

TURN RECORD TRACK

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16

CASUALTIES



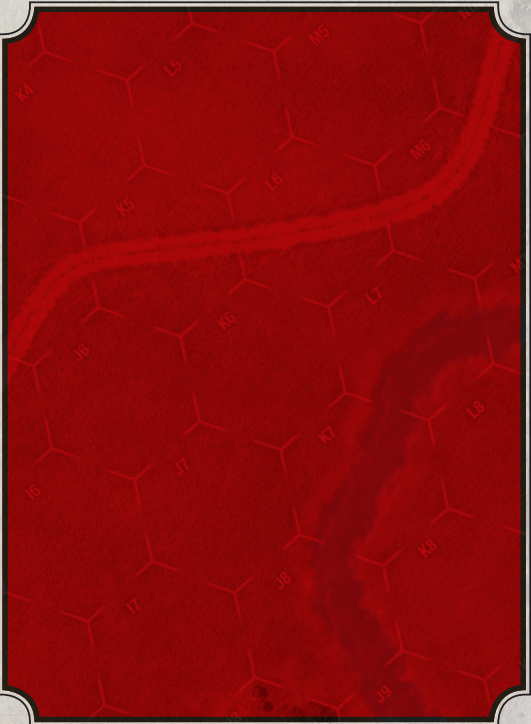
FATE POINTS AND FORMATION CARDS/COUNTERS

Fpts	Abilities
1	FpT to re-roll one of your own dice any time.
1	FpT to move one friendly unit by one hex ignoring terrain costs.
1	FpT to raise or lower the number showing on one of your own die by one.
1	FpT to place any hex In Command. Can be paid after rolling for Command status.
2	Fpts to remove an Ops Complete marker from a friendly unit.
2	Fpts to return any just-drawn marker, before use, to the opaque cup.

Available



Discarded



Fate Points cannot be re-used. Once used, they are lost and no longer available to be used in the game.