



## SMALL TANK FORCE

4 TANK  
2 HALF  
4 A.CAR

**2A**

11/4  
**3**

Enemy Rear.  
Enemy Tanks gain +2 on  
Attack rolls.



## FAST SCOUT FORCE

4 A.CAR

**3A**

4/2  
2

Friendly Transit.  
After the Place Enemy Units step,  
Advance Enemy Units by 1.



## SCOUT FORCE

2 TANK  
2 RIFLE  
2 MG

2 TRUCK  
2 A.CAR

**4A**

9/4  
**3**

Front.  
Friendly Units cannot  
Attack on Turn 1.



## MIXED COMBAT FORCE

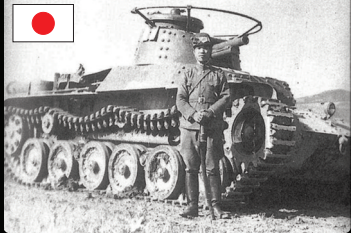
2 TANK  
2 HALF  
4 RIFLE

2 AT  
2 MG  
2 MORT

**5A**

12/5  
3

Front.  
Battle lasts 1 fewer Turn.



## TANK FORCE

4 TANK  
2 HALF

2 RIFLE  
2 A.CAR

**1A**

7/3  
2

Front. **1XP.**  
+2 on Tactical Move rolls.



## SMALL TANK FORCE

2 TANK  
2 RIFLE

4 A.CAR

**2A**

5/2  
2

Friendly Transit.  
+1 on Tactical Move rolls.