

1st Battalion



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

2nd Battalion



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

3rd 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.

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.*

Regeneration



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

Regeneration



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

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 1st 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** 1st Battalion is attrited by 1.

Fatigue

Zzzz

Either pause and lose 1 operational momentum **OR** 2nd Battalion is attrited by 1.

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.

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.

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.

Fortified Position

Battle – 3 successes to clear



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

Fatigue

Zzzz

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

Fatigue

Zzzz

Either pause and lose 1 operational momentum **OR** 3rd Battalion is attrited by 1.

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.

Refugees



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

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.

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

2nd Battalion

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

Higher Echelon Support

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

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.

Ally and Partner Support



Gain 1 operational momentum.

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, Partner, and Local Imposed Restrictions



Lose 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.

CBRN Risk



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