

Additional Combat Style Traits

Trait	Description
Aggressive Attack	Attack dice increased by one step (d6 to d8, etc.)
Aggressive Maneuver	Movement increased by one half
Ambidextrous	Can use both hands equally, reduces dual firearms from formidable to hard
Battlefield Intelligence	+20% to detect ambush
Bridging	Treat rivers, streams, and swamp as rough terrain
Combat Support	Gives +10% bonus to adjacent friendly combatants
Determined Defense	Defense moves effectiveness increased by one step
Devastating Fire	Can fire twice per action point
Elite Recon Veteran	Perception and Stealth increased by 10%
Expert Camouflage	Only spotted when enemy is adjacent
Ferocious Defense	No unit can ignore this combatant's armor
Fire Discipline	Use ammunition at ½ rate
First Strike	+3 on initiative
Grenadier	+20% to hit with indirect fire from Grenades, Grenade Launchers, and RPG's
Infiltration Tactics	+10% to stealth, +1 to initiative for surprise
Mechanized Veteran	Reduces penalty for armor by 10%
Mountain Training	Can move through forests and mountains as clear
Night Fighter	Night or weather conditions reduced effect by one step
Over-watch	First enemy that comes in range is surprised if initiative is won
Overwhelming Attack	Pinned Down target takes automatic half damage of weapon used
Reconnaissance Movement	+10% to Evade, Outmaneuvering at +10%
Resilience	Harder to kill, +10% on endurance check, first major wound reduced to serious
Sharp Shooter	Range difficulty reduced one step
Shock Tactics	+20% to Pin Down target
Skilled Reconnaissance	Perception increased by +10%
Street Fighter	Reduce cover effects by one step
Superior Maneuver	-10% to Pin Down, Outmaneuver at +10%

Tank Killer	+20% for against vehicles in combat
Tenacious Defense	Defensive moves increased by 10%, fatigue reduced by one step

Social Conflict Special Effects

Influence	+20% modifier for arguments, convince others
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Space Combat Special Effects

Point Defense	Multiple interception of enemy missiles with laser or kinetic cannon if defense roll succeeds
Sensors Expert	Not affected by surprise results
Skilled Ground Attack	+10% to attacking ground units
Superior Interceptor	Multiple intercept of enemy, similar to Outmaneuvering