

GARBLED COMMUNICATIONS

Bad communications has left some uncertainty as to the next course of action. The resulting confusion has reduced the speed of the unit's advance.

d20	Result
1	Critical Success - The target unit has lost the balance of it's activation for the turn.
2-15	Each stand in the target unit is considered Out of Command for the turn.
16-19	Failure
20	Critical Failure

FORCED MARCH

Due to good leadership, exceptional training, and/or dedication, a unit has managed to cover more ground than usual.

d20	Result
1	Critical Success - All models in the target unit receive an extra Bonus Move.
2-15	Each stand in the target unit gains two addition movement pips, which can be used for all movement actions.
16-19	Failure
20	Critical Failure

BREAKDOWN

It's been weeks since the unit has been in for an overhaul, and things just keep breaking down. Today, the situation is even worse than usual, as vehicles are breaking down left and right.

d20	Result
1	Critical Success - Roll 1d20 for each vehicle with a roll of 1-15 resulting in an immobilization. If any vehicle has a Damage Rating greater than one, it suffers one damage point on a roll of 1-5.
2-15	Roll 1d20 for each stand with a roll of 1-10 resulting in immobilization.
16-19	Failure
20	Critical Failure

LUCKY SHOT

All conditions are perfect for the shot, and you just can't miss!

d20	Result
1	Critical Success - The desired shot is an automatic hit (no To-Hit roll required). In addition, the shot is also treated as a Critical Hit.
2-15	The desired shot is an automatic hit (no To-Hit roll required).
16-19	Failure
20	Critical Failure

May be played on a single stand only

INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY	INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY	INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY	INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY
YES	YES	NO	YES	YES	YES	YES	YES	NO	YES	NO	NO	YES	YES	YES	YES

WIND CHANGE

The wind has made a sudden change. Remove the current Wind marker (if any), and roll on the table below

d20	Result
1-10	Roll the Deviation Die and place a Wind marker indication the new wind direction and strength.
11-15	There is no change in the wind direction, but roll the Deviation Die to determine the change in the wind's strength.
16-20	There is no change in the wind's strength, but roll the Deviation Die to determine the change in the wind's direction.

Must be played immediately

KABOOM!

Brave engineers entered the area the night before and wired the structure for demolition. The player may choose any single structure not greater than a Class 5, and one which is not within the enemy deployment zone. Stands within are subject to the usual rules for when a building is destroyed.

d20	Result
1	Critical Success - The building is reduced to rubble.
2-15	The structure suffers enough damage to cause it to collapse.
16-19	Failure
20	Critical Failure

May be played at any time

FIGHTER COVER

Although you may not have air superiority in the immediate area, command has managed to provide a limited amount of fighter cover for the battle none the less.

d20	Result
1	Critical Success - The target aircraft is automatically shot down by the fighter cover. Plane crashes off board.
2-15	The card holder must make a TQ check. If passed, the enemy plane is shot down.
16-19	Failure
20	Critical Failure

May be played on a single enemy aircraft

BAD COORDINATES

The Forward Observer calling in the artillery strike did a particularly bad job. As a result the barrage is less accurate than normal. *Note - card should be played after the Barrage Marker has been placed.*

d20	Result
1	Critical Success - The card holder may move the barrage marker in any direction, up to 10'.
2-15	Roll two Deviation Dice. The card holder may select which to use for Deviation.
16-19	Failure
20	Critical Failure

May be played on opponent only

INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY	INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY	INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY	INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY
NA	NA	NA	NA	NA	NA	NA	NA	NO	NO	YES	NO	NO	NO	NO	YES

REROLL

Luck is on the player's side, allowing him to force a reroll of ANY single die roll. This includes die rolls made by either player, for any reason.

d20	Result
1	Critical Success - Reroll, but record/remember the result of the first roll. The card owner may choose which result is used.
2-15	The die is simply rerolled, with the second result being used.
16-19	Failure
20	Critical Failure

Must be played immediately after the die has been rolled, and before it's results have been worked out

BOMBS AWAY

Boy are YOU lucky! Headquarters has dispatched a fighter-bomber to support your neck of the woods. The player may pick any spot on the table top for where the plane drops it's bombs. See the Air Support rules for determination of where the bombs land.

d20	Result
1	Critical Success - The plane drops two 1000 pound bombs.
2-15	The fighter-bomber drops two 500 pound bombs.
16-19	Failure
20	Critical Failure

HASTY REPAIR

The crew of a vehicle has managed to quickly patch their warhorse back together and are back in business.

d20	Result
1	Critical Success - The player may remove two markers (Immobilized or Damaged). This may be from the same vehicles, or from two different vehicles.
2-15	A single Immobilized or Damaged marker may be removed.
16-19	Failure
20	Critical Failure

May be played on a single vehicle only, but at any time during the turn.

FORD

After some careful searching, recon has found a ford across a Class 1-3 river. Mark the position of the ford, which is 2" wide.

d20	Result
1	Critical Success - Scouting units have managed to find two fords. Mark as above. Fords must be within 12" of each other.
2-15	Scouts have found a ford as noted above.
16-19	Failure
20	Critical Failure

INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY	INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY	INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY	INFANTRY	VEHICLES	AIRCRAFT	ARTILLERY
NA	NA	NA	NA	NA	NA	NA	NA	NO	YES	NO	YES	NA	NA	NA	NA