



## ELITE SKILLS CARD

NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **INFANTRY SKILL**

SKILL: **Tank Hunters**

**NOTES** When the infantry in this force attacks vehicles with direct fire, non-ATGW weapons or in close combat, vehicle armour is at -1 DV for all locations.



## ELITE SKILLS CARD

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TYPE OF SKILL: **INFANTRY SKILL**

SKILL: **Close Quarter Battle**

**NOTES** When involved in close combat with other infantry, the infantry in this force gains a +1 to each die roll.



## ELITE SKILLS CARD

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TYPE OF SKILL: **INFANTRY SKILL**

SKILL: **Ground Hogs**

**NOTES** The infantry in this force gains +1 to armour (DV) even in the open.



## ELITE SKILLS CARD

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TYPE OF SKILL: **INFANTRY SKILL**

SKILL: **Dauntless**

**NOTES** During the removal of suppression markers phase the infantry in this force may automatically remove 1d6 suppression markers on them.



## ELITE SKILLS CARD

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TYPE OF SKILL: **INFANTRY SKILL**

SKILL: **Swift and Sure**

**NOTES** The infantry in this force may move an extra HALF move during each of their movement actions.



## ELITE SKILLS CARD

NAME of UNIT

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TYPE OF SKILL: **INFANTRY SKILL**

SKILL: **Medic**

**NOTES** The infantry in this force have been medically trained. If a TU is killed (either by direct fire or through suppression markers) roll 1d6 – on a 6 the TU remains on the table.