

DOWN LOADABLE RCW TACTICAL CARDS

<p>BAYONETS OVER BULLETS!</p> <p>Applies to your Unit</p> <p>A unit will automatically charge the nearest enemy unit</p> <p>They also roll an extra 1D10 on the 1st round of H2H</p>	<p>MORE VODKA!</p> <p>Applies to your Unit</p> <p>Boosted by the power of drink a unit will automatically pass 1 Courage Test during the battle</p>	<p>FOR THE MOTHERLAND!</p> <p>Applies to your Unit</p> <p>A Leader, Commissar or Agitator gives a rousing speech which inspires the unit or crew served weapon which automatically passes its next Courage test</p> <p>It also rallies regaining 1 CV</p>
<p>TO THE DEATH!</p> <p>Applies to your Unit</p> <p>A unit currently in hand to hand combat does not have to take any Courage Tests and can reroll any missed hits during the combat</p> <p>This ceases when this combat stops</p>	<p>MOTHER RUSSIA PROTECTS!</p> <p>Applies to your Unit</p> <p>A unit makes the best use of the cover available to it</p> <p>If it remains stationary in its current location its gains +1 to its DV</p>	<p>WHERE'S THE VODKA!</p> <p>Play on the enemy</p> <p>A unit needs liquid courage and falls back ½ an Advance Move facing the enemy</p> <p>It then drinks its alcohol, recovers its nerve and may act as normal next turn</p>
<p>THE CAUSE IS DOOMED!</p> <p>Play on the enemy</p> <p>A unit begins to retreat.</p> <p>It will defend itself if attacked but will otherwise retreat back to its entry point</p> <p>Only the Overall Leader may attempt to halt it by passing an order test</p>	<p>ENEMY OF THE CAUSE!</p> <p>Play on the enemy</p> <p>A unit's leader tries to convince it to change sides</p> <p>The unit does nothing for this turn whilst they 'remove' their leader from command</p> <p>It may act as normal next turn</p>	<p>DEEP SNOW!</p> <p>Play on the enemy</p> <p>A unit or crew served weapon or vehicle has entered an area of Deep Snow and so can only move at ½ their Advance rate for this turn</p> <p>It may act as normal next turn</p>