

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**

SERIOUS LACK OF FUEL SUPPLIES



ACTION Phase

Designate up to two enemy vehicles as having run out of fuel. It may not perform any move or move and fire actions this round.

COMMAND COST **4**

SERIOUS LACK OF AMMO SUPPLIES



ACTION Phase

Designate up to two enemy units 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 **4**

SERIOUS LACK OF FOOD SUPPLIES

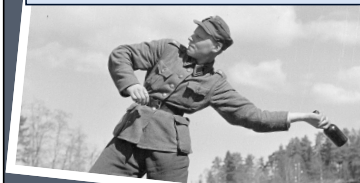


ACTION Phase

Immediately fatigue up to two of your enemy's squads.

COMMAND COST **4**

MOLOTOV COCKTAILS



COMMAND Phase

Place in your play area

When a friendly squad attacks an enemy vehicle from close range, it receives +3 firepower. AT squads do not benefit from this bonus.

Discard after 3rd use

+ COMMAND COST 5

INFILTRATION



COMMAND Phase

When your side is entitled to receiving reinforcements, you may place up to two squads anywhere on the board with the following restrictions: not on a VP or CP objective, not in a hex containing enemy units.

COMMAND COST **5**

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

MAKESHIFT FORTIFICATIONS



ACTION Phase

When playing this card, you may, as an action, place an entrenchment in any legal hex where you already have at least one fresh squad present. A fresh squad in the hex may enter the entrenchment as part of this action; i.e. it is not fatigued. This card also allows for the placement of entrenchments in building hexes. The entrenchment adds +2 cover. Unless otherwise specified in the scenario rules, a squad needs to be inside the entrenchment to benefit from the (additional) cover. Note that units with the equipment trait, receive +1 cover if at least one entrenchment is in its hex. A hex may never contain more than 3 entrenchments.

COMMAND COST **1**

Urban Warfare II CUSTOM STRATEGY DECK

TIDE-OF-IRON
FAN MADE



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