

ARMORED INFANTRY



COMMAND Phase

Receive 1 Bren Gun carrier and 1 squad of 4 regulars with the armored infantry specialization. Each squad with the armored infantry specialization that shares a hex with (a) friendly vehicle(s), provides +1 cover to said vehicle(s) vs attacks by squads from short range (only).

COMMAND COST 4

TANK COMPANY



COMMAND Phase

Receive 1 Sherman Firefly and 1 regular Sherman. Designate one of your Sherman tanks as a Sherman firefly by placing the appropriate nation control marker next to it. Its range against vehicles is 8 and its firepower is 12. All other stats are the same as those of a regular Sherman.

COMMAND COST 9

TANK COMPANY



COMMAND Phase

Receive
2 Sherman tanks
as reinforcements.

COMMAND COST 7

TANK COMPANY



COMMAND Phase

Receive 2 Cromwell tanks as reinforcements.
Move 7; Armor 4
AI: 5/6; AV: 6/8.
Heavy vehicle, Tank, Concussive firepower (+3), Sturdy, Overrun.

COMMAND COST 7

TANK PLATOON



COMMAND Phase

Receive 1 Sherman Firefly tank. Designate one of your Sherman tanks as a Sherman firefly by placing the appropriate nation control marker next to it. Its range against vehicles is 8 and its firepower is 12. All other stats are the same as those of a regular Sherman.

COMMAND COST 5

TANK PLATOON



COMMAND Phase

Receive
1 Sherman tank
as a reinforcement.

COMMAND COST 4

SPECIAL AMMUNITION



COMMAND Phase

Receive up to 3 special ammunition tokens. Pay 1 command point for each special ammunition token you choose. Tokens must be used during the next game round or be removed at the end of the status phase of the next game round.

COMMAND COST X

TANK ACE



COMMAND Phase

Designate one of your heavy vehicles as an Ace by placing the appropriate nation control marker next to it. It receives +2 firepower against squads as well as against vehicles. If this unit is destroyed, your opponent immediately gains 3 command points.

COMMAND COST 2

TANK REPAIRS



ACTION Phase

As an action, remove a light damage token from one of your heavy vehicles or flip a heavily damaged token over to its lightly damaged side. The Command cost of this card is 0 if there's at least one friendly, non-pinned or disrupted engineer in the same hex as the vehicle at the time this card is played.

+ COMMAND COST 1

TANK REPAIRS



ACTION Phase

As an action, remove a light damage token from one of your heavy vehicles or flip a heavily damaged token over to its lightly damaged side. The Command cost of this card is 0 if there's at least one friendly, non-pinned or disrupted engineer in the same hex as the vehicle at the time this card is played.

+ COMMAND COST 1

