

Axis Operations

TRAIT NAME	DESCRIPTION	Rating Overall	Useful on, in order of importance
Aggressive Counterattack	+3 Attack when defending.	C	Inf, TD, TB, AA
Aiming Assistance	10% Accuracy to adjacent friends.	B-	Arty, TD, Recon, TB
Ambusher	Always triggers an Ambush when attacked.	C-	Inf, TD
Anti-Tank Support	Support fire vs. hard targets (tanks) for adjacent friends.	B	TB, Arty, Inf, AA
Artillery Support	Support fire vs. soft targets (infantry) for adjacent friends	B-	TB, Inf, T
Avenger	1 Attack bonus for each point of lost strength.	C-	TD, AA
Bunker Killer	+5 Attack vs. structures/fortifications.	C-	TB, Arty, Inf
Butcher	+5 Attack vs. infantry.	B	Inf, T, TB
Camouflage	Only detected by Recon or adjacent enemies.	A	AA, TD, Any
Cheap Replacements	In-battle replacements cost deployment prices.	C-	High value units
City Fighter	Combat bonus in city terrain.	C-	Inf, T, TD
Combat Luck	Results never worse than predicted.	C-	T, TD, Inf,
Crippling Blow	+5 Attack vs. full-strength units.	A	TB, Arty, T, TD,
Distraction	Adjacent enemies cannot provide support fire.	B	Recon, F
Double Attack	2 attack actions per turn.	S	T, Inf, SB, Arty, TD, TB, F
Double Mass Attack	Double effect in Mass Attack.	C-	F, Inf, T
Double Move	2 move actions per turn (does not increase range).	B+	TB, F, SB
Double Support	Provides support fire twice per enemy attack.	A	AA, F, TD, Arty
Entrenchment Killer x4	Destroys X entrenchment points per attack.	B-	Inf, SB, T, Arty, TB
Entrenchment Killer x3	Destroys X entrenchment points per attack.	C-	TB, SB
Envelopment	Prevents enemy retreat; forces surrender if broken.	A-	T, Inf, Recon
Evasive	-10% enemy accuracy.	C	Aircrafts
Expert Support	+20% accuracy on support fire.	C	Arty, AA
Exterminator	+5 Attack vs. units <50% strength.	B-	T, TB, Recon, Inf
Famous	+20 Prestige/turn.	C	Any
Fast Deployment	Unmount and fire immediately.	C	Towed Arty (A+)
Fast Entrenchment	2x entrenchment speed.	F	Inf
Fast Learner	2x experience growth.	F	whatever.
Fast Rebase	Aircraft rebase for 0 movement.	B+	Aircrafts
Fast Retreat	+2 Movement when strength <33%.	F	Useless
Fearsome Reputation	Adjacent enemies +3 suppression/turn.	C-	Inf
Ferocious Defense	Enemy cannot ignore this unit's entrenchment.	C-	Inf
Field Repairs	+1 Strength/turn if no attack (Vehicles).	C+	T, TD, Arty

Fierce Fighter	+1 Attack per adjacent enemy.	C-	Inf
First Aid	+1 Strength/turn if no attack (Infantry).	C-	Inf / Useless
First Strike	Always attacks first.	A+	TD, F, T, Inf, AA, TB
Flag Killer	+5 Attack vs. flags.	C-	Inf, T, SB
Hit and Run	Lower initiative enemies don't return fire.	A	TD, F, T
Ignores Entrenchment	Ignores enemy entrenchment bonuses.	S-	Inf, T, TB, Any
Ignores ZOC	Ignores enemy Zone of Control.	B+	T, Inf, Recon
Learns from Mistakes	3x experience for suffered casualties.	C	Any
Legendary	+50 Prestige/turn.	B	Any
Lethal Attack	50% of suppression converts to kills.	A-	SB, Arty, AA, TB
Liberator	2x Prestige for captured flags.	B	Recon, Inf
Lightning Attack	Immune to support fire when attacking.	A	T, TB, Inf
Low Profile	-20% enemy accuracy.	B	TD, aircrafts, T, AA
No Retaliation	Enemies do not return fire when attacked.	S	Inf, T, F, Any
No Surrender	Never surrenders.	C-	Any except aircrafts
Overrun	Destroy weak enemies without action cost; resets actions.	B	Recon, TD, Inf
Overwhelming Attack	Any damage forces retreat.	A	T, Inf, Recon
Provocator	Forces adjacent enemies to attack this unit.	A	T, Inf, TD
Prudent	+1 Defense for each point of lost strength.	B	Inf, T, TD
Rapid Fire x2	2X extra shots per attack (1 ammo cost).	S	AA, Any
Rapid Fire x1.5	1.5X extra shots per attack (1 ammo cost).	A	AA, Any
Readiness	Strikes first when defending.	B	TD, Inf, TB
Reduced Slots	50% slot cost.	A-	T, Arty, TB, Any
Resilient	Cannot lose more than 50% of max strength in one go.	C-	Any
River Assault	Ignores combat penalties when attacking across rivers.	B-	Inf, T, Recon
Scavenger	2x equipment from surrendering enemies.	A	Recon, T,
Shock Tactics	Destroys enemy movement points on attack.	A	T, Any
Sixth Sense	Immune to Ambushes.	C	Any
Superior Maneuver	+1 Initiative per movement point advantage.	B	F, Recon, TB
Survivor	Cannot be destroyed below 1 strength.	A	Any
Tank Killer	+5 Attack vs. tanks.	A	TB, TD, T, F
Tenacious Defender	+1 Defense per adjacent enemy.	C	Any
Thorough Preparation	+5 Initiative (Turn 1), decaying to +1.	B	F, Recon, Any
Unyielding	Cannot be suppressed.	B	TB, SB, Any
Vigilant	Prevents enemies from using Close Defense.	B	T, TD,
Zero Slots	0 slot cost.	S	T, F, Arty, Inf, Any

S=5 A=16 B=21 C=24 F=3

excluded, not random hero trait, or i've never seen it in any AO, or it's already a mechanic of a unit type

AA Support	Support fire vs. air attacks on adjacent friends.
All-Weather Combat	Immunity to weather effects
Alpine Troops	Gets +5 attack and +5 defense in hills and mountains and also ignores enemy High ground bonuses and entrenchment in such terrain
Bridging Unit	Acts as a bridge when positioned on a river
Counter Battery Fire	Fires at attacking artillery within range.
Entrenchment Support	All adjacent friendly units entrench at 2x speed
Evasion	Has a certain chance to completely avoid enemy attack (Submarines)
Expert Recon	3x accuracy bonus on adjacent enemies.
No Entrenchment	Unit does not entrench.
Fighter Support	Provides support fire against enemy fighters attacking friendly bombers. Will also intercept enemy bombers attacking friendly ground units in adjacent hexes
Ignore Mass Attack	Immunity to mass attack
Last Stand	Ignores all penalties from encirclements
Overwatch	Attacks enemy units which enter this unit's ZOC
Phased Movement	Can move in steps within its movement point limit (like recon)
Steamroller	Any kill triggers an Overrun