A temporary increase in QV of ONE level (as in “A Shaper of Men”) to any TWO TUs per turn, but only if the selected units do not move.

**NOTES**

All difficult terrain is considered Clear Terrain - no QR is required to cross it for any vehicle in force. This skill has no effect on Impossible Terrain.

**Rapid Fire** for just 1 Leadership Point for all infantry ONLY - not the usual 3 LPs as required by the rules (see page 127). All other Rapid Fire optional rules are unchanged.

For all infantry (and towed weapons): Light and Heavy cover gives an additional +1 DV.

In building, (see page 115) infantry damage shifted down one level of severity.

**Rapid Fire** for just 1 Leadership Point for all vehicles ONLY - not the usual 3 LPs as required by the rules (see page 127). All other Rapid Fire optional rules are unchanged.

NAME of UNIT
OWNER of UNIT
TYPE OF SKILL: **LEADERSHIP**
SKILL: **Defensive Stalwart**

NAME of UNIT
OWNER of UNIT
TYPE OF SKILL: **INFANTRY SKILL**
SKILL: **Double Tap** (supplement 2)

NAME of UNIT
OWNER of UNIT
TYPE OF SKILL: **INFANTRY SKILL**
SKILL: **Dig in** (supplement 2)

NAME of UNIT
OWNER of UNIT
TYPE OF SKILL: **VEHICLE SKILL**
SKILL: **Double Tap** (supplement 2)

NAME of UNIT
OWNER of UNIT
TYPE OF SKILL: **VEHICLE SKILL**
SKILL: **Pathfinder** (supplement 2)