

Artillery Support

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Opportunity Fire

May be played at any time to allow up to 3 infantry stands from the same company or 1 tank gun to fire one shot immediately. May be used during the enemy turn and can be used to interrupt an enemy move.

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Hero of the Fatherland!

Play at any time.
Choose 1 infantry stand to make a heroic attack against the enemy. The chosen stand may move up to 24 inches and must end in a close assault action. The enemy is caught by surprise and there is no defensive fire. Perform close assault action. The heroic stand rolls only red dice for this action and is unaffected by retreat results.

Heroic Speech

Instantly rally all pinned stands within a single German company within 6 inches of the command stand. The command stand must not be pinned. May be played at any time.

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Marksman

Add 2 colored dice to any infantry fire attack. May be added after dice are rolled but must be played before casualties are chosen.

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Double Quick

Play on an infantry company which is moving. This company may move twice as far as normal.

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Intelligence Report

Peek at the cards currently in the Russian player's hand.

Machine Gun Jams !

Play on an enemy machine gun stand that is about to fire. The gun is jammed and may not fire this round. Roll a die. If a 1 or 6 is rolled, then the machine gun is broken. Trade the MG stand in for a rifle stand.

The Fuhrer Has His Eye on You

One company which has already gone this turn may take another whole turn now. May be played on any German activation phase.

Rout Those Bastards

May be played at any time against a Russian company which has pinned units. Roll a die. That many pinned units (chosen by the Russian) run away and are eliminated.

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Self Rally

Three pinned stands anywhere on the board may instantly rally. Play at any time.

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Play With Fate

Add or subtract up to 2 from any initiative die roll just taken by any player. Must be played after initiative die rolls are taken but before any companies are activated.

For the Fatherland !

The formation that you have just activated is in such fine spirits that it may take a double turn. Execute two complete consecutive activations for this formation.

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Veteran Soldiers

Play on a company which has just suffered casualties. Ignore any pinned results.

We Fixed It

Immediately repair a disabled German tank.

Ivan Blows a Cog

Play on a Russian tank which has just finished moving. The tank has broken down and is now disabled.



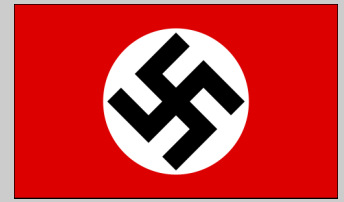
1st SS Division



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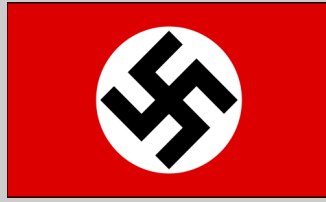
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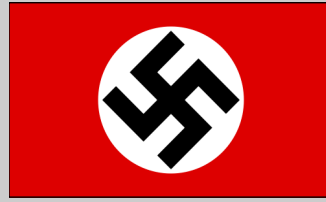
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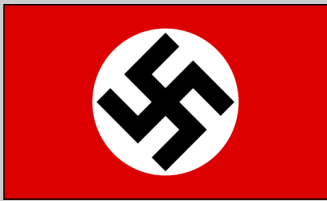
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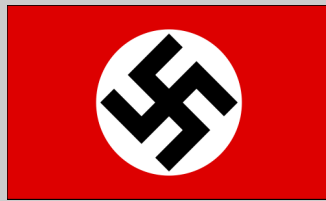
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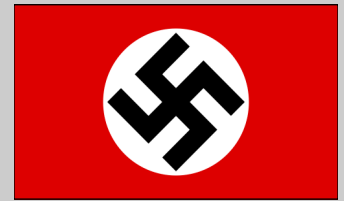
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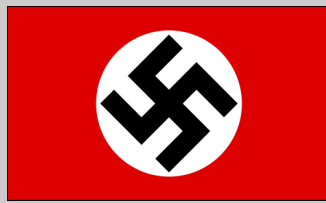
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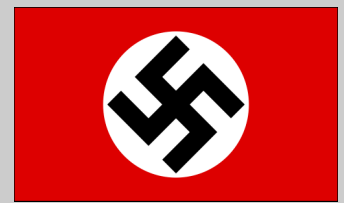
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