

APPENDIX 1

FOG OF WAR CARDS

Updated February 8, 2007

The following section lists the complete text of each *Fog of War* card in the basic game set, and provides some additional notes for added clarity.

Note: When a Fog of War card refers to a company, it means a company or its equivalent for that service branch or nationality--however, there are limits. In general, no company or its equivalent of more than 6 stands may receive or use a Fog of War card. Also, for any combat or fire bonus a company only receives a bonus for a maximum of 4 stands. Each specific card referring to a company will have further explanations in its notes.

Massive Chaos FoW-1

May look at all the *Fog of War* cards your opponent is holding and remove any 2 of these cards.

Into the Sewers FoW-2

One stationary personnel company in a BUA is not spotted unless it is **Close Assaulted** contacted? Or it fires.

Note: Unless the stationary personnel company is contacted it can not be spotted the turn this card is played. No company or its equivalent of more than 6 stands may use this card.

Difficult Terrain FoW-3

One moving enemy company moves this turn at half speed due to especially difficult terrain. **Or**, one moving friendly personnel company may fire their integral AT weapons.

Note: The company moves half of its ordered move. If it is moving cautious then it moves half a cautious advance. If the company is moving hasty then it would move half of the total hasty advance move. Also, no company or its equivalent of more than 6 stands may use this card. A maximum of 4 moving stands in the selected company may fire their integral AT weapons.

Counter Attack FoW-4

All artillery passes ARTILLERY RESPONSE roll against any position on your side of the battlefield (area of operations and assembly area).

Note: If you are not playing *Test of Battle* the referee must decide which is your side of the battlefield.

Vigilant Observation FoW-5

Selected stand has its spotting range increased by +4" on all spotting for this turn.

Note: The effect of this card is to make all enemy stands 4" closer to the spotting stand for the designated spotter.

Hasty Dismount FoW-6

Selected personnel company may dismount without the *Dismount* movement penalty. If the company has a *Hasty Advance* order it has a -1 firing penalty, instead of the normal -2.

Note: Selected dismounting unit dismounts for free. If it has a *Hasty Advance* order, it has a -1 fire modifier instead of a -2 modifier. Also, a maximum of 4 personnel stands within a company may use this card.

Camouflage FoW-7

Treat all spotting enemy as if they are an additional 8" away from any selected friendly company. **Or** may place command reserve 6" from enemy (instead of 12")

Note: No company or its equivalent of more than 6 personnel stands may use this card.

Expert Gun Crew FoW-8

Selected gun and crew fire as if target is 10" closer to the target (for hits and penetration). Does not apply to vehicle guns. Or selected Gun may unlimber at no movement cost (even if on Hold) and fire.

Also, no company or its equivalent of more than 6 stands may use this card. Finally, a maximum of 4 stands within the company may have their ROF increased by +1.

Command Flexibility FoW-9

May issue one extra order anywhere on battlefield. **Or**, recover an eliminated personnel command stand; it may not be placed in **Close Proximity** of any enemy.

Note: Recovered stand may be any lost personnel command stand, not a vehicle or AFV.

Take Command FoW-10

May **Take Command** of any stand or groups of stands within 6" of selected command stand. Stands are immediately subordinate to this Command stand and follow its order (overwatch may ignore the order).

Note: This allows a command stand to take command of a group of stands and immediately give orders to this group. If desired, the stands on overwatch may remain on overwatch.

Expert Medical Care FoW-11

Recover one Eliminated personnel stand. Place the eliminated stand next to any friendly command stand.

Note: This is similar to a regroup, but any stand may be recovered, and no other eliminated stand is affected.

Ambush FoW-12

Selected personnel company, in *cover*, may move away from enemy stands up to its entire move after any fire phase. Or selected personnel company, unspotted at the start of the turn, has its ROF increased by +1.

Note: A player has a choice to move away after he fires or receive one extra die per personnel stand.

Antitank Close Assault FoW-13

One selected stand may **Close Assault** any AFV and ignores all AFV modifiers. This stand may **Close Assault** a supported AFV as if the AFV was unsupported. Any **Forced Back** on the AFV is an elimination.

Note: Normally, a personnel stand is -2 when it close assaults a strong AFV; however, with this card it does not suffer this penalty. If the AFV is hit, it is eliminated.

Surveillance FoW-14

Spot 3 unspotted stands. The spotted stands must be the closest to the designated friendly stand and in LOS. All spotted phantom stands are removed.

Note: Even if these spotted stands are in cover, they are still spotted, regardless of range, out to maximum spotting distance.

Determined Attack FoW-15

One selected moving company may ignore **Forced Back** caused by the Hit Results table.

Note: The -1 morale modifier for **Forced Back** does not apply for this selected company. Also, no company of more than 6 stands may use this card.

Overrun FoW-16

One moving AFV fires in the opportunity fire phase against personnel stands within six inches. This AFV receives all benefits of having a **Hold** order if only firing against personnel stands.

Note: This AFV is treated as if it has a hold order with the exception it may only opportunity fire at personnel within 6".

Repairs FoW-17

Recover one eliminated AFV next to, under the command of, and with the same order as, any friendly battalion or higher command stand. Recovered AFV may not be placed within *Close Proximity* of any enemy stand.

Note: This is similar to a regroup but any AFV may be recovered and no other eliminated AFV is affected. Battalion and higher refers to chain of command.

Infiltration Tactics FoW-18

One selected personnel company, including any attached personnel stands, may *Hasty Advance* and still fire as if it moved *Cautious*.

Note: These personnel stands do not suffer the -2 firing penalty for *Hasty Advance*. Also, a maximum of 4 stands within the company may receive the benefits of this card.

Pre-registration FoW-19

ARTILLERY RESPONSE is successful. This applies to Close Air Support as well as artillery. Or all stands under this firing template are an Additional -2 on their next morale check.

Note: The mission must be a legal mission. If the mission is legal it is on target, no need to roll for *ARTILLERY RESPONSE*.

Fog of War FoW-20

Remove two enemy order chits. Or move any enemy indirect (artillery or air) target point Up to 8".

Note: May remove 2 orders anywhere on the battlefield. Or before any *ARTILLERY RESPONSE* is rolled, player may move enemy target point up to 8"

Communication Failure FoW-21

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

Note: Before *ARTILLERY RESPONSE* is rolled player may move enemy target point.

Last Stand FoW-22

Selected company with *Hold* or no order and in cover ignores *Forced Back*. Or selected company passes morale.

Note: This may be played after the *Forced Back* result. Also, no company or its equivalent of more than 6 stands may use this card.

Quick-time FoW-23

Selected personnel company with *Hasty Advance* order, may add 6" to total movement. OR vehicle company with *Hasty Advance* order may add 12" to total movement.

Note: No company or its equivalent of more than 6 stands may use this card.

Combined Arms FoW-24

All enemy personnel stands within *close proximity* of selected AFV are suppressed if they are being *Close Assaulted*.

Note: Refer to *Close Proximity* rule.

Booby Trap FoW-25

Selected company spots all enemy stands moving in covering terrain, if the enemy stands move within 4" of the selected company. This company may fire at these enemy stands.

Note: Normally, line of sight and line of fire is 2" within woods, with this card it is 4" instead. Selected stands must be stationary. Also, a maximum of 4 stands within the company may receive the benefits of this card.

Expert Tank Crews FoW-26

Selected AFV company may change facing before **Opportunity Fire** at no firing penalty but does not receive a +1 RoF for stationery. **OR** AFV company is +1 to hit.

Note: *Normally, stands may only change facing after Opportunity Fire. Also, a maximum of 4 stands within the company may receive the benefits of this card.*

Hasty Foxholes FoW-27

Each stand in a selected personnel company with a **Hold Order** may place a foxhole (Medium cover) under the stand. Each of these foxholes will hold one personnel stand each.

Note: *The Foxhole is removed if the stand vacates the foxhole. Also, a maximum of 4 stands within the company place a Foxhole.*

Roadblock FoW-28

Place Harassment and Interdiction template (2" square) on road. Template must be placed adjacent to a friendly personnel stand. May only be removed by an adjacent Engineer stand with a hold order.

Note: *The template remains for the entire game, unless an engineer stand is placed adjacent to template and has a Hold order.*

Urgent FO FoW-29

ARTILLERY RESPONSE roll is successful. **Or** one H&I mission is treated as a normal **Indirect Fire** mission and is successful with a roll of 5 or less.

Note: *If successful, this H&I mission is treated as a normal mission.*

Rapid Fire FoW-30

Increase selected personnel company's Small Arms ROF by 1 per stand. Does not apply against strong AFV in *Close Assault*. **Or** one tank has its ROF increased by +1 for all its weapons.

Note: *A maximum of 4 stands in the selected company may use this RoF bonus. In addition, one of these 4 stands may be an attached 'HIW' stand.*

Bug Out FoW-31

Selected **Disengaging Company** may move up to double disengage movement allowance. **Or**, during the movement phase, treat any one company as if it has a **Disengage** order.

Note: *If chosen, selected company may at anytime change its order to disengage. Also, no company or its equivalent of more than 6 stands may use this card.*

Rally FoW-32

Rally 1 company. If company is *Shaken* remove *Shaken* marker or if company is *Demoralized* exchange *Demoralized* marker for *Shaken* marker.

Note: *No company or its equivalent of more than 6 stands may use this card.*

Fire and Movement FoW-33

Selected company, moving **Cautious**, has all the firing benefits of a company with a **Hold** order.

Note: *This card permits a company to move Cautious and fire in the Opportunity Fire phase. Also, a maximum of 4 stands within the company may receive this bonus.*

Command Effort FoW-34

May issue one extra order, this order represents a regimental or higher order. **Or** place new supply truck anywhere on map.

Double time FoW-35

Selected company may move towards a road and once on the road moves again at double the normal road speed.

Note: This allows a company to move towards the road and once on the road move again at double the normal road speed. Also, no company or its equivalent of more than 6 stands may use this card.

Intercepted order FoW-36

Anytime after orders are placed, you may look at any single enemy order within 12" of a selected friendly stand. You may then change any friendly order within 12" of the selected friendly stand.

Note: The order you change need not be from selected spotting stand.

Fall in FoW-37

At any time, remove pin marker from one company.

Note: No company or its equivalent of more than 6 stands may use this card.

Fanatical Colonel FoW-38

Battalion is +2 on morale checks for each of its companies. Or pass one Morale check.

Direct Fire Destruction FoW-39

Selected Direct fire HE attack against stands in built-up area is an additional +3 to hit.

Born Leader FoW-40

Designate any stand as Joint Command (for the rest of the battle).

Note: This promotes any stand to a joint Command stand.

Special Ammo FoW-41

Selected company receives 1 fire phase of special ammo per stand which must be used this turn. Or place supply truck anywhere on the map.

Note: Refer to data charts for special ammo. Generally it is High Velocity(HV), Hollow charge (HC) or Canister but there other types. A

maximum of 4 stands within the company receives an extra turn of special ammo.

Fix Bayonets FoW-42

At any time, selected personnel company may change its order to *Hasty Advance*. If in *Close Assault* it ignores the -2 to-hit penalty for movement, and may move an extra 6" in movement.

Note: Since most personnel stands move 12" with a Hasty Advance order this selected company will usually move up to 18" and does not suffer the -2 combat modifier. Also, a maximum of 4 stands within the company may ignore the -2 combat modifier.

Recon Stealth FoW-43

Any Direct or Indirect Fire is an additional -2 to hit against 2 selected recon stands. Or selected recon stand may fall back up to a full move before any fire is resolved.

Note: Any stand that is attempting to fire at selected Recon is considered to have fire for spotting resolution..

Close Hit FoW-44

All enemy companies fired on by selected artillery stand have an additional morale modifier of -2. Or selected air attack receives an additional morale modifier of -1.

Skilled Leadership FoW-45

Selected command stand may issue one order to its subordinates and an extra order to itself.

Retrograde FoW-46

During your movement phase, selected company with *Hold* or *No Order* (even if *Pinned*, *Shaken* or *Demoralized*), may move 6" away from enemy; company counts as if it is stationary in all regards.

Note: No company or its equivalent of more than 6 stands may use this card.

Manhandle FoW-47

Selected company may move one unlimbered gun 8" and counts as if it is stationary in all regards.

Note: No company or its equivalent of more than 6 stands may use this card.

Pass Through Fire FoW-48

Selected company may fire through its own stands; its own stands do not block its fire.

Note: A maximum of 4 stands within the company may fire through their own stands.

Hump the Weapons FoW-49

One stand of Heavy infantry weapons (including MMGs) may **Hasty Advance** and fire as if stationary, but does not receive the Opportunity Fire RoF bonus.

Note: Heavy weapons can be any type of Machinegun or weapons stand.

Target Acquisition FoW-50

Each AFV in selected company may fire at multiple targets without a -1 RoF penalty.

Note: A maximum of 4 stands within the company may fire at multiple targets and ignore the -1 RoF penalty.

No Mercy FoW-51

Selected company may fire at any disengaging enemy company as if the disengaging company had a Cautious advance.

Note: A maximum of 4 stands within the company may at disengaging enemy company.

Grenade FoW-52

Selected stationery personnel company suppresses any stands if fires at if the target stands are within 2".

Note: A maximum of 4 stands within the company may automatically suppress enemy stands within 2".

Flash Ranging FoW-53

One selected command stand may call indirect fire on a hidden enemy indirect fire stand if the calling command stand has a LoS to within 1" of the hidden stand.

Note: The primary intent of this card is to allow fire against a stand that is in Close defilade.

Bail out FoW-54

All soft vehicles within 6" of selected soft vehicle may move to any concealing terrain within 6" but may not end in close proximity. If any fire was direct at these vehicles they are treated as personnel stands for Hit results.

Direct Hit FoW-55

Halve the weight class (rounding down) of selected enemy AFV for any one fire phase.

Tank Hunters FoW-56

Selected personnel stand may fire its integral AT weapon at all enemy AFVs it is in contact with. If it moves, it may fire its integral AT weapon as if on Hold at any one AFV.

Barricade FoW-57

All fire at selected personnel company in a BUA suffers an additional -2 hit modifier.

Note: A maximum of 4 stands within the company may use this card.

Inspired leadership FoW-58

Selected command stand has the it's order's Radius of Effect increased from 6" to 12"

Overwatch FoW-59

At anytime, player may change any/all stands' order within a company to *Overwatch*.

Death and Destruction FoW-60

All enemy stands that see any of their companies destroyed must check morale with an additional morale modifier of -2.