





★ ★ DEADLY ★ ★

- ★ Hero or Leader
- ★ Add 1 Firepower to attacks from units stacked with this Leader, or - if a Hero possesses the card - the Hero's attacks
- ★ This is 1 FP total. Not 1 FP per each unit



★ ★ DEAD EYE ★ ★

- ★ Hero or Leader
- ★ Double the range of units stacked with this Leader, or - if a Hero possesses the card - the Hero's attacks



★ ★ INSPIRATIONAL ★ ★

- ★ Hero only
- ★ Single use card
- ★ If this Hero begins the Rally Phase in a hex with a friendly MMC (it may be a jointly occupied hex with the enemy), he creates another Hero
- ★ The new Hero does NOT draw a Skill Card



★ ★ DIE HARD ★ ★

- ★ Leader only
- ★ This Leader and any units (whether Good Order or Shaken) in his hex may roll TWO dice for any Damage Check, choosing the single die they wish to apply
- ★ Roll the two dice for EACH unit



★ ★ FANATIC ★ ★

- ★ Leader only
- ★ Shaken units stacked with this Leader aren't eliminated when an enemy squad enters the hex: they attempt to rally
- ★ Leaders rally first, and then other units in the hex: if the Leader doesn't rally, the other units may not attempt to rally
- ★ If hex has positive TM, two is subtracted from rally die roll
- ★ Units that don't rally are eliminated: those that do rally can fight in the melee per 6.0



★ ★ ASSAULTER ★ ★

- ★ Leader only
- ★ Units in the same hex with this Leader are given Assault Movement capabilities as defined in 6.1



★ ★ ERRATIC ★ ★

- ★ Hero or Leader
- ★ Single use card
- ★ Play when combat results call for a damage check. Roll a die
- ★ If the result is even neither Leader nor the units in his hex take a Damage Check
- ★ If the result is odd the units take double the initial Damage Check. For example, if the original Damage Check was DC1, the Damage Check would become DC2
- ★ If a Hero possesses the card it only applies to him



★ PLOUGH THE ROW ★


- ★ Hero or Leader
- ★ This Leader, and the units in his hex, may attack any two hexes that are adjacent to each other when they attack
- ★ Both hexes must meet all the requirements for Fire Combat (5.0)
- ★ If a Hero possesses this card it only applies to himself



★ THE AMBUSH ★

- ★ Hero or Leader
- ★ Single use
- ★ Play when unit occupies an enemy hex or is adjacent to an enemy
- ★ Roll 1d6 and place the forces allotted in or adjacent to the user's hex (even if enemy occupied). Reinforcements assume the activation of the user and must be of the user's type (SS, etc.), but randomly selected

1	Nothing
2	1/2 Squad, LMG
3-4	Squad, LMG
5-6	2 x Squads



★ PREEMPT ★

- ★ Hero or Leader
- ★ Single use card
- ★ After the opponent has declared which units will conduct their impulse, but before the impulse is conducted, the Leader and all the units in his hex may conduct an impulse
- ★ If a Hero possesses the card only the Hero may conduct an impulse
- ★ Units must be eligible to conduct an impulse (not marked with a Move, Low Crawl, Assault Movement, Ops Complete, Fire, or Stealth marker)




★ VERSATILE ★

- ★ Hero or Leader
- ★ Assault Movement (AM) qualified troops in this Leader's hex, may fire BEFORE moving (the fire still suffers the -2 penalty)
- ★ After firing they may move as per AM rules. (6.1)
- ★ These units MAY enter melee via Assault Movement
- ★ If this card is drawn for a Hero, only the Hero receives the benefits, NOT the other units in his hex



★ SPEEDY ★

- ★ Hero or Leader
- ★ Add 2 movement points to this Hero or to the Leader and all units in this Leader's hex
- ★ MMCs (not WTs) Double-timing with this Leader have 8 Movement Points
- ★ If units in the Leader's hex are Assault Movement capable, they may expend up to 4 MPs and then fire



★ OP MOVEMENT ★

- ★ Hero or Leader
- ★ If not marked with a Move, Low Crawl, Assault Movement, Ops Complete, Fire, or Stealth marker, this Hero, or Leader (and the units stacked with him), may Opportunity Move
- ★ At any point they would be eligible to Opportunity Fire, they may activate and move instead



★ DECISIVE ★

- ★ Leader only
- ★ Single use card
- ★ This leader may activate both himself and units stacked in his hex twice. The second activation occurs during a second impulse
- ★ Remove any Fired, Moved, Assault Moved, Low Crawled, Stealth, or Ops Complete markers immediately before the second activation
- ★ Mark the units as appropriate after the second activation



★ LEADER-HERO ★

- ★ Hero only
- ★ This Hero has exceptional leadership
- ★ In addition to Hero qualities, he also has a Leadership modifier of one (1) that can be used for everything Leaders use theirs for (11.1). For example, during the Rally Phase they may attempt to rally ALL Shaken units in their hex, just like a Leader (3.0)
- ★ Suffers no leadership penalties when wounded