

Basic Card manifest

Card Type	Number	Notes
Brush	6	
Minefield	2	Attack: 4,5
Hill	3	
Stream	2	
Buildings(2)	4	
Buildings(3)	4	
Marsh	2	
Gully	3	
Woods	5	
Wall	3	
Pillbox	1	
Wire	3	
Hero	2	
Snipers		
	1	3-5 / 6
	1	3-4 / 5-6
	1	4-5 / 6
	1	2-3 / 4-6
Fire		factors required
1	9	1, 1, 2, 2, 3, 3, 4, 4, 5
2	8	1, 2, 3, 4, 5, 6, 7, 8
3	7	3, 4, 5, 6, 7, 8, 9
4	6	7, 8, 9, 10, 11, 12
5	6	10, 11, 12, 13, 14, 15
6	6	13, 14, 15, 16, 17, 18
7	4	15, 16, 17, 18
8	2	17, 18
Rally		
1	4	
2	4	
3	3	
4	2	
5	2	
6	1	
ALL	1	
Concealed		
-1	6	
-2	3	
-3	2	
Movement		
	14	Normal
	6	Ford
	4	Flank
Split-Action		
	2	COWER/MOVEMENT
	2	COWER/RALLY 1
	1	RALLY 2/CONCEALED -1
	1	RALLY 3/CONCEALED -2
	1	RALLY 4/CONCEALED -1
	2	COWER/CONCEALED -1
	1	COWER/CONCEALED -2
	4	SMOKE/COWER
	1	SMOKE/MOVEMENT
	2	CONCEALED -1/MOVEMENT
	1	RALLY 1/MOVEMENT