

# Urban Warfare I CUSTOM STRATEGY DECK

TIDE-IRON  
FANMADE



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## EXPERT SNIPER



### ACTION Phase

Target any enemy squad within LOS of any of your squads. Roll 4 dice. If you roll at least one "6" remove an enemy figure of your choice from the targeted squad. No cover dice are rolled.

**COMMAND COST** 3

## LACK OF FUEL SUPPLIES



### ACTION Phase

Designate one enemy vehicle as having run out of fuel. It may not perform any move or move and fire actions this round.

**COMMAND COST** 2

## LACK OF AMMO SUPPLIES



### ACTION Phase

Designate one enemy unit as having run out of ammo. It may not perform any assault, concentrated fire or fire and movement actions this round. It may not be placed on op-fire either. If it already is in op-fire mode, fatigue the unit.

**COMMAND COST** 2

## LACK OF FOOD SUPPLIES



### ACTION Phase

Immediately fatigue one of your enemy's squads.

**COMMAND COST** 2

## EXHAUSTION



### ACTION Phase

Designate one enemy squad as being exhausted. Place a fatigued counter next to it.

**+ COMMAND COST** 2

## EXHAUSTION



### ACTION Phase

Designate one enemy squad as being exhausted. Place a fatigued counter next to it.

**+ COMMAND COST** 2

## RATTENKRIEG



### ACTION Phase

One of your squads is immune to enemy op fire this turn. It receives -1 movement point, however. It must end its movement on or adjacent to a building hex. If the unit has enough movement points left, it may still fire or assault.

**COMMAND COST** 2

## BLEND INTO THE SURROUNDINGS



### ACTION Phase

Place a concealed squad marker under one of your squads, fresh or in op-fire.

**+ COMMAND COST** 2

## HAND-TO-HAND FIGHTING



### COMMAND Phase

Place in your play area

Your active squad receives +1 firepower when conducting an assault.

Discard after 3rd use

**+ COMMAND COST** 3

## HOLD FAST



### COMMAND Phase

Place in your Play area

When a friendly squad is attacked, play this card during your enemy's action phase. It receives +1 cover against this attack.

**+ COMMAND COST** 1