Allies

◐/👕	👢	◉	✚		Allies	🥔	☁	Atk	◉	🛡	△	▦	⬠	Special Abilities
2/0	2(0)	1	2	🔵	X-5 Gyroplane (Scout)	1	0	1⬛	2	2	2	0	0	•Nimble
2/0	3(1)	1	2	🔵	F-4 Buccaneer (Fighter)	2	3	1	2	1	1	0	0	•Rapid Assault (2)
3/0	3(1)	1	3	🔵	B-12 Dorchester (Bomber)	1	1	1⬛🔴	3	3	2	2	2	•Turret
						1	1	1🔵	2	0	0	0	0	
2/0				🔵	Charles Yooger (Air Plug)[Hero]									•Eagle Eyes
2/1	3(1)	1	3	🔵	Reme Funck (Fighter)[Hero]	2	3	1	3	1	1	0	0	•Rapid Assault (3) •Barrel Roll [Action]

Blight

◐/👕	👢	◉	✚		Blight	🥔	☁	Atk	◉	🛡	△	▦	⬠	Special Abilities
2/0	2(0)	1	2	⚫	Zeppelin Scout (Scout)	1	1	1	2	2	2	0	0	•Turret
2/0	3(1)	1	2	⚫	Osprey Biplane (Fighter)	2	3	1	2	1	1	0	0	•Rapid Assault (2)
3/0	2(0)	1	3	⚫	Zeppelin Bomber (Bomber)	1	0	1⬛	3	3	2	2	2	
2/0				🔴	Volker Hawken (Air Plug)[Hero]									•Bolster Defense (−1)
2/1	3(1)	1	3	⚫	The Red Baron (Fighter)[Hero]	2	3	1	3	1	1	0	0	•Rapid Assault (3) •Immelmann [Action]

Neutral

◐/👕	👢	◉	✚		Neutral		🥔	☁	Atk	◉	🛡	△	▦	⬠	Special Abilities
2/1	1	1	2	🟡	Dr. Vorne (Infantry)[Hero]	🎯	2	1	1	3	2	1	1	1	•The Healing Atom [Action]
2/1	2	1	2	🟡	Rosie The Riveter (Infantry)[Hero]	🎯	1	0	1	1	1	2	1	1	•Field Repair [Action]
3/1	2	1	2	🟡	Baby Girl (Infantry)[Hero]	🎯	1	0	1⬛	3	0	0	0	0	•Rapid Assault (2) •Runner (+1)
3/1	2	1	2	🟡	Treasure Hunter (Infantry)[Hero]	🎯🎯	1	0	1	2	0	0	0	0	•We Found Gold!
3/1	2	1	2	🟡	Man In Charge (Infantry)[Hero]	🎯	2	0	1	2	2	0	0	0	•Intense Stare [Action]
3/1	3	2	2	🟡	The Jetpacker (Support)[Hero]	🎯🎯	2	2	1	1	2	1	0	0	•Tank Shock (1) •Jump Jets
2/1				🟡	Rosie The Riveter (Plug)[Hero]										•Field Repair [Action]
2/1				🟡	Baby Girl (Plug)[Hero]										•Rapid Assault (2)
2/1				🟡	Man In Charge (Plug)[Hero]										•Intense Stare [Action]
2/1				🟡	The Jetpacker (Plug)[Hero]										•Tank Shock (+1)

Battle Card Symbols

- ◯ Cost (Deployment Points)
- 👕 Cost (Rivets)
- 👢 Movement
- ◉ Armor Class (1−5)
- ✚ Health
- 🥔 Range (Land)
- ☁ Range (Air)
- Atk Number of attacks (p/line)
- 🎯 Bounty (1 VP per)
- ⬛ Flat Grid Attack
- ⬛ Chain Grid Attack
- 🔴 Land (Only) Attack
- 🔵 Air (Only) Attack
- 🟩 Gas Attack
- 🟥 Gas Immunity

Terrain Rules

Each grid can only contain one terrain element.

Barbed Wire: Infantry cannot enter. If any other unit type enters the grid, the barbed wire is destroyed.

Bunker: Only infantry can enter. Count as Duckboards & grant Bolster Defense (−1) to infantry inside.

Minefield: Any non−infantry unit moving into a grid with Minefield suffers a 2 die attack.

Strategic Objective: Only Infantry can enter. Count as Duckboards.
- Capture − Unit/flag on SO at end of turn, score 1 VP per SO and remove any enemy flags.
- Control − Unit on at start of turn, mark w/flag.

Tank Trap: Non−infantry units may not enter grids with tank traps in them.