

ORDER RECONNOITER

[pic]

ACTION SMOKE SCREEN

Play at the beginning of a Move or Advance Order. Place one Smoke with or adjacent to each activated Squad.

EVENT Courage

Remove a Suppressed marker from one friendly unit.

Hex: 19

card JP-43

Roll: **ORDER ASSET DENIED**

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ACTION CROSSFIRE

Add +2 when firing at a Moving unit; or when firing at any unit if the enemy Posture is Banzai.

EVENT Air Support – 1943-45

Remove your opponent's Aircraft from the map. If you can't, place your Aircraft into any map hex.

Hex: E10

card US-24

Roll: **ORDER ASSET REQUEST**

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ACTION HIDDEN TRENCHLINE

SCENARIO DEFENDER ONLY:
Place a Trench in a hex into which your opponent just fired.

EVENT Suppressing Fire

Suppress one enemy unit in a hex within both Range and LOS of a friendly Machine Gun.

Hex: H8

card CW-38

Roll:  **Event!****ORDER INFILTRATE – A**

[pic]

ACTION LIGHT WOUNDS

Play when a friendly Squad is about to break. Replace it with a matching Team instead. Lose 1 victory point.

EVENT Breezy

All Blazes spread in direction "1".
Move all Smoke markers one hex in direction "1".

Hex: D9

card JP-19

Roll:  **Disperse!****ORDER / ACTION FIRE**

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ACTION BAYONETS

Add +2 to a Melee Roll.

EVENT White Phosphorus

You may place Smoke adjacent to an unbroken friendly Squad. If you do, each player must break one of their own units in that hex.

Hex: M8

card US-62

Roll: **ORDER SWEEP**

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ACTION MARKSMANSHIP

Add +2 when firing with a friendly Squad or Team.

EVENT Hero

If not already in play, place Irwin, Crown Hero in a friendly hex. Rally up to one broken unit there.

Hex: O8

card CW-72

Roll:  **Time!**