

Communication Failure

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

FoW-21 CDTOB-v1.0

Last Stand

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

FoW-22 CDTOB-v1.0

Quick-time

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.

FoW-23 CDTOB-v1.0

Combined Arms

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

FoW-24 CDTOB-v1.0

Booby Trap

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.

FoW-25 CDTOB-v1.0

Expert Tank Crews

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.

FoW-26 CDTOB-v1.0

Hasty Foxholes

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.

FoW-27 CDTOB-v1.0

Roadblock

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.

FoW-28 CDTOB-v1.0

Urgent FO

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.

FoW-29 CDTOB-v1.0

Rapid Fire

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.

FoW-30 CDTOB-v1.0