Card Play

- **Movement Card**
  - **Move:** †‡
    - Advance [5.4]
    - Retreat [5.4]
    - Laterally within present position S F [5.4]
    - Lateral Group Transfer S F [17.7]
    - Individual Transfer: place chit D [17.8]
      - Create new group: minimum of 2 men [17.9]
  - Exit Terrain: †‡
    - Ford Stream: Ford card or bRNC draw S F [8.53]
    - Exit Marsh S [8.42]
    - Remove Wire D [13.33]
    - Exit Minefield: needs 2 Movement cards S [24.4]
      - rRNC > # in card notes to be safe
    - IG pre-movement from non-Open Ground or to a Hill S F [34.3]
    - AFV exit Woods S F [28.51]
    - Bogged AFV: bRNC D [28.53]
  - Tactical Movement vs. adjacent, directly opposed group:
    - Flanking: Flank card S F [17.1] or RR5 to RR6 [17.3]
    - Encirclement: Movement card at RR6 S F [17.6]
  - Engage at Relative Range 5:
    - Single-man Infiltration attempt: rRPN D [20.22]
    - Single-man CC Entry D [20.52]
    - AFV Overrun S F [29.2]
    - Bring on Reinforcements D [35.2]
- **Terrain / Open Ground Card †‡**
  - Play on top of a Movement Card [5.1]
  - May play Open Ground under Wire/Smoke [13.5]
  - Complete Lateral Group Transfers [17.7] or Group Creation [17.92]
  - Play on Reinforcements along with a Movement and Concealed card (No other Actions/Discards) [35.4]
- **Smoke Card**
  - Leader or US/BR/GE AFV onto own group [13.2]
  - US/BR/GE AFV with boxed Effect # ≥ 4 onto other groups [25.8]
- **Fire Card(s)**
  - Fire attack [6.1]
  - Ordnance attack [25.3]
- **Radio Card**
  - Call in an Artillery Strike [40.2]
- **Rally Card**
  - Pinned Men [10.2]
  - Pinned [28.42] or Stunned [28.45] AFV / IG: needs 3 Rallies per state, partial credit possible
- **Heroc Card N**
  - Unpin one man [10.4]
  - Double Firepower [10.45]
  - Re-attempt Infiltration/CC entry [10.43]
  - CCV vs. AFVs [28.81]
  - Partial AFV / IG recovery credit [10.41]
  - Make an AFV CE [28.421]
  - Cancel Wounds for one turn [33.9]
  - Skip start-of-deck Wound check for one man [33.7]

Discard Actions

- **Sniper on Enemy Group** [14.1]
- **Terrain/Wire‡/Minefield on Enemy Group** [7.3]
  - Accepted or Rejected S/D [7.32]
    - Must accept: Non-desert Minefield [24.3], Wire [13.1], Stream [8.5], Wadi [52.13], Soft Sand [52.15]
- **Cower Card** [2.22]
  - Possible removal from deck [Scenario Rule]
- **Unwanted Card** [4.3]

During Opponent's Turn

- **Concealed Card**
  - Defend against Firepower attacks [9.1]
    - Including DC [21.3] and FT [22.1] attacks
    - Not in a Pillbox [23.4]
  - Defend against Ordnance To Hit attempts [25.34]
    - Including Artillery attacks [40.2]
    - Not to defend AFVs [28.61] or Revealed IGs [34.5]
    - Infiltration column shift [20.3]
    - Man-to-Man CCV modification [20.621]
    - Overrun defense [29.2]
- **Hero Card**
  - Cancel pin/button up of a man [10.4] or AFV [28.421]
  - Cancel pin during Overrun [29.42]

No Card Required

- **Group Composition:**
  - Assign or Remove an assistant crewman R [11.13]
  - Rearrange order of men within a group [3.3]
  - Switch Guards [32.2]
  - Receive Individual Transfers [17.8]
  - Voluntary Panic of a pinned man N [10.3]
- **Weapons:**
  - Acquire Weapon Chit: bRNC R [18.2]
  - Repair Malfunctioning Weapon: RNC [19.3]
  - Exchange weapons within group [18.21]
  - Give away or drop a Secondary Weapon [18.21]
  - Remove a Captured Weapon from play [20.74]
- **Engage at Relative Range 5:**
  - Attempt Infiltration: RNC < Morale & rRPN [20.21]
    - Detonate DC [21.2]
    - Attack AFV in CC [28.8]
  - Attempt CC Entry: RNC < Morale [20.52]
    - Capture Attempt [32.11]
    - Berserk Charge into CC N [20.91]
- **Situational:**
  - Sniper Check: bRNC > Sniper RNC (disregarding color) [14.4]
  - Entrench Attempt: 0 rRNC or 0 bRNC [36.1]
  - Attempt to clear a path through a Minefield: bRNC ≥ Minefield Strength [24.5]
  - Button Up an AFV [28.43]
  - IG pre-movement from non-Open Ground or to a Hill S F [34.3]
  - AFV exit Woods S F [28.51]
  - Bogged AFV: bRNC D [28.53]
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