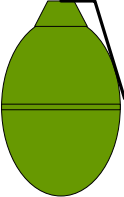


①

Fragmentation Grenade
(small)




Thrown up to 4,
Area effect: 2, damage: 2

①

Tear Gas Grenade
(small)


1 st turn -3 AP
2 nd turn -2 AP



Popped in place or thrown 4
Area affected: 2 for 2 turns, CS Gas will
dissipate, use marker on turn boxes.
Place card where grenade is popped.

①

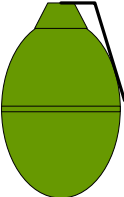
Flashbang Grenade
(small)



Throw up to 4
Effects 1 area -5 AP
for 1 round

①

Fragmentation Grenade
(small)




Thrown up to 4,
Area effect: 2, damage: 2

①

Tear Gas Grenade
(small)


1 st turn -3 AP
2 nd turn -2 AP



Popped in place or thrown 4
Area affected: 2 for 2 turns, CS Gas will
dissipate, use marker on turn boxes.
Place card where grenade is popped.

①

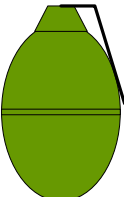
Flashbang Grenade
(small)



Throw up to 4
Effects 1 area -5 AP
for 1 round

①

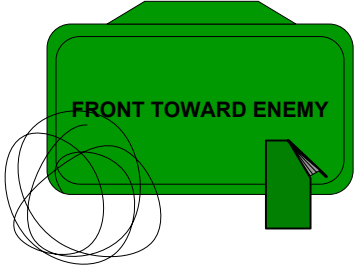
Fragmentation Grenade
(small)



Thrown up to 4,
Area effect: 2, damage: 2

②

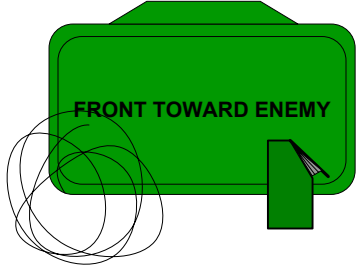
Claymore Mine
with trigger



Range: 2 wide 2 long
Damage: 3
Blast radius directly in front of mine
Trigger wire length: 4
2 AP to set

②

Claymore Mine
with trigger



Range: 2 wide 2 long
Damage: 3
Blast radius directly in front of mine
Trigger wire length: 4
2 AP to set