

## Ace in the Hole

### STEALING A MARCH

This Ace allows a Side who's Initiative roll is **7 higher** than his opponents to activate again after his opponent has finished his activation. However no shooting or Melee actions take place. Discard this card when used.

## Ace in the Hole

### FLEXIBILITY OF COMMAND

Any unplayed **Ace in the Hole Card** may be exchanged for a random replacement or any discarded card of their choosing.

## Ace in the Hole

### CAUTIOUS COMMAND

A General (including the **CinC**) is *Cautious*. The following rule modifications are in effect:

- Any winning initiative rolls are re-rolled once per turn (CinC only)
- All Cohesion Test permanent losses are reduced by one.
- All Charge & Pursuit rolls have a **-1** die roll modifier

## Ace in the Hole

### RASH COMMAND

A General (including the **CinC**) is *Rash*. The following rule modifications are in effect:

- Any losing initiative rolls are re-rolled once per turn (CinC only)
- Initiative rolls of both 11 & 12 allow a **2<sup>nd</sup>** Activation after both Sides have activated.
- All Charge & Pursuit rolls have a **+1** die roll modifier

## Ace in the Hole

### EVADER SURPRISED!

An Evading Unit is forced to test whether or not it evades and gets the following die roll modifiers:

- 1** if charging Unit is carrying out a Side charge.
- 1** if in Woods or Marsh or Broken Ground.
- 2** if charging Unit is carrying out a Flank or Rear charge.

## Ace in the Hole

### RE-GROUP & REORGANISE

Any ONE *General* may recover on *Unit's* VBU by one point per turn if he/she is within **3H** of the *Unit* and the *Unit* is neither in Melee, an enemy ZOC or being shot at by enemy Missiles in short or long range brackets.

*Units* brought back up to full strength **never** regain their *Fresh* status.

## Ace in the Hole

### BATTLE PLAN

Playing this card shows that your Side's Army has prepared properly for battle. Orders have been given.

All Units move and extra **1H** per move (excluding Units with increased charge moves – these moves negate the bonus).

Roll **1D6** at the start of each turn (after turn 1). On a result of a **'6'** the card is discarded.

## Ace in the Hole

### SUPERIOR COMMAND STAFF

A Player with this card can deduct **-1** from all other **Ace in the Hole** Card die rolls.