

# ABILITIES QUICK REFERENCE

## LEADERSHIP

TURN  
**1**

### YOU MISSED ME!

*Your opponent must re-roll successful results to Destroy your Infantry Ace.*

### I'M ALREADY HERE!

*Your Infantry Ace may hold and contest an Objective.*

### OI, YOU THERE!

*Your Infantry Ace has +2"/5cm command range.*

TURN  
**2**

### DECEPTION

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

### STICK IT TO 'EM!

*When your Ace joins a platoon that is Pinned Down, it automatically rallies.*

### IT'S ONLY MUD!

*When your Ace joins a platoon, it may move At the Double through rough terrain.*

TURN  
**3**

### SEND THEM IN!

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

### UNSHAKABLE

*You may re-roll any failed Platoon Morale Checks and Company Morale Checks.*

### ROUTE STEP

*Infantry teams in your Combat or Weapons Platoons move 8"/20cm instead of the normal 6"/15cm.*



COMMANDER

HERO

MAJOR LIGHTNING

## TACTICS

TURN  
**1**

### NINE FINGERS

*Your Infantry Ace is now a Pioneer team with Tank Assault 3*

### 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 joins a platoon, the platoon may re-roll failed dig-in attempts.*

### KEEP YOUR HEAD DOWN

*When your Ace joins a platoon, the platoon may use the Cautious Movement 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 Combat platoon with a Flame-thrower team.*

### SPEAR POINT

*At the beginning of the game, you may deploy one platoon in Immediate Ambush.*

### BRING ORDER TO CHAOS

*Once per game, your Ace may call in a 4-gun 155mm 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!

*Combat or Weapons platoons with your Ace, may re-roll misses when shooting at targets over 16"/40cm away.*

### HIT 'EM HARD

*The first hit on a platoon with your Ace does not count towards Pinning Down when launching an Assault.*

### WE CAN USE THAT!

*If you win an Assault you may capture and use enemy Gun Teams or abandoned vehicles.*

TURN  
**3**

### INTERLOCKING FIRE

*Dug In Gun teams can shoot over any Infantry team in a Foxhole or Trench, whether the Infantry shoots or not.*

### GET IN THERE!

*You may attempt to launch the same Assault again with a Pinned Down platoon if it passes a Motivation Check.*

### TELLER MINE STASH

*Before the game begins, you may either deploy a minefield or give an entire platoon Tank Assault 5.*



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

