

# FRONTLINE GENERAL™



## Command Card

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## Command Card

### Push

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GENERAL™  
BETA



Infantry quickly advance under enemy fire.

#### Affects

Movement rate(s) of one or more Units

#### Purpose

Order faster than normal movement rate

#### Description

During Operational or Tactical Scale Movement, Push adds 1 hex or 1 inch to any infantry, vehicle, or ship movement rate & 3 hexes or 3 inches to any aircraft movement rate. If Infantry are pushed, they may not move during the next Movement Phase or Combat Movement Round (Tactical Scale). May not Push damaged Units.

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### Suspend Attack

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Infantry crossing a bridge over the Po river under fire prepare to attack MG posts on the other side.

#### Affects

One Group of Attacking Units

#### Purpose

Probing Attack, Reconnaissance

#### Description

Previously-declared Attack is cancelled after enemy Unit Stack is spread for targeting. Roll unmodified Initiative Check. If won, Units pull back to previous position without penalty. If lost, opposing player receives one optional bonus Combat Round.

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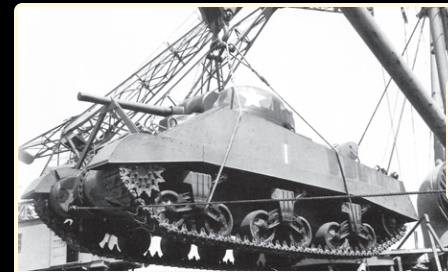
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## Command Card

### Rush Deployment

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An M4 Sherman tank being unloaded from a transport ship.

#### Affects

One or more Staged Units

#### Purpose

Accelerate deployment of staged Units

#### Description

Any or all Units that have been staged for at least one Operational Turn may deploy during this turn instead of awaiting routine deployment every fifth turn. Rush Deployment adds one bonus Deployment Phase.

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### Withdraw

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Infantry action at Vicenza, Italy, in the foothills of the Alps.

#### Affects

One or more Units engaged in combat

#### Purpose

Attempt to retreat to end combat

#### Description

One or more currently engaged Units are ordered to withdraw to a space away from the frontlines. Roll unmodified Initiative. If won, withdrawing force retreats without further action. If lost, enemy force receives one bonus Combat Round. Enemy receives experience.

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