

# FRONTLINE GENERAL™



## Event Card

### Improved AA Fire Detectors

FRONTLINE  
GENERAL™  
BETA



Anti-Aircraft Artillery Units relied on Fire Detectors to aid in targeting high-altitude aircraft.

#### Focus

All Anti-Aircraft  
Artillery Units

#### Duration

2 Operational Turns  
(Time to Upgrade  
Existing Units)

#### Effect(s)

Improved Anti-Aircraft Fire Detectors for all Anti-Aircraft Artillery. Duration represents time to upgrade existing AA Units. After upgrade, all existing & new AA Guns Bonus 1 Attack.

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# FRONTLINE GENERAL™



## Event Card

### Infantry Illness

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A nurse treats ill soldiers who are being evacuated by air to a remote hospital.

#### Focus

2 Random Soldiers or  
Squads

#### Duration

3 Operational Turns

#### Effect(s)

2 Random Soldiers or Squads become ill & may not move or attack for the duration. If they receive medical attention, this effect is immediately removed.

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# FRONTLINE GENERAL™



## Event Card

### Improved Artillery Optics

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Optics and other artillery equipment improved throughout the war.

#### Focus

All Artillery Units

#### Duration

2 Operational Turns  
(Time to Upgrade  
Existing Units)

#### Effect(s)

Improved Optics for Artillery Units & Forward Observers. Duration represents time to upgrade existing Units. After upgrade, all existing & new Artillery Bonus 1 Attack.

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# FRONTLINE GENERAL™



## Event Card

### Intelligence Report I

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The Italian Heavy Cruiser Trieste in Maddalena Harbor, Sardinia.

#### Focus

1 Enemy Stack of Units

#### Duration

Instant

#### Effect(s)

Opponent must reveal 1 Stack of Units of your choice.

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