

### **FOOT CAVALRY**

*The Sarge shouts "double time"  
and the whole squad answers  
"YES SERGEANT!"*

This card triples a single unit's Pace as long as there is no enemy unit within 6" at any point during the movement.

### **DOUBLE TIME**

*Move it, monkeys! Move it!*

During the turn in which this card is played, this unit rolls 2d6 for their running die instead of the normal 1d6 when running.

### **GET SOME!**

*Alright, let's try this again...  
but don't use the rubber daggers*

During the turn in which this card is played, the unit may re-roll any failed Fighting rolls. Only one re-roll per Fighting roll is allowed.

### **I'VE GOT HIM IN MY SIGHTS**

*"That's an impossible shot."  
"For you, maybe."*

All ranged weapons used by the unit this card is played on may double their effective ranges for the remainder of the turn.

### **I THINK I CAN, I THINK I CAN...**

*I'm not all that scared—really!*

This card allows the unit to re-roll one failed Spirit roll.

### **CAN'T STOP US NOW!**

*Come on you dogs, let's take this hill!*

For the rest of the game this unit gains a +2 bonus to all of their Spirit rolls.

### **KI-YA!**

*Take this; and this, and some of this,  
and maybe a little bit of this!*

This card allows a unit to make twice the number of Fighting rolls it is normally allowed in the turn this card is played.

### **BAD MOFOS**

*It's only a bullet wound.  
Get up; pain is for the weak!*

For the rest of the turn this unit gains +1 Toughness.

### ***SUPER BAD MOFOS***

*"Just tuck your guts back in,  
we have enemies to slay."*

For the rest of the turn  
this unit gains +2 Toughness.

### ***ROUGH TERRAIN***

*"It's stuck."  
"What do you mean, it's stuck?"  
"It's stuck-stuck."*

Play this card on an enemy vehicle or mounted  
unit. For the next 1d6 turns the vehicle/unit  
moves at half its normal Pace.

### ***DEAD-EYE***

*"Short controlled bursts."*

For the rest of the turn all the unit's  
Shooting rolls are at +1.

### ***CONFUSION***

*"What do you mean go left?  
The plan says go right at the sign."*

The target unit of this card may take  
no actions during the turn  
in which this card is played.

### ***MELEE MONSTER***

*"Bring it! Bring it!"*

For the rest of the turn  
all the unit's Fighting rolls are at +1.

### ***BATTLE CRY***

*"I'm the nightmare  
your mammas warned you about!"*

The affected unit causes any enemy unit  
in sight to make a Fear check.

### ***I KNOW THE WAY!***

*"How about we walk up these stairs that they  
have built."*

When you play this card,  
the unit may ignore any movement penalties  
for the remainder of the turn.

### ***INSPIRED***

*"Follow me, men!"*

This card doubles the result of a single  
Wild Card's Spirit roll. Only one roll during  
the turn in which this card is played is affected.

### ***WHERE'S THE AMMO?***

*"I'm the ammo bearer?  
I thought you were the ammo bearer!"*

Halve the normal number of Shooting rolls allowed by the unit affected by this card for one turn.

### ***HEY! THE BATTLE IS THIS WAY!***

*"Come on, you can do it, you can do it!  
That's right.  
Now those are my big brave warriors."*

Play this card on a unit that has been routed. The unit stops at the board edge but does not travel any further.

### ***FOG OF WAR***

*"I can't see a gull-durn thing  
through this stinking smoke!"*

For the next d4 turns weapon ranges for all units in the battle are halved.

### ***IT'S BUT A FLESH WOUND!***

*"Just get me on my other foot,  
I've had worse than this."*

This card negates a single wound suffered by a Wild Card.

### ***THE SUPERIOR GENERAL***

*"Now you know that I know, that you know,  
that I know you know. Ya' know?"*

Use this card to cancel any other card currently in play.  
Discard both cards immediately.

### ***SNEAKY, SNEAKY***

*"Sssshhh! They don't see us."*

This card can only be played on a unit not already engaged in melee. The affected unit cannot be targeted by ranged weapons for the remainder of the turn.

### ***BOOBY TRAPPED***

*"Careful men there could be—AAAAAAG!"*

Each member of the affected unit suffers 2d4 damage.

### ***LUCKY STRIKE***

*"I got him! The tall one with the funny hat!"*

Make a single attack (Fighting d12) against a Wild Card on the battlefield. This attack does not preclude the unit from making an additional attack and does not count as a regular action.

### **GO, GO, GO, GO!**

*"On my mark, Garcia, take your platoon to the left.  
Anders, take yours to the right."*

A single unit may discard their current initiative card and automatically interrupt another unit without having to roll to do so.

### **YOU MUST NEVER HESITATE**

*"Alright... GO! No—stop, wait.  
Oh no—I mean go ahead...or don't go.  
Just sit there, I need a second."*

The target unit must go last in the turn.  
If two units have this card played on them,  
then both units make Agility rolls  
and the unit with the lowest score goes last.

### **MEDIC!**

*"Here, take this and cut there. Hold your hand on  
it so his spleen doesn't slip out.  
And whatever you do, don't pass out."*

All Shaken models in the affected unit  
immediately recover and may act normally.

### **THERE'S A HOLE IN HIS ARMOR, DEAR LIZA, DEAR LIZA...**

*"Shoot him right there."*

The target unit gains +1 AP to all attacks  
(Shooting, Throwing or Fighting)  
during the turn in which this card is played.

### **PINNED DOWN**

*"I'm not going out there, they're shooting at us.  
A guy could get hurt or something."*

The affected enemy unit may not move  
during its next turn.

### **THE QUARTERBACK SNEAK**

*"That's impossible!  
She was in Canton just yesterday.  
How could she be here attacking our men!"*

Play this card at the beginning of the turn  
to move a single friendly Wild Card up to d6"  
away from their current location.

### **AND HE SHALL STRIKE DOWN WITH GREAT FURY**

*"He hit me once and knocked my soul off!"*

All melee damage inflicted by the affected unit  
gains a +2 bonus for the remainder of the turn.

### **SURPRISE, SURPRISE, SURPRISE**

*"Boo!"*

Play this card on a unit that is about  
to enter melee combat—for the first round  
of combat this unit has "The Drop"  
on their opponent.

### ***STRATEGIC PAUSE***

*"No wait—I have a better idea."*

The player picks up all the discarded Battle Deck cards, puts them back into the deck, reshuffles, then draws another card.

### ***MAKE HASTE***

*"Get moving, but now!"*

Play this card at the beginning of the turn. The target friendly unit discards whatever action card it had been dealt and acts before any other unit this turn regardless of its action card.

### ***NEWBIE WITH A COMPASS***

*"The map says that we are right here, near the ancient village."*

*"Um, if this is an ancient village  
why is there a soda machine over there?"*

*"It must be an ancient soda machine."*

Play this card on an enemy unit at the beginning of its action to make it go for a wild ride.

Roll a d12 and read like a clock with the "12" facing the nearest enemy. Move the target unit it's full Pace, in the direction the dice roll indicated.

### ***CHANGE OF PLANS***

*"But I want to lead the great and glorious charge.  
Nate got to lead the great and glorious charge  
last week. It's not fair!"*

Play this card to switch initiative cards between any two units on the battlefield.

### ***I HAVE YOUR NUMBER***

*"Gotcha!"*

For the next three turns the enemy Wild Card this card is played on suffers a -2 modifier to all of their actions.