

FRONTLINE GENERAL™



Event Card

Local Raw Materials

FRONTLINE
GENERAL™
BETA



This quarry near Omaha Beach was used to provide stone for road construction.

Focus

Unbuilt Structures,
Fortifications, &
Obstacles

Duration

2 Production Phases

Effect(s)

During the next 2 Production Phases, Engineers utilize local raw materials to reduce the cost of all Structures, Fortifications, and Obstacles by 1 Currency. Minimum Cost is 1 Currency.

Copyright © 2008 Collins Epic Wargames. All Rights Reserved.

Marksmanship Training

FRONTLINE
GENERAL™
BETA



Marksmanship training in Ireland in 1942.

Focus

2 Selected Infantry
Squads or Soldiers.

Duration

2 Idle Operational
Turns

Effect(s)

2 Infantry Squads / Soldiers of your choice receive additional field training in marksmanship with their primary weapons. They must remain idle for the duration. Add 1 'Marksman, Primary' Experience Star to each Unit.

Copyright © 2008 Collins Epic Wargames. All Rights Reserved.

FRONTLINE GENERAL™



Event Card

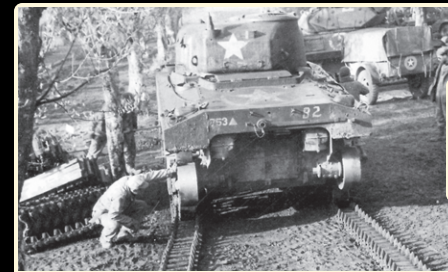
FRONTLINE GENERAL™



Event Card

Maintenance Halt

FRONTLINE
GENERAL™
BETA



Tanks and vehicles required routine maintenance to ensure reliability.

Focus

5 Random Mechanized
Ground Units

Duration

1 Operational Turn

Effect(s)

5 mechanized Ground Units must halt movement for routine maintenance either this Operational Turn or the next Operational Turn. No movement for the duration.

Copyright © 2008 Collins Epic Wargames. All Rights Reserved.

Materials Shortage I

FRONTLINE
GENERAL™
BETA



Raw materials such as this lumber were in extremely high demand during World War II.

Focus

Staged Emplacements /
Structures

Duration

1 Operational Turn

Effect(s)

Raw materials shortage delays the completion of staged Emplacements / Structures. Increase their scheduled completion by the duration.

Copyright © 2008 Collins Epic Wargames. All Rights Reserved.

FRONTLINE GENERAL™



Event Card