

BANZAI WAR CRY



ACTION Phase

Declare an assault action with one of your squads. Before carrying out this attack, as an action, play this card to either place a pinned token next to an enemy squad in the to be assaulted hex or flip a pinned token there over to its disrupted side.

COMMAND COST 

BANZAI CHARGE



COMMAND Phase

Place in your Play Area.

When your squads take an assault action [only], they are immune to enemy suppressive [but not normal] op-fire attacks. If there are any figures remaining, they score hits on 3+ in the actual assault.

Discard after third use.

COMMAND COST 

BUSHIDO WARRIOR CODE



COMMAND Phase

Place in your play area.

Once per action turn, when one of your squads is attacked by a suppressive attack (only) and it's entitled to rolling cover dice, turn one result into an automatic "6" result. Play this card before your opponent rolls their attack dice!

Discard after third use.

COMMAND COST 

KNOCKED DOWN, BUT NOT KNOCKED OUT



COMMAND Phase

Place in your play area.

Immediately after one of your squads suffers casualties as a result of a normal fire attack, you may replace one of the lost figures by a regular infantry figure.

Discard after third use.

COMMAND COST 

RALLY CRY



ACTION Phase

You may either remove a pinned token from one of your squads or flip a disrupted token over to its pinned side.

If there's a friendly officer in the hex, this card may be applied to the entire hex.

COMMAND COST 

STRIKING TERROR



COMMAND Phase

Place in your Play Area.

Before you take an assault action with one of your squads, you may, as an action, rout an already disrupted squad in the to be assaulted hex.

COMMAND COST 

FEARLESS



COMMAND Phase

Place in your Play Area.

When one of your squads is attacked by a suppressive fire attack [only] in non-cover providing terrain, roll one (additional) cover die.

Discard after third use.

COMMAND COST 

DEFECTION



ACTION Phase

As an action, choose an enemy squad and roll a die. On a roll of 1-2 there's no effect; on a roll of 3-5 your opponent must remove one figure from the base (of their choice) and you receive a regular soldier of your own color and place it in a squad which has (a) slot(s) available; on a roll of 6 your opponent must remove two enemy figures from the base (or a mortar or MG) and you receive two regulars and place them in (a) squad(s) which has/have slots available.

COMMAND COST 

BLEND INTO THE SURROUNDINGS



ACTION Phase

As an action, you may place a concealed squad marker on one of your squads in jungle or dense jungle terrain.

+ COMMAND COST 

JUNGLE FIGHTERS



COMMAND Phase

Place in your play area.

Place an activation token on this card to allow your active squad to treat dense jungle terrain as regular jungle terrain for movement purposes (i.e. it may spend 2 mp's rather than the normal 3 to enter).

Useable once per action turn.

Discard after third use.

COMMAND COST 

Japanese Imperial Army DECK

57 x 89 mm

TIDE OF IRON
FAN-MADE

BANZAI WAR CRY



ACTION Phase

Declare an assault action with one of your squads. Before carrying out this attack, as an action, play this card to either place a pinned token next to an enemy squad in the to be assaulted hex or flip a pinned token there over to its disrupted side.

COMMAND COST 3

BANZAI CHARGE



COMMAND Phase

Place in your Play Area.

When your squads take an assault action [only], they are immune to enemy suppressive [but not normal] op-fire attacks. If there are any figures remaining, they score hits on 3+ in the actual assault.

Discard after third use.

COMMAND COST 2

JUNGLE FIGHTERS



COMMAND Phase

Place in your play area.

Place an activation token on this card to allow your active squad to treat dense jungle terrain as regular jungle terrain for movement purposes (i.e. it may spend 2 mp's rather than the normal 3 to enter).

Useable once per action turn.

Discard after third use.

COMMAND COST 2

KNOCKED DOWN, BUT NOT KNOCKED OUT



COMMAND Phase

Place in your play area.

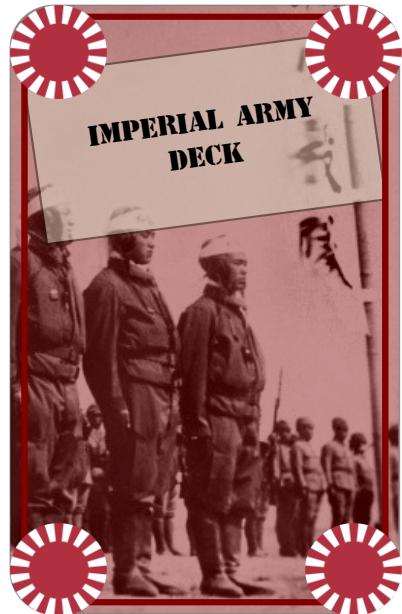
Immediately after one of your squads suffers casualties as a result of a normal fire attack, you may replace one of the lost figures by a regular infantry figure.

Discard after third use.

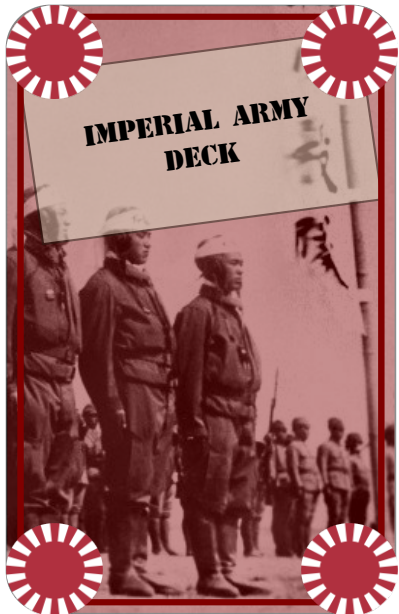
COMMAND COST 1



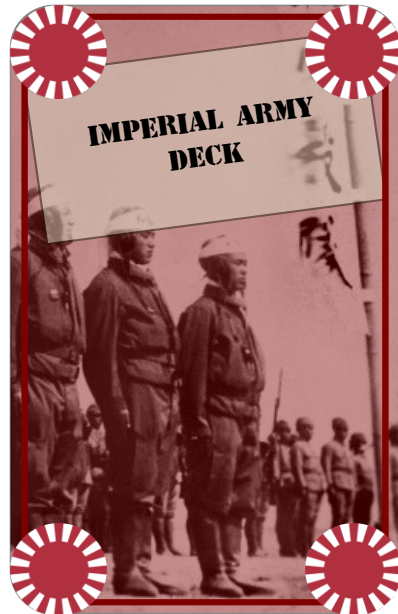
IMPERIAL ARMY DECK



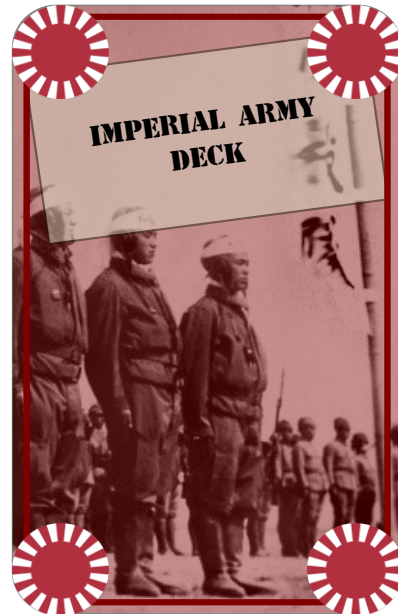
IMPERIAL ARMY DECK



IMPERIAL ARMY DECK



IMPERIAL ARMY DECK



Japanese Imperial Army DECK

57 x 89 mm

TIDE OF IRON
FAN-MADE



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