**AMERICAN REFERENCE SHEET**

**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.

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**BRITISH REFERENCE SHEET**

**REGULAR INFANTRY**

**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).

**MACHINE GUN CREW**
*Heavy Infantry Weapon*

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

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**ELITE INFANTRY**

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

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**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.

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**Open Top:** This vehicle is vulnerable to suppressive attacks.
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

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).

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

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).

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.

CAMPAIGN REFERENCE

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
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- +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