

VEHICLE PARTS



COMMAND Phase

Choose one of your vehicles to remove a lightly damaged token from it, or flip a heavily damaged token to its light side. The cost of the card is reduced by 2 (to a minimum of 0) if you have at least one engineer unit in the vehicle's hex.

+ COMMAND COST 3

TANK ACE



COMMAND Phase

Place in your play area.

Designate one of your armored units as a tank ace. This unit gains 2 firepower. Your opponent immediately receives 3 command points if this tank is destroyed.

COMMAND COST 3

GERMAN COMMAND TANK



COMMAND Phase

Place in your play area.

At the start of each command phase receive one command and place it in your initiative pool.

COMMAND COST 1

MUNITIONS RESUPPLY



COMMAND Phase

Choose up to 3 vehicles and/or equipment units and assign them one of the Munitions tokens from FoTB and/or the Next Wave Core Set, which must be used on the following game round. If you do not, they are removed at the end of the following game round.

Command cost *
(1 per vehicle/equipment unit)

+ COMMAND COST X

TANK PLATOON



COMMAND Phase

Receive 1 Panzer IV Ausf E as a reinforcement
(See Op card #019).

COMMAND COST 3

TANK COMPANY



COMMAND Phase

Receive 2 Panzer IV Ausf E as reinforcements
(See Op card #019).

COMMAND COST 6

TANK PLATOON



COMMAND Phase

Receive 1 Panzer III as a reinforcement.

COMMAND COST 2

TANK COMPANY



COMMAND Phase

Receive 2 Panzer III as reinforcements.

COMMAND COST 6

ASSAULT GUN PLATOON



COMMAND Phase

Receive 1 Stug E Assault gun as a reinforcement.

COMMAND COST 3

TANK PLATOON



COMMAND Phase

Receive 1 Panzer 38T (use a Panzer III model with a German control marker next to it to distinguish it from the panzer III's). Stats are as follows:
MV 6; Armor: 2; AI: 5-5; AV: 5-5.
Overrun, Concussive firepower,
Sturdy.

COMMAND COST 2

German Armored Reinforcements 1 CUSTOM STRATEGY DECK



German Armored Reinforcements 1 CUSTOM STRATEGY DECK

TIDE-OF-IRON
LEAD MODEL

 <p>GERMAN ARMORED REINFORCEMENTS 1</p> <p>Two identical cards showing a German tank with a red cross symbol in the corners.</p>	 <p>GERMAN ARMORED REINFORCEMENTS 1</p> <p>Two identical cards showing a German tank with a red cross symbol in the corners.</p>
 <p>PANZERGRENADIERS</p> <p>COMMAND Phase Receive 1 Sdkfz 251 and 1 squad of 4 regulars with a panzergrenadier specialization token. Each squad with the panzergrenadier 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).</p> <p>COMMAND COST 3</p>	 <p>TURRET SALVAGE</p> <p>ACTION Phase As an action, you may have a friendly engineer squad remove a heavy damage token from one of your armored units in the same hex and replace it with an immobilized token. The engineer is fatigued as a result the tank is not. The tank regains its full firepower, does not suffer a penalty to its armor value, but may not move for the rest of the game.</p> <p>+ COMMAND COST 2</p>