

CARD NAME

TITLE

8<sup>TH</sup> INFANTRY DIVISION  
**PATHFINDER**

*When the 8<sup>th</sup> Infantry Division arrived in Northern Ireland to prepare for the invasion, it devoted fully a third of its training time to night fighting. This came in useful during the battle of Brest where the division launched several night attacks.*

If this Force is the attacker in a mission where the defender has Minefields, you may attack at night. If you do so, Night Fighting rules (see page 113 of the rulebook) are in effect at the start of the game.

Units from this Formation can move freely from the start of the game. Friendly Units from other Formations or Support may not move out of their Deployment until morning breaks.

*US, Build, Formation  
 (Rifle Company), Title*

**1**  
**POINTS**

KEYWORDS

POINTS

RULES TEXT



## COMMAND CARD RULES

Command cards are upgrades that you can add to your existing *Flames Of War* army. Each army book has an optional accompanying deck of command cards.

### BUYING COMMAND CARDS

Command cards can be added to your force in two ways. You can add them to your normal point limit just like you would add a Unit to your force, or you and your opponent can agree on a set amount of points that players may only use to add Command cards to their lists. You may purchase a card multiple times for different Formations or Units in your force, giving each one the stated benefit.

## **PLAYING COMMAND CARDS**

Command cards are placed face down with the Unit card or Formation HQ Unit card they have been assigned to until they are first used. Once used, they remain face up for the rest of the game.

## **COMMAND CARD KEYWORDS**

### **NATIONALITY**

The nationality (German, US, etc.) indicates what nationality of Force it can be fielded with.

### **FORCE**

Force cards affect your entire Force.

### **FORMATION (TYPE)**

Formation cards are assigned to a particular Formation in your Force. If it is destroyed, the card is removed from play. If a Formation card lists a type of Formation, that card can only be assigned to a Formation of that type.

### **UNIT (TYPE)**

Unit cards are assigned to a particular Unit. If it is Destroyed, the card is removed from play. If a Unit card lists a type of Unit or a Formation, that card can only be assigned to

a Unit of that type or from that formation.

### **UPGRADE**

A Unit may only have one Upgrade card assigned to it.

### **BUILD**

Build cards alter the way that a Formation or Unit is organised or change its basic rules. These cards must be played face-up with their assigned Unit or Formation.

### **LIMITED**

You may only have one copy of each Limited card in your Force.

### **TITLE**

Title cards represent particular real-life divisions as indicated above the card name. All Title cards in your Force must have the same Title.

### **WARRIOR**

Warrior cards add significant leaders and personalities to your Force. A Force may only include one Warrior card.

For more information, visit  
**[WWW.FLAMESOFWAR.COM](http://WWW.FLAMESOFWAR.COM)**