

CAMPAIGN CARD

OBJECTIVE CARD

BATTALION CARDS

COMMANDER CARDS

UNIT CARDS

GERMANY TANK TYPES

Tank	'42	'43	'44	'45
Pz III	7	5	3	2
Pz IV	2	4	7	8
Panther			2	2
Tiger		1	1	1
King Tiger			1	1
StuG	2	2	4	6

JAPAN TANK TYPES

Tank	'42	'43	'44	'45
Type 95	3	2	2	1
Type 97	5	4	3	2
Type 97i	2	3	4	5
Type 3			1	1

COMMANDER SKILLS

Aggressive

Infantry can Move and Attack without suffering Stress

Close Combat

Roll 1 extra Close Combat Attack die

Spotter

Ignores Cover blocking LOS

Marksman

Ignores Cover in Enemy Hex

US Mechanic

Repair up to 2 Damage

Medic

Heal 2 Stress, 1 Wounded, or 1 Casualty

Tactic

Expend to act in both Fast and Slow

Overdrive

May Move +1 Hex. Suffer 1 Stress

Cautious

Cannot Move and Attack

Enemy Tactical Movement

Advance

Closest Friendly Unit
Heaviest Cover

Advance if cannot Attack

Advance only if it cannot Attack
Closest Friendly Unit
Heaviest Cover

Cautious Advance

Advance only if by doing so it cannot be Attacked
Heaviest Cover

AP/HE Advance

Advance closer to a Friendly Unit that is Attacked by AP/HE
Heaviest Cover

Adjacent Cover

Heaviest Cover

Advance to Cover

Heaviest adjacent Cover towards closest Friendly Unit

Retreat to Cover

Heaviest Cover away from closest Friendly Unit

Retreat

One hex toward top
Heaviest Cover

Enemy Attack Priority

Friendly Unit with best chance to Hit
Unit with lowest Defense

Enemy Move Attack Penalty

Tank, Armored Car, AT: -1
Rifle, Halftrack, MG: -2
Truck, AT Gun, Mortar: Cannot

Range modification when Attacking

Suffer -1 at Range 2, or -2 at Range 3
Gain = Move and Attack penalty at Range 0

Light/Heavy Cover

Gain +1/+2 Defense

AP (Armor Piercing) Targets

Tanks, Halftracks, A.Cars
Armor, Some Light Armor

HE (High Explosive) Targets

Rifle, MG, AT, Mortar, Trucks, Buildings, AT Guns
Artillery, Infantry, Some Light Armor

HIT EXPLANATIONS

Casualty (U)	No Effect	2 = Destroyed
Cmdr KIA (C)	Commander Killed	
Cmdr Wounded (C)	1 SO to Heal, Cannot enter Battle	2 = KIA
Destroyed (U)	Unit Destroyed	
Engine (U)	Cannot Move or enter Battle, 2 SO to Repair	2 = Destroyed
Explosion (C & U)	Unit Destroyed, Commander Killed	
Exposed (U)	+2 to be Hit starting next Turn until Unit Moves	
Glancing (U)	Suffer 1 Stress at start of Battles	
Gun (U)	Cannot Attack at Range 2 or 3	
Hull (U)	No Effect	2 = Destroyed
Machine Gun (U)	Cannot Attack at range 0	
Mowed Down (C & U)	Unit Destroyed. Commander Killed	
Stress (C)	Suffer Stress	
Suspension (U)	Cannot Move or enter Battle	2 = Destroyed
Immobilized (U)	Suffer 1 Stress, or cannot Move next Action	
Suppressed (U)	Suffer 1 Stress, or cannot Attack next Action	