









Pay 4 XP to play this card.
Play when you declare a
Range o Ranged or Thrown
Attack against a Vehicle. Add
3[5] to your Attack and
37-56a Defeat Cover rolls.







Pay 4 XP to play this card.
Play when you declare a
Range o Ranged or Thrown
Attack against a Vehicle. Add
3[5] to your Attack and
37-62a Defeat Cover rolls.

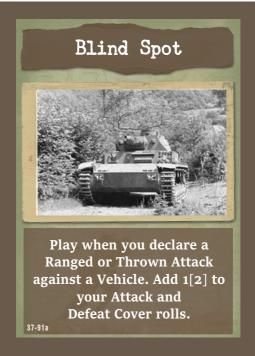




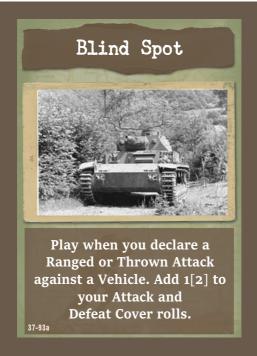


Pay 4 XP to play this card.
Play when you declare a
Range o Ranged or Thrown
Attack against a Vehicle. Add
3[5] to your Attack and
37-712 Defeat Cover rolls.

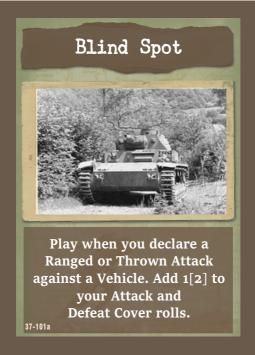




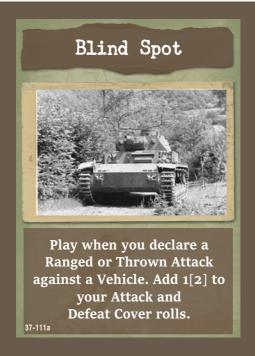




















Soldier Turn,
Attack a
Hostile card.
No XP.

Retain: 4 XP.

Hit #: 7 Penetration 2 <u>Mode</u> Explosion <u>Rolls</u>





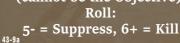


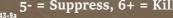










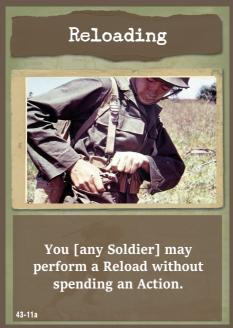






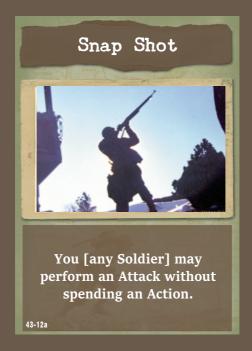




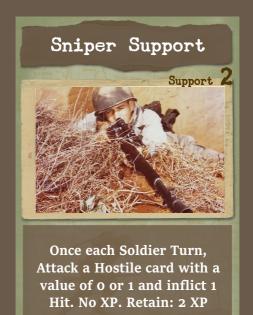






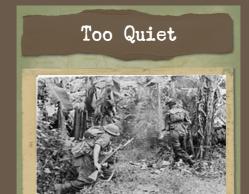


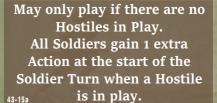




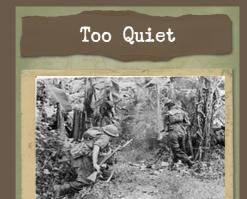


43-13a







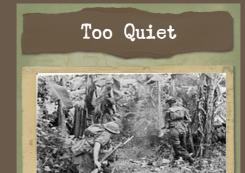


May only play if there are no
Hostiles in Play.
All Soldiers gain 1 extra
Action at the start of the
Soldier Turn when a Hostile

is in play.

43-16a





May only play if there are no Hostiles in Play. All Soldiers gain 1 extra Action at the start of the Soldier Turn when a Hostile



is in play.

43-17a



















































