

## Stonk It!

All stands of any one artillery regiment may fire at the same target, and are automatically on target.

8Army-1

## Born Leader

Designate any Armored Vehicle as Pure Command.

8Army-2

## Sand Storm

Selected enemy company moves at half speed, and cannot spot any stands further away than 12 inches this turn.

8Army-3

## Abandoned Positions

One company finds old entrenchments from a previous battle.  
Each stand of the company receives a sangar.

8Army-4

## Hidden Wadi

One company moving in the open is treated as if in medium cover.

8Army-5

## LRDG

Select Axis air attack is aborted.  
**Or**, selected onboard artillery battery may not fire and must make a morale check

8Army-6

## Whips Out!

Any one British tank or armored car squadron adds 6 inches to its base movement allowance this turn.

8Army-7

## Stubborn Colour Sergeant

Battalion is +2 on morale checks for each of its companies.

8Army-8

## Sun Glint

The sun flashes off a bayonet or binoculars.  
Nearest unspotted enemy company is spotted.

8Army-9

## Victoria Cross

Make selected company morale 12.

8Army-10