

ABILITIES QUICK REFERENCE

LEADERSHIP

TURN

1

YOU MISSED ME!

Your re-roll failed attempts to switch to another team for your Infantry Ace.

I'M ALREADY HERE!

Your Infantry Ace may hold and contest an Objective within 6"/15cm.

OI, YOU THERE!

Your Infantry Ace has 8"/20cm Commander's Leadership range.

TURN

2

DECEPTION

You may re-deploy one of your Units before the game begins.

STICK IT TO 'EM!

Your Ace automatically Rallies a Unit that is Pinned Down.

IT'S ONLY MUD!

When your Ace is within 6"/15cm of a Unit, it may move Cross-country Dash through Difficult Terrain.

TURN

3

SEND THEM IN!

Once each turn you may re-roll one die rolled to receive Reserves for your Force.

UNSHAKEABLE

You may re-roll any failed Unit Last Stand tests.

ROUTE STEP

Infantry teams in your Formation Units move 10"/25cm instead of the normal 8"/20cm.



COMMANDER

HERO

MAJOR LIGHTNING

TACTICS

TURN

1

NINE FINGERS

Your Infantry Ace has Anti-tank 3, Firepower AUTO in Assaults, crosses Minefields and Digs-In better.

RECON SCOUT

Your Infantry Ace may use the Eyes and Ears rule.

I NEED MORTAR SUPPORT!

Once per game, your Ace may call in a 6-gun Mortar bombardment.

TURN

2

WE'LL FIGHT THEM HERE

When your Ace is near a Unit, the Unit may re-roll failed dig-in attempts.

KEEP YOUR HEAD DOWN

When your Ace is near a Unit, the Unit may use the Scout special rule.

DIG 'EM OUT!

Once per game, your Ace may call in a 4-gun 105mm howitzer bombardment.

TURN

3

BURN 'EM OUT

Before the game begins, you may replace one infantry team in each Formation Unit with a Flame-thrower team.

SPEARPOINT

At the beginning of the game, you may deploy one Unit in Ambush.

BRING ORDER TO CHAOS

Once per game, your Ace may call in a 4-gun heavy howitzer bombardment.



VENDETTA

RECONNAISSANCE
MAN

GOD OF WAR

COMBAT

TURN

1

CRACK SHOT

Your Infantry Ace may re-roll one of his misses while shooting.

HEAVY ASSAULT

Your Infantry Ace may re-roll his failed results to Hit in an Assault.

WEAPONS UPGRADE

Your Infantry Ace may shoot as an Assault Rifle, MG, or Anti-tank team.

TURN

2

POUR IT ON, BOYS!

Formation Units with your Ace, may re-roll misses when shooting at targets over 16"/40cm away.

HIT 'EM HARD

The first hit on a Unit with your Ace does not count towards Pinning Down when facing Defensive Fire in an Assault.

WE CAN USE THAT!

If you win an Assault you may capture and use enemy Gun Teams or Tank teams.

TURN

3

INTERLOCKING FIRE

Gun teams in Foxholes can shoot over any friendly Gun Team teams in Foxholes.

GET IN THERE!

You may attempt to launch the same Assault again with a Pinned Down Unit if it passes a Motivation Test.

TELLER MINE STASH

Before the game begins, you may either deploy a mine-field or give an entire Unit Anti-tank 3, Firepower AUTO in Assaults.



MASTER OF DEFENCE

ASSAULT MONSTER

SCAVENGER

JACK OF ALL TRADES



CAMPAIGN TURNS 1 TO 3

Requires: Any four Abilities from Turn 1 or 2.

JACK OF ALL TRADES

