

Whips Out!

Any one tank or armored car formation adds 10" to its movement allowance this turn.

Sun Glint

The sun flashes off a bayonet or binoculars. Nearest unspotted enemy formation is spotted.

Fog of War Card



"Nonsense! Everything is going exactly as I planned."

Fog of War Card



"Schweinhund! This is a map of Russia!"

Stonk It!

All stands of any one artillery formation may fire at the same target, and are automatically on target.

Born Leader

Reroll one failed quality check. May be played after the quality check die roll has been made.

Sand Storm

Selected enemy formation moves at half speed, and cannot spot any stands further away than 12" this turn.

Hidden Wadi

One formation moving in the open is treated as if in cover for spotting.

Comms Failure

Enemy artillery target point may be moved up to 6". Or move enemy air attack target point up to 12".

Expert Gun Crew

Selected gun and crew fire as if target is 10" closer. Does not apply to vehicle guns. Or selected gun may unlimber at no movement cost and fire.

Repairs

Recover one eliminated AFV next to any friendly battalion. Recovered AFV may not be placed within 20" of enemy.

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Desert Haze

One stand which is at least 12” away from the closest enemy stand, and which would be spotted this turn, is not spotted.

Soft Sand

Selected enemy formation moves at half speed.

Lili Marlene

One formation passes a quality check. May be played after the quality check die roll has been made.

Tea Time!

Force any one enemy formation to remain stationary this turn.

Sand Storm

Selected enemy formation moves at half speed, and cannot spot any stands further away than 12 inches this turn.

Hidden Wadi

One formation moving in the open is treated as if in cover for spotting.

Comms Failure

Enemy artillery target point may be moved up to 6". Or move enemy air attack target point up to 12".

Expert Gun Crew

Selected gun and crew fire as if target is 10" closer. Does not apply to vehicle guns. Or selected gun may unlimber at no movement cost and fire.

Repairs

Recover one eliminated AFV next to any friendly battalion. Recovered AFV may not be placed within 20" of enemy.

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