

Expert Medical Care

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

FoW-11 CDTOB-v1.0

Ambush

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.

FoW-12 CDTOB-v1.0

Antitank Close Assault

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

FoW-13 CDTOB-v1.0

Surveillance

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.

FoW-14 CDTOB-v1.0

Determined Attack

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

FoW-15 CDTOB-v1.0

Overrun

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 only if firing against personnel stands.

FoW-16 CDTOB-v1.0

Repairs

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.

FoW-17 CDTOB-v1.0

Infiltration Tactics

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

FoW-18 CDTOB-v1.0

Pre-registration

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.

FoW-19 CDTOB-v1.0

Fog of War

Remove two enemy order chits. **Or** move any enemy indirect (artillery or air) target points up to 8”.

FoW-20 CDTOB-v1.0