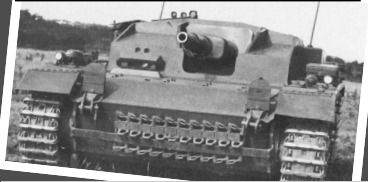
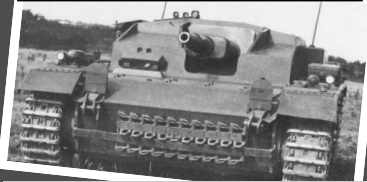


ASSAULT GUN
COMPANY

COMMAND Phase

Receive
2 Stug III
as reinforcements.

COMMAND COST 9

ASSAULT GUN
PLATOON

COMMAND Phase

Receive
1 Stug III
as a reinforcement.

COMMAND COST 4

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 2

PANZERGRENADIERS



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).

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

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 2

TANK DESTROYER
PLATOON

COMMAND Phase

Receive
1 Jagdpanzer IV
as a reinforcement.

COMMAND COST 5

TANK PLATOON



COMMAND Phase

Receive
1 Panther tank
as a reinforcement.

COMMAND COST 5

TANK PLATOON



COMMAND Phase

Receive
1 Panzer IV
as a reinforcement.

COMMAND COST 5

TANK PLATOON



COMMAND Phase

Receive
1 Tiger I
as a reinforcement.

COMMAND COST 6



