

Each unit may take one action during each phase of their turn, command, ranged combat, and melee combat. Even if a unit has multiple options they may only make up to one action per phase.

Keywords:

Survivalist: -1 to be hit in wooded terrain. +1 to their RS / MS in wooded terrain.

Basketball Player (placeholder name): same as survivalist but for urban terrain.

Shark: -1 to be hit in aquatica. No movement restrictions in aquatic terrain.

Flame dancer(working title): immune to all fire based damage

Snowman (placeholder name): +1 movement to enter snow terrain.

Mechanic: command action- may heal a vehicle on the same tile up to 3 HP

Medic - same as mechanic, but for non-vehicles

(What about robots?)

Coms X: draw and then discard X cards.

Incoming: does not require Line of Sight (los) for ranged attacks

Swamp folk - same as snowman but for swamps.

Heavy - can not make a move and ranged action in the same turn.

Seer X - look at the top X cards of your draw deck. Put any number of those cards into your discard pile and rest on top of your draw deck in any order. (Be aware of "put in discard pile" vs. "discard")

Cards:

Cobra

Leaders:

Cobra Commander

Unique, Cobra, Leader

Unit, Ground

Slipper - When CC is put at exactly one wound he may retreat one tile.

Tyrant - May transfer one successful hit from CC to any Cobra unit on the same tile. (Once per turn)

M 1|RS 2|MS 3|S WD+1|TS WD+1|AS 3|HP 6

Destro

Unique, Leader, Mars

Unit, Ground

Arms dealer - as a command action - search your draw deck or discard pile for 1 equipment card and deploy it.

M 1|RS 2|MS 3|S WD+1|TS WD+2|AS 3|HP 6

Zartan

Unique, Leader, Dreadnok

Swampfolk, Unit, Ground

All Dreadnok units on the battlefield get +1 to hit

M 1|RS 3|MS 3|S WD|TS WD|AS 4|HP 5

Zarana

Unique, Leader, Dreadnok

Swampfolk, Unit, Ground

All Dreadnok units on the battlefield get +1 to S and Ts an

M 1|RS 3|MS 3|S WD|TS WD|AS 4|HP 5

Zandar

Unique, Leader, Dreadnok

Swampfolk, Unit, Ground

All Dreadnok units on the battlefield get +1 armor save

M 1|RS 4|MS 4|S WD|TS WD|AS 4|HP 5

Troops:

Viper

M 1|RS 4|MS 4|S WD|TS WD|AS 5|SQ 5

R 2|A 1|S WD|AP 0|D 1

Cobra, squad

Range Viper - survivalist

M 1|RS 4|MS 4|S WD|TS WD|AS 5|SQ 5

R 2|A 1|S WD|AP 0|D 1

Heat Viper

M 1|RS 4|MS 4|S WD|TS WD|AS 5|SQ 5

HEAT - R 18|A 1|S 2WD+4|AP -3|D WD+1 - heavy

SAW Viper

M 1|RS 4|MS 4|S WD|TS WD|AS 5|SQ 5
SAW - R 12\A 3\S WD+2\AP -3\D 1 - Heavy

Tele Viper - coms

M 1|RS 4|MS 4|S WD|TS WD|AS 5|SQ 5
R 2\A 1\S WD\AP 0\D 1

Medi Viper - Medic

M 1|RS 4|MS 4|S WD|TS WD|AS 5|SQ 5
R 2\A 1\S WD\AP 0\D 1

Techno Viper - Mechanic

M 1|RS 4|MS 4|S WD|TS WD|AS 5|SQ 5
R 2\A 1\S WD\AP 0\D 1

Eel - Shark

M 1|RS 4|MS 4|S WD|TS WD|AS 5|SQ 5
R 2\A 1\S WD\AP 0\D 1

Crystal Ball - Unique, Ground

Seer 4 (Command action)

Hp 3

M 1|RS 4|MS 4|S WD|TS WD|AS 5|SQ 5
R 2\A 1\S WD\AP 0\D 1

Croc Master

M 1|RS 4|MS 3|S WD+2|TS WD+2|AS 5|HP 5
Ranged - R 2\A 1\S WD\AP 0\D 1
Melee Jaws - A 3(5)\S WD+2\AP -2\D 1
Pet Croc - +2 melee attacks

BAT

M 1|RS 3|MS 3|S WD+2|TS WD+2|AS 3|HP 5
Ranged - R 2\A 1\S WD+1\AP -1\D 1
Melee Claw - R M\A 1\S WD +4\AP -2\D 1

Vehicles:

Cobra Hiss

Cobra

Ground

M 2|TS 10|AS 3|HP 11

R 18\A 4\RS 4\S 2WD+2\AP -1\D 1
Wd

Fang

Cobra

Aircraft

M 3|TS 8|AS 3|HP 7

R 13\A 3\RS 4\S WD+2\AP -2\D 1

R 18\A 1\RS 4\S WD+4\AP -3\D 1

R 0\A 1\RS 4\S WD+5\AP -5\D WD - same tile only

Wd

Stinger

Cobra

Ground

M 3|TS 9|AS 3|HP 10

R 18\A 1\RS 4\S 2WD+4\AP -3\D 1

WD

Trans. 1

Ferret

Cobra

Ground

M 2|TS 6|AS 5|HP 5

R 12\A 4\RS 4\S WD+2\AP -2\D 1

R 18\A 1\RS 4\S 2WD+1\AP -2\D 1

WD

Moray

Cobra

Aquatic

M 2|TS 11|AS 3|HP 11

R 18\A 4\RS 4\S 2WD+2\AP -1\D 1

R 18\A 1\RS 4\S 2WD+5\AP -5\D WD

WD 1

2 ranged actions

Rattler

Cobra

Aircraft

M 4|TS 10|AS 3|HP 11

R 18\A 4\RS 4\S 2WD+2\AP -1\D 1

R 18\A 1\RS 4\S 2WD+1\AP -2\D 1

R 0\A 1\RS 4\S 2WD+5\AP -5\D WD - same tile only

Wd

Equipment:

5 Jetpack - Attach to non-vehicle ground unit. +1 M. May ignore terrain movement restrictions

Terrain:

1 Cobra Island

Command center, HQ, Aquatic

DZ: Aircraft, Aquatic, Amphibious

1 Castle Destro

Command Center. HQ

DZ: Aircraft, Ground

1 Coastal Base

Command center, HQ, Aquatic

DZ: Aquatic, Amphibious, Ground

4 Inferno

Blocks line of sight(LOS) across tile.

Ground units must make armor save at end of turn (EOT)

5 River

Aquatic

Ground units must end their movement on this tile

5 Swamp

Aquatic

Ground vehicles may not enter

5 Lake

Aquatic

Ground units may not enter

4 Ruins

Urban

-1 to hit get one unit w on their tile.

Blocks ground units LOS across the tile

4 Forest Trail

Wooded

-1 to hit ground units on this tile

Blocks ground unit LOS across the tile

4 Hilltop

Elevated

+1 to hit ground units on non elevated terrain

Blocks LOS for ground units across the tile

6 Plains

No bonus

4 Motorpool

HQ

DZ: Ground

3 Barracks

HQ, Urban

DZ: Ground

4 Airfield

HQ

DZ: Aircraft

4 Marine

HQ

DZ: Aquatic

Command Cards:

6 Cobra Recruiter

Search your deck and discard for a Cobra unit and put it into your hand or deploy it

5 Napalm

Add inferno status to one tile until end of your next command phase, must be connected to grid

6 Tactical Withdrawal

Discard your hand

4 Halo

Deploy one unit to any tile connected to your grid

5 Recycled

Discard one of your units from the battlefield

6 Retreat

Move one of your units one tile that is further from your opponents command center

4 Take Cover

All units on target tile are -1 to hit until the end of your next command phase

5 Laser spotter

All units on target tile are +1 to hit in IL the end of your next command phase