

## Special Ammo

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.

FoW-41 CDTOB-v1.0

## Fix Bayonets

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.

FoW-42 CDTOB-v1.0

## Recon Stealth

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.

FoW-43 CDTOB-v1.0

## Close Hit

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.

FoW-44 CDTOB-v1.0

## Skilled Leadership

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

FoW-45 CDTOB-v1.0

## Retrograde

During 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.

FoW-46 CDTOB-v1.0

## Manhandle

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

FoW-47 CDTOB-v1.0

## Pass Through Fire

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

FoW-48 CDTOB-v1.0

## Hump the Weapons

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.

FoW-49 CDTOB-v1.0

## Target Acquisition

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

FoW-50 CDTOB-v1.0