

## UNNERVED



## COMMAND Phase

## Place in your play area

Play immediately after your opponent plays a "banzai war cry card" and negate the effects of that card.

Discard after use

COMMAND COST 2

## SEMPER FI



## ACTION Phase

When one of your squads is pinned [but NOT disrupted] as a result of enemy op fire, as an action, play this card. The squad is not stopped. It may also still attack, if an action was declared involving rolling attack dice.

COMMAND COST 2

## STAUNCH DEFENDERS



## COMMAND Phase

## Place in your play area

Before your opponent rolls any attack dice, play this card. Roll 1 additional cover die against this attack.

Discard after use

+ COMMAND COST 1

## FEROCIOUS ATTACK



## ACTION Phase

As an action, after one of your squads has declared a move and fire action, it may then fire at full rather than half firepower.

COMMAND COST 2

## ATTACK!



## ACTION Phase

As an action play this card, to grant your active squad no movement point reduction in case it's taking **either** a **fire and move** or an **assault** action.

COMMAND COST 2

## TO THE LAST MAN!



## COMMAND Phase

## Place in your play area

Play after your opponent has declared a [banzai] assault action against you. Roll one extra defense die for each two figures in the assaulted hex  
(ex. If there are 3 figures, roll 2 extra dice).

Discard after use

COMMAND COST 3

## LET'S GET OUT OF HERE!



## COMMAND Phase

## Place in your play area

If you have just declared an advance action with one of your squads, give it +1 movement for this turn.

Discard after third use

+ COMMAND COST 2

## NOT IMPRESSED



## COMMAND Phase

## Place in your play area

When your opponent has rolled a suppressive attack against you, you may force him to reroll 1 successful die.

Discard after third use

COMMAND COST 2

## EXPOSED



## COMMAND Phase

## Place in your play area

Play this card after you have defended against a [banzai] assault. If you scored any hits, remove an enemy officer first in case it was either part of the enemy active squad or supported the [banzai] assault.

+ COMMAND COST 1

## NOT IMPRESSED



## COMMAND Phase

## Place in your play area

When your opponent has rolled a suppressive attack against you, you may force him to reroll 1 successful die.

Discard after third use

COMMAND COST 2

# United States Marine Corps CUSTOM STRATEGY DECK

**TIDE OF IRON**  
FAN-MADE

## SEMPER FI



### ACTION Phase

When one of your squads is pinned [ but NOT disrupted] as a result of enemy op fire, as an action, play this card. The squad is not stopped. It may also still attack, if an action was declared involving rolling attack dice.

**COMMAND COST** 2

## STAUNCH DEFENDERS



### COMMAND Phase

**Place in your play area**

Before your opponent rolls any attack dice, play this card. Roll 1 additional cover die against this attack.

Discard after use

**+ COMMAND COST** 1

## FEROCIOUS ATTACK



### ACTION Phase

As an action, after one of your squads has declared a move and fire action, it may then fire at full rather than half firepower.

**COMMAND COST** 2

## EXPOSED



### COMMAND Phase

**Place in your play area**

Play this card after you have defended against a [banzai] assault. If you scored any hits, remove an enemy officer first in case it was either part of the enemy active squad or supported the [banzai] assault.

**+ COMMAND COST** 1

1x card each,  
except 2x for:

- Semper Fi
- Staunch defenders
- Ferocious attack
- Not impressed
- Exposed

**UNITED STATES  
MARINE CORPS**

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# United States Marine Corps CUSTOM STRATEGY DECK

**TIDE-OF-IRON**  
FAN-MADE



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