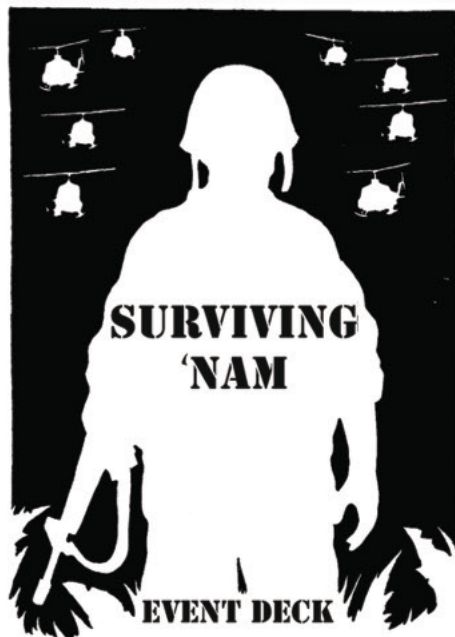
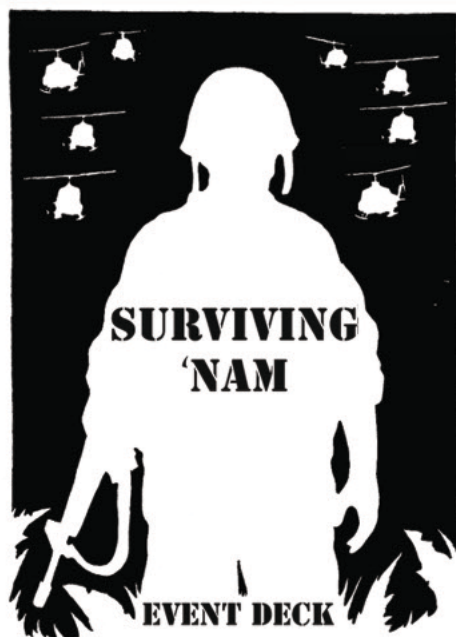
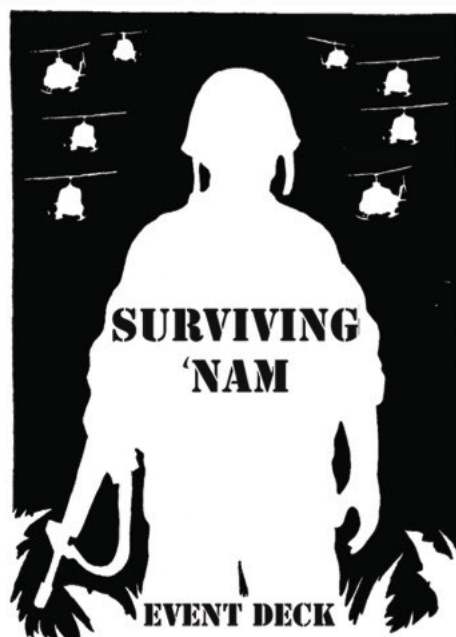
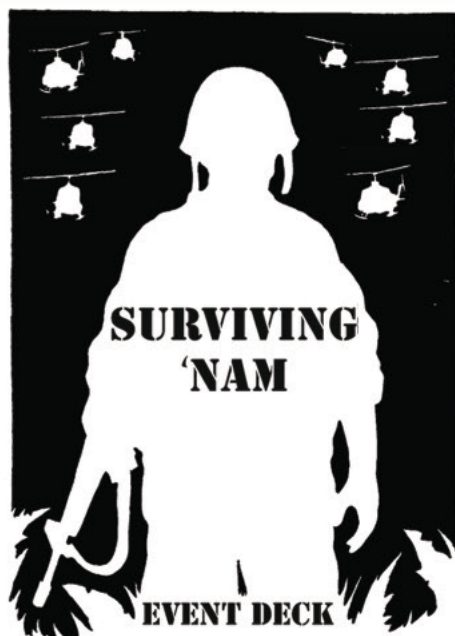
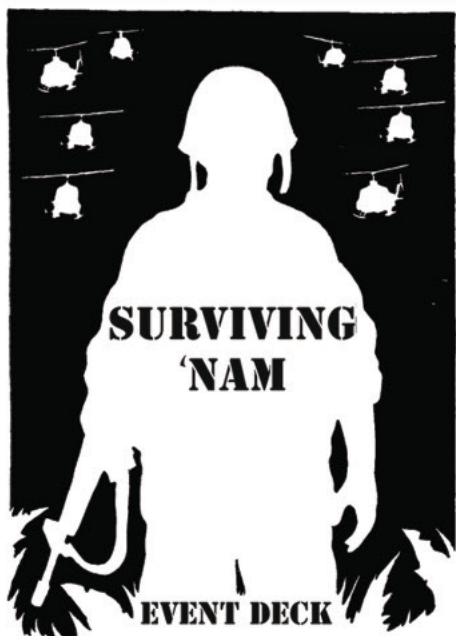
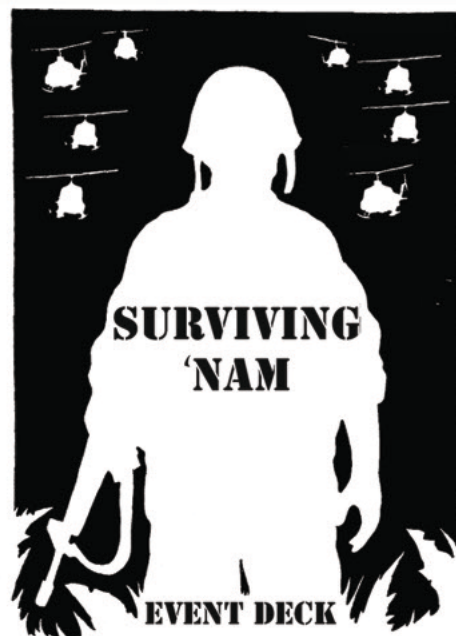
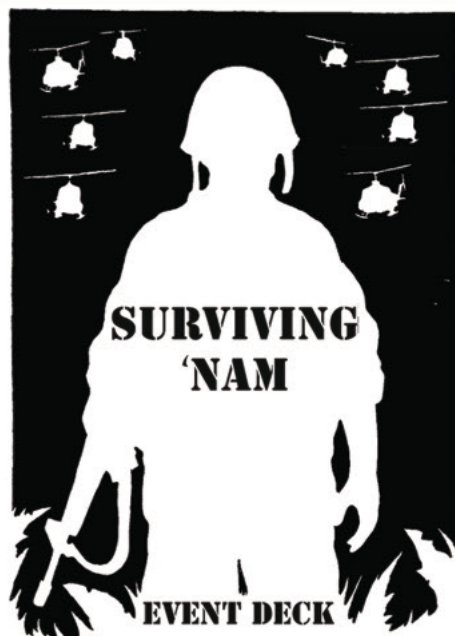
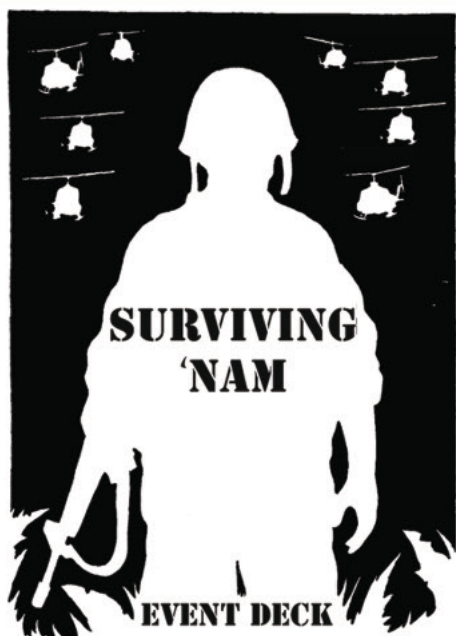
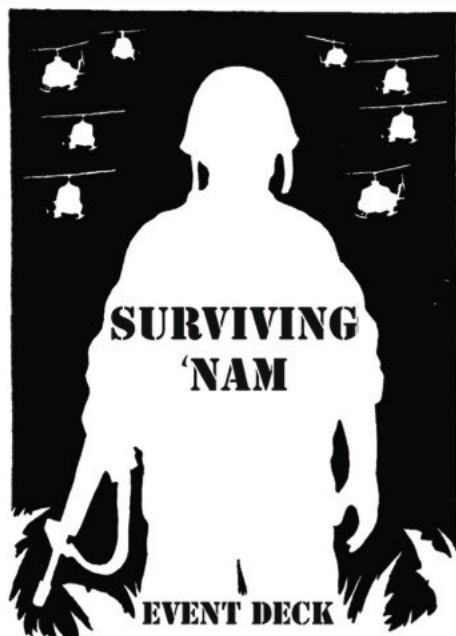






INCOMING!

Mortar Strike: Begin at the location of the PC that failed to activate. Roll 1d12 to see the direction where the mortar round will deviate. Place a 3" diameter template 2d6 inches in the indicated clock direction from the PC's position. All PCs & Foes even partially underneath the template must roll vs. **DL 8**.

RESHUFFLE



SPIDER HOLE!

Hidden Enemy Position: An enemy Rifleman Foe pops up from a concealed fighting position within LOS of the PCs. To establish location, roll 1d12 and place it up to 12" away and in cover in the indicated direction. Place it within 1" of the edge of its cover, if possible. Foe fires at the closest PC in LOS (remains on table). **Rifleman Foe is DL 6.**



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WE'RE OUTFLANKED!

Enemy Maneuvering on Flank: Place a squad of 2d3 Rifleman Foes (**DL 6**) in cover unoccupied by the PCs on their starting board edge. Roll randomly to determine which. If none unoccupied, place in discard pile but do not Remove. Do not place squad within 6" of any PC. If the Foes are within LOS of PCs, they will fire. If not, they will move to get within LOS.

REMOVE



THERE'S MORE OF THEM!

More Enemies Arrive: Place a group of 2d3 Rifleman Foes (**DL 6**) on the "enemy" board edge if one has been specified by the scenario. If not, roll randomly. Also roll randomly to determine where on that edge they arrive. If they would arrive closer than 6" to any PCs, place them 6" away instead. If the Foes are within LOS of PCs, they will fire. If not, they will move to get within LOS.

REMOVE AFTER 2ND TIME



BUNKER!

Enemy HMG team: Place an enemy machine gun team in a bunker in cover unoccupied by PCs. Select the available cover closest to the one who failed the roll. It must be in LOS of the PCs. It will fire at closest PC. The bunker has a 180 degree field of fire from its firing slit, so indicate its facing when deploying. Foes inside are **DL 12**, and will take **3 hits** before destroyed. M-79 & grenade attacks use a template to target Foes inside as normal.

REMOVE



RPG!!!

Enemy RPG gunner: Place a RPG-armed Foe in cover unoccupied by PCs but within LOS of them (roll randomly to determine which one). The RPG foe will fire at the closest PC. RPG is **DL 7**. If the RPG hits, place a 2" diameter template over the targeted PC. Any other PCs even partially under the template must also roll vs. the DL. Foe stays on table.



BOOBY TRAP!

Enemy Mine or Anti-Personnel trap: PC who failed activation roll encounters a trap. Roll 1d6 to see type:

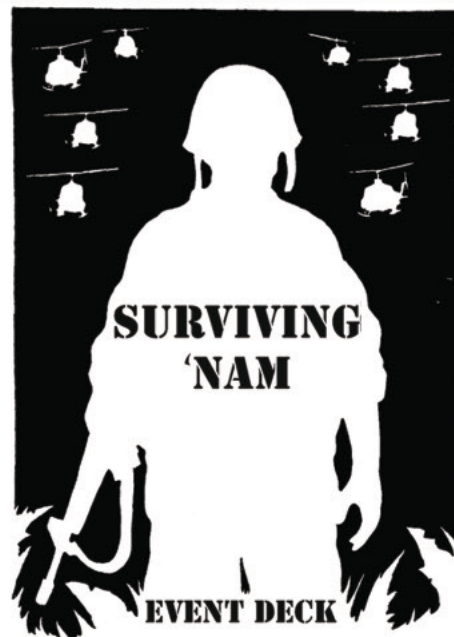
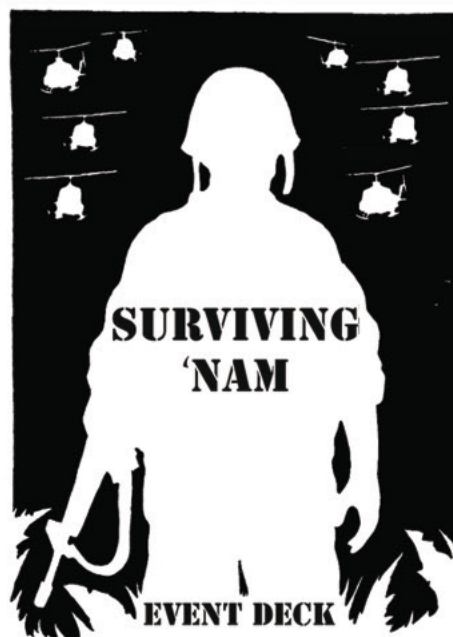
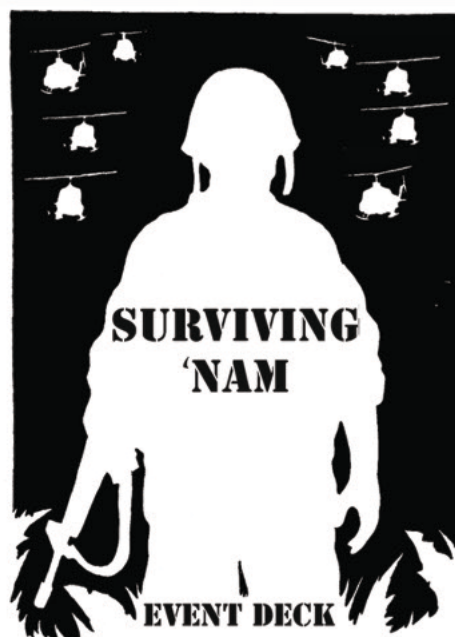
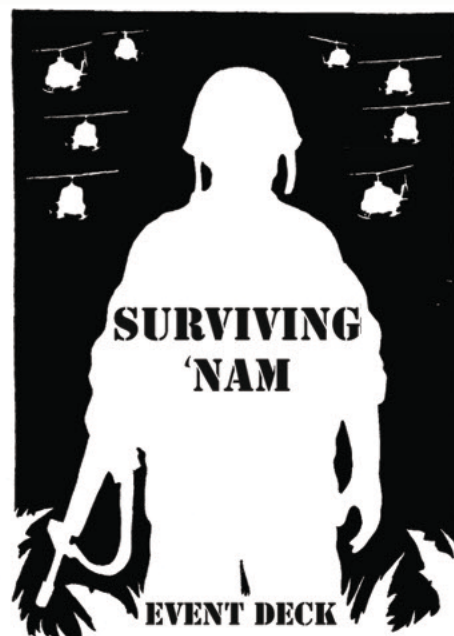
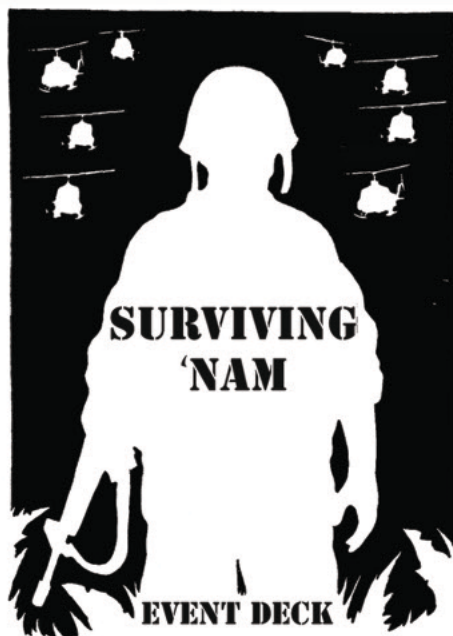
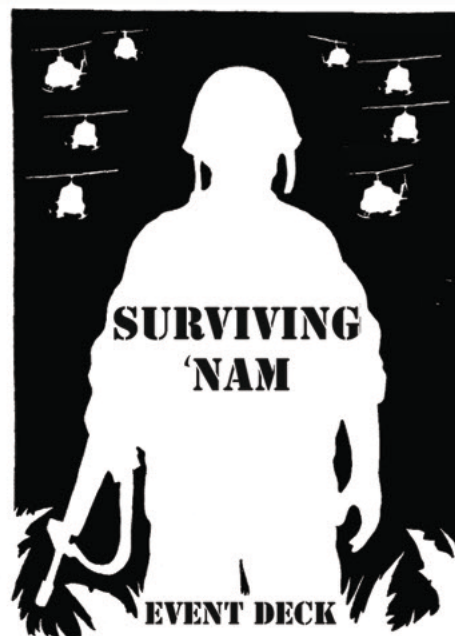
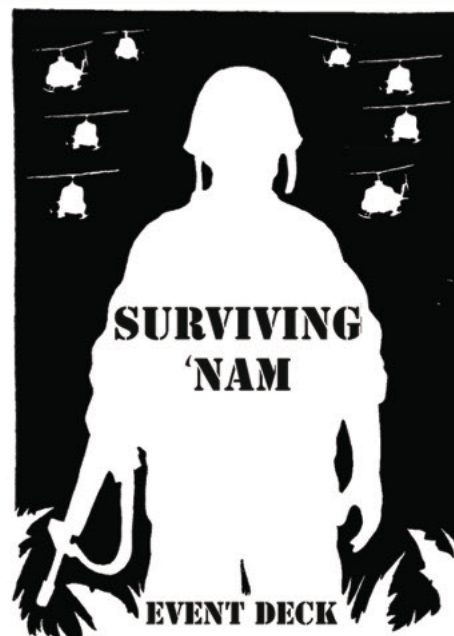
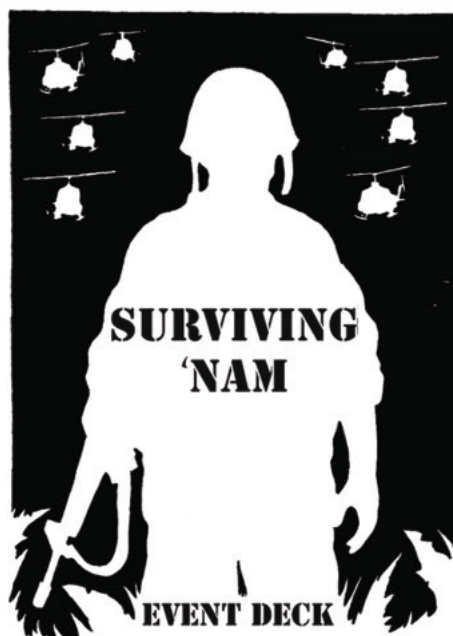
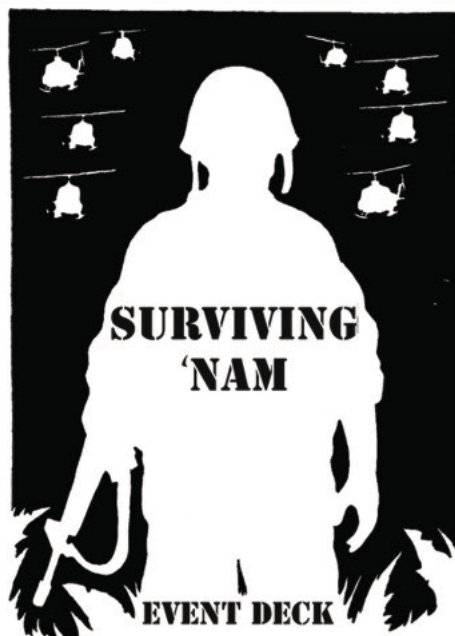
- 1-2: Improvised trap DL 7 vs. PC only.
- 3-4: Small Explosive DL 8 vs. PC only.
- 5-6: Large Explosion DL 9 (2" diameter template on target), all PCs under it must test.



FIRE MISSION!

Artillery/Air Support: Officer gets on the radio & requests fire support. If this is the first time card has come up, discard & reshuffle. Each time it comes up afterwards, the player controlling the Officer may place a 3" diameter template on the table and target all enemy even partially underneath it. Roll vs. **DL 9** to inflict hits. Any figure under the template not out of action is Pinned.

RESHUFFLE





FIRE MISSION!

Artillery/Air Support: Officer gets on the radio & requests fire support. If this is the first time card has come up, discard & reshuffle. Each time it comes up afterwards, the player controlling the Officer may place a 3" diameter template on the table and target all enemy even partially underneath it. Roll vs. **DL 9** to inflict hits. Any figure under the template not out of action is Pinned.

RESHUFFLE



COLONEL ON THE HORN!

Mission changed: Radio call from command, roll 1d6:

- (1) Colonel demands detailed "SitRep" -- C.O. & radioman lose next turn.
- (2) Other unit needs priority support - discard next 2 Fire Mission cards (still Reshuffle deck when drawn).
- (3) "Bring back Intel!" added to mission: PCs must search 5 V.C. Bodies (takes 1 action each).
- (4) "I want body count!" Count this card as a **Fire Mission!** card.
- (5) FUBAR! Mission scrubbed! PCs must reverse direction and exit from entry edge.
- (6) Another squad needs help! Collect wounded & exit by random edge ASAP!

REMOVE



DETERMINED MR. CHARLES!

Remove Foe's Pinned marker: The closest foe with a Pinned marker to the PC who failed to activate removes that marker. If closest is a Squad, remove markers from the **two** members of the Squad who are closest to the PC.



THAT WAS CLOSE!

PC receives Pinned Marker:

PC who failed to activate receives a Pinned marker from an enemy shot that hit extremely close.



THERE IT IS...!

Scenario Event: This card triggers the Scenario Event (if this game has one). Remove card. If no Scenario Event specified for this game, it starts to rain. If the target of shooting is in the open, use the Rain row of the firing chart, instead. Leave card in the deck in this case. If it comes up again, rain stops.



ALL HELL IS BREAKING LOOSE!

All Foes Activate: All foes currently on table activate. Players may choose the order. If foe is Pinned, remove the marker and do nothing else for that Foe on this card. If not Pinned and in LOS of PCs, will fire. If not in LOS, will move to get within LOS.



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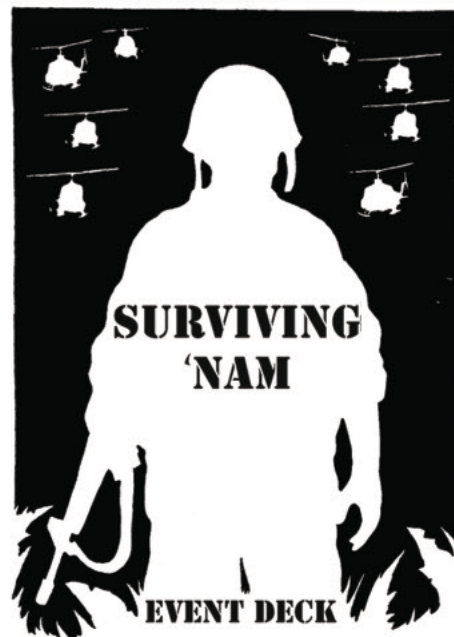
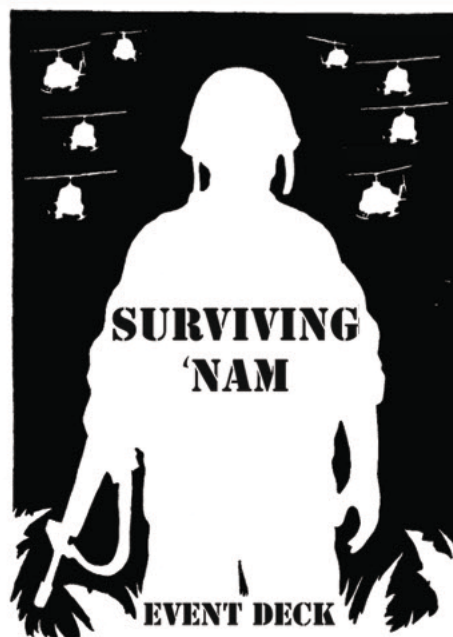
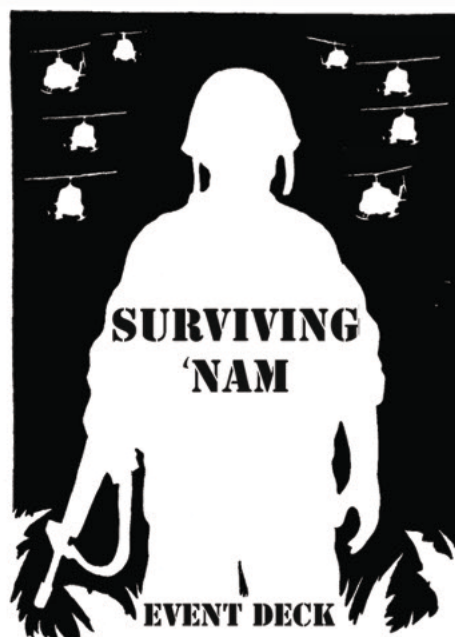
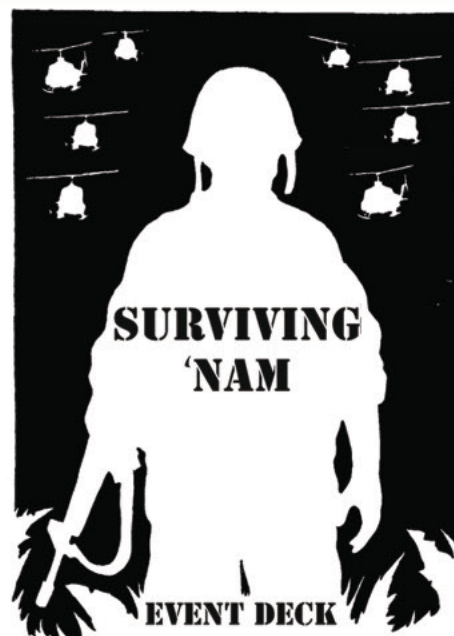
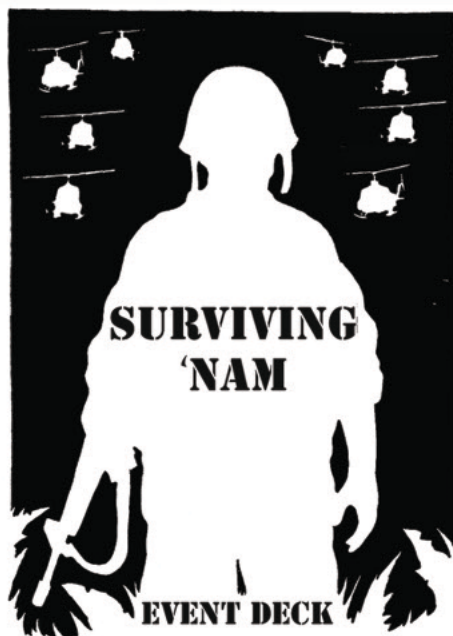
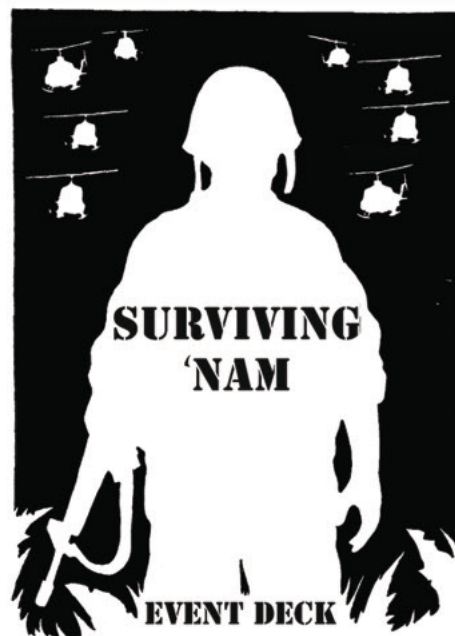
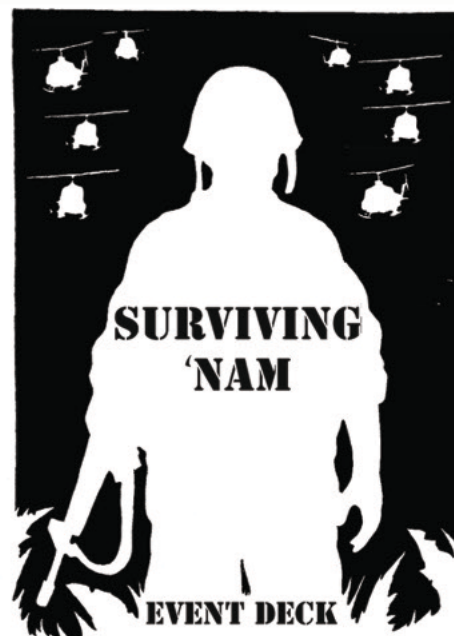
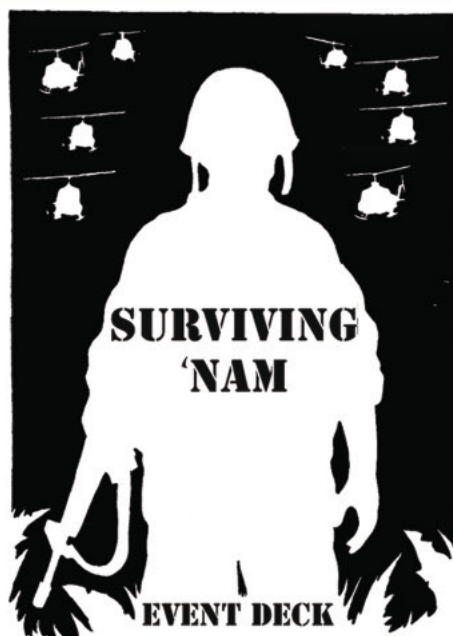
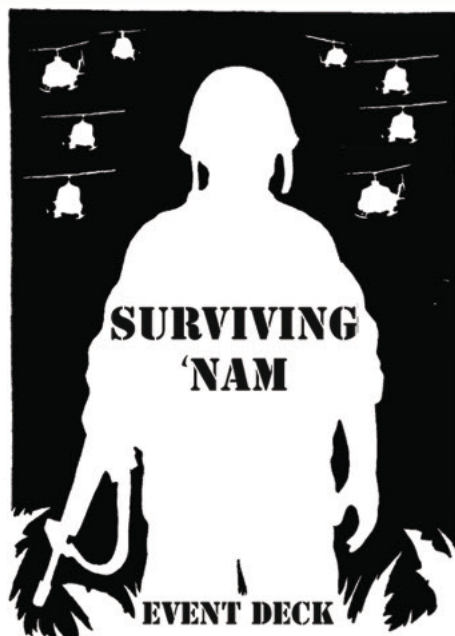
HERE THEY COME!

Enemy Squad Activates: The closest Squad of Foes to the PC that failed its roll activates. If a foe in the Squad is Pinned, remove the marker and do nothing else for it this card. If not Pinned and in LOS of PCs, it will fire. If not in LOS, it will move to get within LOS. If no Squad on the table, this card has no effect.



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CHARLIE!

Foe Activates: The closest single Foe on the table to the PC who failed his roll will activate. If foe is Pinned, remove the marker and do nothing else this card. If not Pinned and in LOS of PCs, will fire. If not in LOS, will move to get within LOS.



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SNIPER!

Place a Sniper: Place a Sniper Foe on the table in cover unoccupied by PCs, but within LOS of PC who failed to activate. If none, then place in cover in LOS of any PC. Sniper will fire at one PC using this priority: Officer - Radioman - Fire Team leader - M-60 gunner - M-79 gunner - closest PC. Sniper is **DL 10**. If target is not Down or Out of Action, it is **automatically Pinned**. Sniper activates again on the **Charlie!** Or **All Hell!** cards.

REMOVE



GET DOWN!

Machine Gun Foe

Activates: A LMG or HMG Foe (**DL 12**) already on board activates & fires at the closest PC in LOS. Whether foe hits or not, all PCs (including target) within 2" are Pinned. If currently no LMG is on board, place one on enemy board edge (if one is designated by scenario) or random if not. Move it into cover and LOS of the PCs.



"WAIT A MINUTE" VINES

PC is Entangled: The PC is caught in clinging, thorny vines and is unable to move. The stuck PC may still Shoot while in the vines, but will be unable to move again until he expends an action to disentangle himself.



SNAKE!

PC Moves Randomly: If the PC is in Light, Medium, or Heavy cover, they spot a poisonous viper or some other creature too close for comfort! The PC automatically moves in a random direction its full movement allowance (this does not take an action and is involuntary).

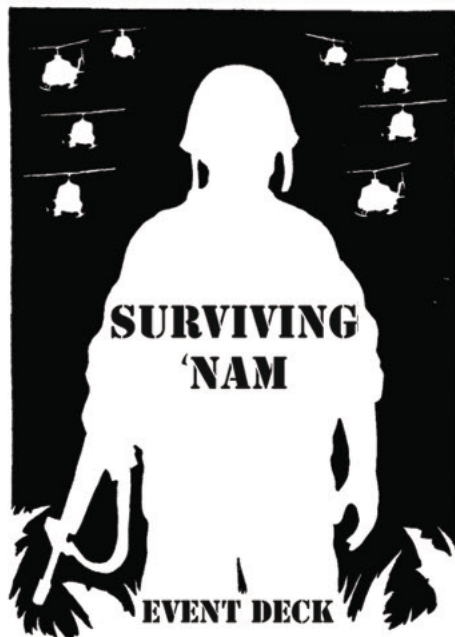
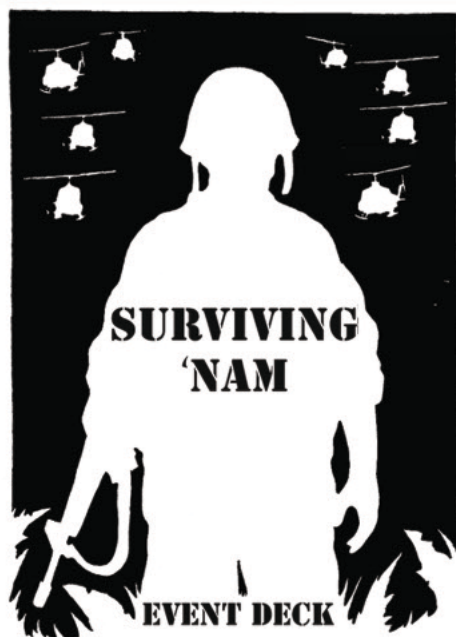
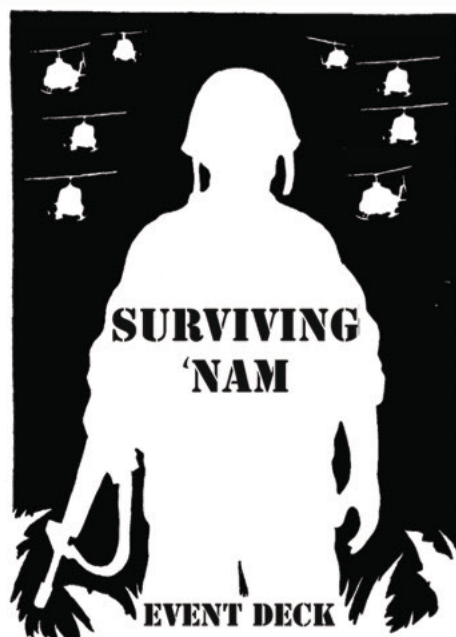
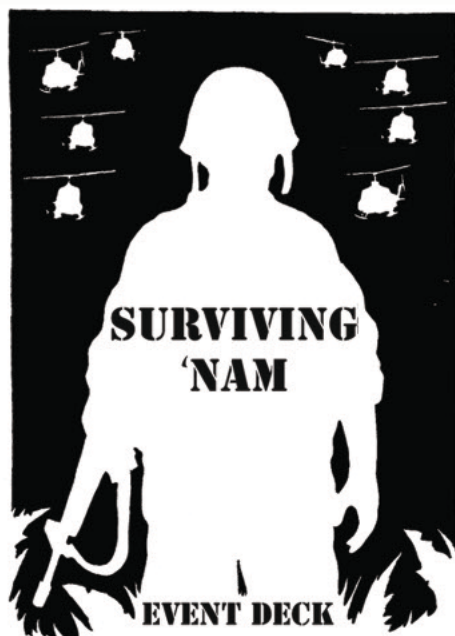
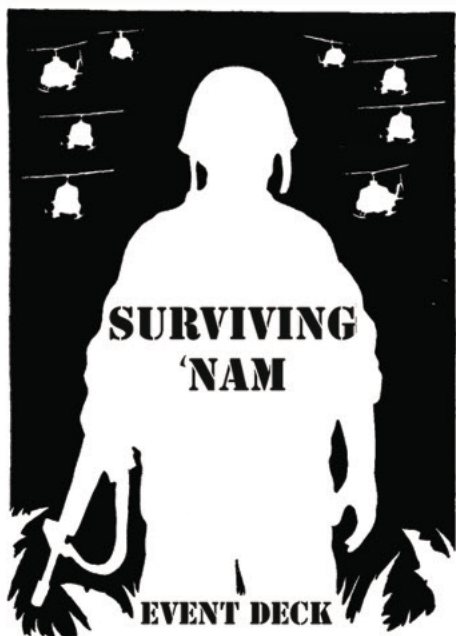
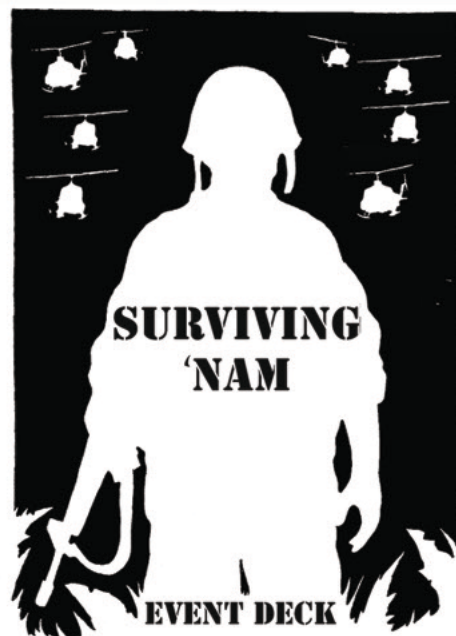
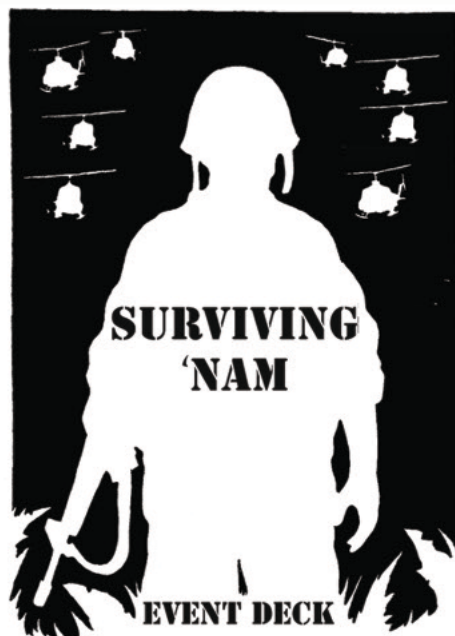
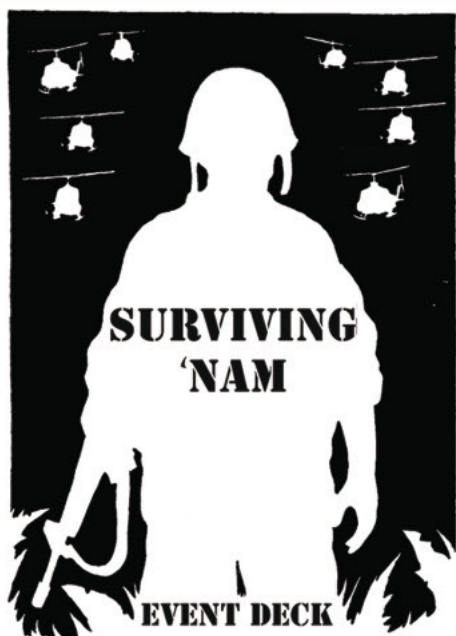
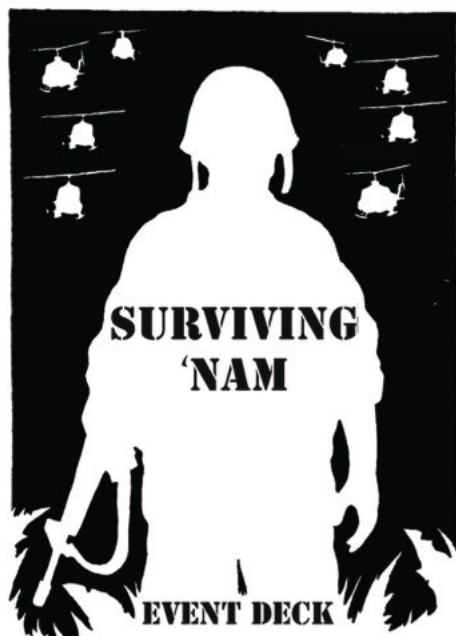
REMOVE



"WHAT THE THE HELL?"

PC Startled and Fires:

Movement in the undergrowth near the PC startles him and prompts him to fire off a burst. It turns out to be just an animal, but the PC must roll 1d20. On a score of "1", his weapon is jammed or unloaded. Follow the rules to clear the jam or reload.





EXTRA CARD

Use this blank card for your own ideas or set it aside as a replacement if one is lost.

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IG: therealfuzz94



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