

## ELITE SKILLS CARD

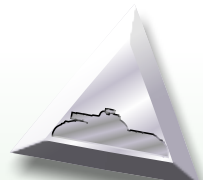
NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **VEHICLE SKILL**

SKILL: **Leadfoot**

**NOTES** Drivers of ALL slow or medium vehicles may add half of a SLOW move to every vehicle move. Drivers of ALL fast or very fast vehicles may add a SLOW move to every move.



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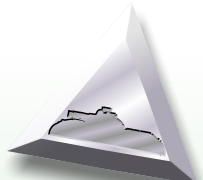
NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **VEHICLE SKILL**

SKILL: **Snapshot**

**NOTES** All vehicles in force may fire **ONE** direct fire weapon at **any point** during its movement **AND** continue to move as normal. This weapon does count as having fired for the turn.



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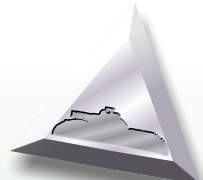
NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **VEHICLE SKILL**

SKILL: **Hull Down**

**NOTES** Vehicles in the force gain +1 DV to all armour locations.



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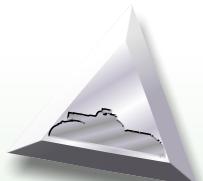
NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **VEHICLE SKILL**

SKILL: **Dead-Eye**

**NOTES** Vehicles in the force may fire ONE direct-fire weapon each at its full rate of fire at +1 to hit (this effects Elite units - such a unit would only miss on a 1).



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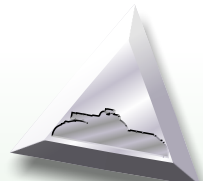
NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **VEHICLE SKILL**

SKILL: **Field Mechanic**

**NOTES** Any vehicle in the force which is damaged and the DR is from 1 to 4, make a QR roll. Success = ignore. Fail = take the indicated damage: it's too great for a field fix.



## ELITE SKILLS CARD

NAME of UNIT

OWNER of UNIT

TYPE OF SKILL: **VEHICLE SKILL**

SKILL: **Luck**

**NOTES** Rolls 1d6 at start of game = how many die rolls can be re-rolled during the game for ANY roll involving the vehicle (except leadership rolls). Only re-roll once per roll and take second result.