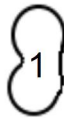


Mud

Stop an opponents movement at 6 inches

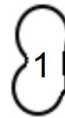
Defender
Movement



Mud

Stop an opponents movement at 6 inches

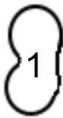
Defender
Movement



Mud

Stop an opponents movement at 6 inches

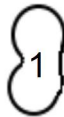
Defender
Movement



Rush

You may make an additional half-move during an activation

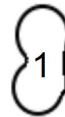
Attacker
Movement



Rush

You may make an additional half-move during an activation

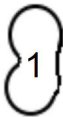
Attacker
Movement



Rush

You may make an additional half-move during an activation

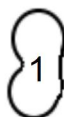
Attacker
Movement



Reposition

Select any allied army man. It may take an immediate half-move prior to getting fired on.

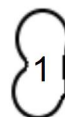
Defender
Fire



Reposition

Select any allied army man. It may take an immediate half-move prior to getting fired on.

Defender
Fire



Reposition

Select any allied army man. It may take an immediate half-move prior to getting fired on.

Defender
Fire



Poor Positioning

After an opponents movement action, you may force it to make a half-move in any direction

Defender
Movement

2

Poor Positioning

After an opponents movement action, you may force it to make a half-move in any direction

Defender
Movement

2

Poor Positioning

After an opponents movement action, you may force it to make a half-move in any direction

Defender
Movement

2

Tactical Error

Prior to an activation, raise your opponents stretch value by 1

Defender
Movement

2

Tactical Error

Prior to an activation, raise your opponents stretch value by 1

Defender
Movement

2

Tactical Error

Prior to an activation, raise your opponents stretch value by 1

Defender
Movement

2

Sneak

Prior to an activation, play this card. This activation only gives 1 action but cannot be effected by tactics cards.

Attacker
Movement

2

Sneak

Prior to an activation, play this card. This activation only gives 1 action but cannot be effected by tactics cards.

Attacker
Movement

2

Sneak

Prior to an activation, play this card. This activation only gives 1 action but cannot be effected by tactics cards.

Attacker
Movement

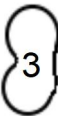
2

Overwatch

Your opponent must halt their movement at any point within a move and allow one of your army men to fire. They may then finish the move.

Defender

Movement

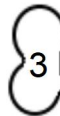


Overwatch

Your opponent must halt their movement at any point within a move and allow one of your army men to fire. They may then finish the move.

Defender

Movement

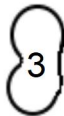


Overwatch

Your opponent must halt their movement at any point within a move and allow one of your army men to fire. They may then finish the move.

Defender

Movement

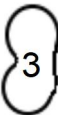


Overwatch

Your opponent must halt their movement at any point within a move and allow one of your army men to fire. They may then finish the move.

Defender

Movement

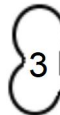


Hunker Down

Select any allied Army Man, this unit may not be targeted for the remainder of the turn.

Defender

Any

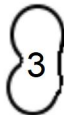


Hunker Down

Select any allied Army Man, this unit may not be targeted for the remainder of the turn.

Defender

Any



Hunker Down

Select any allied Army Man, this unit may not be targeted for the remainder of the turn.

Defender

Any

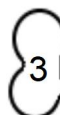


Flesh Wound

After an allied troop is downed, stand it back up and ignore the down.

Defender

Fire

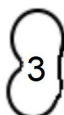


Flesh Wound

After an allied troop is downed, stand it back up and ignore the down.

Defender

Fire

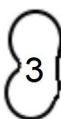


Flesh Wound

After an allied troop is downed, stand it back up and ignore the down.

Defender

Fire

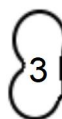


Rapid Fire

After a fire action, play this to attack again.

Attacker

Fire

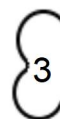


Rapid Fire

After a fire action, play this to attack again.

Attacker

Fire

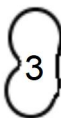


Rapid Fire

After a fire action, play this to attack again.

Attacker

Fire

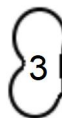


Charge

If used during melee combat, this army downs the opponent regardless of strength. If played after a move action, any allied unit within 1 move action may immediately force melee.

Defender

Special

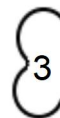


Charge

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Defender

Special

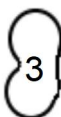


Charge

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Defender

Special

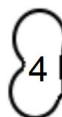


Jammed!

Your opponent may not fire with the activated troop.

Defender

Fire

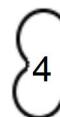


Jammed!

Your opponent may not fire with the activated troop.

Defender

Fire

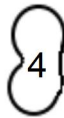


Jammed!

Your opponent may not fire with the activated troop.

Defender

Fire

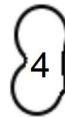


Aimed Shot

You may take your shot from half the distance your normally would.

Attacker

Fire



Aimed Shot

You may take your shot from half the distance your normally would.

Attacker

Fire

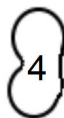


Aimed Shot

You may take your shot from half the distance your normally would.

Attacker

Fire

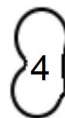


Snap

Your opponent's command has "Snapped" and they must end their turn.

Defender

Movement



Snap

Your opponent's command has "Snapped" and they must end their turn.

Defender

Movement

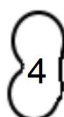


Snap

Your opponent's command has "Snapped" and they must end their turn.

Defender

Movement



Snipe

The activated enemy troops is immediately downed and their turn snaps.

Defender

Movement



Snipe

The activated enemy troops is immediately downed and their turn snaps.

Defender

Movement

