

PORTABLE BULLET STOPPER

If an infantry moves into a grid which only contains infantry; this card can be used.

Buff: Bolster Defense(-1)

Only infantry can enter this grid for the duration of the game.

DURING MOVEMENT PHASE

"Sand is a portable bullet-stopper!"
Last words of an unknown soldier



CAN YOU HEAR BIRDSONG?



When enemy infantry attempt to take a player's Strategic Objective this card may be used.

The player's units have prepared a surprise and a flat-attack may be performed on the Strategic Objective.

If all units are destroyed, the Strategic Objective remains under the player's control.

DURING WRAP-UP PHASE



"It's a trap!"
- Commander Akbar

FOG OF WAR

Units in a selected grid cannot be targeted for attack.

Duration 1 Round.

END OF MOVEMENT PHASE

"The fog of war, gives all units a well-earned respite. Until it clears, make sure your soldiers are rested - it won't be long until the fighting continues"

"A New Commander's Field Manual"
Captain W. Parman



BOGGED DOWN

Units in a selected grid may only attack or move this turn.

START OF COMBAT PHASE

"Enemy shells are the worst thought during war; the single moment which ends a soldier's struggle.

That fear is only compounded by mud. One must make the paralyzing decision: 'Should I run for safety? Or should I stand and fire?'

Certainly, the wrong answer is: Do Nothing"

"The Mémoires of General Patston - Volume 5"



