

AT THE DOUBLE

All activated units may move an extra square this turn, and still attack.

REGULAR

AMBUSH

Immediately interrupt and combat any enemy that close-assaults. Enemy must obey flags before conducting their attack in return.

INTERRUPT

RE-ROLL

Re-roll any of your own, or force your opponent to re-roll any single dice throw.

REGULAR / REACTION

STAFF OFFICER

Un-exhaust one Staff Officer, they can be used this turn.

REGULAR

GRENADES

Add one dice to an infantry units roll in close assault

REGULAR

GRENADES

Add one dice to an infantry units roll in close assault

REGULAR

BLOOD LUST

Unit may conduct an over-run attack after a successful close-combat.

REGULAR

RAPID FIRE

+1 dice to any unit ordered to fire this turn.
(Not close assault).

REGULAR

RAPID FIRE

+1 dice to any unit ordered to fire this turn.
(Not close assault).

REGULAR

**CARRY
ON
SNOWY**

**CARRY
ON
SNOWY**

**CARRY
ON
SNOWY**

**CARRY
ON
SNOWY**

**CARRY
ON
SNOWY**

**CARRY
ON
SNOWY**

**CARRY
ON
SNOWY**

**CARRY
ON
SNOWY**

**CARRY
ON
SNOWY**