

shot,

Shaped

Charge

95

12"

Veteran

24"

24"

36"

12"

Veteran

24"

24"

36"

Veteran

24"

24"

36"

Range Shots Pen Special

Veteran

Trans DV

Range Shots Pen Special

2

6

Veteran

Type

Half-

track

36"

Half-

track

36"

Halftrack

36"

Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun

(p66) This weapon suffers no penalty 'to hit' when moving and

weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it

shooting. In addition, infantry models armed with an assault

All enemy units not currently down automatically fire at the

regardless of whether they have already taken an action or not

ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery

(p72) This is a disposable weapon that can be fired only once

per game. Once fired replace the model with another model that

(p118) Pinned by hits from small arms in the same way as soft-

armoured vehicles are destroyed automatically if the vehicle is

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count

+1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1

(p73) Never suffer the -1 penetration modifier for firing at long

(p73) A Team weapon shoots at full effectiveness so long as

to its morale. For squad-based team weapons, loader must

remain within 1" or weapon suffers the -1 to-hit penalty.

German Infantry with Light Machine gun (requires loader)

German men have Panzerfaust in addtion to other weapons 6

there are at least two men to serve it. If only one man remains

then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty

1

1

2

5

15

3

2

1

3

skins and infantry. If assaulted by infantry open-topped

attacking aircraft if it is within their firing arc and range,

that turn. Flak fire does not require an action. Line of site

can immediately make a second damage roll.

flak units must test to hold their fire (page 67)

can go down to halve the hits taken

does not carry the disposable weapon

damaged, in the same way as for soft-skins.

penetration and +1 damage result

Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun

Veteran

Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun

INFANTRY

Heer Veteran Grenadier squad (Armies of Germany page 23)

Heer Veteran Grenadier squad (Armies of Germany page 23)

Heer Veteran Grenadier squad (Armies of Germany page 23)

ANTI-TANK

36"

ARMOURED CARS

Wheeled

48"

36"

TRANSPORTS

SdKfz 250/1 half-track (Armies of Germany page 73)

SdKfz 250/1 half-track (Armies of Germany page 73)

SdKfz 250/1 half-track (Armies of Germany page 73)

SdKfz 222 Light Armoured Car (Armies of Germany page 68)

1

Range Shots Pen Special

n/a

n/a

n/a

Range Shots Pen Special

Range Shots Pen Special

n/a

n/a

n/a

n/a

n/a

n/a

Veteran

Recce, Open-

topped, Flak

+2 HE (1")

n/a

Trans DV

Range Shots Pen Special

6

Trans DV

Range Shots Pen Special

6

Veteran

Type Trans DV

Range Shots Pen Special

6

5 7+ Open-topped

+2 Team (2 men)

1

1

5

1

5

One-

shot,

Shaped

Charge

85

85

39

114

90

90

90

1

1

5

1

men have Panzerfaust in

addtion to other weapons

2

3

1

2

3

3

1

Qty Weapons

Qty Weapons

Qty Weapons

Qty Weapons

Vehicle

Qty Weapons

autocannon

Vehicle

Qty Weapons

MMG

Vehicle

Qty Weapons

MMG

Vehicle

Qty Weapons

MMG

Assault

Flak

HE (1")

One-shot

Open-topped

Recce

(p118)

range.

Shaped Charge

Team (2 men)

PickList

German Anti-tank rifle team

German Infantry (equipped as modeled)

German NCO with Submachine gun

German SdKfz 250/1 half-track

German SdKfz 222 Light Armoured Car

German First Lieutenant

German Infantry with Rifle

German NCO with Rifle

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1

Co-axial MMG

NCO with Rifle

Infantry with Rifle

(requires loader)

NCO with Rifle

Infantry with Rifle

(requires loader)

Anti-tank rifle team

NCO with Rifle

Infantry with Rifle

(requires loader)

Infantry with Light Machine gun

Infantry with Light Machine gun

Infantry with Light Machine gun

SdKfz 222 Light Armoured Car

Turret-mounted light

SdKfz 250/1 half-track

Front pintle-mounted

SdKfz 250/1 half-track

Front pintle-mounted

SdKfz 250/1 half-track

Front pintle-mounted

Anti-tank rifle team (Armies of Germany page 34)

men have Panzerfaust in

addtion to other weapons