

## 1<sup>st</sup> Battalion



2+  Fresh  
3+  Bloodied  
4+  Depleted  
4+  Ground Down  
6+  Combat Ineffective

## 2<sup>nd</sup> Battalion



2+  Fresh  
2+  Bloodied  
4+  Depleted  
5+  Ground Down  
6+  Combat Ineffective

## 3<sup>rd</sup> Battalion



3+  Fresh  
3+  Bloodied  
4+  Depleted  
5+  Ground Down  
6+  Combat Ineffective

## Supporting Assets



1+  Fresh  
2+  Bloodied  
3+  Depleted  
5+  Ground Down  
6+  Combat Ineffective

## Operational Momentum



Start at 12. Game ends at 0.  
(use 2d6 to mark)

## Decisive Battle!



If any 2 Battalions are at *Ground Down* or less, you lose. Otherwise attrit 2 Battalions and Supporting Assets by 1 and lose 2 operational momentum OR attrit all Battalions and Supporting Assets by 1 and lose 1 operational momentum.  
After this if less than 2 Battalions are at Ground Down you win.  
Otherwise continue the game.

## Logistics Shortfall



Either pause and lose 1 operational momentum, OR Supporting Assets are attrited by 2.

## Regeneration



You may pause and lose 1 operational momentum to regenerate a unit by 1. OR you may ignore this card.

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## Breakthrough

Battle – 1 or more successes to clear.



Battle normally but gain 1 operational momentum for each success. If any units fail, you gain no operational momentum and instead lose 3 operational momentum and attrit failing units by 2. *This battle lasts only 1 round, discard this card after that round.*

## Hard Going

Battle – 2 successes to clear



Each round you fail to clear this card you lose 1 operational momentum.

## Easy Going

Battle – 1 success to clear



Each round you fail to clear this card you lose 1 operational momentum. If you clear this card on the 1<sup>st</sup> try, gain 1 operational momentum instead.



## Preparation

Lose 1 operational momentum, look at the next five cards in the deck, and reorder them before placing them back on top of the deck. OR you may ignore this card.

## Fatigue

Zzzz

Either pause and lose 1 operational momentum OR 1<sup>st</sup> Battalion is attrited by 1.

## Fatigue

Zzzz

Either pause and lose 1 operational momentum OR 2<sup>nd</sup> Battalion is attrited by 1.

## River Crossing

Battle - 2 successes to clear



One success must come from Supporting Assets OR if you do not wish to commit your supporting assets, lose 1 operational momentum, bringing up higher echelon supporting assets instead. Each round you fail to clear this card you lose 1 operational momentum.

## Outrunning Supply



Either pause and lose 1 operational momentum OR all units are attrited by 1.

## Fortified Position

Battle - 3 successes to clear



Each round you fail to clear this card, you lose 1 operational momentum.

## Partisan Attacks



Either pause and lose 1 operational momentum to secure your lines of supply OR roll a d6: [1] No effect, [2-5] attrit one unit by 1, [6] attrit one unit by 1 and lose 1 operational momentum.

## Urban Fight



Battle - 4 successes to clear.

Each round instead of battling you may evacuate civilians from the urban area and reduce the number of successes needed to clear this card by 1 (to a minimum of 1 success). Each round you fail to clear this card, you lose 1 operational momentum.

## Refugees



Either pause to assist the refugees and lose 1 operational momentum OR ignore this card.

## Secure POW's and Movement to the Rear

Either pause and lose 1 operational momentum moving the large numbers of captured POW's to the rear, or roll a d6: [1] No effect, [2-5] attrit one unit by 1, [6] attrit supporting assets by 1.



## Capture Political Objective

Battle - d6 successes to clear. Each round you fail to clear this card, you lose 1 operational momentum.

You may elect to discard this card by losing 2 operational momentum. If you clear this card, you gain a number of operational momentum equal to the number of needed successes.

## Long Road March



Choose one of the following options *Push* or *Conserve*:

*Conserve* – No effect.

*Push* – Roll a d6:

[1-2] lose 1 operational momentum

[3-5] no effect

[6] gain 1 operational momentum

## Bad Commander

Affecting a Random Battalion



The unit's commander is performing poorly and not liked by troops. Either relieve them and lose 1 operational momentum while reestablishing command, or the unit suffers -1 on all rolls until relieved or the officer is killed by the *Subordinate Killed* card.

## Civilian Disease Outbreak



Either pause to assist the civilians and lose 1 operational momentum OR ignore this card.

## Bad Weather



Lose 1 operational momentum. Supporting Assets may not be used on the next card if it is a Battle.

## Low Morale

Affecting a Random Battalion



Either pause and lose 1 operational momentum to attempt to restore morale, or attrit the Battalion by 1.

## Higher Echelon Politics



Lose 1 operational momentum.

## Political Meddling



Add 1 success to the total needed to win the next battle.

## C2 Under Attack!



All Battalions die rolls are at -1 until resolved. To resolve, pause and lose 1 operational momentum to restore proper C2.

## Ceasefire



Lose 3 operational momentum. Regenerate all units by 1.

## HQ Struck!



Lose d3 (1d6/2 rounded up) operational momentum. Add 1 success to the total needed to win the next battle.



## Ethics Breach

2<sup>nd</sup> Battalion

A serious breach of military ethics occurred on the orders of the CO of 2<sup>nd</sup> Battalion. Either ignore the breach or relieve them of command. If you relieve them of command, the unit has a die permanent -1 on die rolls.

## Domestic Political Divisions



Lose 1 operational momentum.

## Embedded Reporter

This card remains in play for 2d6 cards. For each Battle card that is cleared, gain 1 operational momentum.

## Higher Echelon Support

Gain 1 operational momentum. Reduce the number of successes needed to win the next battle by 1.

## Enemy Counterattack

Battle - 2 successes to clear.



Each round you fail to clear this card, you lose 2 operational momentum, and 1 unit is attrited at random.

## Hurry Up and Win Already!



Resolve this card when you battle next. If you have two or more successes than required to clear it, you have won a victory of propaganda value and gain 1 operational momentum.

## Ally and Partner Support



Gain 1 operational momentum.

## Growing Anti-War Sentiment



Lose 1 operational momentum.

## Info Ops/STRATCOM



Roll a d6:  
[1-2] lose 1 operational momentum.  
[2-4] no effect.  
[5-6] gain 1 operational momentum.

## Ally, Partner, and Local Imposed Restrictions



Lose 1 operational momentum.

## VIP Visit



If operational momentum is 6 or higher, gain 1 operational momentum. If operational momentum is 5 or lower, lose 1 operational momentum.

## CBRN Risk



Either change MOPP level to a prepare: all Battalions die rolls are at -1 until MOPP level is changed back to normal OR do nothing.

