Apostrophe Games Poker Size Sticker Sheet Templates

\*Download this file to edit it in Microsoft Word.

The templates below are formatted to print on Apostrophe Games Poker Size Sticker Sheets (8.5” x 11”, 216mm x 280mm). Please note that all home printers operate a little differently and you may need to adjust your margins to get your print to align perfectly. We recommend printing your design onto regular printer paper first and check that print against a sticker sheet to see how it lines up.

The template below, on page 2, is formatted to leave a small amount of room around the border of each sticker. This is best suited for the front of your cards where you may be printing text. If you want to print all the way to the edge of your stickers, use the template on page 4 of this document. That is best suited for designs/artwork on the backs of your cards.

Before printing, go to Table Properties, Borders and Shading, and select None. That will remove the black lines of the table.

Contact us at [info@apostrophegames.com](mailto:info@apostrophegames.com) with any questions.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Mission Card**  Get to the LZ  There is a Huey waiting to take one squad out of Hue city. Only one squad can go. |  | **Mission Card**  Rescue the POW  A POW needs to be rescued and returned to the Embassy or CIA compound.  There is only one POW. |  | **Mission Card**  Hold the Bridge  Go to the bridge and defend it from enemy elements. |
|  |  |  |  |  |
| **Mission Card**  Recon and Report  Move to the designated spot and reconnoiter it then return to your start position to report in. |  | **Mission Card**  Defend the Embassy  Defend the US embassy from enemy elements for a number of rounds while the staff destroy files and evacuate. |  | **Mission Card**  Defending the CIA Compound  Defend the CIA compound from enemy elements for a number of rounds while the staff destroy files and evacuate. |
|  |  |  |  |  |
| **Mission Card**  Stop the Convoy  Stop an enemy convoy from reaching its destination. |  | **Mission Card**  Rescue the Convoy  Rescue a friendly convoy which is being ambushed by enemy forces. |  | **Mission Card**  Rescue the Downed Pilot  A downed pilot needs to be rescued and returned to the Embassy or CIA compound.  There is only one downed pilot. |
| **Mission Card**  Destroy the supply Dump  There is a enemy supply dump in the city. Find it and destroy it. There is only one enemy supply dump. |  | **US Card**  Covering Fire  Suppress enemy squad during your move – they may not shoot at you this turn. |  | **US Card**  Grenade Toss  Instantly throw a frag grenade without using the Act action (2 dice attack, 4" radius). |
|  |  |  |  |  |
| **US Card**  Adrenaline Rush  Move + Shoot this turn even if you ran. No penalty. |  | **US Card**  Free Action  Take a bonus action this turn.  This can be move, shoot or act. |  | **US Card**  Flare Up  Reveal enemy squad in hiding or behind cover within 12". |
|  |  |  |  |  |
| **US Card**  Combat Medic  Use a Medic action even if you moved or shot. |  | **US Card**  Ammo Resupply  Restore one grenade or LAW (player choice). |  | **US Card**  Clear the Room   Automatically remove 1 enemy model when entering a building. |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **US Card**  Radio Support  Call in a one-use artillery strike (10" radius; enemy rolls 1 die per model, 4+ = removed, ignore cover). |  | **US Card**  Smoke Out  Place a 4" smoke template anywhere within 10". Blocks line of sight until end of next round. |  | **US Card**  Backup Arrives  Reinforce squad with one 1 model. |
|  |  |  |  |  |
| **US Card**  Door Kick  Instantly breach and enter a building this turn. Ignore Act cost for door entry. |  | **US Card**  Steady Aim  +1 to all Shoot rolls this turn. Can be played even if you moved. |  | **US Card**  Hard Cover  the squad is -2 to be hit as if from hard cover this turn. |
|  |  |  |  |  |
| **US Card**  Quick Draw  Interrupt an enemy action within 12" to take a free shot (1 weapon die per model only). |  | **US Card**  Stack Up  Move your entire squad through one door or chokepoint with no movement penalty. |  | **US Card**  Lucky Find  Gain 1 grenade or LAW (your choice). May be played at any time |
| **US Card**  Patch Job  Prevent one casualty in your squad |  | **US Card**  Radio Intercept  Cancel one enemy card as it being played. Discard it. |  | **US Card**  Boomerang  Return a used card from the discard pile to your hand instead of drawing this turn. |
|  |  |  |  |  |
| **US Card**  Capture the Flag  Take an objective from another squad. They lose it. |  | **US Card**  Kill the Commissar  Take out one enemy squad member.  . |  | **US Card**  Blue on Blue  You may choose an US squad to target and resolve fire on. As if it is an enemy squad. |
|  |  |  |  |  |
| **US Card**  Reinforcements  Add 1 new model to your squad. Place adjacent to the squad. |  | **VC Cards**  Tunnel Movement  Move one hidden enemy unit up to 6" and reveal it adjacent to a US squad. |  | **VC Cards**  Booby Trap  Trigger a hidden explosive device. Choose a squad within 4" of a building. Roll 3 dice (4+ = casualty) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **VC Cards**  Sniper Shot   A sniper attacks immediately from a hidden position (16", 1 die, ignores cover). May target a squad leader. |  | **VC Cards**  Civilians  Distracts US squad. One squad within 6" must skip their next Shoot or Act action. |  | **VC Cards**  Ambush Fire  An enemy squad fires at the end of a US player’s turn (1 weapon per squad member only). |
|  |  |  |  |  |
| **VC Cards**  False Surrender  When a US squad performs an Act on a captured or wounded enemy, reveal the trap: the unit attacks with 2 dice. |  | **VC Cards**  Fog of War  US squad must reroll all successful hits this turn. |  | **VC Cards**  Decoys  Swap the position of any two hidden enemy units or tokens. |
|  |  |  |  |  |
| **VC Cards**  Close Assault  One enemy unit may move and attack in the same turn, ignoring usual penalties for running. |  | **VC Cards**  Reinforcements  Add 1 new model to any active enemy squad. Place adjacent to the squad. |  | **VC Cards**  Hold the Line  One enemy unit ignores all casualties from this turn |
| **VC Cards**  Rally the Cell  Return one previously eliminated enemy squad to the map in a hidden position. |  | **VC Cards**  Xung  Phong!  All enemy units gain +1 to their next attack. |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |