

**CARRY
ON
TINTIN**

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RE-ROLL

The devil is on your side.

Re-roll any of your own, or force your opponent to re-roll any single dice throw.

REGULAR / REACTION

SABOTAGE

Pinky's been on the rampage.

Reduce one enemy HQ option by 2 points.

REGULAR

SABOTAGE

A stick of dynamite does the trick.

Reduce one enemy HQ option by 2 points.

REGULAR

SUPPLIES

Where did this stuff come from?

Increase one HQ option of your choice by 1 point.

REGULAR

SUPPLIES

Delivery from Mr Firefly.

Increase one HQ option of your choice by 1 point.

REGULAR

SUPPLIES

A present from that lovely Mrs Teasdale.

Increase one HQ option of your choice by 1 point.

REGULAR

SUPPLIES

The goods' got through.

Increase one HQ option of your choice by 1 point.

REGULAR

LOW CLOUD

It's not good flying weather today.

Reduce all aircraft deployment rolls by -2. If any planes are patrolling they have to land. (This card stays in play until cancelled).

REGULAR

LOST IN THE WOODS

Play on any enemy unit moving through, or out of, woods.

Throw one D6
1-2 Moves Left
3-4 Moves Right
5-6 Does Not Move

REACTION

DIG-IN

Get Dav number of sandbag emplacements. Can be deployed on any unit not in contact with enemy.

(Ends turn, but can be played for free pre-game).

REGULAR

CLEVER USE OF TERRAIN

They can't see us here.

Move an infantry unit 2 SQ's.
(Not if in contact, and not into contact).

If played pre-game, entire battalion may move.

REGULAR

CLEVER USE OF TERRAIN

Keep yer heads down.

Move an infantry unit 2 SQ's.
(Not if in contact, and not into contact).

If played pre-game, entire battalion may move.

REGULAR

MOVE GENERAL

Come along now.

Re-position own, or enemy general, on HQ track. This will not trigger the option that they are moved to.

REGULAR

MOVE GENERAL

Over here, sweet cheeks.

Re-position own, or enemy general, on HQ track. This will not trigger the option that they are moved to.

REGULAR

AMBUSH

'Ave some of that!

Immediately interrupt and combat any enemy that close-assaults. Enemy must obey flags before conducting their attack in return.

INTERRUPT

AMBUSH

We heard you coming.

Immediately interrupt and combat any enemy that close-assaults. Enemy must obey flags before conducting their attack in return.

INTERRUPT

RAPID FIRE

Fire at will, whoever he is!

+1 dice to any unit ordered to fire this turn.
(Not close assault).

REGULAR

RAPID FIRE

Give 'em all you've got.

+1 dice to any unit ordered to fire this turn.
(Not close assault).

REGULAR

RAPID FIRE

Make every shot count.

+1 dice to any unit ordered to fire this turn.
(Not close assault).

REGULAR

RAPID FIRE

They can't take this for long.

+1 dice to any unit ordered to fire this turn.
(Not close assault).

REGULAR

AT THE DOUBLE

Quick, before they see us!

All activated units may move an extra square this turn, and still attack.

REGULAR

AT THE DOUBLE

Only the slow get shot.

All activated units may move an extra square this turn, and still attack.

REGULAR

AT THE DOUBLE

Hurry up you lot!

All activated units may move an extra square this turn, and still attack.

REGULAR

AT THE DOUBLE

The battle's *this* way!

All activated units may move an extra square this turn, and still attack.

REGULAR

FIRE-FIGHT

Two can play at that game.

Play after enemy ranged attack (not close assault).
Targeted unit may return fire on assailant after flags have been completed, if in range.

REACTION

STAFF OFFICER

It's a lovely day for a fight.

Un-exhaust one Staff Officer, they can be used this turn.

REGULAR

FIRE-FIGHT

Don't you shoot at me!

Play after enemy ranged attack (not close assault).
Targeted unit may return fire on assailant after flags have been completed, if in range.

REACTION

FIRE-FIGHT

See how you like *that!*

Play after enemy ranged attack (not close assault). Targeted unit may return fire on assailant after flags have been completed, if in range.

REACTION

SNIPER

What was that?.

Roll 1 Combat dice against any enemy infantry unit in LOS.

Kills on soldier and skull results.
Retreats on flags.

This action does not activate a unit.

REGULAR

SNIPER

Did that bush just shoot at us?

Roll 1 Combat dice against any enemy infantry unit in LOS.

Kills on soldier and skull results.
Retreats on flags.

This action does not activate a unit.

REGULAR

HOLD

That doesn't scare us!

Ignore all flags rolled against this unit in this turn.

REACTION

HOLD

"Steady boys..steady."

Ignore all flags rolled against this unit in this turn.

REACTION

BLOOD LUST

They're running..attack!

Unit may conduct an over-run attack after a successful close-combat.

REACTION

BLOOD LUST

Look, there's more.

Unit may conduct an over-run attack after a successful close-combat.

REACTION

DISCARD

We'll see about that!

Cancel any card being played, or already in play.

Re-shuffle deck and discard pile together.

**REGULAR
INTERRUPT/ REACTION**

COUGH, SPLUTTER, BANG

Me big ends gone!!

Cancel one enemy vehicle movement. It may still fire at -1 dice.

INTERRUPT

MUD

Help I'm stuck

Cancel on enemy infantry movement.

REACTION

MUD

Not this way!

Cancel on enemy infantry movement.

REACTION

MUD

Surprise.

Cancel on enemy infantry movement.

REACTION

STAFF OFFICER

Do you want to live forever!

Un-exhaust one Staff Officer, they can be used this turn.

REGULAR

HEROIC OFFICER

He laughs in the face of danger

Cancel one kill thrown against an officer trying to prevent his unit from retreating.

REGULAR

GRENADES

Let's get this party started!

Add one dice to an infantry units roll in close assault

REGULAR

GRENADES

Boom..Boom..Boom..Boom.

Add one dice to an infantry units roll in close assault

REGULAR

GRENADES

Boom, Banger-bang

Add one dice to an infantry units roll in close assault

REGULAR

HEROIC OFFICER

Armed with just an impressive 'tache.

Cancel one kill thrown against an officer trying to prevent his unit from retreating.

REGULAR

TINTIN

It's that bloody boy-journalist again!

1. If not deployed, place Tintin onto any HQ board.
2. If already deployed, move Tintin to a different HQ option.
3. Arrest him and put him in prison.
4. Free Tintin, and place him onto an HQ board.

REGULAR

TINTIN

Have you *seen* his hair!

1. If not deployed, place Tintin onto any HQ board.
2. If already deployed, move Tintin to a different HQ option.
3. Arrest him and put him in prison.
4. Free Tintin, and place him onto an HQ board.

REGULAR

TINTIN

Where's the dog?

1. If not deployed, place Tintin onto any HQ board.
2. If already deployed, move Tintin to a different HQ option.
3. Arrest him and put him in prison.
4. Free Tintin, and place him onto an HQ board.

REGULAR

TINTIN

Plus-fours, with *those* shoes?

1. If not deployed, place Tintin onto any HQ board.
2. If already deployed, move Tintin to a different HQ option.
3. Arrest him and put him in prison.
4. Free Tintin, and place him onto an HQ board.

REGULAR

TINTIN

What have the Belgians ever done for us?

1. If not deployed, place Tintin onto any HQ board.
2. If already deployed, move Tintin to a different HQ option.
3. Arrest him and put him in prison.
4. Free Tintin, and place him onto an HQ board.

REGULAR

TINTIN

I thought he was in prison!

1. If not deployed, place Tintin onto any HQ board.
2. If already deployed, move Tintin to a different HQ option.
3. Arrest him and put him in prison.
4. Free Tintin, and place him onto an HQ board.

REGULAR

TINTIN

Blast that pesky, meddling kid..

1. If not deployed, place Tintin onto any HQ board.
2. If already deployed, move Tintin to a different HQ option.
3. Arrest him and put him in prison.
4. Free Tintin, and place him onto an HQ board.

REGULAR

TINTIN

At least he's not Captain Haddock!

1. If not deployed, place Tintin onto any HQ board.
2. If already deployed, move Tintin to a different HQ option.
3. Arrest him and put him in prison.
4. Free Tintin, and place him onto an HQ board.

REGULAR

TINTIN

Still want to know where the dog is...

1. If not deployed, place Tintin onto any HQ board.
2. If already deployed, move Tintin to a different HQ option.
3. Arrest him and put him in prison.
4. Free Tintin, and place him onto an HQ board.

REGULAR

MECHANIC

Pass the monkey wrench.

Roll 3 dice.

For each skull thrown
repair/remove one damage
marker from any vehicles of
your choice.

REGULAR

MECHANIC

It's not a big hole.

Roll 3 dice.

For each skull thrown
repair/remove one damage
marker from any vehicles of
your choice.

REGULAR

BONUS

You *can* do two things at once.

This turn you can activate a
staff officer, and use the off
table HQ board for free.

REGULAR

BONUS

Anything you can do I can do
better.

This turn you can activate a
staff officer, and use the off
table HQ board for free.

REGULAR

BONUS

What do you think I got this
medal for!!

This turn you can activate a
staff officer, and use the off
table HQ board for free.

REGULAR

BONUS

My moustache is better than
yours!

This turn you can activate a
staff officer, and use the off
table HQ board for free.

REGULAR

BONUS

Now that's what I call a cunning
plan.

This turn you can activate a
staff officer and use the off
table HQ board.

REGULAR

BONUS

Quick..before they notice..

This turn you can activate a
staff officer and use the off
table HQ board.

REGULAR

BONUS

There could be a medal in this.

This turn you can activate a
staff officer and use the off
table HQ board.

REGULAR