



ELITE SKILLS CARD

NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **LEADERSHIP**

SKILL: **Defensive Stalwart**

NOTES 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**.

(supplement 2)



ELITE SKILLS CARD

NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **INFANTRY SKILL**

SKILL: **Double Tap** (supplement 2)

NOTES 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.



ELITE SKILLS CARD

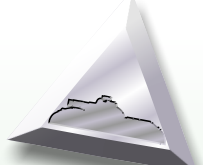
NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **INFANTRY SKILL**

SKILL: **Dig in** (supplement 2)

NOTES 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.



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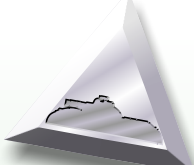
NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **VEHICLE SKILL**

SKILL: **Double Tap** (supplement 2)

NOTES 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.



ELITE SKILLS CARD

NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **VEHICLE SKILL**

SKILL: **Pathfinder** (supplement 2)

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.