

WILLYS JEEP

Actions (2 Per Turn)

Move (4 squares)	1
Attack / Mark Target	1
Move & Attack / Mark	1
Floor it! (5 squares)	1
Deploy	1
Repair	2

Operator Attack Modifiers

Short Range	+1
Target in Building	-2

Axis Attack Modifiers

Short Range	+1
Moving out of LOS	-1

FRONT GUNNER





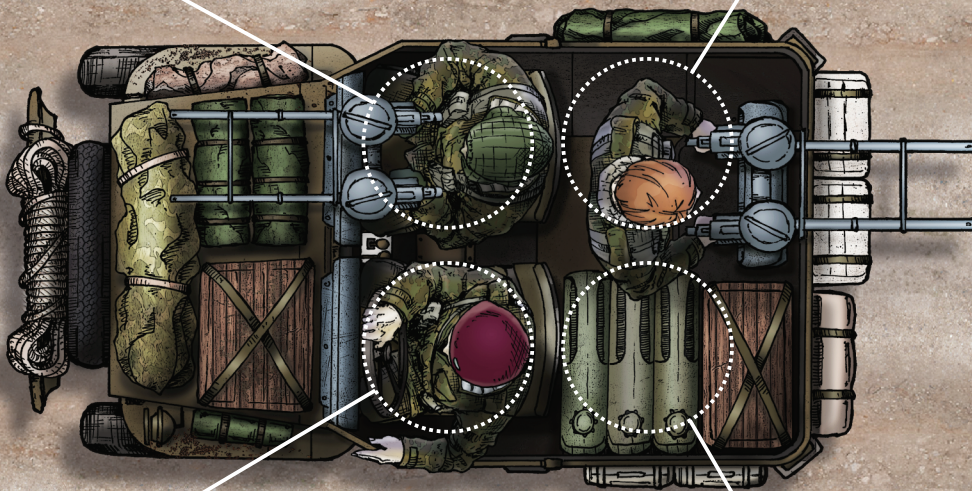








REAR GUNNER



DRIVER

PASSENGER

10

9



7

6

5

4

3

2



TRANSPORT TRUCK

Actions (2 Per Turn)

Move (4 squares)	1
Attack / Mark Target	1
Move & Attack / Mark	1
Deploy	1
Repair	2

Operator Attack Modifiers

Short Range	+1
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Axis Attack Modifiers

Short Range	+1
Moving out of LOS	-1

FRONT GUNNER

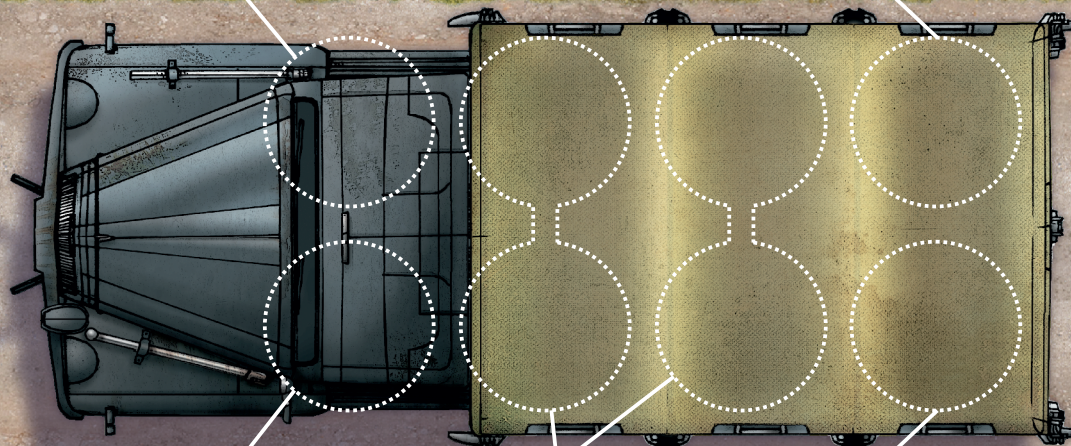
4	8	6	-		



4

REAR GUNNER

4	8	6	-		



DRIVER

PASSENGERS

REAR GUNNER

4	8	6	-		

14

13

12

11

10

9

8

7

6

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4

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2

1

ROWING BOAT

Actions (2 Per Turn)

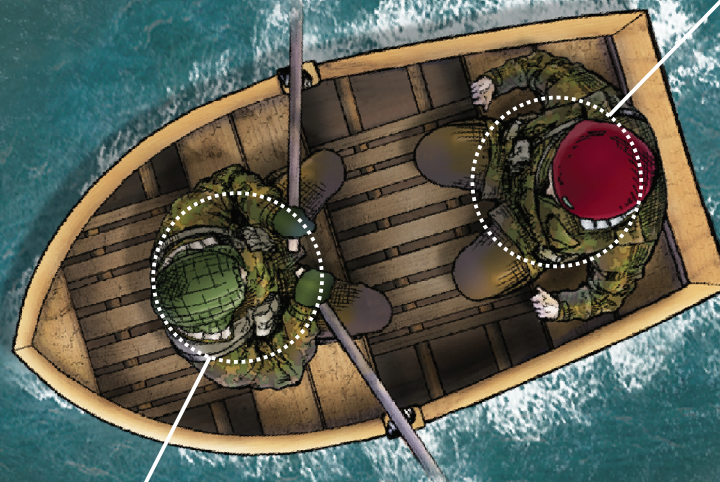
Move (2 squares)	1
Attack / Mark Target	1
Move & Attack / Mark	1
Deploy	1
Repair	2

Operator Attack Modifiers

Short Range	+1
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Axis Attack Modifiers

Short Range	+1
Moving out of LOS	-1



GUNNER

4	8	6	-		

DRIVER

5

4

3

2

1

SUPPORT WILLYS JEEP

Actions (2 Per Turn)

Move (4 squares)	1
Attack	1
Move & Attack	1
Floor it! (5 squares)	1
Deploy	1
Repair	2

Operator Attack Modifiers

Short Range	+1
Target in Building	-2

Axis Attack Modifiers

Short Range	+1
Moving out of LOS	-1

FRONT GUNNER

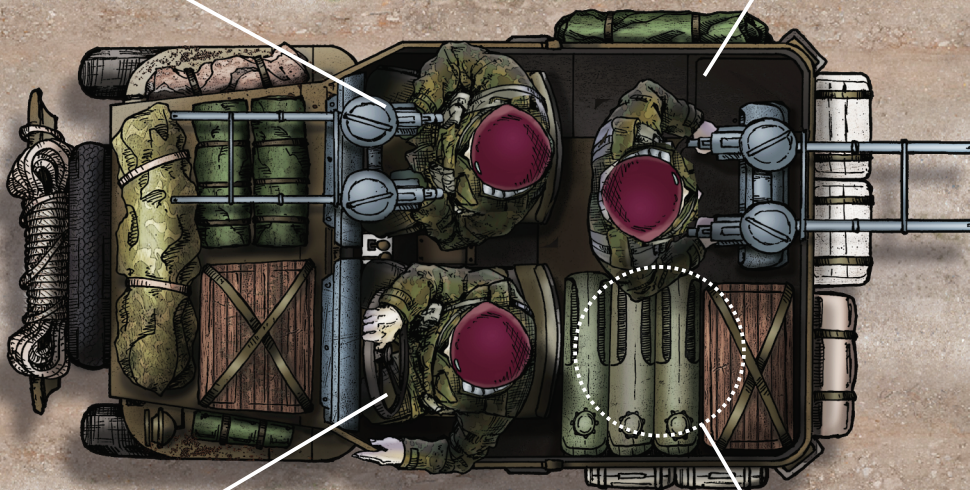
6 6	6 6	◀ ▶	👂	🔫
6 6	6 6	4	8	6 -



4

REAR GUNNER

6 6	6 6	◀ ▶	👂	🔫
6 6	6 6	4	8	6 -



DRIVER

PASSENGER

10

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2

1

HAWKER TYPHOON

Actions (2 Per Turn)

Move (1 Tile)	1
Move & Attack	1

Operator Attack Modifiers

Target in Building	-2
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Axis Attack Modifiers

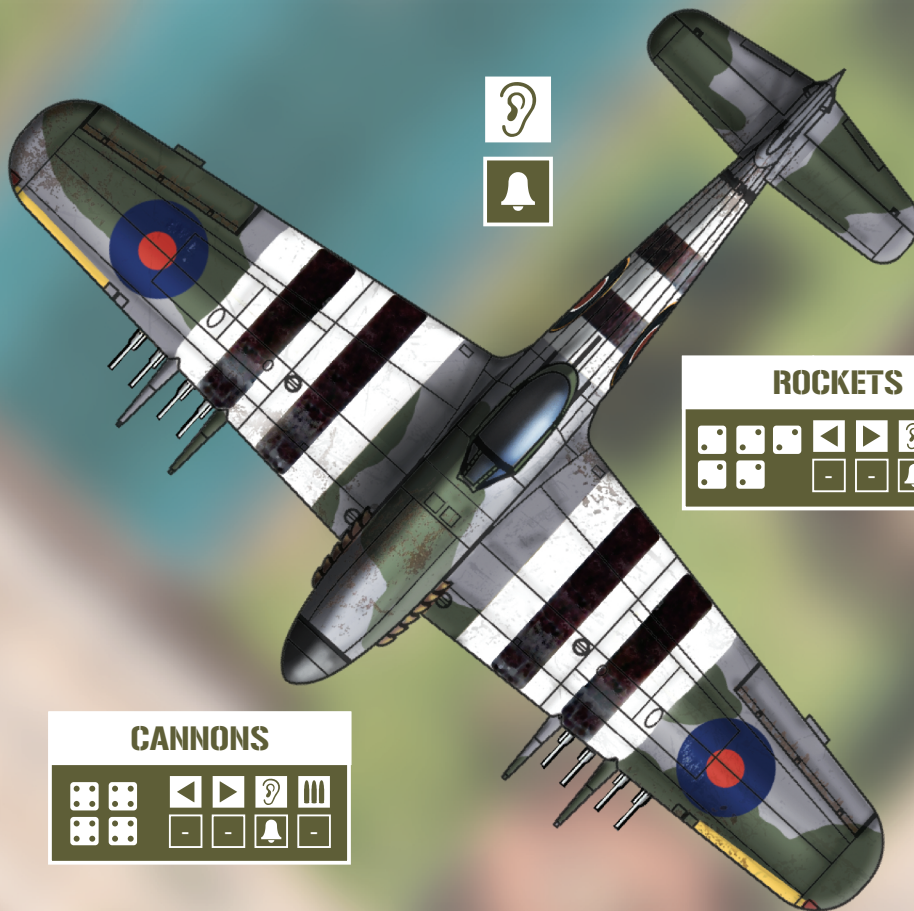
Ground Fire	-3
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CANNONS



ROCKETS



10

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2

1