

## Bug Out

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.

FoW-31 CDTOB-v1.0

## Rally

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

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## Fire and Movement

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

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## Command Effort

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

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## Double time

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

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## Intercepted order

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.

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## Fall in

At any time, remove *pin* marker from one company.

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## Fanatical Colonel

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

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## Direct Fire Destruction

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

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## Born Leader

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

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