Mud	Mud	Mud
Stop an opponents	Stop an opponents	Stop an opponents
movement at 6 inches	movement at 6 inches	movement at 6 inches
Defender	Defender	Defender
Movement	Movement	Movement
Rush	Rush	Rush
You may make an	You may make an	You may make an
additional half-move	additional half-move	additional half-move
during an activation	during an activation	during an activation
Attacker	Attacker	Attacker
Movement	Movement	Movement
Reposition	Reposition	Reposition
Select any allied army	Select any allied army	Select any allied army
man. It may take an	man. It may take an	man. It may take an
immediate half-move	immediate half-move	immediate half-move
prior to getting fired on.	prior to getting fired on.	prior to getting fired on.
Defender	Defender	Defender

Poor Positioning	Poor Positioning	Poor Positioning
After an opponents	After an opponents	After an opponents
movement action, you	movement action, you	movement action, you
may force it to make a	may force it to make a	may force it to make a
half-move in any	half-move in any	half-move in any
direction	direction	direction
Defender	Defender	Defender
Movement 2	Movement 2	Movement 2
Tactical Error	Tactical Error	Tactical Error
Prior to an activation,	Prior to an activation,	Prior to an activation,
raise your opponents	raise your opponents	raise your opponents
stretch value by 1	stretch value by 1	stretch value by 1
Defender	Defender	Defender
Movement	Movement	Movement
Sneak	Sneak	Sneak
Prior to an activation,	Prior to an activation,	Prior to an activation,
play this card. This	play this card. This	play this card. This
activation only gives 1	activation only gives 1	activation only gives 1
action but cannot be	action but cannot be	action but cannot be
effected by tactics cards.	effected by tactics cards.	effected by tactics cards.
Attacker	Attacker	Attacker
Movement	Movement	Movement

Overwatch	Overwatch	Overwatch
Your opponent must halt their movement at any point within a move and allow one of your army men to fire. They may then finish the move.	Your opponent must halt their movement at any point within a move and allow one of your army men to fire. They may then finish the move.	Your opponent must halt their movement at any point within a move and allow one of your army men to fire. They may then finish the move.
Defender Movement	Defender Movement 3	Defender Movement
Overwatch	Hunker Down	Hunker Down
Your opponent must halt their movement at any point within a move and allow one of your army men to fire. They may then finish the move. Defender	Select any allied Army Man, this unit may not be targeted for the remainder of the turn. Defender Any	Select any allied Army Man, this unit may not be targeted for the remainder of the turn. Defender Any
Hunker Down	Flesh Wound	Flesh Wound
Select any allied Army Man, this unit may not be targeted for the remainder of the turn.	After an allied troop is downed, stand it back up and ignore the down.	After an allied troop is downed, stand it back up and ignore the down.
Defender Any	Defender Fire	Defender Fire

Flesh Wound	Rapid Fire	Rapid Fire
After an allied troop is downed, stand it back up and ignore the down. Defender	After a fire action, play this to attack again. Attacker	After a fire action, play this to attack again. Attacker
Fire S Rapid Fire	Fire 3	Fire O
After a fire action, play this to attack again. Attacker Fire	If used during melee combat, this army downs the opponent regardless of strength. If played after a move action, any allied unit within 1 move action may immediately force melee. Defender Special	If used during melee combat, this army downs the opponent regardless of strength. If played after a move action, any allied unit within 1 move action may immediately force melee. Defender Special
Charge	Jammed!	Jammed!
If used during melee combat, this army downs the opponent regardless of strength. If played after a move action, any allied unit within 1 move action may immediately force melee.	Your opponent may not fire with the activated troop.	Your opponent may not fire with the activated troop.
Defender Special 3	Defender Fire	Defender Fire

Jammed!	Aimed Shot	Aimed Shot
Your opponent may not fire with the activated troop.	You may take your shot from half the distance your normally would.	You may take your shot from half the distance your normally would.
Defender Fire	Attacker Fire	Attacker Fire
Aimed Shot	Snap	Snap
You may take your shot from half the distance your normally would. Attacker Fire	Your opponent's command has "Snapped" and they must end their turn. Defender Movement	Your opponent's command has "Snapped" and they must end their turn. Defender Movement
Snap	Snipe	Snipe
Your opponent's command has "Snapped" and they must end their turn. Defender Movement	The activated enemy troops is immediately downed and their turn snaps. Defender	The activated enemy troops is immediately downed and their turn snaps. Defender