

# The Tanker Deck

These cards are 63mm x 88mm and are designed for use with laminated pouches.

Front

Back

**IMPRESSIVE BUSH**




Your crew's hard work camouflaging your tank has paid off. Play this card when your enemy is attempting to acquire you as a target. He will now need an additional two TARGET ACQUISITION DICE to acquire you. Valid for one target acquisition attempt only. Discard after use.

**COOL HAND**




Lost dice to damage? No problem! Use this card to ignore ALL damage and restore a full hand of command dice for this activation only. Discard after use

**WILD CARD**



Your crew are working effectively as a team. Use this card to change the score on ANY single Command Dice rolled to any other score of your choosing. Discard after use

**A QUICK SNIFTER**



Instill some liquid courage in your crew by passing round your last bottle of liberated tipple. This card allows your tank to permanently recover up to two Command Dice lost to temporary damage. Discard after use

**WHAT A TANKER!**  
TOO FAT Lardies



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**DEAD EYE**



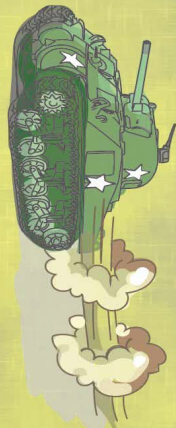
Hit your enemy right where it hurts with a deadly and well aimed shot. Play this card to turn one point of temporary damage inflicted by you on your enemy into one point of permanent damage.

Discard after use

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**HELL DRIVING!**



Put the pedal to the metal and surprise your enemy with a daring burst of speed. This bonus card gives you one DRIVE activation which may be used immediately. **Can be played at ANY time even if not during your activation.**

Discard after use

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**HOT TRACER**



Use a machine-gun to fire tracer bullets at a target that you have already acquired. Play this card on your activation. For the rest of this turn the tracer will count as two TARGET ACQUISITION dice for any friendly tank attempting to acquire the same target as you.

Discard after use

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**SANDBAGS**



Survive even the fiercest shot by piling your tank high with sandbags. Play this card to reduce the penetration of any hit by one. Thus a net two penetrations becomes one; three becomes two, and so on.

Discard after use

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