

## Massive Chaos

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

FoW-1 CDTOB-v1.0

## Into the Sewers

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

FoW-2 CDTOB-v1.0

## Difficult Terrain

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.

FoW-3 CDTOB-v1.0

## Counter Attack

All artillery passes **ARTILLERY RESPONSE** roll against any position on your side of the battlefield (Area of Operations and Assembly area).

FoW-4 CDTOB-v1.0

## Vigilant Observation

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

FoW-5 CDTOB-v1.0

## Hasty Dismount

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**.

FoW-6 CDTOB-v1.0

## Camouflage

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")

FoW-7 CDTOB-v1.0

## Expert Gun Crew

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.

FoW-8 CDTOB-v1.0

## Command Flexibility

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

FoW-9 CDTOB-v1.0

## Take Command

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).

FoW-10 CDTOB-v1.0