

Desert Haze

One stand which is at least 12 inches away from the closest enemy stand, and which would be spotted this turn (for any reason), is not spotted.

DAK-1

Elite Panzer

Designate one panzer stand as elite for the remainder of the game.

DAK-2

Soft Sand

Selected enemy company moves at half speed.

DAK-3

Lili Marlene

One company passes its *Morale* check. May be played after the morale die roll has been made.

DAK-4

Rommel Visits Front

Selected company is +2 on its morale check, Or, remove one *shaken* marker, or replace a *demoralized* marker with a *shaken* marker.

DAK-5

Desert Ruse

At any time, move selected unspotted stationary AT gun 12" in any direction. AT gun is considered stationary.

DAK-6

Tea Time!

Change any one enemy order to *Hold*.

DAK-7

Expert Flak Crew

88mm stand fires as if target is 10" closer (for hits and penetration).

DAK-8

Hellfire Pass

Place a bunker (hardcover -5) with one German AT or AA gun. The gun must be out of line of sight or more than 12" from enemy.

DAK-9

Kampfgruppe

A single command stand may take command of any stand or groups of stands within 6". The effects of this take command are immediate.

DAK-10