

AMERICAN REFERENCE SHEET



	MV:6	
	RANGE	FIREPOWER
	5	6
	8	10

M10

Tank, Heavy Vehicle

ARMOR 4

Penetration: If the target receives dice for armor, their armor value is -1 unless the target has thick or extra thick armor. If the target has thick or extra thick armor, they retain their armor value but may change one less die to a "6."

Open Top: This vehicle is vulnerable to suppressive attacks.



BRITISH REFERENCE SHEET

	MV:4	
	RANGE	FIREPOWER
	4	1
	1	1

REGULAR INFANTRY

	MV:4	
	RANGE	FIREPOWER
	4	2
	1	1

ELITE INFANTRY

Battle-hardened: This squad gains +1 cover against suppressive fire for each elite infantry in the squad.

	MV:4	
	RANGE	FIREPOWER
	4	1
	1	1

OFFICER

Fast Recovery: During the Status Phase, remove all disrupted tokens in this hex.

Rally: When pinned, any squad in this hex may still make a concentrated attack.

Determination: Any squad in this hex gains +1 cover against suppressive fire (not cumulative with other officers).

Increased Mobility: This squad gains +1 movement (not cumulative).

	MV:4	
	RANGE	FIREPOWER
	8	4
	8	2

MORTAR CREW

Heavy Infantry Weapon
Area Attack

Ballistic Fire: May use a friendly unit's LOS when attacking.

Minimum Distance: May not attack adjacent hexes.

No Opportunity Fire

No Mixed Fire: May not participate in attacks with other figure types.



	MV:4	
	RANGE	FIREPOWER
	5	3
	3	2

MACHINE GUN CREW

Heavy Infantry Weapon

Rapid Op Fire: May Op Fire without becoming fatigued as long as only machine gun crews participate.



CAMPAIGN REFERENCE

CAMPAIGN PHASE

1. Evaluate Division 1 squads (dark green).
2. Squads promote as follows if the base has at least two figures in it:



Bronze Star if the squad has no campaign specialization



Silver Star if the squad currently has a Bronze Star campaign specialization



Medal of Honor if the squad currently has a Silver Star campaign specialization

3. Fill in squad bases' empty holes with missing elements of the 29th Infantry Division.

CAMPAIGN SCORING

After the fourth scenario the American player scores Campaign Points (CP) as follows:



+1 CP for every squad with a Bronze Star



+2 CP for every squad with a Silver Star



+3 CP for every squad with a Medal of Honor

German player scores Campaign Points (CP) as follows:

+5 CP for every German victory

+1 CP for every destroyed Medal of Honor squad

GERMAN REFERENCE SHEET

MV:6



StuG III G

Tank, Heavy Vehicle

ARMOR 4

Concussive Firepower: Receives +3 range and +3 firepower when attacking a squad in a building or pillbox.

Overrun: May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).

	RANGE	FIREPOWER
	5	6
	8	10

MV:7



Panther

Tank, Heavy Vehicle

ARMOR 5

Concussive Firepower: Receives +3 range and +3 firepower when attacking a squad in a building or pillbox.

Overrun: May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).

Thick Armor: After defense dice are rolled, change one defense die into a "6" result.

	RANGE	FIREPOWER
	5	6
	8	12

MV:6



Jagdpanzer

Tank, Heavy Vehicle

ARMOR 4

Concussive Firepower: Receives +3 range and +3 firepower when attacking a squad in a building or pillbox.

Overrun: May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).

	RANGE	FIREPOWER
	5	6
	8	12

MV:5



King Tiger

Tank, Heavy Vehicle

ARMOR 6

Concussive Firepower: Receives +3 range and +3 firepower when attacking a squad in a building or pillbox.

Overrun: May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).

Extra Thick Armor: After defense dice are rolled, change two defense dice into a "6" result.

	RANGE	FIREPOWER
	5	6
	9	13