

## TANK PLATOON



## COMMAND Phase

Receive  
1 Sherman tank  
as a reinforcement.

COMMAND COST 4

## TANK PLATOON



## COMMAND Phase

Receive  
1 Sherman tank  
as a reinforcement.

COMMAND COST 4

## TANK COMPANY



## COMMAND Phase

Receive  
2 Sherman tanks  
as reinforcements.

COMMAND COST 8

## VEHICLE REPAIRS



## COMMAND Phase

Remove a lightly damaged  
token from one of your  
vehicle units or flip a heavy  
damaged token over to its  
lightly damaged side.

+ COMMAND COST 2

## VEHICLE REPAIRS



## COMMAND Phase

Remove a lightly damaged  
token from one of your  
vehicle units or flip a heavy  
damaged token over to its  
lightly damaged side.

+ COMMAND COST 2

## TANK PLATOON



## COMMAND Phase

Receive  
1 M10 Tank Destroyer  
as a reinforcement.

COMMAND COST 4

## TANK PLATOON



## COMMAND Phase

Receive  
1 Sherman Firefly  
as a reinforcement.

COMMAND COST 6

## TANK COMPANY



## COMMAND Phase

Receive  
1 M10 Tank Destroyer  
and  
1 Sherman Firefly  
as reinforcements.

COMMAND COST 9

## VETERAN TANK CREW



## COMMAND Phase

Place in your play area. Add a tank  
ace token (VP token) to a tank of your  
choice you get from this deck or  
granted to you by scenario  
reinforcements. This tank gains the  
benefits of the tank ace operations  
card and yields 3 command points to  
your opponent if destroyed.

COMMAND COST 2

## TANK PLATOON



## COMMAND Phase

Receive  
1 Stuart light tank  
as a reinforcement.

COMMAND COST 3

