RIFLE

1x 🏳 ←

🪖 | **3** | 2 | 1 | 1

LoS
Gain Ground

MACHINE GUN

1x 🏳 ←

MG | **3** | 3 | 3 | 1 | 1

LoS
Cross Fire

MORTAR

1x 🏳 ←

MT | **3** | 2 | 2 | 2 | 1 | 1

NO LoS

💥 = ❌

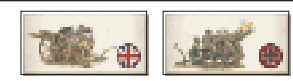## BOMBER

1x 🏳 ←

🪖 | **4** | 2 | 1 | 1

LoS
Gain Ground

🪖 🏳 — HIT / RETREAT unless terrain protects

💥 — always HITS in both Ranged and Close Combat

⭐ — gain 1 HQ token for each result

End of Turn

optional

Reserve Artillery

Always Fire First – No LoS required

Can be ordered by either:
- Artillery Bombard card (can target any unit)

- One order from a Section Command card
(can only target units in the same section)

$$1x \; ⭐ \; = \; 1x \; ⚅$$

Max HQ spent = Artillery Reserve

On Target rolls

💥 💀	always HITS
🪖 🏳	HIT / RETREAT (unless terrain protects)
⭐	gain 1 HQ token

🎯 0

🎯 3
no terrain protection

🎯 2

🎯 5
no terrain protection

🎯 4

🎯 4
no terrain protection