

Light Artillery

1.8

- Spotters - If Infantry on front line, 2 Damage to Hull, other wise 1 Damage.
- Deploy right - swap with card to right.
- Spotters - If Infantry on front line, 2 Damage to Hull, other wise 1 Damage.
- Retreat & Repair - swap with back line card, and reduce Damage by 1.
- 1 Damage to Sponsons or Shock Troops.

3 2 1

Boar Class Landship

4.0

- 2 Damage to Hull.
- 1 Damage to Hull.
- Chaos - Player rolls 1 less die next turn.
- Retreat & Repair - swap with back line card, and reduce Damage by 1.
- 1 Damage to Cannon or Corvette.

6 5 4 3 2 1

Infantry Squad

1.5

- Deploy right - swap with card to right.
- 1 Damage to Cannon or Corvette.
- 1 Damage to Sponsons or Shock Troops.
- 1 Damage to Sponsons or Shock Troops.
- Retreat & Repair - swap with back line card, and reduce Damage by 1.

3 2 1

Badger Class Landship

2.5

- 1 Damage to Hull.
- 1 Damage to Hull.
- 1 Damage to Cannon or Corvette.
- Retreat & Repair - swap with back line card, and reduce Damage by 1.
- Deploy left - swap with card to left.

5 4 3 2 1

Mine Field

1.3

- 2 Damage to Hull.
- 1 Damage to Hull.
- 1 Damage to Sponsons or Shock Troops.

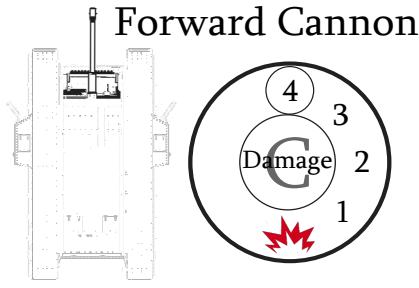
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Discard after second use.

"Pocket Landship"

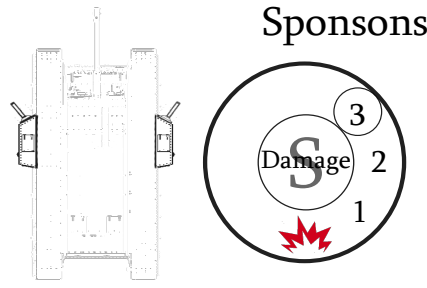
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Narrow Gate Games



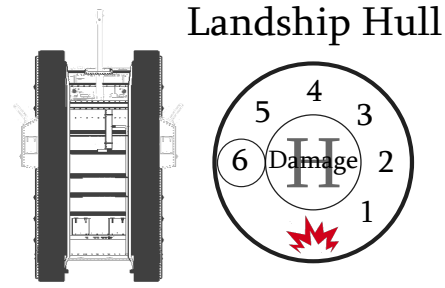
Forward Cannon

- Armor piercing shell, 1 Damage to any front line landship.
- Armor piercing shell, 2 Damage to front center landship.
- High explosive shell, 1 Damage to any front enemy unit.
- High explosive shell, 1 Damage to any front enemy unit.
- Jam - no action.
- Repair Cannon +2, or +1 to Sponsons or Hull.



Sponsons

- Jam - no action.
- Repair Sponsons +2, or +1 to Cannon or Hull.
- Attack left front enemy. 2 Damage to Infantry/Artillery, 1 to Landship.
- Attack center front . 2 Damage to Infantry/Artillery, 1 to Landship.
- Attack right front. 2 Damage to Infantry/Artillery, 1 to Landship.
- Desperation - re-roll 1 other die.



Landship Hull

- Hunker down - no damage to hull next turn.
- Ingenuity - adjust 1 other die up or down 1 pip.
- Stuck in the mud - no action.
- Repair Hull +2, or +1 to Sponsons or Cannon.
- Adrenaline - roll 1 more die next turn, pick any to use.
- Machine gun - 1 Damage to a front line Infantry or Artillery.

Medium Artillery

2.5

- 1. Deploy right - swap with card to right.
- 2. Retreat & Repair - swap with back line card, and reduce Damage by 1.
- 3. 1 Damage to Sponsons or Shock Troops.
- 4. Spotters - If Infantry on front line, 2 Damage to Hull, otherwise 1 Damage.
- 5. Spotters - If Infantry on front line, 2 Damage to Hull, otherwise 1 Damage.

4 3 2 1



Elite Infantry Squad

2.0

- 1. 1 Damage to Hull.
- 2. 1 Damage to Sponsons or Shock Troops.
- 3. 1 Damage to Sponsons or Shock Troops.
- 4. Deploy left - swap with card to left.
- 5. Retreat & Repair - swap with back line card, and reduce Damage by 1.

4 3 2 1



Ambush

Can not be attacked

- 1. 2 Damage to Hull.
- 2. 1 Damage to Hull.
- 3. 2 Damage to Cannon or Corvette.
- 4. 1 Damage to Hull.
- 5. 2 Damage to Sponsons or Shock Troops.

0

Discard after one use.

Bison Class Landship

6.0

- 1. Retreat & Repair - swap with back line card, and reduce Damage by 1.
- 2. 2 Damage to Hull.
- 3. 1 Damage to Sponsons or Shock Troops.
- 4. Chaos - Player rolls 1 less die next turn.
- 5. 2 Damage to Cannon or Corvette.

7 6 5 4 3 2 1



Badger Class Landship

2.5

- 1. 1 Damage to Hull.
- 2. 1 Damage to Hull.
- 3. 1 Damage to Cannon or Corvette.
- 4. Retreat & Repair - swap with back line card, and reduce Damage by 1.
- 5. Deploy left - swap with card to left.

5 4 3 2 1



Bobcat Class Landship

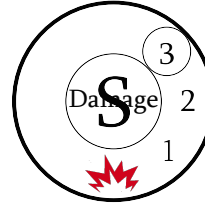
2.0

- 1. Deploy right - swap with card to right.
- 2. Retreat & Repair - swap with back line card, and reduce Damage by 1.
- 3. 1 Damage to Hull.
- 4. 1 Damage to Cannon or Corvette.
- 5. 1 Damage to Sponsons or Shock Troops.

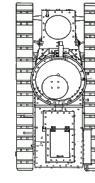
4 3 2 1



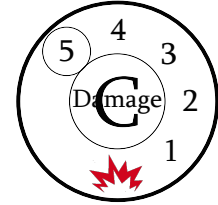
Shock Troops



- 1. Reinforce troops +2, or repair one other unit +1.
- 2. Into the trenches - no damage next enemy turn.
- 3. 1 Damage to front line Infantry or Artillery.
- 4. Infiltration Tactics - 1 damage to any back line enemy unit.
- 5. 1 Damage to front line Infantry or Artillery.
- 6. Rush - 2 Damage to front Infantry or Artillery, 1 Damage to this unit.



Corvette



- 1. Armor piercing shell, 1 Damage to any front line landship.
- 2. Armor piercing shell, 1 Damage to any front landship.
- 3. Out-maneuver - Swap any 2 front line mobile enemy units.
- 4. High explosive shell, 1 Damage to any front enemy unit.
- 5. Stuck in the mud - no action.
- 6. Repair +2.