

No Mercy

Selected company may fire at any disengaging enemy company as if the disengaging Company had a Cautious advance.

FoW-51 CDTOB-v1.0

Grenade

Selected stationery personnel company suppresses any stands if fires at if the target stands are within 2"

FoW-52 CDTOB-v1.0

Flash Ranging

One selected command stand may call indirect fire on a hidden enemy indirect fire stand if the calling command stand has a LOS to within 1" of the hidden stand.

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Bail out

All soft vehicles within 6" of selected soft vehicle may move to any concealing terrain within 6" but may not end in close proximity. If fire was directed at these vehicles they are treated as personnel stands for Hit results.

FoW-54 CDTOB-v1.0

Direct Hit

Halve the weight class (rounding down) of selected enemy AFV for any one fire phase.

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Tank Hunters

Selected personnel stand may fire its integral AT weapon at all enemy AFV it is in contact with. If it moves, it may fire its integral AT weapon as if on Hold at any one AFV.

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Barricade

All fire at selected personnel company in a BUA suffers an additional -2 hit modifier.

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Inspired leadership

Selected command stand has its order's *Radius of Effect* increased from 6" to 12"

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Overwatch

At anytime, player may change any/all stands' order within a company to *Overwatch*.

FoW-59 CDTOB-v1.0

Death and Destruction

All enemy stands that see any of their companies destroyed must check morale with an additional morale modifier of -2.

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