

TANK REPAIRS



ACTION Phase

As an action remove a light damage token from one of your heavy vehicles or flip a a heavy damage token over to its light side. The card's effect is for free if there's at least one friendly, fresh, non-pinned or disrupted engineer squad in the same hex at the time the card is played.

+ COMMAND COST 1

TANK ACE



COMMAND Phase

Designate one of your heavy vehicles as an Ace. It receives +2 firepower.

Your opponent immediately receives 3 command points upon this unit's destruction.

COMMAND COST 2

AMMUNITION RESUPPLY



COMMAND Phase

You may assign up to three special ammo tokens to up to three of your heavy vehicles, which must be used on the next game round. If not, they are lost.

+ COMMAND COST 2

SOVIET COMMAND TANK



COMMAND Phase

Place in your play area.

For the rest of the game you receive 1 command point to place in your initiative pool during the receive command and victory points step of the command phase.

+ COMMAND COST 2

TANK PLATOON



COMMAND Phase

Receive
1 T-34 tank
as a reinforcement.

COMMAND COST 4

TANK PLATOON



COMMAND Phase

Receive
1 KV-1 tank
as a reinforcement.

COMMAND COST 4

TANK COMPANY



COMMAND Phase

Receive
2 KV-1 tanks
as reinforcements.

COMMAND COST 7

TANK COMPANY



COMMAND Phase

Receive
2 T-34 tanks
as reinforcements.

COMMAND COST 7

TANK COMPANY



COMMAND Phase

Receive
2 T-70 tanks
as reinforcements.

COMMAND COST 5

ASSAULT GUN PLATOON



COMMAND Phase

Receive
1 SU-122
as a reinforcement.

COMMAND COST 5

