

OFFICER'S HANDBOOK

ISSUE 2

TACTICAL CARDS

DATE: 1ST FEBRUARY 2023

Preamble

The enclosed set of 16 Tactical Cards is for use with Issue 2 of the Officer's Handbook..

Introduction

Tactical Cards can add a bit more excitement to the game. Individually, the effects of some cards are quite strong, though on the other hand, you will not have many, and once used they are gone. The Player must make a decision to choose the right moment to use a card.

The cards all indicate exactly when and how they must be played; a set of these cards has been prepared and appears at the end of the rules. A table detailing their use and effects can be found below.

Preparation for a Game

Each side in a game should have a pack of the 16 cards. Cards are always dealt randomly from each pack, which must be shuffled before the start of the game.

- If the Players have agreed to spend some of their Budget on cards when putting their forces together, they can pay 25 points per card to be dealt.

If the Players have decided to allow cards to be purchased, no more than 10% of the Budget can be used to buy Tactical Cards.

- A number of cards can be also be randomly distributed at the start of the game, using each side's pack of cards.

When dealing (additional) random cards, we recommend that each side receives no more than 6 cards. In a multi-player game no more than 4 cards should be dealt to each of the Players, though if there is an uneven number on each side the total number of cards dealt randomly on each side must be the same.

- Both methods can be used if the Players agree. As each side only has the use of one pack, there can only be a maximum of 16 cards in use by either side, and there will never be any duplication of cards in either army.

Use during the Game

During an Action the owning Player may play as many Tactical Cards on the Active Unit or Base as he wishes. The use of any cards MUST be declared at the start of any Action.

<i>Table of Tactical Cards</i>	
<i>Card Type</i>	<i>Effect</i>
Tactician	Play this card at the start of a Game Turn and gain a bonus of +2 for the Initiative Roll.
Luck	Play this card at any time. Re-roll one of the dice that you have just rolled. The re-roll applies any modifiers that had applied to the original roll.
Coordinated Attack	Play at the end of the current Activation. Immediately Activate another Unit. This overrides the normal sequence alternating between the two sides.
Speed Boost	Play this when issuing a Movement Order. The Unit may move its Bases at up to double the speed permitted by the Terrain.
Quick Reactions	Play as the Defender after the Attacker has declared all his Close Assaults. Each Defending Base carries out its 'Fight Back' before the Attacking Base carries out its attack. If a Base is attacked by several enemy Bases it can only choose to 'Fight Back' against one of them.
Well Aimed	Play on a Unit before carrying out an Order requiring a roll 'To Hit'. Add +2 to the 'To Hit' rolls for the current Order. This applies to Direct and Area Fire, Close Air Support, Close Assault and Engineering.
Keen Eyesight	Play on a Unit before carrying out a Spotting Roll. Add +2 bonus to the dice score.
Chink in the Armour	Play on a Unit before carrying out an Order. Add +2 to the PEN value of the weapon.
Trigger Happy	Play on a Unit before carrying out an Order. Add +2 to the FPF value of the weapon.
Good Communications	Play on an Artillery Observer when Calling in Area Fire or Adjusting an Aim Point, or on a Forward Air Controller when calling for Close Air Support. Add +2 bonus to the dice score.
High Explosive	Play on a Unit before carrying out an Order. Add +2 to the HE# of the weapon.
Tea and Biscuits	Play this before carrying out a Morale or Reaction Test. Increase the Unit's Morale by +2.
It's Just a Rabbit!	Play this after a successful Spotting Attempt.. The Spotting Roll is treated as having been unsuccessful.
Stockpile	A Unit may make unlimited use of Secondary Ammunition for its Activation in the current Game Turn.
They Don't Like it Up'Em!	Play this on a single Base attacking or defending during a Close Assault. Increase the CAF or 'Squish' by +2.
Keep Your Eyes Open	Use an Order and play this card on a Unit during the Game Turn and place it on (or take it off) Overwatch without requiring an Attached Officer.

TACTICAL CARDS

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<p>Quick Reactions Play as the Defender after the Attacker has declared all his Close Assaults. Each Defending Base carries out its 'Fight Back' before the Attacking Base carries out its attack. If a Base is attacked by several enemy Bases it can only choose to 'Fight Back' against one of them.</p>	<p>Well Aimed Play on a Unit before carrying out an Order requiring a roll 'To Hit'. Add +2 to the 'To Hit' rolls for the current Order. This applies to Direct and Area Fire, Close Air Support, Close Assault and Engineering.</p>	<p>Keen Eyesight Play on a Unit before carrying out a Spotting Roll. Add +2 bonus to the dice score.</p>	<p>Chink in the Armour Play on a Unit before carrying out a Shoot Order. Add +2 to the PEN value of the weapon.</p>
<p>Trigger Happy Play on a Unit before carrying out a Shoot Order. Add +2 to the FPF value of the weapon.</p>	<p>Good Communications Play on an Artillery Observer when Calling in Area Fire or Adjusting an Aim Point, or on a Forward Air Controller when calling for Close Air Support. Add +2 bonus to the dice score.</p>	<p>High Explosive Play on a Unit before carrying out a Shoot or Fire for Effect Order. Add +2 to the HE# of the weapon.</p>	<p>Tea and Biscuits Play this before carrying out a Morale or Reaction Test. Increase the Unit's Morale by +2.</p>
<p>It's Just a Rabbit! Play this after a successful Spotting Attempt. The Spotting Roll is treated as having been unsuccessful.</p>	<p>Stockpile A Unit may make unlimited use of Secondary Ammunition for its Activation in the current Game Turn.</p>	<p>They Don't Like it Up 'Em Play this on a Unit before attacking or defending during a Close Assault. Increase the CAF or 'Squish' by +2.</p>	<p>Keep Your Eyes Open Use an Order and play this card on a Unit during the Game Turn and place it on (or take it off) Overwatch without requiring an Attached Officer.</p>