

1



Reinforcements

INFANTRY

One (1) 4 steps infantry unit.
Assign it to any Combat Command.
When activated it will enter from a friendly road hex.



2



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3



Reinforcements

PANTHER

One (1) 3 steps Panther tanks unit.
Attach it to any Combat Command.
When activated it will enter from a friendly road hex.



4



Reinforcements

TIGER

One (1) 3 steps Tiger tanks unit.
Attach it to any Combat Command.
When activate it will enter from a friendly road hex.



5



Reinforcements

TANK DESTROYER

Two (2) light tank units of 3 steps each.
Attach them to any one Combat Command.
When activated they will enter from a friendly road hex.



6



Reinforcements

ARTILLERY

The German command receives Corps Artillery.
Add a Heavy artillery battery to the Off Map Artillery Pool.



7



Reinforcements

NEBELWEFER

The High Command has planned a rocket artillery barrage.
Attack 3 adjacent hexes with 4 bombardment dice.



8



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Reinforcements

INFANTRY

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Assign them to any one Combat Command.
When activated they will enter from a friendly road hex.



10



Reinforcements

SHERMAN

Two (2) Sherman tank units of 3 steps each.
Assign them to any one Combat Command.
When activated they will enter from any road hex.



11



Reinforcements

COMBAT ENGINEERS

One (1) 4 steps Combat Engineer unit.
Assign it to any Combat Command.
When activated it will enter from a friendly road hex.

12



Reinforcements

SELF PROPELLED ARTILLERY

US command receives heavy artillery from Corps.
Add 2 heavy batteries to the Off Map Artillery Pool.
4 Dice each.



13



Reinforcements

NAVAL GUNFIRE

Naval Gunfire available for the area.
Add 2 heavy artillery batteries to the Off Map Artillery Pool.
5 Dice each.



14



Reinforcements

CARPET BOMBING

Your sector receives a preplanned heavy bomber strike.
Select 6 adjacent hexes and attack them with 5 bombardment dice per hex.



15



Reinforcements

CAVALRY

Two (2) recon units of 3 steps each.
Assign them to any one Combat Command.
When activated they will enter from a friendly road hex.



16



Reinforcements

FIREFLY

Two (2) Firefly tanks units of 3 steps each.
Assign them to any one Combat Command.
When activated they will enter from a friendly road hex.





Pinned

(instant action)

One (1) enemy unit within 2 hexes of a friendly unit is pinned.

-1 die when it fires.

This unit cannot move or retreat. A pinned unit can be unpinned if a same side's HQ moves adjacent to it (for the subsequent turn on) or if a new event is played.



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Bad Weather

(instant action)

Sky darkens and begins to rains.

LoS reduced to three hexes.

-1 die to all bombardments.

Air support cards no longer playable.



Out of Ammo

(instant action)

The opposing side has ammunition supply problems.

-1 die to each attack made by the opposing side.



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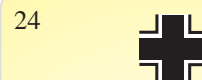


Replacements

(instant action)

Men are fed into the battle.

Add one (1) step to any three (3) friendly infantry or HQ units.



Ambush

The allied player has walked directly in an ambush.

German player attacks an



allied unit within 3 hex of a German unit with 3 dice. (Disregard any defensive modifiers.)



Friendly Fire

(instant action)

An allied bombardment has fallen short.

Select a friendly unit and attack it. In addition attack also the two adjacent hexes with the same identification letter.

Roll 3 bombardment dice per hex.



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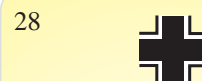


Mines

(instant action)

The enemy has blundered in a minefield.

Select an enemy unit and attack it with 2 bombardment dice without any modifiers.



Mines

(instant action)

The enemy has blundered in a minefield.

Select an enemy unit and attack it with 2 bombardment dice without any modifiers.



Air Support

Allied Air Force fly over the battlefield and attacks an enemy target.

Roll 3 Bombardment dice against one enemy unit disregarding an defensive modifiers.

Unavailable in bad weather.



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Counterbattery

Your artillery has located an enemy gun concentration.

In an enemy bombardment round (tactical or strategic) you can attack the enemy Off Map artillery with counter battery fire.

Effects:

German player destroys the smallest battery from his Off Board Artillery Pool.