

**** DEPLETED URANIUM MUNITIONS ****

Play this card before rolling for penetration with any MBT with a weapon value of 10+. You may roll two dice for penetration discarding the lowest result.

**** PRECISION GUIDED ARTILLERY STRIKE ****

Play at any time you have initiative. Up to two enemy MBT, APC or light vehicles within LOS of your Command Team or a dedicated Scout/Rece vehicle are attacked by Precision Guided Munitions fired by friendly off table artillery. Targets will be hit on a base 8+ with no to hit modifiers. The PGM has a 'Weapon' value of 9 and is always assumed to hit side armour.

**** TERRITORIALS/INFILTRATORS ****

Play at any point when an enemy MBT, APC or light vehicle is within 6"/15cm of a wood or building not occupied by enemy infantry. Determined West German reservist or Spetsnaz troops take a shot at the enemy before melting away. Hit is automatic and has a weapon value of 10.

**** ANTI-AIR ****

This card will automatically counter any Airstrike Card.

**** COMMUNICATIONS ****

Play at any time. Select any friendly unit. The unit may immediately make a single move action.

Special: If a command token is spent, an enemy unit can be given one movement action. You decide what that movement is. All rules for movement should be followed. A unit may not be moved off the table or into impassable terrain.

**** AGAINST ALL ODDS ****

Play this card at any time on a friendly unit that is about to be removed due to accrual of morale markers. Roll a d6: you may immediately remove that number of morale markers from the unit.

**** RESERVES ****

Play at any time. One MBT or one infantry detachment of your choice is despatched from your upper echelon HQ formation. The unit may be placed on a friendly table edge. If an infantry unit is selected, you may also select an appropriate APC for free but the infantry unit must be embarked in it.

**** SUPERIOR MARKSMANSHIP ****

Play when you announce a firing action with an MBT or other light vehicle or helicopter. You may reroll your roll to hit.

**** DIVISIONAL ARTILLERY AVAILABLE ****

Play at the start of the game before rolling for initiative. Roll 1d10 for each enemy unit; on an 8+, it receives a single morale marker. Dismounted infantry and support groups may take an additional morale marker as normal. Off board units may choose to avoid this roll but may not move onto the table that turn.

**** AIRSTRIKE ****

Friendly air assets mount an attack on enemy forces. Play this card and designate an enemy unit which has LOS to your command unit or any unit with the Scout/Rece trait. That unit is immediately hit on an unmodified d10 roll of 3+. The Combat value is 12, hits side armour and is not affected by special armour. Countered by Anti-Aircraft or Electronic Warfare.

**** TANK MISSILE ****

Play this card to allow a Soviet tank with the Tank Missile trait to fire an ATGM. The missile hits d10 roll of 4+, this can be modified as normal. The 'Weapon' value is 11h.
Roll a d6, if the roll is a 5 or 6 the card is not discarded and may be used again in a later activation.

**** INSPIRATIONAL JUNIOR LEADER ****

An inspirational leader steps to the fore when the battlegroup commander becomes incapacitated.
If a commander unit is destroyed, play this card to avoid the temporary loss of command tokens normally incurred.

**** PANIC ****

Play at any time on an enemy unit that has just taken one or more morale markers. The unit must immediately Fall Back.

**** PUSH ON LADS: (NATO) ****

Play at the beginning of a turn when you win the initiative. Any unit which declares an action which involves movement which would take it closer to the enemy can reroll failed activations. Each failed activation can only be rerolled once. The effects of the card end immediately on losing initiative.

**** ELECTRONIC WARFARE ****

A blizzard of electronic interference jams enemy communications. Roll 1d6. The result is the number of Command tokens your opponent must discard for this turn. This card can be countered by Communications or Electronic Warfare Tactical Advantage Cards.

**** AIR COVER ****

Play this card when an enemy Attack Helicopter is activated & before it attacks. Friendly aircraft arrive. The player activating the Attack Helicopter may choose to abort their attack & the defending player rolls a d10. If a 9+ is rolled, the Attack Helicopter is still engaged and shot down.
Alternatively, the player may decide to continue the attack. The defending player rolls a d10 and if a score of 6+ is rolled, the Attack Helicopter is shot down.

**** FOR THE RODINA! (SOVIET) ****

The fighting spirit of the Soviet soldiers, fired by patriotism and loyalty to the Party makes them unstoppable!
Play when you have the initiative. Roll 1d6, that number of units may activate for free and immediately perform a rapid move which must take them closer to the enemy table edge.

**** INTELLIGENCE COUP ****

Play to negate the effect of any enemy Tactical Advantage Card.