

EVENT CARD DECK for Fighting Patrol

Note that this is subtly different from last month's Fighting patrol deck but operates in an identical fashion

EVENT CARD DECK

- Ace Diamonds** A gentle rain starts to fall. All figures count as generating one less Noise than normal. Figures attempting to spot do so with a -1 penalty. If this is the second rain card, the rain stops.
- Two Diamonds** A cry is heard in the night. Reveal Blind M.
- Three Diamonds** A pair of Hinds scream overhead dodging cannon fire from a pursuing aircraft travelling too fast to be identified. Ignore all noise for the following turn.
- Four Diamonds** A pungent aroma brings the patrol to a halt - the unmistakable scent of a pot noodle, which carries far on the night air. The scent is coming from Blind U or V. All attempts to spot those blinds now have a +1 bonus.
- Five Diamonds** A rabbit bolts suddenly from the undergrowth startling one of the patrol. Nominate a figure. That figure may not move this turn, but he is so on edge that he manages to spot something. Nominate a blind within his LOS, reveal that blind.
- Ace Hearts** A gentle rain starts to fall. All figures count as generating one less Noise than normal. Figures attempting to spot do so with a -1 penalty. If this is the second rain card, the rain stops.
- Two Hearts** One of your men (determined randomly) twists his ankle in the dark. He may not run for the rest of the game.
- Three Hearts** No game effect.
- Four Hearts** You hear artillery fire in the distance. Treat all figures as if they'd created one extra Noise this turn as everyone gets twitchy and keeps a better look out.
- Five Hearts** An engine thrums in the night as the crew turn it over. Reveal Blind W.
- Six Hearts** A sound of a rumbling engine comes from Blind U, place a Gaz Jeep there with two Soviet riflemen [Conscript Jacks, AK74] accompanied by an officer [Conscript Ace, AK74] driving behind the ridgeline towards Blind W. They will force observation rolls as they move and will dismount and attack any enemies if spotted. If the officer is brought back alive, gain two Recce Points.
- Seven Hearts** You stumble across some cigarette butts, a mix of German and Russian brands.
- Eight Hearts** No game effect.
- Nine Hearts** An escaped German Bundeswehr POW [Militia Specialist, unarmed] appears on Blind L. He will move randomly, but will make for the patrol if he spots them. He has limited information and broken English. Nominate two blinds, they are revealed on a 4+. He will fight if given a weapon. Gain one Recce point.
- Ten Hearts** A gentle rain starts to fall. All figures count as generating one less Noise than normal. Figures attempting to spot do so with a -1 penalty. If this is the second rain card, the rain stops.
- Jack Hearts** A German civilian appears next to Blind M. He will make for Blind P. He has no English. Treat him as a Civilian (Black Ops p44) and roll for him accordingly. If he is brought off the table gain three Recce Points.
- Queen Hearts** No game effect. Unless the Soviets are alerted. In which case, next turn d3 mortar rounds will land randomly within three inches of Blind F and H.
- King Hearts** An explosion can be heard in the distance, lighting up the sky. Ignore the penalties of darkness until the next event card is drawn.
- Ace Hearts** Reveal Blind V. Spooked by the darkness, both of the Soviet sentries fire to suppress the area around Blind N.