

# SPECIAL ABILITIES

The following is a list of all of the Special Abilities, with the corresponding units, updated with the official errata dated 5 Mar 2006 and 6 June 2006, as posted on the Wizards of the Coast website:

[http://www.wizards.com/avalonhill/rules/AAM\\_EX2\\_Errata\\_3-5.pdf](http://www.wizards.com/avalonhill/rules/AAM_EX2_Errata_3-5.pdf)

[http://www.wizards.com/avalonhill/rules/AAM\\_EX3\\_Errata.pdf](http://www.wizards.com/avalonhill/rules/AAM_EX3_Errata.pdf)

**Ace** – This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed within four hexes of this unit, this unit may make a defensive-fire attack against it.

*Units: Messerschmitt Ace, Spitfire Ace*

**Additional Hull-Mounted Cannon** – In your assault phase, this unit can make an extra attack at 12/10/8. The target must be a Vehicle in front of this unit.

*Units: Grant I, M3 Lee, Soviet M3 Lee*

**Aggression** – In your assault phase, this unit can move at speed 1 before attacking.

*Units: BA-10M*

**Agility** – This unit's short range against Aircraft is 0-2 hexes and its medium range against Aircraft is 3-5 hexes.

*Units: Kawanishi NIK-J "Shiden-Kai", Spitfire Ace, Supermarine Spitfire Mk. I*

**Aircraft** – Aircraft are placed during the flight phase and attack during the airstrike phase. Units attacking Aircraft use their anti-Soldier attacks and get -1 on each attack die.

*Units: Dornier Do 335, F4U Corsair, Focke-Wulf Fw 190A, Gloster Meteor, Hawker Typhoon, IL-10 Sturmovik, Junkers JU 87G Stuka, Kawanishi NIK-J "Shiden-Kai", Lockheed P-38G Lightning, Macchi C.202 Folgore, Messerschmitt Ace, Messerschmitt Bf109E, Messerschmitt Me 110, Messerschmitt Me 262, Mitsubishi A6M Zero, P-40 Tomahawk, P-51D Mustang, Spitfire Ace, Supermarine Spitfire Mk. I*

**All Guns Blazing** – After this unit attacks in your assault phase, it can make one extra attack against a Soldier.

*Units: T7Pdw, M3 Light Tank, M3 Stuart*

**Amphibious** – This unit can cross streams without making a movement roll. This unit can enter lake hexes as though they were double-cost-terrain hexes.

*Units: Amtrack, Sherman DD, Type 2 Ka-Mi Amphibious Tank*

**Angriff** – In your assault phase, friendly non-disrupted non-Artillery Soldiers adjacent to this unit can move into an adjacent hex and attack an enemy Soldier or Vehicle in that hex. They get +1 on each attack die for that attack.

(This text has been updated with official errata dated 05-Mar-2006).

*Units: Wehrmacht Oberleutnant*

**Antiair** – This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

*Units: 20mm Flak 38, 40mm Bofors L60, 88mm Flak 36, Dornier Do 335, F4U Corsair, Flakpanzer IV Wirbelwind, Focke-Wulf Fw 190A, Gloster Meteor, Hawker Typhoon, Kawanishi NIK-J “Shiden-Kai”, Lockheed P-38G Lightning, Luftwaffe Infantrymen, M16 Half-Track, Macchi C.202 Folgore, Messerschmitt Bf109E, Messerschmitt Me 262, Mitsubishi A6M Zero, P-40 Tomahawk, P-51D Mustang, Quad 50, Sd Kfz 7/1, Supermarine Spitfire Mk. I*

**Armor-Piercing Rounds** – Once per game, before you roll this unit’s attack against a Vehicle, you can declare you are using these rounds. If you score two hits against that Vehicle with this attack, score an additional hit.

*Units: 17-Pounder Antitank Gun, Centurion A41, M4A3E8 Sherman “Easy Eight”, Sherman VC 17-Pounder*

**AVRE** – This unit ignores Obstacles. This unit destroys each Obstacle it crosses. This unit destroys each Obstacle in hexes it enters.

*Units: Churchill AVRE*

**Awareness** – This unit can make defensive-fire attacks against Soldiers that enter its hex.

*Units: Autoblinda AB41*

**Backblast** – If this unit attacks, it fails cover rolls for the rest of the turn.

*Units: M20 75mm Recoilless Rifle*

**Banzai Charge** – In your assault phase, friendly non-disrupted non-Artillery Soldiers adjacent to this unit can move into an adjacent hex and attack an enemy Soldier or Vehicle in that hex. They get +1 on each attack die for that attack.

(This text has been updated with official errata dated 05-Mar-2006).

*Units: Imperial Sergeant*

**Barbed Wire** – This Obstacle is placed along the boundary between hexes. A Soldier must make a successful movement roll to cross this Obstacle.

*Units: Barbed Wire*

**Battlefield Awareness** – This unit can make defensive-fire attacks against Vehicles that move out of hexes adjacent to this unit. (The defensive-fire attack must be made while the target is still in an adjacent hex.)

*Units: Comet A-34, SS-Panzer IV Ausf. F2*

**Blast** – When this unit attacks, make a separate attack roll against each unit in the target hex. (This includes friendly units, but not Aircraft.)

(This text has been updated with official errata dated 06-Jun-2006).

*Units: BM-13 Katyusha Rocket Launcher, Churchill AVRE, Nebelwerfer 42, sIG 33, Sturmpanzer IV “Brummbär”, SU-122*

**Bombardment** – This unit can’t attack Aircraft. This unit’s attacks ignore cover.

(This text has been updated with official errata dated 06-Jun-2006).

*Units: BM-13 Katyusha Rocket Launcher, Churchill AVRE, M4A3 (105) Sherman, M7 105mm Priest, Nebelwerfer 42, sIG 33, Sturmpanzer IV “Brummbär”, SU-122, SU-152, Wespe*