raid on a neighboring country, so we can expect the spoils hidden throughout her house. Interior.

Raid Mission. Ent 0. HtH 2.

Time 13, Obj #5, LO +2
Locs: Baghdad House
Hos: ME Militant (20 RP)

Hero Points 2.
Reputation -1.

2023-91

Bayonet

1-Handed HtH



1

1939+

Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P	
Standard	9	-1	

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-92

DRUG LORD'S HOUSE

Mission

==HEIST==

You have heard news of a local Drug Lord with a vault full of money, if you have the time to crack it open. Interior.

Raid Mission. Ent 0. HtH 2.

Time 12, Obj #4, LO +2
Locs: Baghdad House
Hos: ME Militant (20 RP)

Hero Points 2.
Reputation +1.

2023-92

HOSTAGE RESCUE

Mission

==INSURGENT==

Insurgents have captured a local leader and are threatening to execute him as a warning against helping coalition forces.

Raid Mission. Ent 0. HtH 2.

Time 14, Obj #5, LO +0
Locs: Baghdad
Hos: ME Militant (20 RP)

Escort the Leader: After Entering the Objective card, select one Soldier each Turn to lose 1 Action.

Hero Points 2.

2023-92

F-S Knife

1-Handed HtH or Thrown



1

1941+

Pre-Req: HtH +0, Knife Fighter.
Edged. Pointed.
Start with 2 XP. Stealth +3/+2.

Mode	H	P	
Standard	8	-2	
Skillful	+1	-1, 2 XP	
Slash	+2	0, 4 XP	

2023-93

CORRUPT OFFICIAL'S HOUSE

Mission

==HEIST==

Rumor has spread of a Corrupt Official who dug up some dirt on every PMC organization in Baghdad. If you find that list, you could edit it, and send it to the United States Government... Interior.

Raid Mission. Ent 0. HtH 2.

Time 18, Obj #6, LO -1
Locs: Baghdad House
Hos: ME Militant (20 RP)

Hero Points 5.
Reputation -1.

2023-93

TERROR CELL

Mission

==INSURGENT==

You have the chance to take down a terrorist cell operating in Baghdad.

Ent 0. HtH 2.

Time 10, Obj #5, LO +2
Locs: Baghdad
Hos: ME Militant (20 RP)

Hero Points 3.
Reputation +1.

2023-93

BOMB SHOPS

Mission

==INSURGENT==

The militants have set-up three bomb shops. You must destroy each of them.

Ent 0. HtH 2.

Time 18, Obj #6, LO +2
 Locs: Baghdad
 Hos: ME Militant (20 RP)

Destroy the Bomb Shops in Locations #2, #4, and #6.

Hero Points 3.
 Reputation +2.

2023-100

Bayonet

1-Handed HtH

 1939+ 1



Pre-Req: HtH 0+
 Pointed. Stealth +2/+2.
 Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-103

Bayonet

1-Handed HtH

 1939+ 1



Pre-Req: HtH 0+
 Pointed. Stealth +2/+2.
 Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-106

UPRISING

Mission

==STREET==

Terrorist leaders have inflamed the locals into an uprising. You must take down the ringleaders before all of Baghdad is engulfed.

Ent 0. HtH 2.

Time 12, Obj #6, LO +0
 Locs: Baghdad
 Hos: ME Militant (40 RP)

Hero Points 3.

2023-101

Motorcycle

8 Loadout 0



Support. Vehicle.
 Gain 1 Action when you Enter a Structure Location or a Location with a Printed Entrance cost of 0.
 +5 Loadout.
 Limit 1 per Soldier.

2023-104

Machete

1-Handed HtH

 1939+ 1



Pre-Req: HtH 0+
 Edged. When entering a Location with Environ: Fever, pay 1 Action to permanently reduce entry cost by 1. Limit twice per Location.

Mode	H	P
Standard	7	-1

2023-107

ONE OF YOUR OWN

Mission

==STREET==

Your lowest RP Soldier has been taken hostage. You must go in and get them out. You cannot use the Soldier during the Mission.

Raid Mission. Ent 0. HtH 2.
 Time 12, Obj #5, LO +0
 Locs: Baghdad
 Hos: ME Militant (60 RP)

When you Enter the Objective card, the Soldier joins the Mission, with no Gear. If you fail this Mission, remove the Soldier from the Campaign.

Hero Points 4.

2023-102

MLHC Chainsaw

1-Handed HtH

 1945+ 4



Pre-Req: HtH 0+. 1-Handed Frame Attachment. Requires a Frame.
 Ablative. Can be used against Vehicles and Structures. Edged.

Mode	H	P
Standard	6	1
Strong	+2	3, 1 XP

Expend 1 Fuel to use Strong Attack.

2023-105

FULCRUM KNIFE

1-Handed HtH

 1



Pre-Req: HtH 0+
 Edged. Pointed.
 Start with 2 XP. Stealth +2/+1.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-108

A129 MANGUSTA

11
Loadout 0



Support. Roll a die for each Reticle and Soldier in one Location (Not the Objective).

Roll: 5- = Suppress, 6+ = Kill
Pay XPs after each roll. Adjust the roll by 2 for each XP paid.
Can be used 3 times per Mission.
Noise 20.

2023-109

LONGSWORD

1-Handed HtH

4
Loadout 3



Pre-Req: HtH 0+
Edged. Pointed.

Mode	H	P
Standard	6	0
Skillful	+1	1, 2 XP
Slash	+2	2, 4 XP

2023-112

Longsword

1-Handed HtH

1939+ 4
Loadout 3



Pre-Req: HtH 0+
Edged. Pointed.

Mode	H	P
Standard	6	0
Skillful	+1	1, 2 XP
Slash	+2	2, 4 XP

2023-115

KA-BAR KNIFE

1-Handed HtH

1



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP. Stealth +2/+1.

Mode	H	P
Standard	8	-2
Skillful	+1	-1, 2 XP
Slash	+2	0, 4 XP

2023-110

LONGSWORD

1-Handed HtH

4
Loadout 3



Pre-Req: HtH 0+
Edged. Pointed.

Mode	H	P
Standard	6	0
Skillful	+1	1, 2 XP
Slash	+2	2, 4 XP

2023-113

Longsword

1-Handed HtH

1939+ 4
Loadout 3




Pre-Req: HtH 0+
Edged. Pointed.

Mode	H	P
Standard	6	0
Skillful	+1	1, 2 XP
Slash	+2	2, 4 XP

2023-116

MH-6 LITTLE BIRD

2
Loadout 0



Support.
During the Soldier Turn, place up to 4 Suppresses on a Hostile card.
Ignore Screening limitations.
Limit twice per Mission.
Noise 20.

2023-111

LONGSWORD

1-Handed HtH

4
Loadout 3



Pre-Req: HtH 0+
Edged. Pointed.

Mode	H	P
Standard	6	0
Skillful	+1	1, 2 XP
Slash	+2	2, 4 XP

2023-114

Axe

1-Handed HtH

1939+ 4



Pre-Req: HtH 0+
Edged.

Mode	H	P
Standard	8	1
Skillful	+1	2, 2 XP
Cleave	+2	3, 4 XP

2023-117

M/1894 Bayonet

1-Handed HtH

 1939+ 1



Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode	H	P
Standard	9	-1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-118

Parang

1-Handed HtH

 1936+ 2



Pre-Req: HtH 0+
Edged. Pointed.
Start with 2 XP.

Mode	H	P
Standard	7	-1
Skillful	+1	0, 2 XP
Slash	+2	1, 4 XP

2023-121

COMPOUND BOW

Archery

 3



Pre-Req: Move 1+.
Piercing. Pre-Req: Archer.
Pen 1. Bolt Action.
Every 80 Arrows
cost: 1 RP. 1 LO.
Noise -5. Expend.

Range	0
Standard	9

Mode	Rolls
Quarrel	1

0 Arrows

2023-124

Machete

1-Handed HtH

 1939+ 1



Pre-Req: HtH 0+
Edged. When entering a
Location with Environ: Fever,
pay 1 Action to permanently
reduce entry cost by 1.
Limit twice per Location.

Mode	H	P
Standard	7	-1

2023-119

COMPOUND BOW

Archery

 3



Pre-Req: Move 1+.
Piercing. Pre-Req: Archer.
Pen 1. Bolt Action.
Every 80 Arrows
cost: 1 RP. 1 LO.
Noise -5. Expend.

Range	0
Standard	9

Mode	Rolls
Quarrel	1

0 Arrows

2023-122

Wooden Long Bow

Archery

 1939+ 3

Loadout 5



Pre-Req: Move 1+.
Piercing. Start with 1 XP.
Pen 1.
Bolt Action.
Every 80 Arrows
cost: 1 RP. 1 LO.
Noise -5.
Expend.

Range	0
Standard	10

Mode	Rolls
Arrow	1

0 Arrows

2023-125

Woodsman .22 LR Pistol

Ranged

 1939+ 1



Range 0 Start with 1 XP.
Reload 3 Penetration -1.
Hit 9 Self-Defense.

Mode	Rolls
Semi	1

3 .22 Ammo

2023-120

COMPOUND BOW

Archery

 3



Pre-Req: Move 1+.
Piercing. Pre-Req: Archer.
Pen 1. Bolt Action.
Every 80 Arrows
cost: 1 RP. 1 LO.
Noise -5. Expend.

Range	0
Standard	9

Mode	Rolls
Quarrel	1

0 Arrows

2023-123

Wooden Long Bow

Archery

 1939+ 3

Loadout 5



Pre-Req: Move 1+.
Piercing. Start with 1 XP.
Pen 1.
Bolt Action.
Every 80 Arrows
cost: 1 RP. 1 LO.
Noise -5.
Expend.

Range	0
Standard	10

Mode	Rolls
Arrow	1

0 Arrows

2023-126

COMPOUND CROSSBOW

Archery



4



Pre-Req: Move 2+.
Piercing.

Pre-Req: Archer.
Start with 3 XP.
Pen 1. Bolt Action.
Every 80 Quarrels
cost: 1 RP, 1 LO.
Noise -5. Expend.

Range 0
Standard 8

Mode Rolls
Quarrel 1

0
Quarrels

2023-127

Wooden Crossbow

Archery



1939+

3

Loadout 4



Pre-Req: Move 1+.
Piercing.

Pre-Req: Archer.
Pen 1. Bolt Action.
Every 80 Quarrels
cost: 1 RP, 1 LO.
Noise -5. Expend.

Range 0
Standard 9

Mode Rolls
Quarrel 1

0
Quarrels

2023-130

EXPLOSIVE TIPPED

1

Loadout 0



Arrow/Quarrel Attachment

Before rolling, add +2/+1
to your Attack roll.
Noise 10.

Limit 4 uses per Mission.

2023-133

COMPOUND CROSSBOW

Archery



4



Pre-Req: Move 2+.
Piercing.

Pre-Req: Archer.
Start with 3 XP.
Pen 1. Bolt Action.
Every 80 Quarrels
cost: 1 RP, 1 LO.
Noise -5. Expend.

Range 0
Standard 8

Mode Rolls
Quarrel 1

0
Quarrels

2023-128

Wooden Crossbow

Archery



1939+

3

Loadout 4



Pre-Req: Move 1+.
Piercing.

Pre-Req: Archer.
Pen 1. Bolt Action.
Every 80 Quarrels
cost: 1 RP, 1 LO.
Noise -5. Expend.

Range 0
Standard 9

Mode Rolls
Quarrel 1

0
Quarrels

2023-131

EXPLOSIVE TIPPED

1

Loadout 0



Arrow/Quarrel Attachment

Before rolling, add +2/+1
to your Attack roll.
Noise 10.

Limit 4 uses per Mission.

2023-134

COMPOUND CROSSBOW

Archery



4



Pre-Req: Move 2+.
Piercing.

Pre-Req: Archer.
Start with 3 XP.
Pen 1. Bolt Action.
Every 80 Quarrels
cost: 1 RP, 1 LO.
Noise -5. Expend.

Range 0
Standard 8

Mode Rolls
Quarrel 1

0
Quarrels

2023-129

EXPLOSIVE TIPPED

1

Loadout 0



Arrow/Quarrel Attachment

Before rolling, add +2/+1
to your Attack roll.
Noise 10.

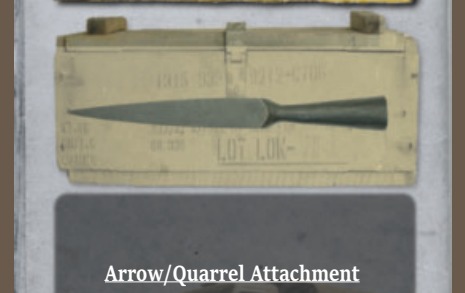
Limit 4 uses per Mission.

2023-132

Armor Piercing Arrow

1

Loadout 0



Arrow/Quarrel Attachment

Before rolling,
Add +0/+1 to Attack roll.

Limit 8 uses per Mission.

2023-135

Armor Piercing Arrow 1
Loadout 0



Arrow/Quarrel Attachment

Before rolling,
Add +0/+1 to Attack roll.
Limit 8 uses per Mission.

2023-136

ARCHER 5



Add 1(3) to your Archery Attack rolls.

Once per Soldier Turn, pay 1 XP instead of an Action to perform an Archery Attack.

2023-139

M48 FLASH BANG



2
Each
Loadout 1

Expend 1 Flash Bang during the Turn you Place a Location: Select 1 Hostile card at Range 0. Treat all Defeat Cover rolls against the Hostile as being a 6 during this Soldier Turn. Cannot target Inanimate, Aircraft, or Vehicles. Noise 10.

Flash Bangs

2023-142

ARCHER 5



Add 1(3) to your Archery Attack rolls.

Once per Soldier Turn, pay 1 XP instead of an Action to perform an Archery Attack.

2023-137

Archer 5




Add 1(3) to your Archery Attack rolls.

Once per Soldier Turn, pay 1 XP instead of an Action to perform an Archery Attack.

2023-140

Artillery Call 5
Loadout 0




Support. Expend this card to Attack each Hostile and Soldier card in a Location. Cannot Attack Aircraft. No XP. Limit 1 per Mission.

Attack	Roll	Mode	Rolls
Hit	8	Explosion	4
		Penetration	2

2023-143

ARCHER 5



Add 1(3) to your Archery Attack rolls.

Once per Soldier Turn, pay 1 XP instead of an Action to perform an Archery Attack.

2023-138

Archer 5



Add 1(3) to your Archery Attack rolls.

Once per Soldier Turn, pay 1 XP instead of an Action to perform an Archery Attack.

2023-141

Schmidt 19



Health 6

Loadout 12

HtH +0

1 CX
Hunter
2 Hardy (Hot)

3

2023-144

+ **Schuster** **12**

(NPS)  **↑2**

4-3 2 1
3 2 1 Actions

98k Rifle
1 XP
Rifleman Guts
HtH +0

3
2023-145

+ **Martin** **8**

(NPS)  **↑2**

2 1
2 1 Actions

MP 40 SMG,
3 Model 24 Grenades
HtH +1

3
2023-148

Tank Support Ent 0

Europe

MISSION  **2**

Resources: 31 3 times during
Time: 9 the Mission,
Objective: #5 when you draw
Loadout: -0 a Hostile card,
you may discard it.

2023-151

+ **Beck** **13**

(NPS)  **↑3**

4-3 2 1
3 2 1 Actions

StG 44 Rifle
3 XP
HtH +1

3
2023-146

+ **Ludwig** **6**

(Squad)  **↑2**

2 1
3 2 Actions
8 9 Range 1 Hit
6 7 Range 0 Hit

1
2023-149

Panic

Air Drop Ent 2

Rein: 0-3 Europe

OBJECTIVE  **2**

Keep Clear 2.	Hostiles	
The 1st time each	29-	2
Player Soldier	30-49	3
Enters, Find: 2 RP	50-74	4
of Grenades.	75-99	6
Nature.	100-124	9
	125+	12

2023-152

+ **Kraus** **8**

(NPS)  **↑3**

3-2 1
2 1 Actions

98k Rifle,
Entrenching Tool,
1 Model 24 Grenade
HtH +0

4
2023-147

+ **Sommer** **5**

(Squad)  **↑3**

1
2 Actions
8 Range 1 Hit
6 Range 0 Hit

2
2023-150

Panic

Convoy Escort Ent 4

Rein: 0-2 Europe

OBJECTIVE  **2**

On Site.	Hostiles	
Eliminate Hostiles.	29-	4
Nature.	30-49	5
	50-74	6
	75-99	8
	100-124	11
	125+	14

2023-153

Command Vehicle Ent 3

Rein: 0-2 Europe

OBJECTIVE



2

Destroy the Half Track:	Hostiles
Present German Elite	29- 5
"Sdkfz 251/1 Half Track" or US Elite	30-49 6
"M3 Half Track".	50-74 7
Hostiles Screen the Half Track. Nature.	75-99 10
	100-124 13
	125+ 17

2023-154

POLITICAL PRIORITY

EASTERN EUROPE Entrance 0

MISSION =



2

Resources: 132 **Time:** 25 **Objective:** #10 **Loadout:** -3

You may pay 1 XP when an Event is first revealed to ignore the Event's effect text.

2023-157

GUNSHIP

Reinforce: 0-1 EASTERN EUROPE Entrance 3

OBJECTIVE =



2

Eliminate Present "Mi-24 Hind". Structure.

Hostiles	
29-	5
30-49	6
50-74	7
75-99	10
100-124	13
125+	17

2023-160

INTO THE FRAY

EASTERN EUROPE Entrance 0

MISSION =



2

SHOWN: ROYAL MARINES OF 40 COMMANDO PHOTO: © CROWN COPYRIGHT 2014

Resources: 49 **Time:** 9 **Objective:** #4 **Loadout:** +2

Add 2 to the Hostile value of the Locations and the Objective.

2023-155

RUN FOR THE BORDER

Reinforce: 0-2 EASTERN EUROPE Entrance 0

OBJECTIVE =



2

Escape Mission. Treat the Mission card as "Reinforce: 0-3" and Entrance cost 4. Structure.

Hostiles	
29-	3
30-49	4
50-74	5
75-99	7
100-124	10
125+	13

2023-158

VIP TAKE DOWN

Reinforce: 0-1 EASTERN EUROPE Entrance 5

OBJECTIVE =



2

Kill the VIP: +0 Size, Defeat Cover 4, 1 Kill. Hostiles Screen VIP. Hostiles gain +1 Cover. Structure.

Hostiles	
29-	3
30-49	4
50-74	5
75-99	7
100-124	10
125+	13

2023-161

RURAL DROP ZONE

EASTERN EUROPE Entrance 0

MISSION =



2

SHOWN: 1 LANCs PHOTO: © CROWN COPYRIGHT 2014

Resources: 67 **Time:** 13 **Objective:** #6 **Loadout:** -1

Move the Timer counter backward 1 space each time you play a Nature Location card.

2023-156

ICBM LAUNCHER

Reinforce: 0-2 EASTERN EUROPE Entrance 4

OBJECTIVE =



2

Destroy the Launcher: Vehicle, Explosion Attacks only, +3 Size, Defeat Cover 2, 4 Kills. Hostiles Screen Launcher. Structure.

Hostiles	
29-	3
30-49	4
50-74	5
75-99	7
100-124	10
125+	13

2023-159

AFV SCOUT FORCE

Reinforce: None EASTERN EUROPE Entrance 4

OBJECTIVE =



2

Destroy 2 AFVs: Vehicle, +0 Size, Defeat Cover 8, 2 Kills each. Structure.

Hostiles	
29-	4
30-49	5
50-74	6
75-99	8
100-124	11
125+	14

2023-162

COMMAND AFV

Reinforce: 0-1 EASTERN EUROPE Entrance 4

= OBJECTIVE =



2

Destroy the AFV:
Vehicle, +1 Size,
Defeat Cover 7, 2 Kills.
Hostiles Screen AFV.
Structure.

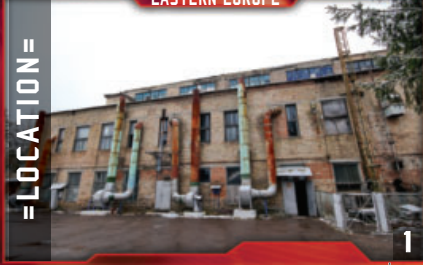
Hostiles	
29-	3
30-49	4
50-74	5
75-99	7
100-124	10
125+	13

2023-163

ABANDONED FACTORY

Reinforce: None EASTERN EUROPE Entrance 3

= LOCATION =



1

1 XP to play.
Structure.
Isolated.

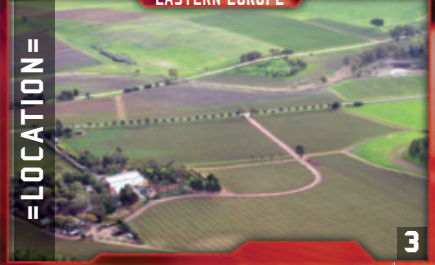
Hostiles	
29-	2
30-49	3
50-74	4
75-99	6
100-124	9
125+	12

2023-166

FARMLAND

Reinforce: 0 EASTERN EUROPE Entrance 4

= LOCATION =



3

Free to play.
Nature.
Add 3 to the next
Location's Hostile value.

Hostiles	
29-	3
30-49	4
50-74	5
75-99	7
100-124	10
125+	13

2023-169

CHECKPOINT

Reinforce: None EASTERN EUROPE Entrance 3

= LOCATION =



2

Free to play. Structure.
Add 2 to the Entrance
cost for each Hostile
card in this Location.

Hostiles	
29-	4
30-49	5
50-74	6
75-99	8
100-124	11
125+	14

2023-164

DIRT ROAD

Reinforce: 4-9 EASTERN EUROPE Entrance 2

= LOCATION =



2

1 Action to play.
Nature.

Hostiles	
29-	5
30-49	6
50-74	7
75-99	10
100-124	13
125+	17

2023-167

HEAVY CONSTRUCTION

Reinforce: None EASTERN EUROPE Entrance 4

= LOCATION =



2

Free to play.
Structure.
Add 3 to the next
Location's Entrance cost.

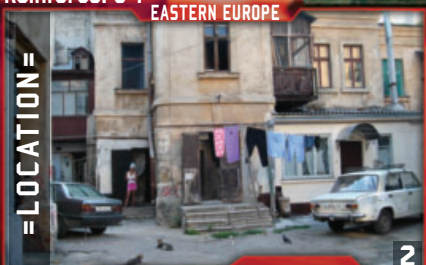
Hostiles	
29-	2
30-49	3
50-74	4
75-99	6
100-124	9
125+	12

2023-170

HOUSING COMPLEX

Reinforce: 0-1 EASTERN EUROPE Entrance 2

= LOCATION =



2

Free to play. Structure.
Add 2 to the
next Location's
Entrance cost.

Hostiles	
29-	3
30-49	4
50-74	5
75-99	7
100-124	10
125+	13

2023-165

CROWDED STREET

Reinforce: 0 EASTERN EUROPE Entrance 3

= LOCATION =



1

Free to play. Structure.
Collateral Damage.

Hostiles	
29-	5
30-49	6
50-74	7
75-99	10
100-124	13
125+	17

2023-168

PATROLLED AREA

Reinforce: 0-2 EASTERN EUROPE Entrance 0

= LOCATION =



2

1 Action to play. Structure.
When drawing Reinforce
cards for this Location,
draw 1 extra card for each
Soldier in this Location.

Hostiles	
29-	0
30-49	1
50-74	2
75-99	4
100-124	7
125+	10

2023-171

HIDDEN CACHE

Reinforce: None **Entrance 3**
EASTERN EUROPE

=LOCATION=



2

Hostiles

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

3 XP to play. Structure.
When the 1st Player Soldier 1st Enters, Find: 5 RP of Gear.

2023-172

 **Web Gear** **3**
Loadout 0



Add 4 to your Loadout rating.
Start with 1 Bayonet, 1 Canteen, and 1 XP.
Limit 1 per Soldier.

2023-175

Flamethrower

1 F



1

Roll **Attack (Range 0)**

2-	Miss
3-8	2 Wounds
9+	Kill


Has Cover 1 at Range 0.
Fearless. Penetration 4.

2

2023-176

CLOSE-IN SPECIALIST

3



Before rolling for a Hostile's Range 0 Attack against you in a "Close Quarters Combat" Location, pay XP equal to the Hostile's XP value to cancel the Attack.

2023-173

MP 40 SMG
Ranged

 1939+ **2**



Range 0 Start with 1 XP.
Reload 2 Jams.
Hit 8

Mode Rolls
Auto 3

5
9mm
Ammo

2023-176

MP 38 SMG
Ranged

 1938+ **2**




Range 0 Start with 1 XP.
Reload 2 Jams.
Hit 8

Mode Rolls
Auto 3

5
9mm
Ammo

2023-179

Support **2**



DEPARTMENT
BASIC FIELD MANUAL
SOLDIER'S HANDBOOK
July 23, 1941
Including CL...

=NATION=

Pre-Req: Cannot be used by Marines.
Once per Mission, your Soldier pays up to 3 XP of a Support card's Retain cost.

2023-174

MG 42
Machine Gun Ranged

 1942+ **13**
Loadout 8



Range 0 1 2 Penetration 1.
Reload 2 2 2
Hit 6 7 8


Mode Rolls
Auto 4

Deploy Bipod to gain Spray

4
7.92mm
Ammo

2023-177


Straggler
ENEMY LINES



Pay XPs equal to the new Squad Soldier's cost to bring a new Airborne Squad Soldier into the Mission, and place them in the Rear-most Location.

2023-180

Straggler
ENEMY LINES



Pay XPs equal to the new Squad Soldier's cost to bring a new Airborne Squad Soldier into the Mission, and place them in the Rear-most Location.

2023-181

M1928 SMG
Ranged



1940+ **3**

Range 0 Start with 1 XP.
Reload 2
Hit 7

Mode Rolls
Semi 1
Auto 3

4
.45
Ammo

2023-184

SMLE No.1 Mk.III* Rifle
Ranged



1904+ **1**
Loadout 4

Range 0 1 Bolt Action.
Reload 1 1 Penetration 1.
Hit 7 8

Mode Rolls
Bolt 1

4
.303
Ammo

2023-187

Bayonet
1-Handed HtH



1937+ **1**

Pre-Req: HtH 0+
Pointed. Stealth +2/+2.
Start with 2 XP.

Mode H P
Standard 9 -1

Add +2/+1 if 2-Handed with a Rifle or Carbine.

2023-182

BREN Mk1 Machine Gun Ranged



1939+ **9**
Loadout 8

Range 0 1 2 Penetration 1.
Reload 2 2 2
Hit 7 8 9

Mode Rolls
Semi 1
Auto 3

Deploy
Bipod
to gain
Spray

4
.303
Ammo

2023-185

Light Field Gun



1-4 Noise
2 XP
E

2 **1**
Roll Roll Attack (Range 0-2)
2- 5- Miss
3-8 6+ 2 Wounds
9+ Kill

1939+. Vehicle.
Vehicle Priority.
Place 1 Beyond Front-most.
Penetration 2. Immobile.

4
2023-188

Mountaineer **2**



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

2023-183

SMLE No.1 Mk.III* (HT) Scoped Rifle Ranged



1904+ **2**
Loadout 4

Range 0 1 2 Bolt Action.
Reload 1 1 1 Penetration 1.
Hit 9 8 7

Mode Rolls
Bolt 1

4
.303
Ammo

2023-186

Light Field Gun



1-4 Noise
2 XP
E

2 **1**
Roll Roll Attack (Range 0-2)
2- 5- Miss
3-8 6+ 2 Wounds
9+ Kill

1939+. Vehicle.
Vehicle Priority.
Place 1 Beyond Front-most.
Penetration 2. Immobile.

4
2023-189

"Joy" Type 97 Motorcycle 8

(Squad) ↑4
Noise 2




Range 0 1 2 3 Attack
MG 6 8 10 - 1H
Auto: 3 dice. Spray. Pen 1. Ranged Atk.

1935+. Light Vehicle.
2 Actions. Health 1.
Loadout 5.
Leadership

2023-190

Landing Craft Dog-4 0



While a Soldier is in the Mission card:

- May only spend Actions to Move and remove Suppress.
- Cover is reduced to 0.
- Cannot play Action cards during the Hostile's Turn.

2023-193

Demolisher 5



=SPECIALIST=

Pre-Req: Printed 15+ RP.
1 CX
Zippo
Sapper
Demolitions

2023-196

"Zip" Type 97 Motorcycle 4

(Squad) ↑5
Noise 2



Range 0 1 2 3 Attack
MG 5 9 10 - 1H
Auto: 2 dice. Spray. Pen 1. Ranged Atk.

1935+. Light Vehicle.
1 Action. Health 1.
Loadout 5.
Leadership Guts

2023-191

Radio Tower Tango Ent 5

Rein: 0-1 Europe

OBJECTIVE



"First: Defeat Gate Hostiles
(Cover 3, 2 Hits or Wire) 29- 3
to Enter. Inanimate. 30-49 4
Next: Destroy Tower: 50-74 5
Cover 8, 3 Hits. 75-99 7
Explosion Attacks only." 100-124 10
125+ 13

2023-194

Demolisher 5





=SPECIALIST=

Pre-Req: Printed 15+ RP.
1 CX
Zippo
Sapper
Demolitions

2023-197

Wolna Polska* 5

=NATION=

Ignore the first Suppress you suffer each Turn.

*This Skill can be used for Darmowa Polska requirements.

2023-192

MG 34
Machine Gun Ranged

1939+ 10
Loadout 7



Range 0 1 2 Penetration 1.
Reload 2 2 2
Hit 7 8 9

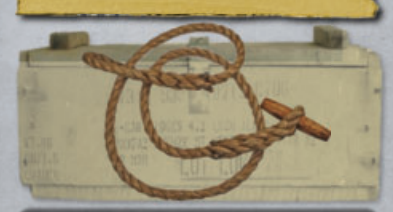
Mode Rolls
Auto 3

Deploy Bipod to gain Spray

4
7.92mm
Ammo

2023-195

Toggle Rope 1



Expend to permanently reduce an adjacent Elevated Location's Entrance cost by 2 [4].

2023-198

Vital Mountain Pass Ent 2

Rein: 0-3 Attu - US



OBJECTIVE

	Hostiles
Nature.	29- 3
Eliminate Hostiles.	30-49 4
Add 3 to the previous	50-74 5
Location's Hostile value.	75-99 7
Environ: Cold 6+.	100-124 10
	125+ 13

2023-199



4 PS
NPS
SQS
NO VEH

Japan - Attu #2

Arctic Trained Hokkaido Division

(A) Dug In (x2): Gain a Foxhole counter.

(B) Battle-Hardened (x1): Gain 1 XP.

(C) Resilient (x2): Gain 1 Hardy (Cold).

(D) Williwaw Survivor (x1): Add 2 to your Environ (Cold) rolls.

2023-202



6 ↑ **2** Noise 2

(Squad) "Gracie" Bulldozer

Range	0	1	2	3	Attack
MG	5	7	9	-	1H

Auto: 3 dice. Spray. Pen 1.

1942+. Vehicle. 1 Action. Health 2. Immobile 1. Loadout 14. +2 Size. Has Cover 2 at Range 0. Dozer

2023-205



2 E

(Attu) Last Defenders

Roll	Roll	Attack (Range 0)
4-3	2-1	
4-	6-	Miss
5-10	7+	1 Wound
11+		2 Wounds

+4/+2 Entrance Cost. Add 2 to the Defender's Attack rolls for each EKIA on this card. Fearless. Immobile.

2023-200



14 ↑ **3** Noise 3

(Squad) "Miranda" M5 Tank

Range	0	1	2	3	Attack
Cannon	-	8	7	-	3H, Prox
	-	6	5	10	2H, Prox

Single Shot. Pen 3. Ranged Attack.

MG 5 7 9 - 1H
Auto: 3 dice. Spray. Pen 2.

1942+. Vehicle. 2 Actions. Health 2. Immobile 1. Loadout 10. +2 Size. Has Cover 4 at Range 0. Dozer

2023-203

Château de Bénouville Ent 4

Rein: 0-2 Pegasus Bridge - UK



OBJECTIVE

	Hostiles
Structure. On Site.	29- 2
Collateral Damage.	30-49 3
Eliminate the Sniper:	50-74 4
+1 Size, Cover 6, 1 Hit.	75-99 6
Hostiles Screen Sniper.	100-124 9
	125+ 12

2023-206



4 E

(Bastogne) M8 Armored Car

Roll	Roll	Attack (Range 0-2)
2	1	
1-	4-	Miss
2-5	5-9	2 Wounds
6-9	10+	2 Wounds, All
10+		Kill, All

1942+. Vehicle. Evade (5 XP). Penetration 2. Immobile 1.

2023-201



10 ↑ **2** Noise 4

(Squad) "Emilia" M5 Tank

Range	0	1	2	3	Attack
Cannon	-	9	8	-	3H, Prox
	-	7	6	10	2H, Prox

Single Shot. Pen 3. Ranged Attack.

MG 6 7 9 - 1H
Auto: 3 dice. Spray. Pen 2.

1942+. Vehicle. 2 Actions. Health 2. Immobile 1. Loadout 10. +2 Size. Has Cover 3 at Range 0. Dozer

2023-204

Breacher 2



Add 1 [2] to your Attack and Penetration rolls against Doors and Structures.

2023-207

Secluded Vale

 Ent 3

Rein: None

Mediterranean

LOCATION



3

1 Action & 2 XP to play.
Move the Timer counter
2 spaces backward.
Soldiers cannot Attack
out of this Location.
+1 Location card. Nature.

2023-208

(Afrika Korps) Tiger I

5 F

8

2 1
 Roll Roll Attack (Range 0-3)
 4- 7- Miss
 5-7 8-9 2 Wounds
 8-9 10+ 2 Wounds, All
 10+ Kill, All

1942+. Vehicle. Overkill.
Evade (4 XP). Penetration 2.
+2 Size. Immobile 1.
Has Cover 5 at Range 0.

2023-211

AUG F88 RIFLE

 Ranged

3

Range 0 1
Reload 2 2
Kill 5 10

Mode Rolls
Semi 1
Burst 2
Auto 3

5
5.56mm
Ammo

Desert Navigator

 4

Reduce the Entrance Cost of
Locations with Environ: Hot by
1 for all Soldiers.

2023-209

F-S Knife

 1-Handed HtH or Thrown

1939+

1



Pre-Req: HtH +0, Knife Fighter.
Small. Edged. Pointed.
Start with 2 XP. Stealth +5/+2.

Mode	H	P
Standard	8	-1
Skillful	+1	0, 1 XP
Slash	+2	1, 2 XP

2023-212

AUG F88 RIFLE (SUPPRESSED)

 Ranged5
Loadout 4

Range 0 1
Reload 2 2
Kill 5 10

Suppressed.
Noise -3.

Mode Rolls
Semi 1
Burst 2
Auto 3

5
5.56mm
Ammo

(Afrika Korps) Tiger I

5 E

9

2 1
 Roll Roll Attack (Range 0-3)
 4- 6- Miss
 5-7 7-9 2 Wounds
 8-9 10+ 2 Wounds, All
 10+ Kill, All

1942+. Vehicle. Overkill.
Evade (5 XP). Penetration 3.
+2 Size. Screened by (1).
Immobile 1.
Has Cover 6 at Range 0.

2023-210

BROWNE

13

3

HEALTH 6
 LOADOUT 12
 HTH +0

SHOWN/SUBMITTED BY: PFC. HUGH H BROWNE JR
PHOTO: SPEC.4 CHARLES SMITH

2023-213

COORDINATED SHOT

 Covert 2

23RD INFANTRY REGIMENT
STAFF SGT. SHANE HAMANN

Each Soldier may perform a Ranged
Attack without spending an Action.
Do not advance the Going For Alarm
counters for these Actions.
Noise: Add only the Attack with
the highest Noise.

Keen 4



=SPECIALIST=

Pre-Req: Printed 12+ RP.
1 XP
Marksman
Fast Learner

2023-217

Raid Ent 0

Europe

MISSION 

Resources: 59 **Raid Mission.**
Time: 22
Objective: #7
Loadout: -2

2023-220

 **(Gurkha) Patrol** LEVEL 4



4-3 2-1
Roll Roll **Attack (Range 0-1)**
5- 7- **Miss**
6-7 8+ **1 Wound**
8+ **1 Wound, Again**

2 Screens (Non-Gurkha Patrol Hostiles). Penetration 1. Fearless.

2023-216

 **(Gurkha) Patrol** LEVEL 4



4-3 2-1
Roll Roll **Attack (Range 0-1)**
5- 7- **Miss**
6-7 8+ **1 Wound**
8+ **1 Wound, Again**

2 Screens (Non-Gurkha Patrol Hostiles). Penetration 1. Fearless.

2023-215

WARFIGHTER

US Soldier Card



DVG
Dan Verreem Garre

WARFIGHTER

US Soldier Card



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WARFIGHTER

US Soldier Card



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UK Soldier Card



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WARFIGHTER

Russia Soldier Card

A soldier in green camouflage gear holding a rifle, set against a world map background.

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WARFIGHTER

Equipment Card

A tan tactical vest with pouches, set against a world map background.

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WARFIGHTER

Equipment Card

A tan tactical vest with pouches, set against a world map background.

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WARFIGHTER

US Weapon Card

An AR-15 style rifle, set against a world map background.

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WARFIGHTER

Equipment Card

A tan tactical vest with pouches, set against a world map background.

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WARFIGHTER

Equipment Card

A tan tactical vest with pouches, set against a world map background.

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WARFIGHTER

Equipment Card

A tan tactical vest with pouches, set against a world map background.

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WARFIGHTER

Equipment Card

A tan tactical vest with pouches, set against a world map background.

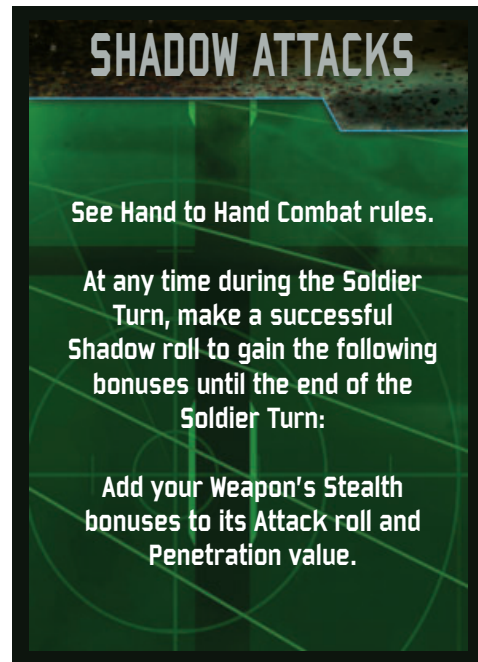
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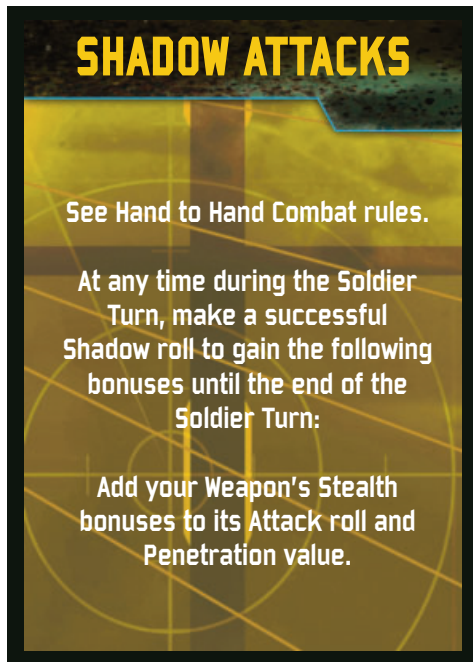
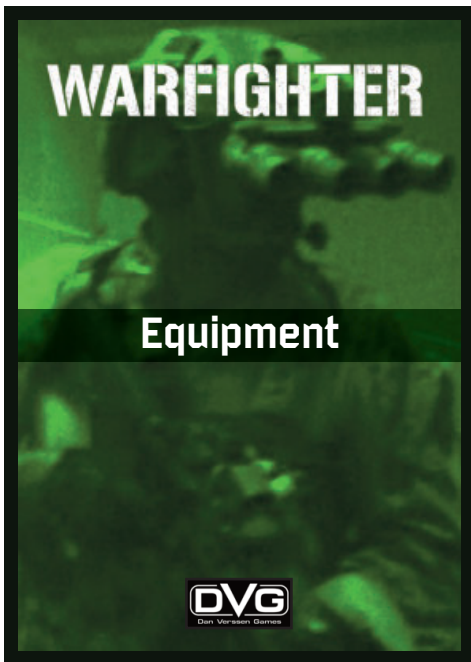
WARFIGHTER

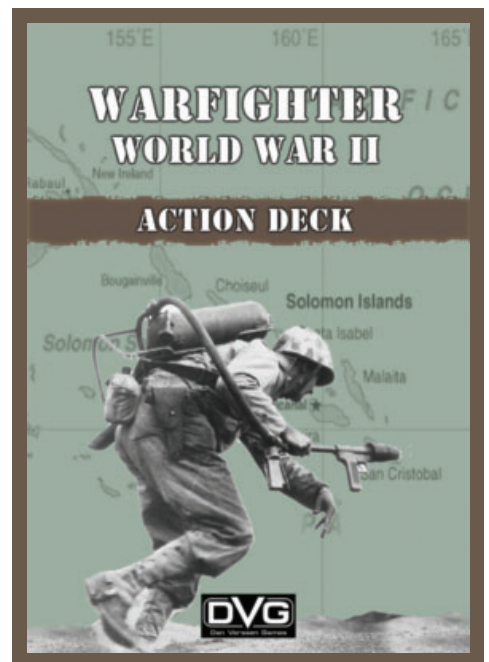
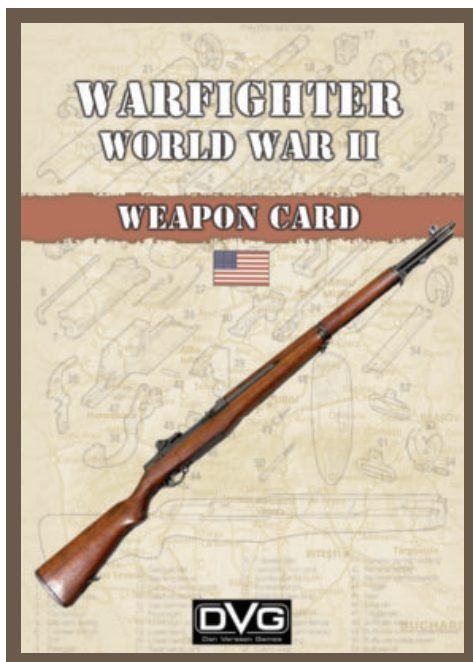
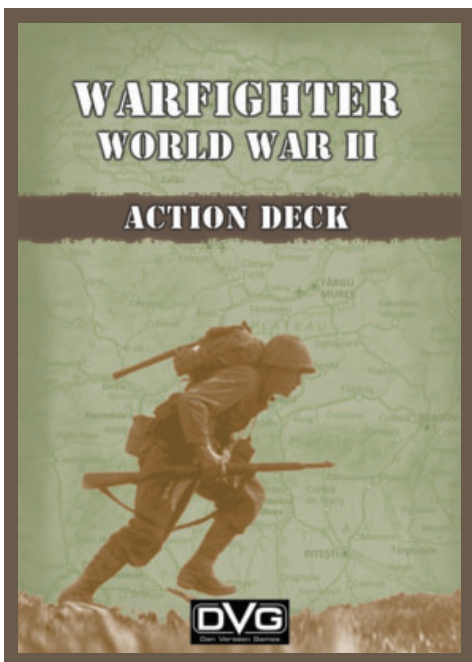
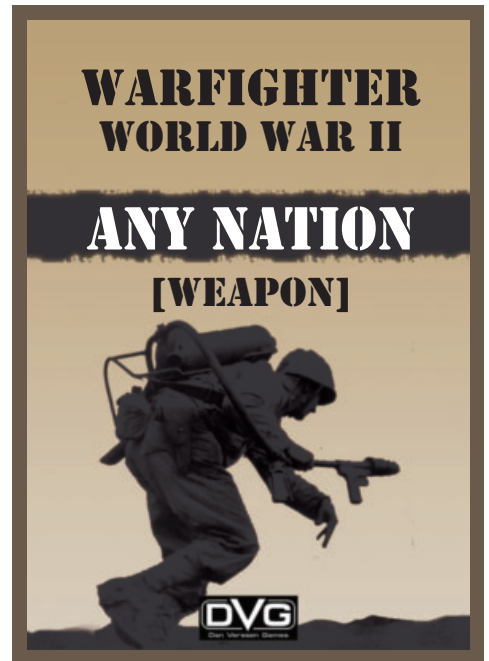
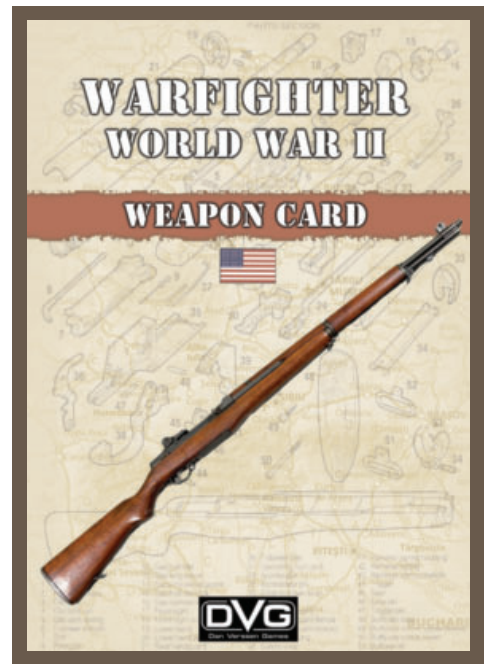
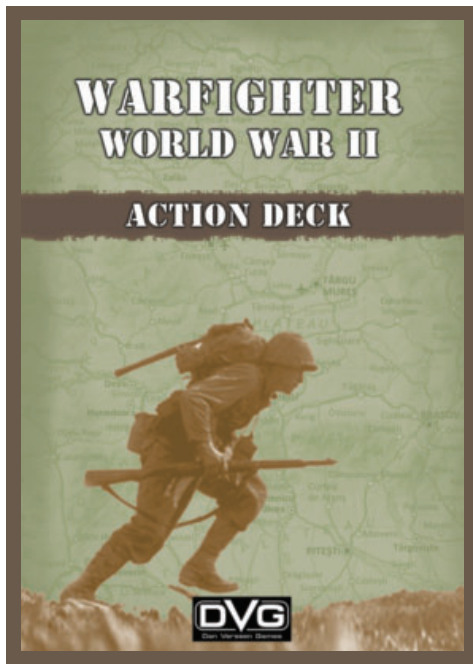
Action Deck

A soldier in camouflage gear holding a rifle, set against a green world map background.

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155°E 160°E 165°E
**WARFIGHTER
WORLD WAR II**
ACTION DECK

Solomon Islands
DVG

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WORLD WAR II**
WEAPON CARD

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WORLD WAR II**
WEAPON CARD

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WORLD WAR II**
WEAPON CARD

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WORLD WAR II**
**ANY NATION
[WEAPON]**

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**ANY NATION
[WEAPON]**

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WEAPON CARD

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**WARFIGHTER
WORLD WAR II**

EQUIPMENT CARD



**WARFIGHTER
WORLD WAR II**

EQUIPMENT CARD



**WARFIGHTER
WORLD WAR II**

EQUIPMENT CARD



**WARFIGHTER
WORLD WAR II**

WEAPON CARD



**WARFIGHTER
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WEAPON CARD



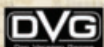
**WARFIGHTER
WORLD WAR II**

WEAPON CARD



**WARFIGHTER
WORLD WAR II**

WEAPON CARD



**WARFIGHTER
WORLD WAR II**

WEAPON CARD





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WEAPON CARD



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WORLD WAR II**

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CHINA
[WEAPON]



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US HOSTILE DECK
[FRONTLINE]



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WORLD WAR II**

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US HOSTILE DECK
[FRONTLINE]




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WORLD WAR II**

US HOSTILE DECK

[FRONTLINE]



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Das Virtuelle Gamedesign

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KOREAN WAR**

NORTH KOREA

[WEAPON]



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**WARFIGHTER
KOREAN WAR**

SOUTH KOREA



[WEAPON]



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KOREAN WAR**

NORTH KOREA

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KOREAN WAR**

CHINA

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KOREAN WAR**

SOUTH KOREA

[WEAPON]



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WARFIGHTER
Mission Card
[Baghdad]



PMC

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ALTERNATE
[WEAPON]



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Mission Card
[Baghdad]



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WORLD WAR II
ALTERNATE
[WEAPON]



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Mission Card
[Baghdad]



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ALTERNATE
[WEAPON]



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Italy Weapon Card



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WARFIGHTER
Equipment Card



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WARFIGHTER
US Weapon Card



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South Korea Weapon Card



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Weapon



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PMC Weapon Card

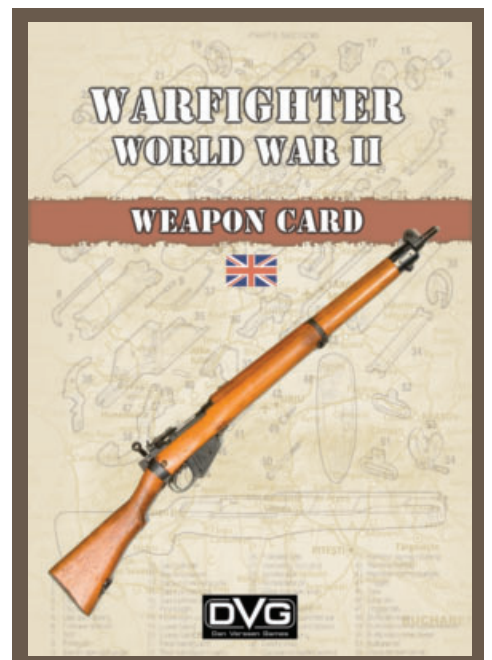
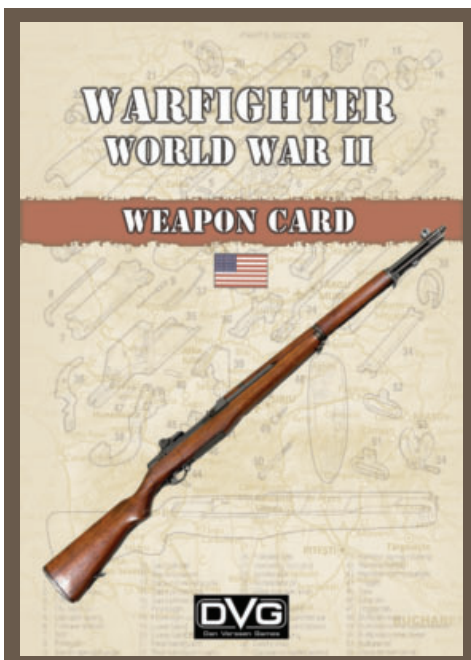
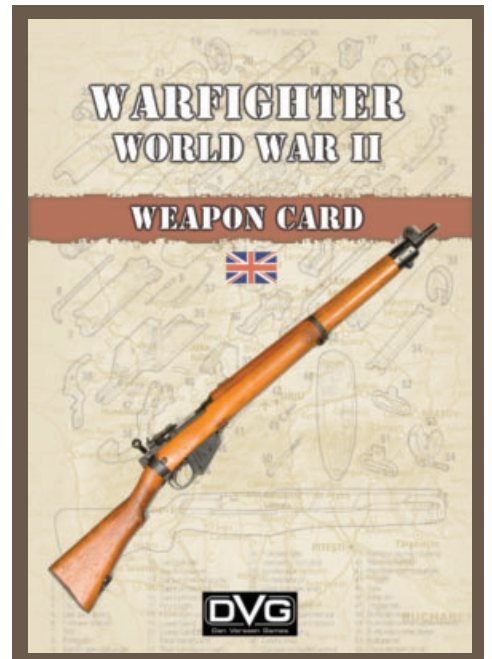
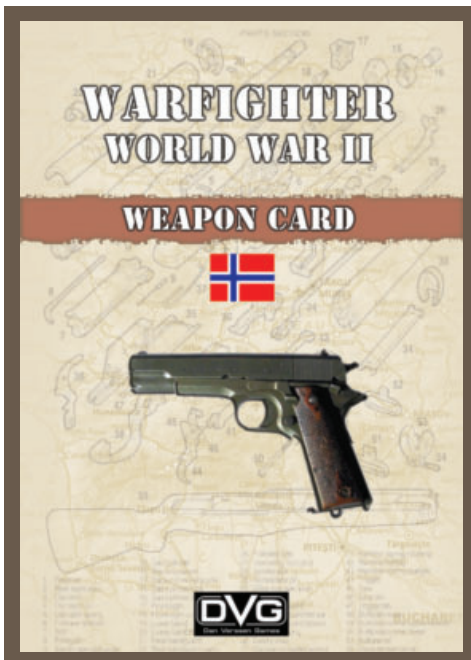


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WORLD WAR II
FINLAND
[WEAPON]



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Dan Vorsean Games

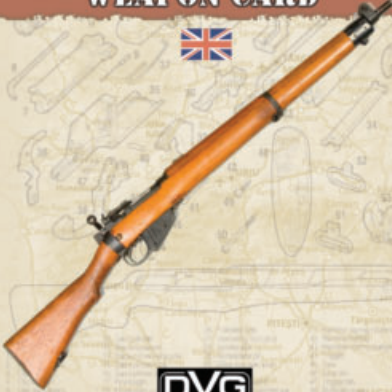


WARFIGHTER
US Weapon Card



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WARFIGHTER
WORLD WAR II
WEAPON CARD



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WARFIGHTER
Equipment Card



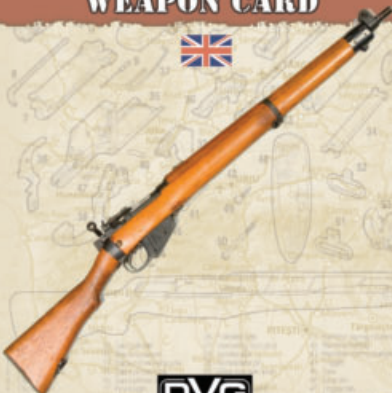
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WARFIGHTER
US Weapon Card



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WARFIGHTER
WORLD WAR II
WEAPON CARD



DVG
Dan Vriesman Games

WARFIGHTER
Equipment Card



DVG
Dan Vriesman Games

WARFIGHTER
PMC Weapon Card



PMC

WARFIGHTER
Equipment Card



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WARFIGHTER
WORLD WAR II
ANY NATION
[WEAPON]



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WARFIGHTER
WORLD WAR II

ANY NATION
[WEAPON]



DVG
Dan Vornheim Games

WARFIGHTER
PMC Skill Card



PMC

WARFIGHTER
Equipment Card



DVG
Dan Vornheim Games


WARFIGHTER
Skill Card



DVG
Dan Vornheim Games

WARFIGHTER
WORLD WAR II

SKILL CARD



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WORLD WAR II

ANY NATION
[WEAPON]



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WARFIGHTER
Skill



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WARFIGHTER
WORLD WAR II


SKILL CARD



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WARFIGHTER
WORLD WAR II

SOLDIER CARD



DVG
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**WARFIGHTER
WORLD WAR II**

SOLDIER CARD



**WARFIGHTER
WORLD WAR II**

SOLDIER CARD



**WARFIGHTER
WORLD WAR II**

**MISSION CARD
EUROPE**



**WARFIGHTER
WORLD WAR II**

SOLDIER CARD



**WARFIGHTER
WORLD WAR II**

SOLDIER CARD



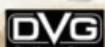
**WARFIGHTER
WORLD WAR II**

**OBJECTIVE CARD
EUROPE**



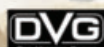
**WARFIGHTER
WORLD WAR II**

SOLDIER CARD



**WARFIGHTER
WORLD WAR II**

SOLDIER CARD



**WARFIGHTER
WORLD WAR II**

**OBJECTIVE CARD
EUROPE**




WARFIGHTER
WORLD WAR II
OBJECTIVE CARD
EUROPE



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Dan Vervaeke Games

WARFIGHTER
Mission Card
[Eastern Europe]




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WARFIGHTER
Objective Card
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Location Card
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Das Virtuelle Gamedesign

WARFIGHTER

WORLD WAR II

EQUIPMENT CARD




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Das Virtuelle Gamedesign

WARFIGHTER

WORLD WAR II

RUSSIA HOSTILE DECK

[FRONTLINE]



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WARFIGHTER

Skill Card




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WARFIGHTER

WORLD WAR II

WEAPON CARD




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Das Virtuelle Gamedesign

WARFIGHTER

WORLD WAR II

WEAPON CARD



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Das Virtuelle Gamedesign

WARFIGHTER

WORLD WAR II

SKILL CARD




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Das Virtuelle Gamedesign

WARFIGHTER

WORLD WAR II

WEAPON CARD



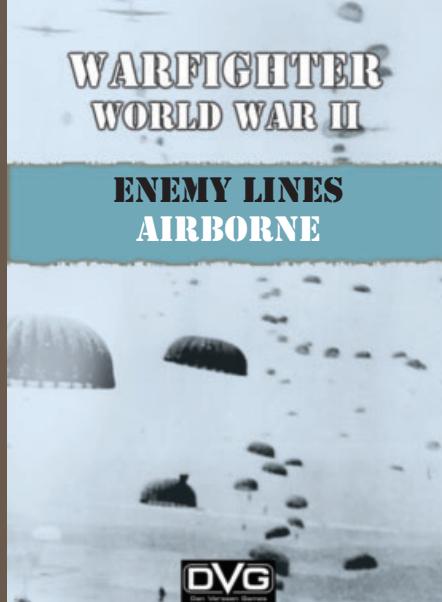
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Das Virtuelle Gamedesign

WARFIGHTER

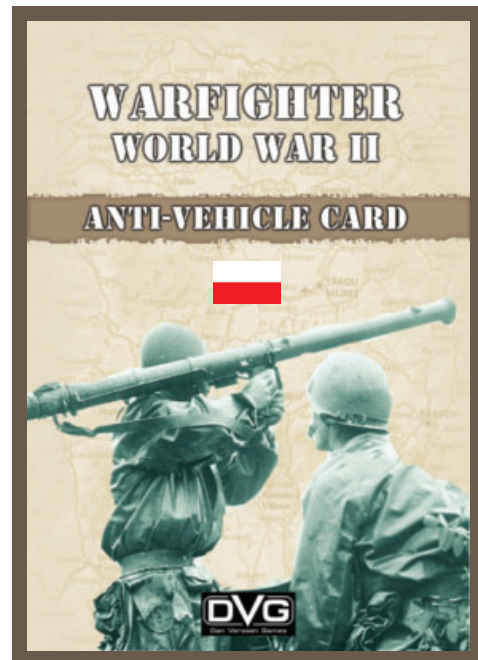
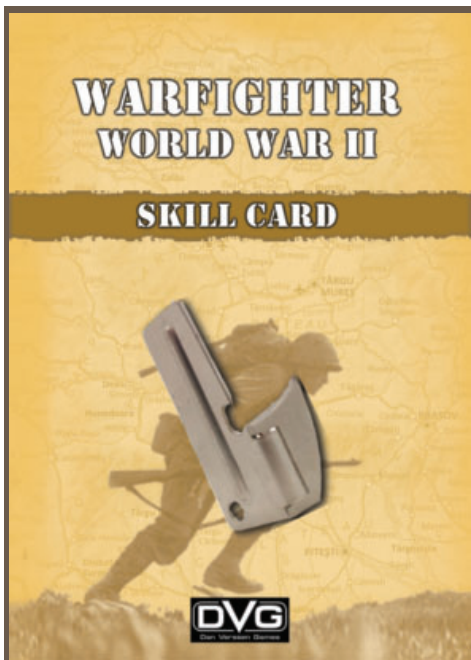
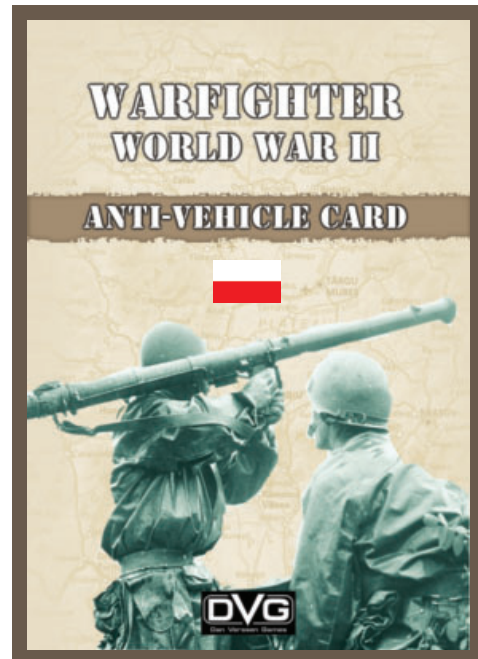
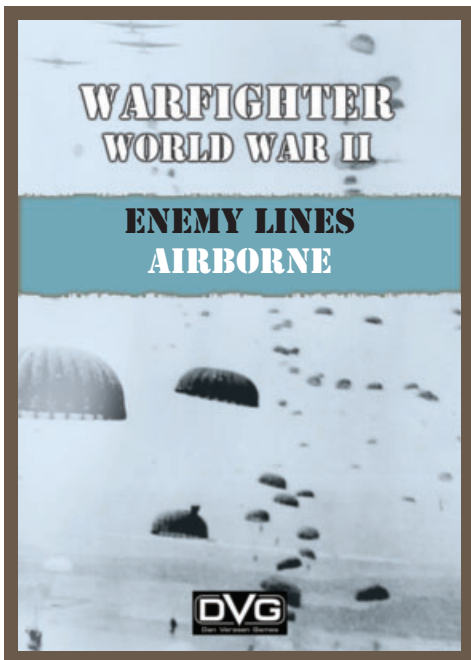
WORLD WAR II

ENEMY LINES

AIRBORNE




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Das Virtuelle Gamedesign



**WARFIGHTER
WORLD WAR II**

VEHICLE CARD



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**WARFIGHTER
WORLD WAR II**


EQUIPMENT CARD



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**WARFIGHTER
WORLD WAR II**


SKILL CARD



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**WARFIGHTER
WORLD WAR II**

VEHICLE CARD




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WORLD WAR II**

OBJECTIVE CARD


MAQUIS



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WORLD WAR II**

SKILL CARD



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**WARFIGHTER
WORLD WAR II**


SKILL CARD



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**WARFIGHTER
WORLD WAR II**

WEAPON CARD



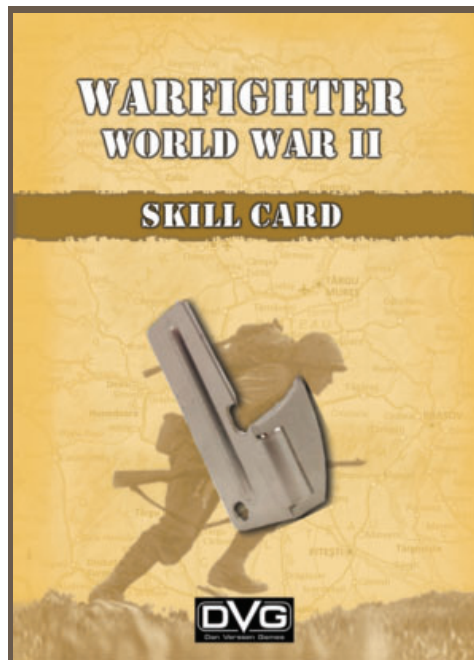
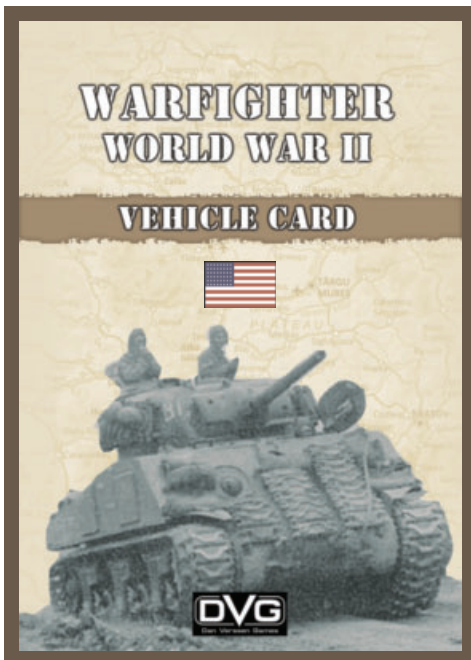
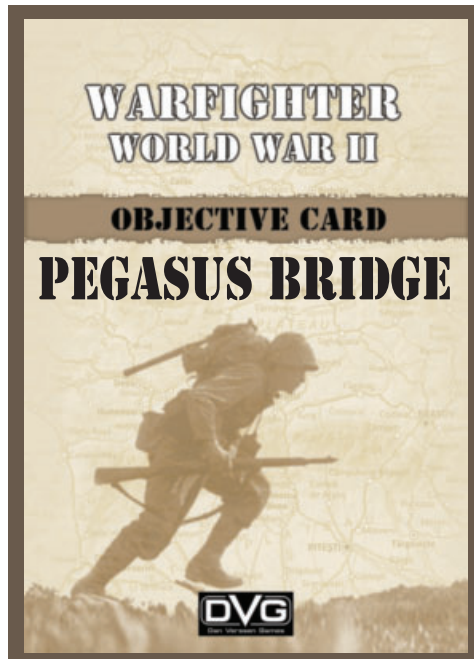
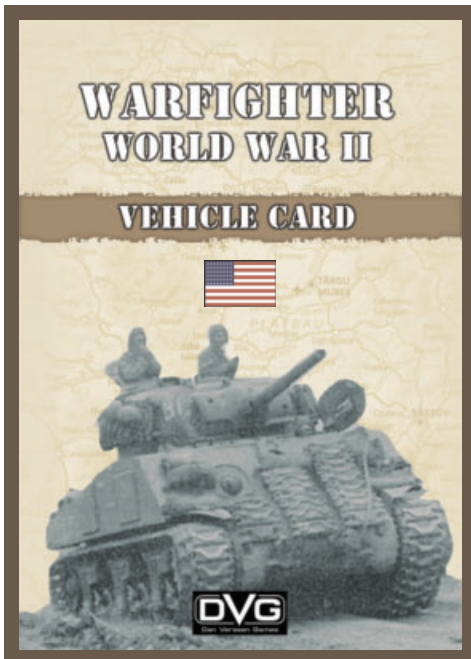
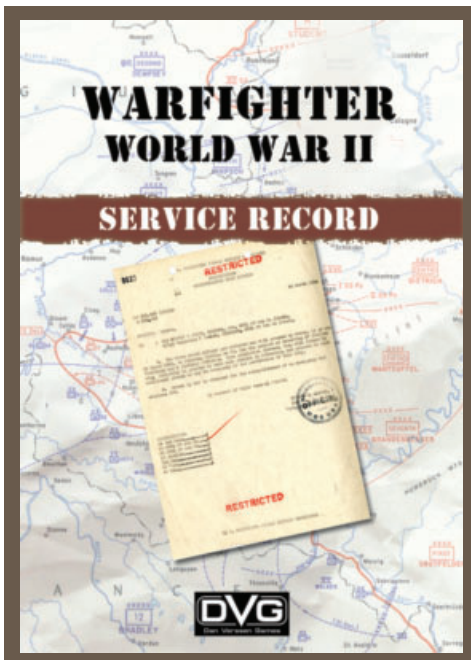
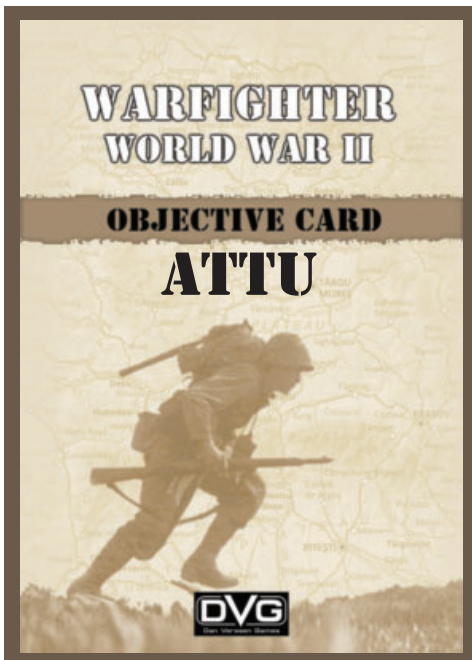
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**WARFIGHTER
WORLD WAR II**

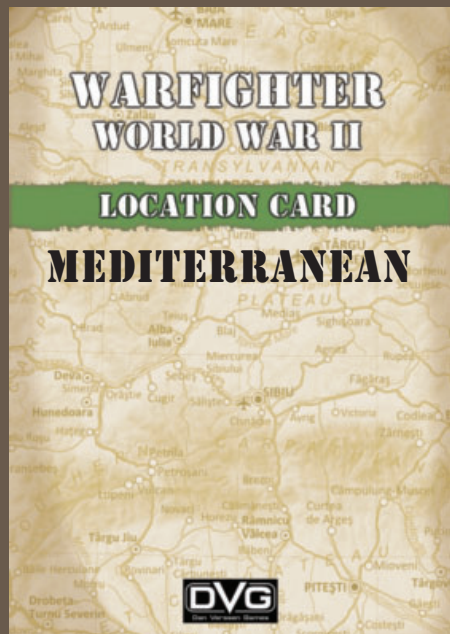
EQUIPMENT CARD



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WARFIGHTER
WORLD WAR II
LOCATION CARD
MEDITERRANEAN



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WARFIGHTER
WORLD WAR II
GERMAN HOSTILE DECK
[FRONTLINE]



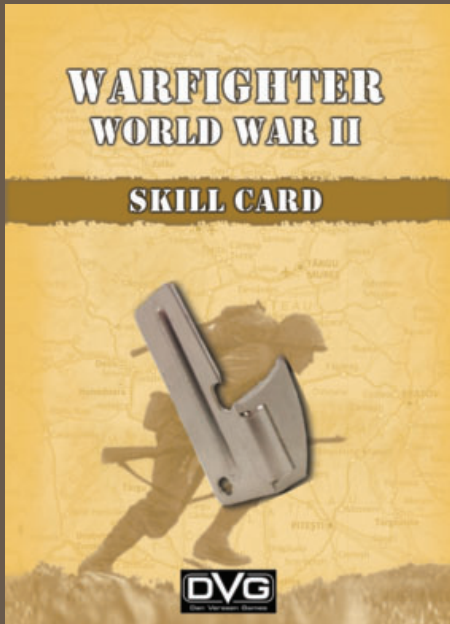
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WARFIGHTER
Australia Weapon Card



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WARFIGHTER
WORLD WAR II
SKILL CARD



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WARFIGHTER
WORLD WAR II
UNITED KINGDOM
[WEAPON]



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WARFIGHTER
Australia Weapon Card



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WARFIGHTER
WORLD WAR II
GERMAN HOSTILE DECK
[ELITE]



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WARFIGHTER
US Soldier Card

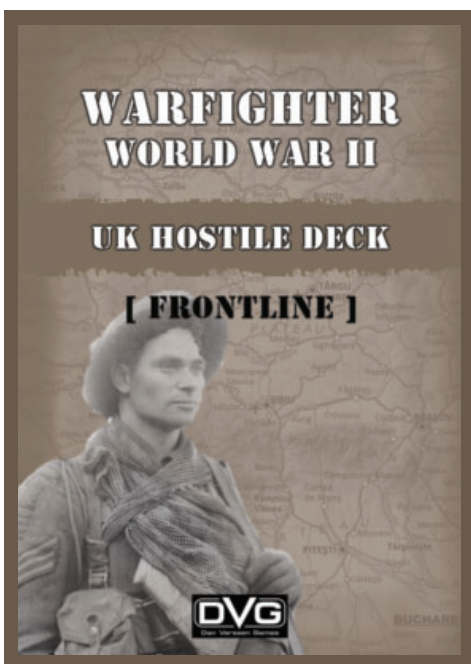
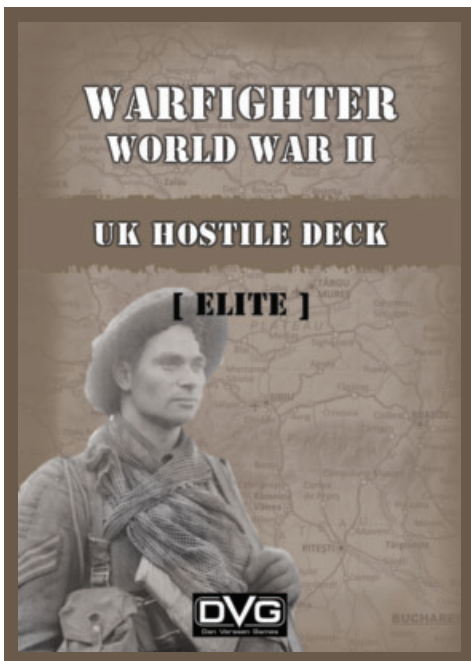
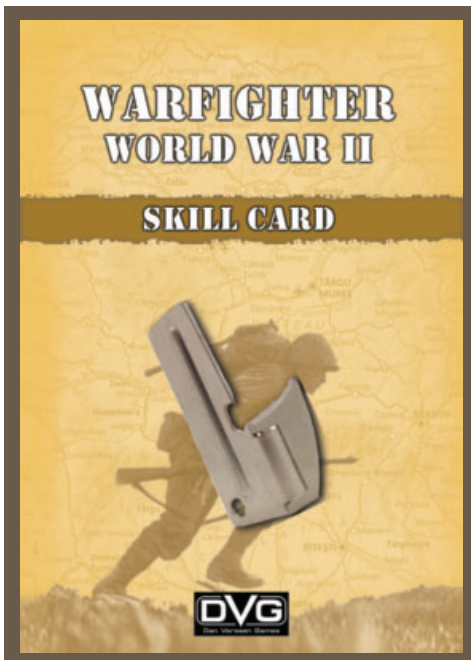


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WARFIGHTER
Action Deck



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WARFIGHTER 2023 UPDATE KIT MANIFEST (08/2023)

This guide serves to indicate how the cards in the 2023 Update Kit will replace one or more cards from an earlier edition. This includes Melee Weapon cards which have been updated to the 2023 Warfighter Fantasy ruleset standard.

MASTER LIST			
Card ID	Title	Era	Replaces
2023-1	Baynes	Modern	M-1 Baynes
2023-2	Hart	Modern	M-3 Hart
2023-3	Baker	Modern	M-6 Baker
2023-4	Stephens	Modern	M-7 Stephens
2023-5	Tomadakis	Modern	M-8 Tomadakis
2023-6	Foster (NPS)	Modern	M-10 Foster
2023-7	Samaniego (NPS)	Modern	M-12 Samaniego
2023-8	Covert (SQS)	Modern	M-13 Covert
2023-9	Rowe (SQS)	Modern	M-14 Rowe
2023-10	Coronoa (SQS)	Modern	M-15 Corona
2023-11	Aguirre (SQS)	Modern	1-7 Aguirre
2023-12	Espinoza	Modern	2-3 Espinoza
2023-13	Neal (SQS)	Modern	2-7 Neal
2023-14	Walker (SQS)	Modern	2-6 Walker
2023-15	Bryant (NPS)	Modern	5-3 Bryant
2023-16	Rosas (NPS)	Modern	5-4 Rosas
2023-17	McGrath (SQS)	Modern	5-6 McGrath
2023-18	Allen (SQS UK)	Modern	6-23 Allen
2023-19	Zhurov (NPS Russia)	Modern	7-16 Zhurov
2023-20	Ka-Bar Knife US	Modern	M-134 Ka-Bar Knife
2023-21	Light Kevlar	Modern	M-143 Light Kevlar
2023-22	IBA Kevlar	Modern + SW	M-144 IBA Kevlar S-88 IBA Kevlar
2023-23	IBA Kevlar (w/Inserts)	Modern + SW	M-145 IBA Kevlar (w/Inserts) S-91 IBA Kevlar (w/Inserts)
2023-24	IHPS Kevlar	Modern	M-146 IHPS Kevlar
2023-25	IHPS Kevlar (w/Inserts)	Modern	M-147 IHPS Kevlar (w/Inserts)
2023-26	IOTV Body Armor	Modern	M-148 IOTV Body Armor 05-34 IOTV Body Armor 05-35 IOTV Body Armor 27-48 IOTV Body Armor 31-35 IOTV Body Armor
2023-27	Stay Low	Modern	02-18 Stay Low
2023-28	Stay Low	Modern	02-19 Stay Low
2023-29	MQ-9 Reaper	Modern	03-36 MQ-9 Reaper
2023-30	OH-58 Kiowa	Modern	05-48 OH-58 Kiowa
2023-31	Combat Knife UK	Modern	06-35 Combat Knife UK
2023-32	Combat Knife Russia	Modern	07-50 Combat Knife Russia 41-40 Combat Knife Russia
2023-33	Unarmed Combat	SW	S-223 Unarmed Combat
2023-34	Shadow Attacks	SW	S-224 Shadow Attacks
2023-35	Kerambit Knife	Modern	14-39 Kerambit Knife
2023-36	Dustar Knife	Modern	15-36 Dustar Knife
2023-37	MQ-9 Reaper (JTAC)	SW	23-24 MQ-9 Reaper (JTAC)
2023-38	F-15E Strike Eagle (JTAC)	SW	23-25 F-15E Strike Eagle (JTAC)
2023-39	Unarmed Combat	WWII	ETO Errata Deck
2023-40	Shadow Attacks	WWII	ETO Errata Deck
2023-41	Ka-Bar Knife PMC	PMC	P-85 Ka-Bar Knife
2023-42	Light Kevlar	PMC	P-108 Light Kevlar
2023-43	Embassy Convoy Mission	PMC	P-142 Embassy Convoy Mission
2023-44	Embassy Convoy Objective	PMC	P-143 Embassy Convoy Objective
2023-45	Combat Knife Poland	Modern	27-45 Combat Knife Poland

2023-46	MQ-9 Reaper Support	Modern	31-50 MQ-9 Reaper Support
2023-47	Ballistic Knife Russia	SW	41-41 Ballistic Knife Russia
2023-48	Stay Low	WWII	W-132 Stay Low
2023-49	Stay Low	WWII	W-133 Stay Low
2023-50	Bayonet US	WWII	W-163/163a Bayonet US WP-163 Bayonet US 17-21 Bayonet US 24-28 Bayonet US
2023-51	Ka-Bar Knife US	WWII	W-164/164a Ka-Bar Knife US 17-22 Ka-Bar Knife US
2023-52	M3 Knife US	WWII	W-165/165a M3 Knife US 24-29 M3 Knife US
2023-53	Satchel Charge	WWII	W-173/173a Satchel Charge WP-173/173a Satchel Charge
2023-54	Stay Low	WWII	WP-132 Stay Low
2023-55	Stay Low	WWII	WP-133 Stay Low
2023-56	Machete US	WWII	WP-164 Machete US
2023-57	Satchel Charge	WWII	WP-173 Satchel Charge
2023-58	Bayonet Germany	WWII	3-30 Bayonet Germany 25-30 Bayonet Germany
2023-59	Artillery Call	WWII	3-40 Artillery Call 17-36 Artillery Call
2023-60	F-S Knife UK	WWII	7-14 F-S Knife UK
2023-61	Bayonet UK	WWII	7-15 Bayonet UK 40-29 Bayonet UK
2023-62	Bayonet Russia	WWII	10-19 Bayonet Russia
2023-63	Cavalry Saber Russia	WWII	10-20 Cavalry Saber Russia
2023-64	Cavalry Horse	WWII	10-23 Cavalry Horse Russia
2023-65	Bayonet Poland	WWII	11-19/19a Bayonet Poland 47-15 Bayonet Poland
2023-66	Cavalry Saber Poland	WWII	47-16 Cavalry Saber Poland
2023-67	Cavalry Horse	WWII	47-19 Cavalry Horse Poland
2023-68	Bayonet Japan	WWII	14-39 Bayonet Japan 14-40 Bayonet Japan 15-27 Bayonet Japan
2023-69	Machete Japan	WWII	15-28 Machete Japan
2023-70	Cavalry Horse	WWII	15-34 Cavalry Horse Japan
2023-71	Shin Gunto Japan	WWII	14-41 Shin Gunto Japan ME-57 Shin Gunto Japan
2023-72	Bayonet Australia	WWII	18-20 Bayonet Australia
2023-73	AAS Knife	WWII	19-18 AAS Knife
2023-74	Bayonet France	WWII	20-20 Bayonet France 21-17 Bayonet France
2023-75	M1916 Fighting Knife France	WWII	20-21 M1916 Fighting Knife France
2023-76	Cavalry Saber France	WWII	21-18 Cavalry Saber France
2023-77	Cavalry Horse	WWII	21-26 Cavalry Horse France
2023-78	Bayonet ROC China	WWII	22-26 Bayonet ROC China 23-27 Bayonet ROC China
2023-79	Dadao ROC China	WWII	22-27 Dadao ROC China
2023-80	Harassing Force F US	WWII	5-89 Harassing Force F US
2023-81	Harassing Force F US	WWII	5-90 Harassing Force F US
2023-82	Harassing Force F US	WWII	5-91 Harassing Force F US
2023-83	Fighting Knife Germany	WWII	25-31 Fighting Knife Germany
2023-84	Bayonet PRC China	WWII	28-24 Bayonet PRC China
2023-85	Bayonet North Korea	WWII	26-31 Bayonet North Korea 27-32 Bayonet North Korea
2023-86	Fighting Knife North Korea	WWII	27-34 Fighting Knife North Korea
2023-87	Bayonet South Korea	WWII	29-23 Bayonet South Korea
2023-88	Fighting Knife South Korea	WWII	29-24 Fighting Knife South Korea

2023-89	M/28 Bayonet Finland	WWII	32-19 M/28 Bayonet Finland
2023-90	F-S Knife Finland	WWII	32-20 F-S Knife Finland
2023-91	Body Armor	WWII	32-21 Body Armor
2023-92	Bayonet Canada	WWII	34-22 Bayonet Canada
2023-93	F-S Knife Canada	WWII	34-23 F-S Knife Canada
2023-94	Kingpin's House Mission	PMC	P5-27 Kingpin's House Mission
2023-95	Drug Lord's House Mission	PMC	48-29 Drug Lord's House Mission
2023-96	Corrupt Official's House Mission	PMC	48-31 Corrupt Official's House Mission
2023-97	Warlord's House Mission	PMC	48-33 Warlord's House Mission
2023-98	Hostage Rescue Mission	PMC	P-125 Hostage Rescue Mission
2023-99	Terror Cell Mission	PMC	P-127 Terror Cell Mission
2023-100	Bomb Shops Mission	PMC	P-131 Bomb Shops Mission
2023-101	Uprising Mission	PMC	P2-38 Uprising Mission
2023-102	One of Your Own Mission	PMC	P2-40 One of Your Own Mission
2023-103	Bayonet France + Maquis	WWII	46-26 Bayonet France + Maquis
2023-104	Motorcycle	WWII	48-16 Motorcycle
2023-105	M1HC Chainsaw	WWII	49-10 M1HC Chainsaw
2023-106	Bayonet Australia	WWII	51-13 Bayonet Australia
2023-107	Machete Australia	WWII	51-15 Machete Australia
2023-108	Fulcrum Knife Italy	Modern	52-41 Fulcrum Knife Italy
2023-109	A129 Mangusta	Modern	52-49 A129 Mangusta
2023-110	Ka-Bar Knife South Korea	Modern	53-47 Ka-Bar Knife South Korea 53-48 Ka-Bar Knife South Korea
2023-111	MH-6 Little Bird	Modern	54-62 MH-6 Little Bird
2023-112	Longsword US	Modern	ME2-86 Longsword US
2023-113	Longsword US	Modern	ME2-87 Longsword US
2023-114	Longsword US	PMC	ME2-88 Longsword PMC
2023-115	Longsword US	WWII	ME2-89 Longsword US
2023-116	Longsword US	WWII	ME2-90 Longsword US
2023-117	Axe Finland	WWII	55-12 Axe Finland
2023-118	M/1894 Bayonet Norway	WWII	57-14 M/1894 Bayonet Norway
2023-119	Machete Germany	WWII	59-15 Machete Germany
2023-120	Woodsman .22 LR Pistol US	WWII	60-13 Woodsman .22 LR Pistol US
2023-121	Parang UK	WWII	64-15 Parang UK
2023-122	Compound Bow	Modern	ME2-06 Compound Bow
2023-123	Compound Bow	SW	ME2-07 Compound Bow
2023-124	Compound Bow	PMC	ME2-08 Compound Bow
2023-125	Wooden Long Bow UK	WWII	ME2-09 Wooden Long Bow
2023-126	Wooden Long Bow UK	WWII	ME2-10 Wooden Long Bow
2023-127	Compound Crossbow	Modern	ME2-11 Compound Crossbow
2023-128	Compound Crossbow	SW	ME2-12 Compound Crossbow
2023-129	Compound Crossbow	PMC	ME2-13 Compound Crossbow
2023-130	Wooden Crossbow UK	WWII	ME2-14 Wooden Crossbow
2023-131	Wooden Crossbow UK	WWII	ME2-15 Wooden Crossbow
2023-132	Explosive Tipped	Modern	ME2-16 Explosive Tipped Arrow
2023-133	Explosive Tipped	SW	ME2-17 Explosive Tipped Arrow
2023-134	Explosive Tipped	PMC	ME2-18 Explosive Tipped Arrow
2023-135	Armor Piercing Arrow	WWII	ME2-19 Armor Piercing Arrow
2023-136	Armor Piercing Arrow	WWII	ME2-20 Armor Piercing Arrow
2023-137	Archer	Modern	ME2-21 Archer
2023-138	Archer	SW	ME2-22 Archer
2023-139	Archer	PMC	ME2-23 Archer
2023-140	Archer	WWII	ME2-24 Archer
2023-141	Archer	WWII	ME2-25 Archer
2023-142	M48 Flash Bang	Modern	2-29 M48 Flash Bang 14-50 M48 Flash Bang
2023-143	Artillery Call	WWII	65-16 Artillery Call

2023-144	Schmidt	WWII	3-1 Schmidt
2023-145	Schuster (NPS)	WWII	3-7 Schuster
2023-146	Beck (NPS)	WWII	3-8 Beck
2023-147	Kraus (NPS)	WWII	3-9 Kraus
2023-148	Martin (NPS)	WWII	3-10 Martin
2023-149	Ludwig (SQS)	WWII	3-15 Ludwig
2023-150	Sommer (SQS)	WWII	3-17 Sommer
2023-151	Tank Support Mission	WWII	3-53 Tank Support
2023-152	Air Drop Objective	WWII	3-54 Air Drop
2023-153	Convoy Escort Objective	WWII	3-55 Convoy Escort
2023-154	Command Vehicle Objective	WWII	3-56 Command Vehicle
2023-155	Into the Fray Mission	Modern	8-1 Into the Fray
2023-156	Rural Drop Zone Mission	Modern	8-2 Rural Drop Zone
2023-157	Political Priority Mission	Modern	8-5 Political Priority
2023-158	Run for the Border Objective	Modern	8-7 Run for the Border
2023-159	ICBM Launcher Objective	Modern	8-8 ICBM Launcher
2023-160	Gunship Objective	Modern	8-9 Gunship
2023-161	VIP Take Down Objective	Modern	8-10 VIP Take Down
2023-162	AFV Scout Force Objective	Modern	8-11 AFV Scout Force
2023-163	Command AFV Objective	Modern	8-12 Command AFV
2023-164	Checkpoint Location	Modern	8-13 Checkpoint
2023-165	Housing Complex Location	Modern	8-14 Housing Complex
2023-166	Abandoned Factory Location	Modern	8-18 Abandoned Factory
2023-167	Dirt Road Location	Modern	8-22 Dirt Road
2023-168	Crowded Street Location	Modern	8-24 Crowded Street
2023-169	Farmland Location	Modern	8-25 Farmland
2023-170	Heavy Construction Location	Modern	8-26 Heavy Construction
2023-171	Patrolled Area Location	Modern	8-27 Patrolled Area
2023-172	Hidden Cache Location	Modern	8-29 Hidden Cache
2023-173	Close-in Specialist Skill	Modern	51-56 Close-In Specialist
2023-174	Support (Nation Skill)	WWII	41-3 Support
2023-175	Web Gear UK	WWII	4-19 Web Gear UK
2023-176	MP 40 SMG Germany	WWII	8-21 MP 40 SMG Germany
2023-177	MG42 Machine Gun Germany	WWII	<i>This is an addition to WWII Exp 8: Germany 2, as there is a "Find: MG42 with 3 Ammo" on the Machine Gun Team Hostile card.</i>
2023-178	Flamethrower F Russia	WWII	10-50 Flamethrower F Russia
2023-179	MP 38 SMG Germany	WWII	25-24 MP 38 SMG Germany
2023-180	Enemy Lines: Straggler	WWII	25-31 Enemy Lines: Straggler
2023-181	Enemy Lines: Straggler	WWII	40-36 Enemy Lines: Straggler
2023-182	Bayonet China PRC	WWII	28-24 Bayonet China PRC
2023-183	Mountaineer Skill	WWII	28-54 Mountaineer
2023-184	M1928 SMG	WWII	34-15 M1A1 SMG 34-16 M1A1 SMG
2023-185	BREN Mk 1 Machine Gun	WWII	34-19 Mk1 BREN Machine Gun
2023-186	SMLE No.1 Mk.III* (HT) Scoped Rifle	WWII	18-14 SMLE No.1 Mk.III* (HT) Scoped Rifle
2023-187	SMLE No.1 Mk.III* Rifle	WWII	18-15 SMLE No.1 Mk.III* Rifle 19-16 SMLE No.1 Mk.III* Rifle 51-10 SMLE No.1 Mk.III* Rifle
2023-188	37-94 Light Field Gun Poland	WWII	37-94 Light Field Gun Poland
2023-189	37-95 Light Field Gun Poland	WWII	37-95 Light Field Gun Poland
2023-190	36-53 Type 97 Motorcycle	WWII	36-53 Type 97 Motorcycle
2023-191	36-54 Type 97 Motorcycle	WWII	36-54 Type 97 Motorcycle
2023-192	41-5 Darmowa Polska Skill	WWII	41-5 Darmowa Polska 43-3 Darmowa Polska
2023-193	43-42 Landing Craft Dog-4	WWII	43-42 Landing Craft Dog-4
2023-194	Radio Tower Tango Objective	WWII	46-46 Radio Tower Tango

2023-195	MG 34 Machine Gun	WWII	48-8 Machine Gun M34
2023-196	Demolisher Specialist Skill	WWII	31-53 Pioneer Specialist Skill <i>This Skill has been renamed to avoid confusion with another Skill of the same name in WWII Exp #62: Saint-Lô.</i>
2023-197	Demolisher Specialist Skill	WWII	33-30 Pioneer Specialist Skill
2023-198	Toggle Rope	WWII	52-23 Toggle Rope
2023-199	Vital Mountain Pass	WWII	60-23 Vital Mountain Pass
2023-200	Last Defenders	WWII	60-42 Last Defenders
2023-201	M8 Armored Car	WWII	60-46 M8 Armored Car
2023-202	Artic Trained SRC	WWII	61-22 Artic Trained
2023-203	M5 Tank "Miranda"	WWII	62-13 M5 Tank "Miranda"
2023-204	M5 Tank "Emilia"	WWII	62-14 M5 Tank "Emilia"
2023-205	Bulldozer "Gracie"	WWII	62-15 Bulldozer "Gracie"
2023-206	Château de Bénouville Location	WWII	63-26 Chateau de Benouville
2023-207	79-35 Demolisher	WWII	79-35 Demolisher
2023-208	Secluded Vale	WWII	WM-40 Secluded Vale
2023-209	Desert Navigator Skill	WWII	69-48 Desert Navigator
2023-210	(Afrika Korps) Tiger I E	WWII	70-55 (Afrika Korps) Tiger I E
2023-211	(Afrika Korps) Tiger I F	WWII	70-56 (Afrika Korps) Tiger I F
2023-212	F-S Knife UK	WWII	82-47 F-S Knife
2023-213	Browne	Modern	M-155 Browne
2023-214	Aug F88 Rifle Australia	Modern	28-27 Aug F88 Rifle Australia
2023-215	Aug F88 Rifle (Suppressed) Australia	Modern	28-28 Aug F88 Rifle (Suppressed) Australia
2023-216	Coordinated Shot	SW	S-167 Coordinated Shot
2023-217	Keen	WWII	32-27 Keen
2023-218	Gurkha Patrol	WWII	87-31 Gurkha Patrol
2023-219	Gurkha Patrol	WWII	87-33 Gurkha Patrol
2023-220	Raid Mission	WWII	W-22 Raid