



# FINAL ASSAULT



TOP SECRET FILES:

## SOVIET UNION - GERMANY



Complete list of units

Classified: Late War





# **FINAL ASSAULT**

## **TOP SECRET FILES:**

# **SOVIET UNION - GERMANY**

*by*  
**MASSIMO TORRIANI**

*With*  
**VALENTINO DEL CASTELLO**

*Copyright 2017*

*We would like to thank our playtesters for all of their help:  
Stefano Bellissimo, Andrew Carless, Matteo Culosi, Salvatore Intravaia, Adriano Losi,  
Fredì Marcarini, Emilio Pezzini and the members of the Mediolanum Club Milano*

*Translation: Andrew Carless*

*All rights reserved*

*Version April 2019*

*No part of these rules may be reproduced by any means,  
including mechanical and/or electronic methods  
without the author's prior written permission.*



# SOVIET UNION ARMY 1944-1945



## HEAVY TANK PLATOON (BASIC)

Comprising one of the following choices:

- 1-2 IS1 Tanks (1944-1945)
- 1-2 IS2m Tanks (1944-1945)
- 1-2 KV1 Tanks (1941-1944)

### IS1 TANK (1,670 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 9

**Protection Value:** 7

**Impact Value (main weapon):** 8/4 L

**Main weapon (turret):** 85mm heavy gun with DT light machine gun (coaxial)

**Secondary weapon (rear turret):** DT light machine gun

**Vehicle characteristics:** radio

#### VARIANTS:

- ✳ You can add a DShK heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Captain (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 2 platoons and can only be bought if you have at least 3 tanks).
- ✳ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

### IS2m TANK (1,970 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 10

**Protection Value:** 7

**Impact Value (main weapon):** 9/5 L

**Main weapon (turret):** 122mm heavy gun with DT light machine gun (coaxial)

**Secondary weapon (rear turret):** DT light machine gun

**Vehicle characteristics:** radio

#### VARIANTS:

- ✳ You can add a DShK heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ You can increase the AV of each vehicle to 11, but remove its rear secondary weapon, for +240 points each (IS3 version 1945).
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Captain (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 2 platoons and can only be bought if you have at least 3 tanks).
- ✳ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.



### KV1 TANK (1,380 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 8

**Protection Value:** 7

**Impact Value (main weapon):** 6/3 M

**Main weapon (turret):** 76,2mm medium gun with DT light machine gun (coaxial)

**Secondary weapon (lower hull):** DT light machine gun

**Secondary weapon (rear turret):** DT light machine gun

**Vehicle characteristics:** radio, slow turret

#### VARIANTS:

- ✳ You can add a DShK heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +100 points each.
- ✳ You can replace the main weapon (76,2mm medium gun) with a D-5T 85mm heavy gun (IV 8/4 L) for +150 points each (KV85 version 1943-1945).
- ✳ You can replace the main weapon (76,2mm medium gun) with a 152mm howitzer (IV -/6L) at no extra cost (KV2A version 1943-1945). In this case you can also buy an M3A1 White OP.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Captain (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 2 platoons and can only be bought if you have at least 3 tanks).
- ✳ You can buy KV2A tanks to use for *off-table fire*. They cost 800 points each.
- ✳ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

### HEAVY TANK PLATOON - OPTIONAL UNITS

- ✳ For each Heavy Tank bought you get 3 Option Points

### MEDIUM TANK PLATOON (BASIC)

Comprising one of the following choices:

- 1-3 T34/76 Tanks (1942-1945)
- 1-3 T34/85 tanks (1944-1945)

### T34/76 TANK (1,070 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 6

**Protection Value:** 6

**Impact Value (main weapon):** 6/3 M

**Main weapon (turret):** 76,2mm medium gun with DT light machine gun (coaxial)

**Secondary weapon (lower hull):** DT light machine gun

**Vehicle characteristics:** radio

#### VARIANTS:

- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Sergeant Tank Commander with a Captain (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 2 platoons and can only be bought if you have at least 3 tanks).
- ✳ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

### T34/85 TANK (1,365 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with PPSh 41/43 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 7

**Protection Value:** 6

**Impact Value (main weapon):** 8/4 L

**Main weapon (turret):** 85mm heavy gun with DT light machine gun (coaxial)

**Secondary weapon (lower hull):** DT light machine gun

**Vehicle characteristics:** radio

**VARIANTS:**

- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.
- ✳ You can fit each vehicle with bedsprings for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Sergeant Tank Commander with a Captain (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 2 platoons and can only be bought if you have at least 3 tanks).
- ✳ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

#### MEDIUM TANK PLATOON - OPTIONAL UNITS

- ✳ For each Medium Tank bought you get 2 Option Points.

### LIGHT TANK PLATOON (BASIC)

**Comprising:** 1-3 T-70

### T-70 TANK (595 points)

**Vehicle Type:** Light Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (binoculars, leader), 1 Tank crew - both armed with PPSh 41/43 sub-machine guns

**Breakpoint:** 2

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 3

**Protection Value:** 5

**Impact Value (main weapon):** 3/1 S

**Main weapon (turret):** M38 45mm light gun with DT light machine gun (coaxial)

**Vehicle characteristics:** radio

**VARIANTS:**

- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Sergeant Tank Commander with a Captain (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 2 platoons and can only be bought if you have at least 3 tanks).
- ✳ You can replace the 45mm Light gun with a 20mm light gun (IV 2/0, rapid fire) and thinner armour (AV2) at no extra cost (T-60 version).
- ✳ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

#### LIGHT TANK PLATOON - OPTIONAL UNITS

- ✳ For each Light Tank bought you get 2 Option Points.

Optional Units that can be bought by the Light, Medium, Heavy Tank Platoons	Option Points Cost
Self-Propelled Gun Battery	2
Assault Company (basic)	2
Armoured Car Platoon (basic)	2
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Riflemen Platoon (basic)	1
Engineer Platoon	3
Recon Platoon (basic)	1
Scout Platoon	1
Shtrafniye Roti Platoon	1
Assault Gun Section	2
Tank-destroyer Section	2

## ARMoured CAR PLATOON (BASIC)

Comprising one of the following choices:

- 1-3 BA-10 Armoured Car
- 1-3 BA-64 Armoured Car

### BA-10 ARMoured CAR (645 points)

**Vehicle Type:** Armoured car - Armoured - Wheeled

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 5

**Impact Value (main weapon):** 4/- (no high-explosives)

**Main weapon (turret):** L46 45mm light gun with DT light machine gun (coaxial)

**Secondary weapon (lower hull):** DT light machine gun

**Vehicle characteristics:** radio, recon vehicle, six-wheeled vehicle

#### VARIANTS:

- ☛ One Armoured Car per platoon can become a Command Tank, replacing the Sergeant Tank Commander with a Captain (*commander*) and the *radio* with a *long-range radio* for +20 points (only available if you buy at least 2 Armoured Car Platoons and if you have at least 3 armoured cars).
- ☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.
- ☛ If you buy a Command Armoured Car you can buy up to 2 Wait Orders for +100 points each.

### BA-64 ARMoured CAR (285 points)

**Vehicle Type:** Armoured car - Armoured - Wheeled

**Crew:** 1 Sergeant Tank Leader (binoculars, leader), 1 Crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 2

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Impact Value:** -

**Main weapon (turret):** DT light machine gun

**Vehicle characteristics:** open-topped, radio, recon vehicle

#### VARIANTS:

- ☛ One Armoured Car per platoon can become a Command Tank, replacing the Sergeant Tank Commander with a Captain (*commander*) and the *radio* with a *long-range radio* for +20 points (only available if you buy at least 2 Armoured Car Platoons and if you have at least 3 armoured cars).
- ☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +40 points each.
- ☛ If you buy a Command Armoured Car you can buy up to 2 Wait Orders for +100 points each.

## ARMoured CAR PLATOON - OPTIONAL UNITS

- ☛ If you buy 2 BA-10s or 3 BA-64s you get 2 Option Points.
- ☛ If you buy a full BA-10 platoon you get 3 Option Points.

Optional Units that can be bought by the Armoured Car Platoons	Option Points Cost
Self-Propelled Gun Battery	2
Assault Company (basic)	2
Anti-tank Platoon	1
Armoured Car Platoon (basic)	1
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Riflemen Platoon (basic)	1
Engineer Platoon	3
Mortar Platoon	2
Machine Gun Platoon	2
Recon Platoon (basic)	1
Scout Platoon	1
Assault Gun Section	2
Tank-destroyer Section	2
Sniper Section (max 1)	1



## RECON PLATOON (BASIC)

**Comprising: 1-5 Recon Squads**

### RECON SQUAD (715 points)

**Infantry Unit**

**Breakpoint: 4**

**TV: 6**

**Characteristics:** loaded on M3A1 White Armoured Car\*

No	Model	Weapons	Characteristics
1	Sergeant	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	leader
1	Machine-gunner	DP light machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	
5	Infantrymen	PPSh 41/43 sub-machine gun, RGD 33 grenades	
<b>1*</b>	<b>M3A1 White Armoured Car = See Vehicle datasheet (already included in cost)</b>		

**VARIANTS:**

- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ One Squad per platoon can become a Command Squad, replacing the Sergeant with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (only available if you buy at least 2 Recon Platoons and at least 3 Recon Squads).
- ✳ If the Squad stems from a Guards Platoon then all models can improve their TV to 7 and get the *determined* characteristic for a total cost of +105 points each (including the upgrade of the M3A1 White to TV 7).
- ✳ You can equip one Infantryman per Recon Squad with a RPG-1 anti-tank grenade launcher for +75 points each.
- ✳ You can equip one model per Squad with RPG43 anti-tank grenades for +40 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.

### RECON PLATOON - OPTIONAL UNITS

- ✳ If you buy a Recon Command Squad and two Recon Squads you can spend 4 Option Points.
- ✳ If you buy a Recon Command Squad and three Recon Squads you can spend 6 Option Points.
- ✳ If you buy a Recon Command Squad and four Recon Squads you can spend 7 Option Points.

Optional Units that can be bought by the Recon Platoons	Option Points Cost
Artillery Battery	2
Self-Propelled Gun Battery	2
Assault Company (basic)	2
Anti-tank Platoon	1
Armoured Car Platoon (basic)	1
Allied Tank Platoon	3
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Riflemen Platoon (basic)	1
Engineer Platoon	3
Multiple Rocket-launcher Platoon	3
Mortar Platoon	2
Recon Platoon (basic)	1
Scout Platoon	1
Shtrafniye Roti Platoon	1
Assault Gun Section	2
Tank-destroyer Section	2
Sniper Section (max 1)	1



## RIFLEMEN PLATOON (BASIC)

Comprising: 0-1 Riflemen Command Squad, 2-3 Riflemen Squads, 0-1 Machine Gun Squad

### RIFLEMEN COMMAND SQUAD (180 points)

Infantry Unit  
Breakpoint: 2  
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	commander, leader
1	Political Commissar	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	leader, political commissar
2	Infantrymen	PPSh 41/43 sub-machine gun, RGD 33 grenades	

### RIFLEMEN SQUAD (235 points)

Infantry Unit  
Breakpoint: 5  
TV: 5

No	Model	Weapons	Characteristics
1	Sergeant	PPSh 41/43 sub-machine gun, RGD 33 grenades	leader
1	Machine-gunner	DP light machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	
7	Riflemen	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	

### MACHINE GUN SQUAD (185 points)

Infantry Unit  
Breakpoint: 2  
TV: 5

No	Model	Weapons	Characteristics
1	Corporal	PPSh 41/43 sub-machine gun	leader
1	Machine-gunner	Maxim medium machine gun, Tula Tokarev 1933 pistol	gunner, tripod
2	Machine-gun crew	Mosin-Nagant 1891/30 rifle	

#### VARIANTS:

- ✪ One leader per Squad can buy *binoculars* for +30 points.
- ✪ One Rifleman per Platoon can replace his Mosin-Nagant 1891/30 rifle with a PTRD anti-tank rifle for +30 points each.
- ✪ You can equip one model per Squad with RPG43 anti-tank grenades for +40 points each.
- ✪ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✪ Each Squad can add the *tank hunters* characteristic for +25 points each.

#### RIFLEMEN PLATOON - OPTIONAL UNITS

- ✪ If you buy a Riflemen Command Squad and three Riflemen Squads you can spend 4 Option Points.
- ✪ If you buy a Riflemen Command Squad, three Riflemen Squads and a Machine Gun Squad you can spend 5 Option Points.

## GUARDS PLATOON (BASIC)

Comprising: 0-1 Guards Command Squad, 1 Guards Rifle Squad, 1-2 Guards Assault Squads

### GUARDS COMMAND SQUAD (350 points)

Infantry Unit  
Breakpoint: 2  
TV: 7

Characteristics: determined, loaded on GAZ truck\*

No	Model	Weapons	Characteristics
1	Lieutenant	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	commander, determined, leader
1	Anti-tank specialist	PTRD anti-tank rifle, PPSh 41/43 sub-machine gun, RGD 33 grenades	determined
2	Riflemen	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	determined
1*	GAZ Truck = See Vehicle datasheet (already included in cost)		

### GUARDS RIFLE SQUAD (585 points)

#### Infantry Unit

**Breakpoint:** 5

**TV:** 7

**Characteristics:** determined, loaded on GAZ truck\*

No	Model	Weapons	Characteristics
1	Sergeant	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	determined, leader
1	Anti-tank specialist	PTRD anti-tank rifle, RGD 33 grenades	determined
7	Riflemen	STV40 semi-automatic rifle, RGD 33 grenades	determined
<b>1*</b>	<b>GAZ Truck = See Vehicle datasheet (already included in cost)</b>		

#### SPLITTING THE GUARDS RIFLE SQUAD

Each Guards Rifle Squad can be split into two Sections: the first comprises the Anti-tank specialist and 1 Rifleman (BR1) and the second comprises the Sergeant and 6 Riflemen (BR 4).

### GUARDS ASSAULT SQUAD (680 points)

#### Infantry Unit

**Breakpoint:** 5

**TV:** 7

**Characteristics:** determined, loaded on GAZ truck\*

N.	Modello	Armamento	Caratteristiche
1	Sergeant	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	determined, leader, tankoviy desant
1	Anti-tank specialist	RPG-1 anti-tank grenade launcher, PPSh 41/43 sub-machine gun, RGD 33 grenades	determined, tankoviy desant
7	Infantrymen	PPSh 41/43 sub-machine gun, RGD 33 grenades	determined, tankoviy desant
<b>1*</b>	<b>GAZ Truck = See Vehicle datasheet (already included in cost)</b>		

#### SPLITTING THE GUARDS ASSAULT SQUAD

Each Guards Assault Squad can be split into two Sections: the first comprises the Anti-tank specialist and 1 Infantryman (BR1) and the second comprises the Sergeant and 6 Infantrymen (BR 4).

#### VARIANTS:

- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ One Rifleman per Guards Rifle Squad can replace his STV40 semi-automatic rifle with a DP light machine gun and a Tula Tokarev 1933 pistol for +45 points each.
- ✳ One Infantryman per Guards Assault Squad can replace his PPSh 41/43 sub-machine gun with a DP light machine gun and a Tula Tokarev 1933 pistol for +45 points each.
- ✳ Squads can replace their GAZ Trucks with M3A1 White Armoured Cars for +315 points each.
- ✳ Guards Rifles Squads can replace their GAZ Trucks with M3A1 Halftracks for +305 points each.
- ✳ Each Anti-tank specialist can replace his PTRD anti-tank rifle with an RPG-1 anti-tank grenade launcher for +35 points each.
- ✳ Each Anti-tank specialist can replace his PTRD anti-tank rifle with a PTRS anti-tank rifle for +40 points each.
- ✳ Each Anti-tank specialist can replace his RPG-1 anti-tank grenade launcher with a PTRD anti-tank rifle for -35 points each.
- ✳ Each Anti-tank specialist can replace his RPG-1 anti-tank grenade launcher with a PTRS anti-tank rifle for +5 points each.
- ✳ You can equip one model per Squad with RPG43 anti-tank grenades for +40 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ Up to two Squads can remove their GAZ Trucks for -100 points each. Remove the *loaded on GAZ truck* characteristic.
- ✳ All Squads can buy the *veteran* characteristic by removing one Rifleman or one Infantryman. The eliminated models count towards the Breakpoint.
- ✳ You can remove a Rifleman from each Squad for -50 points each. The eliminated models count towards the Breakpoint.
- ✳ You can remove an Infantryman from each Assault Squad for -55 points each. The eliminated models count towards the Breakpoint.
- ✳ Up to two Riflemen or Infantrymen per Guards Rifle Squad or Guards Assault Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✳ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

### GUARDS PLATOON- OPTIONAL UNITS

- ✳ If you buy a Guards Command Squad, a Guards Rifle Squad and a Guards Assault Squad you can spend 5 Option Points.
- ✳ If you buy a Guards Command Squad, two Guards Assault Squads and a Guards Rifle Squad you can spend 6 Option Points.

**Note:** All options stemming from the Guards must buy the specific variants, if available.



## ASSAULT COMPANY (BASIC)

Comprising: 0-1 Company Command Squad, 3-9 Assault Squads

### COMPANY COMMAND SQUAD (220 points)

**Infantry Unit**  
**Breakpoint: 3**  
**TV: 6**

No	Model	Weapons	Characteristics
1	Captain	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	commander, leader, tankoviy desant
1	Lieutenant	PPSh 41/43 sub-machine gun, RGD 33 grenades	commander, leader, tankoviy desant
1	Second lieutenant	PPSh 41/43 sub-machine gun, RGD 33 grenades	leader, tankoviy desant
2	Infantrymen	PPSh 41/43 sub-machine gun, RGD 33 grenades	tankoviy desant

### ASSAULT SQUAD (445 points)

**Infantry Unit**  
**Breakpoint: 5**  
**TV: 6**

No	Model	Weapons	Characteristics
1	Sergeant	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	leader, tankoviy desant
1	Anti-tank specialist	RPG-1 anti-tank grenade launcher, PPSh 41/43 sub-machine gun, RGD 33 grenades	tankoviy desant
7	Infantrymen	PPSh 41/43 sub-machine gun, RGD 33 grenades	tankoviy desant

#### VARIANTS:

- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ One Infantryman per Assault Squad can replace his PPSh 41/43 sub-machine gun with a DP light machine gun for +35 points each.
- ✳ The Company Command Squad can add the *determined* characteristic for +25 points.
- ✳ Each Assault Squad can add the *determined* characteristic for +45 points each.
- ✳ All Squads can buy the *veteran* characteristic by removing one Infantryman. The eliminated models count towards the Breakpoint.
- ✳ You can remove an Infantryman from each Squad for -40 points each. The eliminated models count towards the Breakpoint.
- ✳ Up to two Infantrymen per Assault Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✳ Each Anti-tank specialist can replace his RPG-1 anti-tank grenade launcher with a PTRD anti-tank rifle for -35 points each.
- ✳ Each Anti-tank specialist can replace his RPG-1 anti-tank grenade launcher with a PTRS anti-tank rifle for +5 points each.
- ✳ You can equip one model per Squad with RPG43 anti-tank grenades for +40 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ Up to 4 Assault Squads can buy GAZ trucks for +100 points each. Add the *loaded on GAZ truck* characteristic.
- ✳ The Company Command Squad can buy a M3A1 White Armoured Car for +405 points. Add the *loaded on M3A1 White armoured car* characteristic.
- ✳ If you buy a Company Command Squad you can buy up to two Wait Orders for +100 points each.

#### ASSAULT COMPANY - OPTIONAL UNITS

- ✳ If you buy a Company Command Squad and three Assault Squads you can spend 6 Option Points.
- ✳ If you buy a Company Command Squad and six Assault Squads you can spend 9 Option Points.
- ✳ If you buy a Company Command Squad and nine Assault Squads you can spend 12 Option Points.

<b>Optional Units that can be bought by the Riflemen Platoons, Guards Platoons and Assault Companies</b>	<b>Option Points Cost</b>
Artillery Battery	2
Self-Propelled Gun Battery	2
Anti-tank Platoon	1
Armoured Car Platoon (basic)	1
Light Tank Platoon (basic)	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Engineer Platoon	3
Multiple Rocket-launcher Platoon	3
Machine Gun Platoon	1
Mortar Platoon	2
Recon Platoon (basic)	1
Scout Platoon	1
Shtrafniye Roti Platoon	1
Assault Gun Section	2
Tank-destroyer Section	2
Sniper Section (max 1)	1





# SOVIET UNION ARMY - OPTIONAL UNITS



## ARTILLERY BATTERY

### ARTILLERY BATTERY

#### Comprising:

- 0-1 OP\*, 0-1 GAZ-67 OP\* , 1-6 Field Artillery
- 0-1 OP\*, 0-1 GAZ-67 OP\* , 1-2 Howitzers

\*See rules

### 76,2mm FIELD ARTILLERY (505 points)

#### Infantry Unit

Breakpoint: 2

TV: 6

Protection Value:4

Impact Value (medium gun): 6/3 M, indirect-fire minimum range 50 (20")

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, leader
1	Gunner	76,2mm medium gun, Tula Tokarev 1933 pistol, RGD 33 grenades	gunner
1	Infantryman	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	
1	Radio Operator	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	radio

#### VARIANTS:

☛ You can buy 76,2mm guns to use for *off-table fire*. They cost 380 points each.

### 122mm HOWITZER (455 points)

#### Infantry Unit

Breakpoint: 2

TV: 6

Protection Value:4

Impact Value (howitzer): -/5 L, indirect-fire minimum range 24" (60 cm)

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, leader
1	Gunner	122mm Howitzer, Tula Tokarev 1933 pistol, RGD 33 grenades	gunner
1	Infantryman	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	
1	Radio Operator	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	radio

#### VARIANTS:

☛ You can buy 122mm howitzers to use for *off-table fire*. They cost 330 points each.

## SELF-PROPELLED GUN BATTERY

Comprising one of the following choices:

- GAZ-67 OP\*, 0-1 M3A1 White OP\*, 1-5 SU 76
- GAZ-67 OP\*, 0-1 M3A1 White OP\*, 1-5 ISU 152

\*See rules

### SU 76 TANK (570 points)

**Vehicle Type:** Light Tank - Open-topped Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with PPSH-41/43 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 5

**Impact Value (main weapon):** 6/3 M

**Main weapon (slow traverse, lower hull):** 76,2mm medium gun, indirect-fire minimum range 50 (20")

**Vehicle characteristics:** assault vehicle, open-topped, radio

#### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can buy SU 76 tanks to use for *off-table fire*. They cost 505 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per battery can become a Command Tank, replacing the Sergeant Tank Leader with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 tanks and can only be bought if you have at least 3 tanks).
- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.

### ISU 152 TANK (1,420 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with PPSH-41/43 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 9

**Protection Value:** 7

**Impact Value (main weapon):** -/6 L, indirect-fire minimum range 24" (60 cm)

**Main weapon (slow traverse, lower hull):** 152mm heavy howitzer

**Vehicle characteristics:** assault vehicle, radio

#### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can buy ISU 152 tanks to use for *off-table fire*. They cost 900 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per battery can become a Command Tank, replacing the Sergeant Tank Leader with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 5 tanks and can only be bought if you have at least 3 tanks).
- ✳ You can add a DShK heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +100 points each.



## ANTI-TANK PLATOON

Comprising: GAZ-67 OP\* , 1-2 Anti-tank guns

\*See rules

### 45mm ANTI-TANK GUN (355 points)

**Infantry Unit**

**Breakpoint:** 2

**TV:** 6

**Protection Value:** 4

**Impact Value (45mm medium gun):** 3/1 M

**Characteristics:** shield

No	Model	Weapons	Characteristics
1	Sergeant	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, leader
1	Gunner	76,2mm medium gun, Tula Tokarev 1933 pistol, RGD 33 grenades	gunner
1	Infantryman	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	
1	Radio Operator	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	radio

#### VARIANTS:

- ☛ If the gun stems from a Guards Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.
- ☛ You can replace the 45mm medium gun with a 57mm medium gun (IV 4/3 M) for +50 points each. The whole platoon must have the same type of gun.
- ☛ You can replace the 45mm medium gun with a 76,2mm medium gun (IV 6/3 M) for +150 points each. The whole platoon must have the same type of gun.
- ☛ You can replace the 45mm medium gun with a 85mm heavy gun (IV 8/4 L) for +300 points each. The whole platoon must have the same type of gun.

## ALLIED TANK PLATOON

Comprising one of the following choices:

- 1-3 M3A3 Light Tanks (1944)
- 1-3 M4 Medium Tanks
- 1-3 Churchill Heavy Tanks (1944)

### M3A3 TANK (715 points)

**Vehicle Type:** Light Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with PPSh-41/43 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 3

**Protection Value:** 5

**Impact Value (main weapon):** 3/1 S

**Main weapon (turret):** M6 37mm light gun with M1919A4 .30 cal. medium machine-gun (coaxial)

**Secondary weapon (lower hull):** M1919A4 .30 cal. medium machine-gun.

**Vehicle characteristics:** radio

#### VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ☛ You can fit each vehicle with *sandbags* for +40 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.

### M4 TANK (975 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with PPSH-41/43 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 5

**Protection Value:** 6

**Impact Value (main weapon):** 5/3 M

**Main weapon (turret):** M3 75mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

**Secondary weapon (lower hull):** M1919A4 .30 cal. medium machine-gun

**Vehicle characteristics:** radio, ronson

**VARIANTS:**

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with a *wet* system and remove the *ronson* characteristic for +10 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +100 points each.

### CHURCHILL MK VII TANK (1,510 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with PPSH-41/43 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 9

**Protection Value:** 7

**Impact Value (main weapon):** 5/3 M

**Main weapon (turret):** OQF 75mm medium gun with Besa 7.92mm medium machine gun (coaxial)

**Secondary weapon (lower hull):** Besa 7.92mm medium machine gun

**Vehicle characteristics:** radio

**VARIANTS:**

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +100 points each.

## ENGINEER PLATOON

**Comprising:** 1-3 Engineer Squads, 0-1 OT 34/76 or OT34/85 Flamethrower Section

### ENGINEER SQUAD (580 points)

**Infantry Unit**

**Breakpoint:** 5

**TV:** 7

**Characteristics:** loaded on GAZ truck\*

No	Model	Weapons	Characteristics
1	Sergeant	PPSh 41/43 sub-machine gun, RGD 33 grenades	leader
1	Anti-tank specialist	RPG-1 anti-tank grenade launcher, PPSH 41/43 sub-machine gun, RGD 33 grenades	
7	Engineer Infantrymen	PPSh 41/43 sub-machine gun, RGD 33 grenades	
1*	<b>GAZ Truck = See Vehicle datasheet (already included in cost)</b>		

**SPLITTING THE ENGINEER SQUAD**

Each Engineer Squad can be split into two Sections: the first comprises the Sergeant and 6 Infantrymen (BR3) and the second comprises the Anti-tank specialist and 1 Infantryman (BR 1).



**VARIANTS:**

- ⊛ One leader per Squad can buy *binoculars* for +30 points.
- ⊛ One Infantryman per Platoon can replace his PPSH 41/43 sub-machine gun with a light flamethrower and a Tula Tokarev 1933 pistol for +95 points.
- ⊛ You can replace the PPSH 41/43 sub-machine guns with STV40 semi-automatic rifles at no extra cost.
- ⊛ You can replace the PPSH 41/43 sub-machine guns with Mosin-Nagant 1891/30 rifle at 5 points each.
- ⊛ Up to two Infantrymen per Engineer Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ⊛ Each Anti-tank specialist can replace his RPG-1 anti-tank grenade launcher with a PTRD anti-tank rifle for -35 points each.
- ⊛ Each Anti-tank specialist can replace his RPG-1 anti-tank grenade launcher with a PTRS anti-tank rifle for +5 points each.
- ⊛ You can equip one model per Squad with RPG43 anti-tank grenades for +40 points each.
- ⊛ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ⊛ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ⊛ Engineer Squads can replace their GAZ Trucks with M3A1 White Armoured Cars for +290 points each.
- ⊛ Engineer Squads can lose their GAZ Trucks for -100 points each. Remove the *loaded on GAZ truck* characteristic.
- ⊛ You can remove an Infantryman from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ⊛ If the Squad stems from a Guards Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +45 points each.
- ⊛ All Engineer Squads can buy the *veteran* characteristic by removing one Infantryman. The eliminated models count towards the Breakpoint.

**OT34/76 TANK (1,210 points)**

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 6

**Protection Value:** 6

**Impact Value (main weapon):** 6/3 M

**Main weapon (turret):** 76,2mm medium gun with DT light machine gun (coaxial)

**Secondary weapon (lower hull):** heavy flamethrower

**Vehicle characteristics:** radio, ronson

**VARIANTS:**

- ⊛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.
- ⊛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

**OT34/85 TANK (1,495 points)**

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 7

**Protection Value:** 6

**Impact Value (main weapon):** 8/4 L

**Main weapon (turret):** 85mm heavy gun with DT light machine gun (coaxial)

**Secondary weapon (lower hull):** heavy flamethrower

**Vehicle characteristics:** radio, ronson

**VARIANTS:**

- ⊛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +100 points each.
- ⊛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

## MULTIPLE ROCKET-LAUNCHER PLATOON

**Comprising:** 0-1 GAZ-67 OP\*, 1-2 BM 13-16

\*See rules

### BM 13-16 TRUCK (550 points)

**Vehicle Type:** Truck - Unarmoured - Wheeled

**Crew:** 1 Sergeant (binoculars, leader), 5 Crew - All armed with Mosin-Nagant 1891/30 rifles

**Breakpoint:** 3

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** -

**Protection Value:** 4

**Impact Value (main weapon):** -/6 L, indirect-fire minimum range 24" (60 cm)

**Main weapon (exposed, floor, 6 salvos):** 132mm multiple rocket-launcher

**Characteristics:** exposed models, open-topped, radio

**VARIANTS:**

☛ You can buy BM 13-16 trucks to use for *off-table fire*. They cost 420 points each.

## MACHINE GUN PLATOON

**Comprising:** 0-1 Machine Gun Command Squad, 1-4 Machine Gun Squads

### MACHINE GUN COMMAND SQUAD (145 points)

**Infantry Unit**

**Breakpoint:** 2

**TV:** 6

No	Model	Weapons	Characteristics
1	Lieutenant	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, commander, leader
2	Infantrymen	PPSh 41/43 sub-machine gun, RGD 33 grenades	

**VARIANTS:**

☛ If the Squad stems from a Guards Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +45 points each.

### MACHINE GUN SQUAD (255 points)

**Infantry Unit**

**Breakpoint:** 2

**TV:** 6

No	Model	Weapons	Characteristics
1	Corporal	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, leader
1	Machine-gunner	Maxim medium machine gun, Tula Tokarev 1933 pistol, Granate RGD 33	tripod, gunner
2	Infantrymen	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	

**VARIANTS:**

☛ If the Squad stems from a Guards Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.

## MORTAR PLATOON

**Comprising:** 0-1 Mortar Command Squad, 1-6 Mortar Squads

### MORTAR COMMAND SQUAD (165 punti)

**Infantry Unit**

**Breakpoint:** 2

**TV:** 6

No	Model	Weapons	Characteristics
1	Lieutenant	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, commander, leader
1	Infantryman	PPSh 41/43 sub-machine gun, RGD 33 grenades	
1	Infantryman Radio Operator	PPSh 41/43 sub-machine gun, RGD 33 grenades	long-range radio

**VARIANTS:**

☛ If the Squad stems from a Guards Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +45 points each.



### MORTAR SQUAD (315 points)

**Infantry Unit**  
**Breakpoint: 2**  
**TV: 6**

No	Model	Weapons	Characteristics
1	Corporal	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, leader
1	Mortarman	81mm medium mortar, Tula Tokarev 1933 pistol	
1	Infantryman	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	
1	Infantryman Radio Operator	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	radio

**VARIANTS:**

- ✪ If the Squad stems from a Guards Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.
- ✪ You can replace the 81mm medium mortars with 120mm heavy mortars for +50 points each. The whole platoon must have the same type of mortar.
- ✪ You can buy 120mm heavy mortars to use for *off-table fire*. They cost 280 points each. In this case the Mortar Command Squad must become an OP for +20 points.

### SCOUT PLATOON

**Comprising: 0-1 Scout Command Squad, 1-3 Scout Squads, 0-3 Snipers**

#### SCOUT COMMAND SQUAD (215 points)

**Infantry Unit**  
**Breakpoint: 2**  
**TV: 7**

No	Model	Weapons	Characteristics
1	Lieutenant	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, camouflage, commander, infiltrator, leader
1	Scout	STV40 semi-automatic rifle, RGD 33 grenades	camouflage, infiltrator
1	Scout Radio Operator	STV40 semi-automatic rifle, RGD 33 grenades	camouflage, infiltrator, radio

**VARIANTS:**

- ✪ If the Squad stems from a Guards Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +15 points each.
- ✪ The Scout Radio Operator can replace his *radio* with a *long-range radio* for +10 points.

#### SCOUT SQUAD (600 points)

**Infantry Unit**  
**Breakpoint: 5**  
**TV: 7**

No	Model	Weapons	Characteristics
1	Scout Sergeant	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, camouflage, infiltrator, leader
7	Scout	PPSh 41/43 sub-machine gun, RGD 33 grenades	camouflage, infiltrator
1	Scout Anti-tank specialist	RPG-1 anti-tank grenade launcher, PPSh 41/43 sub-machine gun, RGD 33 grenades	camouflage, infiltrator

**VARIANTS:**

- ✪ One Scout per Scout Squad can replace his PPSh 41/43 sub-machine gun with a DP light machine gun for +35 points each.
- ✪ Up to two Scouts per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✪ Each Scout Anti-tank specialist can replace his RPG-1 anti-tank grenade launcher with a PTRD anti-tank rifle for -35 points each.
- ✪ Each Scout Anti-tank specialist can replace his RPG-1 anti-tank grenade launcher with a PTRS anti-tank rifle for +5 points each.
- ✪ You can equip one model per Squad with RPG43 anti-tank grenades for +40 points each.
- ✪ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✪ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✪ Each Squad can replace the *infiltrator* characteristic with the *tankoviy desant* characteristic at no extra cost.
- ✪ You can remove a Scout from each Squad for -55 points each. The eliminated models count towards the Breakpoint.
- ✪ All Squads can buy the *veteran* characteristic by removing one Scout. The eliminated models count towards the Breakpoint.
- ✪ If the Squad stems from a Guards Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +45 points each.

## SHTRAFNIYE ROTI PLATOON

Comprising: 1 Penal Command Squad, 2-3 Shtrafniye Roti Squads

### PENAL COMMAND SQUAD (180 points)

Infantry Unit  
Breakpoint: 2  
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	commander, leader
1	Political Commissar	PPSh 41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD 33 grenades	leader, political commissar
2	Infantrymen	PPSh 41/43 sub-machine gun, RGD 33 grenades	

### SHTRAFNIYE ROTI SQUAD (140 points)

Infantry Unit  
Punto Rottura: 5  
VT: 5

No	Model	Weapons	Characteristics
1	Sergeant	PPSh 41/43 sub-machine gun, RGD 33 grenades	baptism of fire, leader
8	Infantrymen	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	baptism of fire

## TANK-DESTROYER SECTION

Comprising one of the following choices:

- 1-5 SU 85
- 1-5 SU 100
- 1-5 ISU 122

### SU 85 TANK (1,025 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked  
**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with PPSh 41/43 sub-machine guns  
**Breakpoint:** 4  
**Move Carefully:** 10" (25 cm)  
**Tactical Value:** 6  
**Armour Value:** 5  
**Protection Value:** 6  
**Impact Value (main weapon):** 8/4 L  
**Main weapon (limited traverse, upper hull):** 85mm heavy gun  
**Vehicle characteristics:** assault vehicle, radio

#### VARIANTS:

- ☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.
- ☛ You can add a DShK heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

### SU 100 TANK (1,275 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked  
**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with PPSh 41/43 sub-machine guns  
**Breakpoint:** 4  
**Move Carefully:** 10" (25 cm)  
**Tactical Value:** 6  
**Armour Value:** 7  
**Protection Value:** 6  
**Impact Value (main weapon):** 9/4 L  
**Main weapon (limited traverse, upper hull):** 100mm heavy gun  
**Vehicle characteristics:** assault vehicle, radio

#### VARIANTS:

- ☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.
- ☛ You can add a DShK heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.



### ISU 122 TANK (1,470 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 8

**Protection Value:** 7

**Impact Value (main weapon):** 9/5 L

**Main weapon (limited traverse, upper hull):** 122mm heavy gun

**Vehicle characteristics:** assault vehicle, radio

#### VARIANTS:

☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +100 points each.

☛ You can add a DShK heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.

☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

### ASSAULT GUN SECTION

Comprising one of the following choices:

• 0-1 GAZ-67 OP\*, 0-1 M3A1 White OP\*, 1-5 SU 122

• 0-1 GAZ-67 OP\*, 0-1 M3A1 White OP\*, 1-5 SU 152

\*See rules

### SU 122 TANK (815 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 5

**Protection Value:** 6

**Impact Value (main weapon):** -/5 L, indirect-fire minimum range 24" (60 cm)

**Main weapon (limited traverse, upper hull):** 122mm heavy gun

**Vehicle characteristics:** radio

#### VARIANTS:

☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +100 points each.

☛ You can add a DShK heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.

☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

### SU 152 TANK (940 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with PPSH 41/43 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 6

**Protection Value:** 6

**Impact Value (main weapon):** -/6 L, indirect-fire minimum range 24" (60 cm)

**Main weapon (limited traverse, upper hull):** 152mm heavy gun

**Vehicle characteristics:** radio

#### VARIANTS:

☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.

☛ You can add a DShK heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.

☛ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

## SNIPER SECTION

Comprising: 1 Sniper Section

### SNIPER SECTION (120 points)

Infantry Unit  
Breakpoint: 1  
TV: 7

No	Model	Weapons	Characteristics
1	Sniper	Mosin-Nagant 1891/30 rifle, RGD 33 grenades	camouflage, infiltrator, local knowledge, sharpshooter, sight, silent weapon, sniper

#### VARIANTS:

- ✳ You can buy an Observer with the same equipment and characteristics for +120 points to make a Team. The Team has BR1.
- ✳ If the unit stems from a Guards Platoon then all models must get the *determined* characteristic for a cost of +5 points each.



## RECON UNITS - OBSERVATION POSTS



### INFANTRY OBSERVATION POST (150 points)

Infantry Unit  
Breakpoint: 1  
TV: 6  
Characteristics: observation post

No	Model	Weapons	Characteristics
1	Lieutenant	PPSh 41/43 sub-machine gun, RGD 33 grenades	binoculars, commander, leader
1	Sergeant Radio Operator	PPSh 41/43 sub-machine gun, RGD 33 grenades	leader, long-range radio

#### VARIANTS:

- ✳ Each unit can add the *camouflage* characteristic for +10 points.
- ✳ Each unit can add the *infiltrators* characteristic for +10 points.
- ✳ If the Observation Post stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +30 points each.

### OBSERVATION POST ON M3A1 WHITE ARMoured CAR (465 points)

**Vehicle Type:** Armoured car - Open-topped Armoured - Wheeled  
**Crew:** 1 Sergeant (binoculars, leader), 3 Crew - All armed with PPSh 41/43 sub-machine guns  
**Breakpoint:** 4  
**Move Carefully:** 14" (35 cm)  
**Tactical Value:** 6  
**Armour Value:** 1  
**Protection Value:** 5  
**Main weapon (anti-aircraft, exposed, upper hatch):** M2HMG .50 cal. heavy machine-gun  
**Vehicle characteristics:** long-range radio, observation post, open-topped

#### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ If the Observation Post stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +80 points each.

### GAZ-67 OBSERVATION POST (215 points)

**Vehicle Type:** Car - Unarmoured - Wheeled  
**Crew:** 1 Sergeant (binoculars, leader), 2 Crew - All armed with PPSh 41/43 sub-machine guns  
**Breakpoint:** 3  
**Move Carefully:** 16" (40 cm)  
**Tactical Value:** 6  
**Armour Value:** -  
**Protection Value:** 3  
**Weapons:** -  
**Characteristics:** exposed models, long-range radio, observation post, open-topped, recon vehicle

#### VARIANTS:

- ✳ If the Observation Post stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +45 points each.





## TRANSPORT VEHICLES



### M3A1 WHITE ARMOURED CAR (415 points)

**Vehicle Type:** Armoured car - Open-topped Armoured - Wheeled

**Crew:** 1 Corporal (binoculars, leader), 1 Crew - All armed with PPSH-41/43 sub-machine guns

**Breakpoint:** 2

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Main weapon (anti-aircraft, exposed, upper hatch):** M2HMG .50 cal. heavy machine-gun

**Vehicle characteristics:** open-topped, radio, troop transporter (9)

**VARIANTS:**

☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +40 points each.

### GAZ TRUCK (100 points)

**Vehicle Type:** Truck - Unarmoured - Wheeled

**Crew:** 1 Corporal (leader), 1 Crew - All armed with Mosin-Nagant 1891/30 rifles

**Breakpoint:** 2

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** -

**Protection Value:** 4

**Characteristics:** exposed models, open-topped, troop transporter (12)

**VARIANTS:**

☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +40 points each.

### M3A1 HALFTRACK (405 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Corporal (binoculars, leader), 1 Crew - All armed with PPSH-41/43 sub-machine guns

**Breakpoint:** 2

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Main weapon (anti-aircraft, exposed, upper hatch):** M2HMG .50 cal. heavy machine-gun

**Vehicle characteristics:** open-topped, radio troop transporter (10)

**VARIANTS:**

☛ If the vehicle stems from a Guards Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +40 points each.



# GERMAN ARMY 1944-1945



## HEAVY TANK PLATOON (BASIC)

Comprising one of the following choices:

- 1-4 SdKfz 181 Tiger Tanks
- 1-4 SdKfz 182 King Tiger Tanks

### SDKFZ 181 TIGER TANK (1,690 punti)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 9

**Protection Value:** 7

**Impact Value (main weapon):** 8/4 L

**Main weapon (turret):** 88mm heavy gun with Mg34 light machine-gun (coaxial)

**Secondary weapon (lower hull):** Mg34 light machine-gun

**Vehicle characteristics:** radio, slow turret

#### VARIANTS:

- ✱ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ✱ If the tank stems from a Waffen SS Platoon then all models must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +100 points each.
- ✱ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).
- ✱ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✱ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ✱ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✱ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

### SDKFZ 182 KING TIGER TANK (1,940 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 10

**Protection Value:** 7

**Impact Value (main weapon):** 9/4 L

**Main weapon (turret):** 88mm heavy gun with Mg34 light machine-gun (coaxial)

**Secondary weapon (lower hull):** Mg34 light machine-gun

**Vehicle characteristics:** radio, slow turret

#### VARIANTS:

- ✱ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ✱ If the tank stems from a Waffen SS Platoon then all models must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +100 points each.
- ✱ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).
- ✱ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✱ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ✱ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✱ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

## HEAVY TANK PLATOON - OPTIONAL UNITS

- ✱ For each Heavy Tank bought you get 3 Option Points.



## MEDIUM TANK PLATOON (BASIC)

Comprising one of the following choices:

- 1-5 SdKfz 171 Panther Tanks
- 1-5 SdKfz 161 Panzer IV Tanks

### SDKFZ 171 PANTHER TANK (1,285 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 7

**Protection Value:** 6

**Impact Value (main weapon):** 7/3 M

**Main weapon (turret):** 75mm medium gun with Mg34 light machine-gun (coaxial)

**Secondary weapon (lower hull):** Mg34 light machine-gun

**Vehicle characteristics:** radio

#### VARIANTS:

- ⊗ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ⊗ If the tank stems from a Waffen SS Platoon then all models must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +100 points each.
- ⊗ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 Tanks and can only be bought if you have at least 2 tanks).
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ⊗ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

### SDKFZ 161 PANZER IV TANK (1,035 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 5

**Protection Value:** 6

**Impact Value (main weapon):** 6/3 M

**Main weapon (turret):** 75mm medium gun with Mg34 light machine-gun (coaxial)

**Secondary weapon (lower hull):** Mg34 light machine-gun

**Vehicle characteristics:** radio

#### VARIANTS:

- ⊗ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ⊗ If the tank stems from a Waffen SS Platoon then all models must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +100 points each.
- ⊗ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 Tanks and can only be bought if you have at least 2 tanks).
- ⊗ You can increase the AV of each vehicle to 6 for +75 points each.
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ⊗ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ If you buy a Command Tank you can buy up to 2 Wait Orders for +100 points each.

## MEDIUM TANK PLATOON - OPTIONAL UNITS

- ⊗ For each Medium Tank bought you get 2 Option Points.

Optional Units that can be bought by the Medium and Heavy Tank Platoons	Option Point Cost
Self-Propelled Gun Battery	2
Multiple Rocket-launcher Battery	2
Volksturm Column	1
Tank-destroyer Platoon	2
Assault-gun Platoon	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Captured Tank Platoon	3
Fallschirmjäger Platoon (basic)	1
Engineer Platoon	3
Grenadier Platoon (basic)	1
Motorised Mortar Platoon	2
Panzergrenadier Platoon (basic)	1
Recon Platoon (basic)	1
Armoured Recon Platoon	2
Volksgrenadier Platoon (basic)	1

### RECON PLATOON (BASIC)

Comprising one of the following choices:

- 0-2 Kübelwagen, 0-6 SdKfz 250/9
- 0-2 Kübelwagen, 0-3 SdKfz 232, 0-3 SdKfz 231
- 0-2 Kübelwagen, 0-3 SdKfz 223, 0-3 SdKfz 222
- 0-3 Kettenkrad (option only available to Fallschirmjäger)

### KÜBELWAGEN (145 points)

**Vehicle Type:** Car - Unarmoured - Wheeled

**Crew:** 1 Sergeant (leader), 2 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 3

**Move Carefully:** 16" (40 cm)

**Tactical Value:** 6

**Armour Value:** -

**Protection Value:** 3

**Weapons:** -

**Characteristics:** exposed models, open-topped, recon vehicle

#### VARIANTS:

- ✳ Each vehicle can buy an Mg34 light machine-gun (main weapon, anti-aircraft, exposed) for +100 points each.
- ✳ You can add a *radio* for +10 points each. One Crew-member gets the *radio* characteristic.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ The leader can buy *binoculars* for +30 points.
- ✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +45 points each.

### SDKFZ 250/9 HALFTRACK (495 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Corporal (binoculars, leader), 2 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 3

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Impact Value (main weapon, rapid fire):** 2/0 S

**Main weapon (turret):** 20mm light gun with Mg34 light machine-gun (coaxial)

**Vehicle characteristics:** open-topped, radio, recon vehicle

#### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ One Halftrack per platoon can become a Command, replacing the Corporal with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 6 Halftracks and can only be bought if you have at least 2 halftracks).
- ✳ If the halftrack stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +100 points each.
- ✳ You can fit each vehicle with an upper screen that eliminates the *open-topped* characteristic for hand-grenades, but not for mortars, guns or rocket-launchers that due to the weight of the shell can easily break the screen. The screen costs +30 points each.

### SDKFZ 231 ARMoured CAR (665 points)

**Vehicle Type:** Armoured car - Armoured - Wheeled

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 5

**Impact Value (main weapon, rapid fire):** 2/0 S

**Main weapon (turret):** 20mm light gun with Mg34 light machine-gun (coaxial)

**Vehicle characteristics:** eight-wheeled vehicle, highly-maneuvrable, radio, recon vehicle

#### VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ If the armoured car stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +55 points each.

### SDKFZ 232 ARMoured CAR (665 points)

**Vehicle Type:** Armoured car - Armoured - Wheeled

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 5

**Impact Value (main weapon, rapid fire):** 2/0 S

**Main weapon (turret):** 20mm light gun with Mg34 light machine-gun (coaxial)

**Vehicle characteristics:** eight-wheeled vehicle, highly-maneuvrable, radio, recon vehicle

#### VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ If the armoured car stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +55 points each.

☛ One Armoured Car per platoon can become a Command, replacing the Sergeant Tank Leader with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 232 Armoured Cars and can only be bought if you have at least 2 armoured cars).

### SDKFZ 222 ARMoured CAR (505 points)

**Vehicle Type:** Armoured car - Open-topped Armoured - Wheeled

**Crew:** 1 Corporal (binoculars, leader), 2 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 3

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Impact Value (main weapon, rapid fire):** 2/0 S

**Main weapon (turret):** 20mm light gun with Mg34 light machine-gun (coaxial)

**Vehicle characteristics:** open-topped, radio, recon vehicle

#### VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ If the armoured car stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +45 points each.

☛ You can fit each vehicle with an upper screen that eliminates the *open-topped* characteristic for hand-grenades, but not for mortars, guns or rocket-launchers that due to the weight of the shell can easily break the screen. The screen costs +30 points each.

### KETTENKRAD (140 points)

**Vehicle Type:** Motorbike - Unarmoured - Wheeled

**Crew:** 1 Corporal (leader), 1 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 2

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 7

**Protection Value:** 3

**Characteristics:** exposed models, melee expert, open-topped, radio

#### VARIANTS:

☛ Each model can replace their sub-machine gun with a Kar98k rifle for -5 points each.



### SDKFZ 223 ARMoured CAR (325 points)

**Vehicle Type:** Armoured car - Open-topped Armoured - Wheeled

**Crew:** 1 Corporal (binoculars, leader), 2 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 3

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Main weapon (turret):** Mg34 light machine-gun

**Vehicle characteristics:** open-topped, radio, recon vehicle

#### VARIANTS:

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ If the armoured car stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +45 points each.

✳ One Armoured Car per platoon can become a Command, replacing the Corporal with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 222 Armoured Cars and can only be bought if you have at least 2 armoured cars).

✳ You can fit each vehicle with an upper screen that eliminates the *open-topped* characteristic for hand-grenades, but not for mortars, guns or rocket-launchers that due to the weight of the shell can easily break the screen. The screen costs +30 points each.

### RECON PLATOON - OPTIONAL UNITS

✳ If you buy 2 Halftracks or 2 Armoured Cars you get 2 Option Points.

✳ If you buy 3 Halftracks or 3 Armoured Cars you get 3 Option Points.

✳ If you buy 6 Halftracks you get 6 Option Points.

Optional Units that can be bought by the Recon Platoon	Option Point Cost
Self-Propelled Gun Battery	2
Multiple Rocket-launcher Battery	2
Volksturm Column	1
Anti-tank Platoon	1
Tank-destroyer Platoon	2
Assault-gun Platoon	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Captured Tank Platoon	3
Engineer Platoon	3
Motorised Mortar Platoon	2
Panzergrenadier Platoon (basic)	1
Recon Platoon (basic)	1
Armoured Recon Platoon	2
Motorbike Section	2

### GRENADIER PLATOON (BASIC)

**Comprising:** 0-1 Grenadier Command Squad, 2-3 Grenadier Squads

### GRENADIER COMMAND SQUAD (265 points)

**Infantry Unit**

**Breakpoint:** 3

**TV:** 6

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	commander, leader
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	leader
1	Grenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
2	Grenadier	Kar98k rifle, Stg39 grenades	

## GRENADIER SQUAD (350 points)

**Infantry Unit**  
**Breakpoint: 5**  
**TV: 6**

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Grenadier	Kar98k rifle, Stg39 grenades	

### SPLITTING THE GRENADIER SQUAD

Each Grenadier Squad can be split into two Sections: the first comprises the Sergeant and 4 Grenadier (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Grenadier (BR2).

### VARIANTS:

- ✳ The Command Squad can add a *radio* for +10 points. One Grenadier in the Squad gets the *radio* characteristic.
- ✳ Up to four Grenadiers per Squad can replace their Kar98k rifles with Stg44 assault rifles for +20 points each.
- ✳ Up to four Grenadiers per Squad can replace their Kar98k rifles with G43 semi-automatic rifles for +5 points each.
- ✳ Each Grenadier Machine-gunner can replace their Mg34 light machine guns with Mg42 light machine guns for +10 points each.
- ✳ You can fit a *tripod* to an Mg34 or Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✳ One Grenadier per Grenadier Squad can add a Panzerfaust 60 to their equipment for +75 points each, or a Panzerfaust 30 for +50 points each.
- ✳ One Grenadier per Platoon can replace his Kar98k rifle with a Panzerschreck (IV 6) and a Walther P38 pistol for +150 points.
- ✳ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ Each Command Squad can add the *determined* characteristic for +25 points each.
- ✳ Each Grenadier Squad can add the *determined* characteristic for +45 points each.
- ✳ Up to two Grenadier Squads can buy Opel Blitz trucks for +100 points each. Add the *loaded on Opel Blitz truck* characteristic.
- ✳ You can remove a Grenadier from each Squad for -30 points each. The eliminated models count towards the Breakpoint.
- ✳ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

## GRENADIER PLATOON - OPTIONAL UNITS

- ✳ If you buy a Grenadier Command Squad and two Grenadier Squads you can spend 4 Option Points.
- ✳ If you buy a Grenadier Command Squad and three Grenadier Squads you can spend 6 Option Points.

## PANZERGRENADIER PLATOON (BASIC)

**Comprising: 0-1 Panzergrenadier Command Squad or Command Squad on SdKfz 250/10, 2-3 Panzergrenadier Squads**

## PANZERGRENADIER COMMAND SQUAD (450 points)

**Infantry Unit**  
**Breakpoint: 2**  
**TV: 7**  
**Characteristics:** loaded on Opel Blitz truck\*

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	commander, leader
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	leader
1	Panzergrenadier Anti-tank specialist	Panzerschreck rocket-launcher (IV 6), Walther P38 pistol, Stg39 grenades	
1	Panzergrenadier	Kar98k rifle, Stg39 grenades	
1*	<b>Opel Blitz Truck = See Vehicle datasheet (already included in cost)</b>		

## PANZERGRENADIER SQUAD (685 points)

### Infantry Unit

**Breakpoint:** 5

**TV:** 7

**Characteristics:** loaded on Opel Blitz truck\*

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
2	Panzergrenadier Machine-gunnery	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
1	Panzergrenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
4	Panzergrenadier	Kar98k rifle, Stg39 grenades	
1*	<b>Opel Blitz Truck = See Vehicle datasheet (already included in cost)</b>		

### SPLITTING THE PANZERGRENADIER SQUAD

Each Panzergrenadier Squad can be split into two Sections: the first comprises the Sergeant, a Machine-gunner and 3 Panzergrenadier (BR3) and the second comprises the Corporal, a Machine-gunner and 2 Panzergrenadier (BR2).

### VARIANTS:

- ✳ The Command Squad can add a *radio* for +10 points. One Panzergrenadier in the Squad gets the *radio* characteristic.
- ✳ Up to four Panzergrenadiers per Panzergrenadier Squad can replace their Kar98k rifles with Stg44 assault rifles for +20 points each.
- ✳ Up to four Panzergrenadiers per Panzergrenadier Squad can replace their Kar98k rifles with G43 semi-automatic rifles for +5 points each.
- ✳ Each Panzergrenadier Machine-gunner can replace their Mg34 light machine guns with Mg42 light machine guns for +10 points each.
- ✳ You can fit a *tripod* to an Mg34 or Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ One Panzergrenadier per Panzergrenadier Squad can fit his Kar98k rifle with a K98 grenade-launcher for +50 points each.
- ✳ One Panzergrenadier per Panzergrenadier Squad can replace his Kar98k rifle with a Panzerschreck (IV 6) and a Walther P38 pistol for +150 points each.
- ✳ One Panzergrenadier per Platoon can replace his Kar98k rifle with a Flammenwerfer 41 light flamethrower and a Walther P38 pistol for +100 points.
- ✳ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ Squads can replace their Opel Blitz Trucks with SdKfz 251/1 Halftracks for +215 points each.
- ✳ Up to two Squads can remove their Opel Blitz Trucks for -100 points each. Remove the *loaded on Opel Blitz truck* characteristic.
- ✳ If the Command Squad stems from a Waffen SS Platoon then all models must buy the *determined* characteristic for a total cost of +20 points each.
- ✳ If the Panzergrenadier Squad stems from a Waffen SS Platoon then all models must buy the *determined* characteristic for a total cost of +45 points each.
- ✳ You can remove a Panzergrenadier from each Squad for -40 points each. The eliminated models count towards the Breakpoint.
- ✳ All Squads can buy the *veteran* characteristic by removing one Panzergrenadier. The eliminated models count towards the Breakpoint.
- ✳ If you buy a Command Squad (loaded on truck or halftrack) you can buy up to two Wait Orders for +100 points each.

## COMMAND SQUAD ON SDKFZ 250/10 HALFTRACK (415 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Lieutenant (binoculars, commander, leader), 3 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 7

**Armour Value:** 1

**Protection Value:** 5

**Impact Value (main weapon):** 3/1 A

**Main weapon (limited traverse, upper hull, exposed):** 37mm light gun

**Vehicle characteristics:** assault vehicle, open-topped, radio

### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ If the Command Squad stems from a Waffen SS Platoon then all crew must buy the *determined* characteristic for a total cost of +40 points each.

## PANZERGRENADIER PLATOON - OPTIONAL UNITS

- ✳ If you buy a Panzergrenadier Command Squad and two Panzergrenadier Squads you can spend 4 Option Points.
- ✳ If you buy a Panzergrenadier Command Squad and three Panzergrenadier Squads you can spend 6 Option Points.



## VOLKSGRENADIER PLATOON (BASIC)

Comprising: 0-1 Volksgrenadier Command Squad, 2 Volksgrenadier Squads, 0-1 Volksgrenadier Rifle Squad

### VOLKSGRENADIER COMMAND SQUAD (270 points)

Infantry Unit  
Breakpoint: 3  
TV: 6

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	commander, leader
1	Volksgrenadier Anti-tank specialist	Panzerfaust 60, MP40 sub-machine gun, Stg39 grenades	
3	Volksgrenadier	MP40 sub-machine gun, Stg39 grenades	

### VOLKSGRENADIER SQUAD (225 points)

Infantry Unit  
Breakpoint: 5  
TV: 5

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
7	Volksgrenadier	MP40 sub-machine gun, Stg39 grenades	

### VOLKSGRENADIER RIFLE SQUAD (260 points)

Infantry Unit  
Breakpoint: 5  
TV: 5

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Volksgrenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	
6	Volksgrenadier	Kar98k rifle, Stg39 grenades	

#### VARIANTS:

- ✪ Up to two Volksgrenadiers per Volksgrenadier Squad can replace their MP40 sub-machine guns with Stg44 assault rifles for +15 points each.
- ✪ Up to two Volksgrenadiers per Volksgrenadier Rifle Squad can replace their Kar98k rifles with G43 semi-automatic rifles for +5 points each.
- ✪ The Volksgrenadier Machine-gunner can replace his Mg34 light machine gun with an Mg42 light machine gun for +10 points.
- ✪ You can fit a *tripod* to an Mg34 or Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✪ One Volksgrenadier per Volksgrenadier Squad or Volksgrenadier Rifle Squad can add a Panzerfaust 60 to their equipment for +75 points each.
- ✪ One Volksgrenadier per Platoon can replace his Kar98k rifle with a Panzerschreck (IV 6) and a Walther P38 pistol for +150 points. If the Volksgrenadier has an MP40 sub-machine gun the variant costs +145 points.
- ✪ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✪ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✪ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✪ One leader per Squad can buy *binoculars* for +30 points.

### VOLKSGRENADIER PLATOON - OPTIONAL UNITS

- ✪ If you buy a Volksgrenadier Command Squad, two Volksgrenadier Squads and 1 Volksgrenadier Rifles Squad you can spend 4 Option Points.

## WAFFEN SS PLATOON (BASIC)

Comprising: 0-1 Waffen Command Squad, 2-3 Waffen Squads

### WAFFEN COMMAND SQUAD (340 points)

Infantry Unit

Breakpoint: 3

TV: 7

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	commander, determined, leader
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	determined, leader
1	Waffen Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	determined
2	Waffen	Kar98k rifle, Stg39 grenades	determined

### WAFFEN SQUAD (560 points)

Infantry Unit

Breakpoint: 5

TV: 7

No	Model	Weapons	Characteristics
1	Waffen Sergeant	MP40 sub-machine gun, Stg39 grenades	determined, leader
1	Waffen Corporal	MP40 sub-machine gun, Stg39 grenades	determined, leader
1	Waffen Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	determined
1	Waffen Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	determined
5	Waffen	Kar98k rifle, Stg39 grenades	determined

#### SPLITTING THE WAFFEN SQUAD

Each Waffen Squad can be split into two Sections: the first comprises the Sergeant and 4 Waffen (BR3) and the second comprises the Corporal, the Machine-gunner and 2 Waffen (BR2).

#### VARIANTS:

- ✱ The Command Squad can add a *radio* for +10 points. One Waffen in the Squad gets the *radio* characteristic.
- ✱ Up to six Waffen per Waffen Squad can replace their Kar98k rifles with Stg44 assault rifles for +20 points each.
- ✱ Up to four Waffen per Waffen Squad can replace their Kar98k rifles with G43 semi-automatic rifles for +5 points each.
- ✱ Each Waffen Machine-gunner can replace their Mg34 light machine guns with Mg42 light machine guns for +10 points each.
- ✱ You can fit a *tripod* to an Mg34 or Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✱ One leader per Squad can buy *binoculars* for +30 points.
- ✱ One Waffen per Waffen Squad can fit his Kar98k rifle with a K98 grenade-launcher for +50 points each.
- ✱ One Waffen per Platoon can replace his Kar98k rifle with a Panzerschreck (IV 6) and a Walther P38 pistol for +150 points.
- ✱ One Waffen per Platoon can replace his Kar98k rifle with a Flammenwerfer 41 light flamethrower and a Walther P38 pistol for +100 points.
- ✱ Up to two Waffen per Waffen Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✱ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✱ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✱ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✱ The Waffen Command Squad can add the *camouflage* characteristic for +25 points.
- ✱ The Waffen Command Squad can add the *unstoppable* characteristic for +25 points.
- ✱ Each Waffen Squad can add the *camouflage* characteristic for +45 points each.
- ✱ Each Waffen Squad can add the *marksman* characteristic for +30 points each.
- ✱ Each Waffen Squad can add the *sharpshooter* characteristic for +90 points each.
- ✱ Each Waffen Squad can add the *unstoppable* characteristic for +45 points each.
- ✱ Each Waffen Squad (including the Command Squad) can buy Opel Blitz trucks for +100 points each. Add the *loaded on Opel Blitz truck* characteristic.
- ✱ Each Waffen Squad (including the Command Squad) can buy SdKfz 251/1 halftracks for +315 points each. Add the *loaded on 251/1 halftrack* characteristic.
- ✱ You can remove a Waffen from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ✱ All Squads can buy the *veteran* characteristic by removing one Waffen. The eliminated models count towards the Breakpoint.
- ✱ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

#### WAFFEN PLATOON - OPTIONAL UNITS

- ✱ If you buy a Waffen Command Squad and two Waffen Squads you can spend 4 Option Points.
- ✱ If you buy a Waffen Command Squad and three Waffen Squads you can spend 6 Option Points.

**Note:** All optional units stemming from the Waffen SS must buy their specific variants, if possible.

Optional Units that can be bought by the Grenadier Platoons, Panzergrenadier Platoons, Volksgrenadier Platoons, Waffen SS Platoons	Option Points Cost
Artillery Battery	2
Self-Propelled Gun Battery	2
Multiple Rocket-launcher Battery	2
Volksturm Column	1
Anti-tank Platoon	1
Tank-destroyer Platoon	2
Assault-gun Platoon	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Captured Tank Platoon	3
Engineer Platoon	3
Grenadier Platoon (basic)	1
Machine Gun Platoon	1
Mortar Platoon	2
Panzergrenadier Platoon (basic)	1
Recon Platoon (basic)	1
Armoured Recon Platoon	2
Volksgrenadier Platoon (basic)	1
Sniper Section (max 1)	1
Motorbike Section	2

### FALLSCHIRMJÄGER PLATOON (BASIC)

Comprising: 0-1 Fallschirmjäger Command Squad, 2-3 Fallschirmjäger Squads

#### FALLSCHIRMJÄGER COMMAND SQUAD (420 points)

Infantry Unit  
Breakpoint: 4  
TV: 7

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	commander, leader, melee expert
1	Second lieutenant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Fallschirmjäger Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	melee expert
4	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert

#### FALLSCHIRMJÄGER SQUAD (575 points)

Infantry Unit  
Breakpoint: 6  
TV: 7

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader, melee expert
1	Fallschirmjäger Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	melee expert
8	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert

#### SPLITTING THE FALLSCHIRMJÄGER SQUAD

Each Fallschirmjäger Squad can be split into two Sections: the first comprises the Sergeant and 6 Fallschirmjäger (BR4) and the second comprises the Corporal, the Machine-gunner and 2 Fallschirmjäger (BR2).



**VARIANTS:**

- ✱ The Command Squad can add a *radio* for +10 points. One Fallschirmjäger in the Squad gets the *radio* characteristic.
- ✱ Up to four Fallschirmjäger per Squad can replace their Kar98k rifles with Stg44 assault rifles for +20 points each.
- ✱ All the Fallschirmjäger with Kar98k rifles can replace their rifles with MP40 sub-machine guns rifles for +5 points each.
- ✱ Up to five Fallschirmjäger per Fallschirmjäger Squad can replace their Kar98k rifles with G43 semi-automatic rifles for +5 points each.
- ✱ Up to eight Fallschirmjäger per Fallschirmjäger Squad can replace their Kar98k rifles with FG42 automatic rifles for +15 points each.
- ✱ One Fallschirmjäger per Fallschirmjäger Squad can replace his Kar98k rifle with an Mg34 Light machine-gun for +60 points each. If the Squad has been split into Sections, any eventual second MG must be assigned to the Sergeants Section.
- ✱ Up to two Fallschirmjäger per Fallschirmjäger Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✱ One Fallschirmjäger per Fallschirmjäger Squad can add a Panzerfaust 60 to their equipment for +75 points each.
- ✱ Each Fallschirmjäger Machine-gunner can replace their Mg34 light machine guns with Mg42 light machine guns for +10 points each.
- ✱ You can fit a *tripod* to an Mg34 or Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✱ One leader per Squad can buy *binoculars* for +30 points.
- ✱ One Fallschirmjäger per Fallschirmjäger Squad can fit his Kar98k rifle with a K98 grenade-launcher for +50 points each.
- ✱ One Fallschirmjäger per Platoon can replace his Kar98k rifle with a Panzerschreck (IV 6) and a Walther P38 pistol for +150 points.
- ✱ One Fallschirmjäger per Platoon can replace his Kar98k rifle with a Flammenwerfer 41 light flamethrower and a Walther P38 pistol for +100 points.
- ✱ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✱ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✱ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✱ All Fallschirmjäger in the Platoon can buy Walther P38 pistols for +10 points per model.
- ✱ Up to two Squads (including the Command Squad) can buy Opel Blitz trucks for +100 points each. Add the *loaded on Opel Blitz truck* characteristic.
- ✱ You can remove a Fallschirmjäger from each Squad for -45 points each. The eliminated models count towards the Breakpoint.
- ✱ All Squads can buy the *veteran* characteristic by removing one Fallschirmjäger. The eliminated models count towards the Breakpoint.
- ✱ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

**FALLSCHIRMJÄGER PLATOON - OPTIONAL UNITS**

- ✱ If you buy a Fallschirmjäger Command Squad and two Fallschirmjäger Squads you can spend 4 Option Points.
- ✱ If you buy a Fallschirmjäger Command Squad and three Fallschirmjäger Squads you can spend 6 Option Points.

Optional Units that can be bought by the Fallschirmjäger Platoons	Option Point Cost
Airborne/Parachute Battery	2
Anti-tank Platoon	1
Assault-gun Platoon	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Fallschirmjäger Platoon (basic)	1
Engineer Platoon	3
Machine Gun Platoon	1
Mortar Platoon	2
Recon Platoon (basic)	1
Sniper Section (max 1)	1
Paratrooper Pathfinder Section	2

## STURM GRENADIER PLATOON (BASIC)

Comprising: 0-1 Sturm Grenadier Command Squad, 2-3 Sturm Grenadier Squads, 1-4 Sdkfz142/1 Stug III Tanks

### STURM GRENADIER COMMAND SQUAD (425 points)

Infantry Unit  
Breakpoint: 2  
TV: 7

No	Model	Weapons	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger pistol, Stg39 grenades	begleit, commander, leader,
1	Second lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	begleit, leader
1	Sturm Grenadier Anti-tank specialist	Panzerschreck rocket-launcher (IV 6), Walther P38 pistol, Stg39 grenades	begleit
2	Sturm Grenadier	G43 semi-automatic rifle, Stg39 grenades	begleit

### STURM GRENADIER SQUAD (585 points)

Infantry Unit  
Breakpoint: 4  
TV: 7

No	Model	Weapons	Characteristics
1	Sergeant	Mitra MP40, Granate Stg39	begleit, leader
1	Corporal	Mitra MP40, Granate Stg39	begleit, leader
1	Sturm Grenadier Machine-gunner	Mg34 light machine-gun, Walther P38 pistol, Stg39 grenades	begleit
1	Sturm Grenadier Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Stg44 assault rifle, Stg39 grenades	begleit
2	Sturm Grenadier	G43 semi-automatic rifle, Stg39 grenades	begleit
2	Sturm Grenadier	Stg44 assault rifle, Stg39 grenades	begleit

#### SPLITTING THE STURM GRENADIER SQUAD

Each Sturm Grenadier Squad can be split into two Sections: the first comprises the Sergeant, the Machine-gunner and 2 Sturm Grenadiers (BR2) and the second comprises the Corporal and 3 Sturm Grenadiers (BR2).

#### VARIANTS:

- ✳ The Command Squad can add a *radio* for +10 points. One Sturm Grenadier in the Squad gets the *radio* characteristic.
- ✳ Up to two Sturm Grenadiers per Sturm Grenadier Squad can replace their G43 semi-automatic rifles with Stg44 assault rifles for +15 points each.
- ✳ Up to two Sturm Grenadiers per Sturm Grenadier Squad can replace their Stg44 assault rifles with G43 semi-automatic rifles for -15 points each.
- ✳ Each Sturm Grenadier Machine-gunner can replace their Mg34 light machine guns with Mg42 light machine guns for +10 points each.
- ✳ You can fit a *tripod* to an Mg34 or Mg42 light machine gun and add +3 to its rate of fire for +30 points each. Light machine-guns become Medium machine-guns.
- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ One Sturm Grenadier per Sturm Grenadier Squad or Command Squad can fit his G43 semi-automatic rifle with a K98 grenade-launcher for +50 points each.
- ✳ One Sturm Grenadier per Platoon can replace his G43 semi-automatic rifle with a Panzerschreck (IV 6) and a Walther P38 pistol for +145 points.
- ✳ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ All Squads can buy the *veteran* characteristic by removing one Sturm Grenadier. The eliminated models count towards the Breakpoint.
- ✳ If you buy a Command Squad you can buy up to two Wait Orders for +100 points each.

### SDKFZ 142/1 STUG III TANK (965 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 7

**Armour Value:** 5

**Protection Value:** 6

**Impact Value (main weapon):** 6/3 M

**Main weapon (limited traverse, lower hull):** L48 StuK40 75mm medium gun

**Secondary weapon (upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** assault vehicle, radio

**Note:** The machine-gun is outside but the Machine-gunner doesn't need to be exposed, but doesn't get the additional +3 to rate of fire.

#### VARIANTS:

- ✳ In each vehicle you can replace the Mg34 light machine-gun with an Mg42 light machine-gun for +10 points each.
- ✳ You can increase the AV of each vehicle to 6 for +75 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ✳ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).

#### STURM GRENADIER PLATOON - OPTIONAL UNITS

- ✳ If you buy a Sturm Grenadier Command Squad, two Sturm Grenadier Squads and a Sdkfz142/1 Stug III Tank you can spend 6 Option Points.
- ✳ If you buy a Sturm Grenadier Command Squad, three Sturm Grenadier Squads and a Sdkfz142/1 Stug III Tank you can spend 8 Option Points.
- ✳ You get an extra 2 Option Points for each Sdkfz 142/1 Stug III Tank bought after the first.

Optional Units that can be bought by the Sturm Grenadier Platoons	Option Points Cost
Artillery Battery	2
Self-Propelled Gun Battery	2
Multiple Rocket-launcher Battery	2
Anti-tank Platoon	1
Tank-destroyer Platoon	2
Medium Tank Platoon (basic)	2
Heavy Tank Platoon (basic)	2
Engineer Platoon	3
Machine Gun Platoon	1
Grenadier Platoon (basic)	1
Panzergrrenadier Platoon (basic)	1
Sturm Grenadier Platoon (basic)	1
Recon Platoon (basic)	1
Armoured Recon Platoon	2
Sniper Section (max 1)	1
Motorbike Section	2





## GERMAN ARMY - OPTIONAL UNITS



### ARTILLERY BATTERY

Comprising one of the following choices:

- 0-1 OP\*, 0-1 Kubelwagen OP\*, 1-6 leIG 18 howitzers
- 0-1 SdKfz250/5 OP\*, 0-1 Kubelwagen OP\*, 1-2 leFH18 howitzers

\*See rules

#### leIG 18 HOWITZER (355 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value:4

Impact Value (howitzer): -/3 L, indirect-fire minimum range 50 (20")

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Gunner	75 mm Howitzer, Walther P38 pistol, Stg39 grenades	gunner
1	Infantryman	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

#### VARIANTS:

☛ You can buy 75mm howitzers to use for *off-table fire*. They cost 230 points each.

☛ If the Gun stems from a Waffen Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.

#### leFH18 HOWITZER (455 points)

Infantry Unit

Breakpoint: 2

TV: 6

Protection Value:4

Impact Value (howitzer): -/5 L, indirect-fire minimum range 24" (60 cm)

Characteristics: shield

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Gunner	105mm heavy howitzer, Walther P38 pistol, Stg39 grenades	gunner
1	Infantryman	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

#### VARIANTS:

☛ You can buy 105mm howitzers to use for *off-table fire*. They cost 330 points each.

☛ If the Gun stems from a Waffen Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.

## SELF-PROPELLED GUN BATTERY

Comprising one of the following choices:

- 0-1 OP\*, 0-1 SdKfz 250/5 OP\*, 1-2 SdKfz 138/1 Grille (1943-1944)
- 0-1 SdKfz 250/5 OP\*, 0-1 SdKfz 143 Panzer III OP\*, 1-3 SdKfz 124 Wespe (1943-1945)
- 0-1 SdKfz 250/5 OP\*, 0-1 SdKfz 143 Panzer III OP\*, 1-3 SdKfz 165 Hummel (1943-1945)
- 0-1 SdKfz 143 Panzer III OP\*, 1-4 SdKfz 166 Sturmpanzer IV Brummbär (1943-1945)
- 0-1 SdKfz 143 Panzer III OP\*, 1-4 Sturmmörser Tiger (1944-1945)

\*See rules

### SDKFZ 138/1 GRILLE TANK (640 points)

**Vehicle Type:** Light Tank - Open-topped Armoured - Tracked

**Crew:** 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 5

**Impact Value (main weapon):** -/6 L, indirect-fire minimum range 24" (60 cm)

**Main weapon (limited traverse, upper hull):** sIG33 150 mm heavy howitzer

**Secondary weapon (exposed, upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** open-topped, radio

**VARIANTS:**

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ You can buy SdKfz 138/1 Grille tanks to use for *off-table fire*. They cost 505 points each.

### SDKFZ 124 WESPE TANK (610 points)

**Vehicle Type:** Light Tank - Open-topped Armoured - Tracked

**Crew:** 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 5

**Impact Value (main weapon):** -/5 L, indirect-fire minimum range 24" (60 cm)

**Main weapon (limited traverse, upper hull):** leFH18 105mm heavy howitzer

**Secondary weapon (exposed, upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** open-topped, radio

**VARIANTS:**

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ You can buy SdKfz 124 Wespe tanks to use for *off-table fire*. They cost 475 points each.

### SDKFZ 165 HUMMEL TANK (680 points)

**Vehicle Type:** Medium Tank - Open-topped Armoured - Tracked

**Crew:** 1 Tank leader (binoculars, leader), 5 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 6

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 6

**Impact Value (main weapon):** -/6 L, indirect-fire minimum range 24" (60 cm)

**Main weapon (limited traverse, upper hull):** leFH18/1 150mm heavy howitzer

**Secondary weapon (exposed, upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** open-topped, radio

**VARIANTS:**

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ You can buy SdKfz 165 Hummel tanks to use for *off-table fire*. They cost 545 points each.

### SDKFZ 166 STURMPANZER IV BRUMMBAR TANK (1,135 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 7

**Protection Value:** 6

**Impact Value (main weapon):** -/6 L

**Main weapon (limited traverse, upper hull):** StuH43 150mm heavy howitzer, indirect-fire minimum range 24" (60 cm)

**Secondary weapon (upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** open-topped, radio

#### VARIANTS:

- ✳ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ You can buy SdKfz 166 Brumbar tanks to use for *off-table fire*. They cost 740 points each.

### RW61 STURMMORSER TIGER TANK (1,610 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Tank leader (binoculars, leader), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 10

**Protection Value:** 7

**Impact Value (main weapon):** -/8 L

**Main weapon (limited traverse, upper hull):** Stu M RW61 380mm heavy rocket-launcher mortar, indirect-fire minimum range 24" (60 cm)

**Secondary weapon (upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** open-topped, radio

#### VARIANTS:

- ✳ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ You can buy Sturmormser Tiger tanks to use for *off-table fire*. They cost 1,150 points each.



## AIRBORNE/PARACHUTE BATTERY

Comprising one of the following choices:

- 0-1 Infantry OP\*, Kettenkrad OP\*, 1-2 LG40 75mm Recoilless Gun (1943-1944)
- 0-1 Infantry OP\*, Kettenkrad OP\*, 1-2 LG40/1 105mm Recoilless Gun (only Airborne units)
- 0-1 Infantry OP\*, Kettenkrad OP\*, 1-4 Field Artillery (solo Paratrooper units)

\*See rules

### LG40 75mm RECOILLESS GUN (345 points)

Infantry Unit

Breakpoint: 2

TV: 7

Protection Value:2

Impact Value (howitzer): -/2 M indirect-fire minimum range 20" (50 cm)

No	Model	Weapons	Characteristics
1	Fallschirmjäger Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader, melee expert
1	Fallschirmjäger Gunner	75 mm medium howitzer, Walther P38 pistol, Stg39 grenades	gunner, melee expert
1	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert
1	Fallschirmjäger Radio Operator	Kar98k rifle, Stg39 grenades	melee expert, radio

VARIANTS:

☛ You can buy 75mm howitzers to use for *off-table fire*. They cost 220 points each.

### LG 40/1 105mm RECOILLESS GUN (445 points)

Infantry Unit

Breakpoint: 2

TV: 7

Protection Value:2

Impact Value (howitzer): -/4 L, indirect-fire minimum range 24" (60 cm)

No	Model	Weapons	Characteristics
1	Fallschirmjäger Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader, melee expert
1	Fallschirmjäger Gunner	Obice pesante cal. 105 mm, Pistola Walther P38, Granate Stg39	gunner, melee expert
1	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert
1	Fallschirmjäger Radio Operator	Kar98k rifle, Stg39 grenades	melee expert, radio

VARIANTS:

☛ You can buy 105mm howitzers to use for *off-table fire*. They cost 320 points each.

### GebG 36 75mm FIELD ARTILLERY (395 points)

Infantry Unit

Breakpoint: 2

TV: 7

Protection Value:2

Impact Value (howitzer): -/3 M, indirect-fire minimum range 20" (50 cm)

No	Model	Weapons	Characteristics
1	Fallschirmjäger Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader, melee expert
1	Fallschirmjäger Gunner	75 mm medium howitzer, Walther P38 pistol, Stg39 grenades	gunner, melee expert
1	Fallschirmjäger	Kar98k rifle, Stg39 grenades	melee expert
1	Fallschirmjäger Radio Operator	Kar98k rifle, Stg39 grenades	melee expert, radio

VARIANTS:

☛ You can buy 75mm howitzers to use for *off-table fire*. They cost 270 points each.

## MULTIPLE ROCKET-LAUNCHER BATTERY

Comprising one of the following choices:

- 0-1 SdKfz 250/5 OP\*, 1-2 SdKfz 4 (1944-1945)
- 0-1 Infantry OP\*, 0-1 Kübelwagen OP\*, , 1-4 Nebelwerfer 42 (1944-1945)
- 0-1 SdKfz 250/5 OP\*, 1-2 SdKfz 251/1 Wurfrahmen 40 (1944-1945)

\*See rules

### SDKFZ 4 HALFTRACK (425 points)

**Vehicle Type:** Halftrack - Armoured - Tracked

**Crew:** 1 Corporal (binoculars, leader), 2 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 3

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Impact Value (main weapon):** -/6 L, indirect-fire minimum range 24" (60 cm)

**Main weapon (upper hull, 3 salvos fired at the same time):** 158mm multiple rocket-launcher

**Vehicle characteristics:** radio

**VARIANTS:**

- ☛ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ☛ You can buy SdKfz 4 halftracks to use for *off-table fire*. They cost 285 points each.

### NEBELWERFER (360 points)

**Infantry Unit**

**Breakpoint:** 2

**TV:** 6

**Protection Value:** 2

**Impact Value (210mm multiple rocket-launcher, 3 salvos fired at the same time):** -/7 L, indirect-fire minimum range 60range 24" (60 cm)

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader,
1	Gunner	210mm multiple rocket-launcher, Walther P38 pistol, Stg39 grenades	gunner
1	Infantryman	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

**VARIANTS:**

- ☛ You can buy Nebelwerfer units to use for *off-table fire*. They cost 255 points each.

### SDKFZ 251/1 WURFHAMEN HALFTRACK (555 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Corporal (binoculars, leader), 6 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 7

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Impact Value (main weapon):** -/6 L, indirect-fire minimum range 24" (60 cm)

**Main weapon (upper side-hull, 3 salvos fired at the same time):** 158mm multiple rocket-launcher

**Secondary weapon (exposed, upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** radio

**VARIANTS:**

- ☛ You can buy SdKfz 251/1 halftracks to use for *off-table fire*. They cost 365 points each.

## VOLKSTURM COLUMN

Comprising one of the following choices:

- 2-3 Volksturm Squads (1945)
- 2-6 Hitler Youth Volksturm Squads (1945)

### VOLKSTURM SQUAD (220 points)

Infantry Unit

Breakpoint: 5

TV: 5

No	Model	Weapons	Characteristics
1	Volksturm Sergeant	MP40 sub-machine gun, Stg39 grenades	baptism of fire, leader
1	Volksturm Corporal	MP40 sub-machine gun, Stg39 grenades	baptism of fire, leader
1	Volksturm Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	baptism of fire
6	Volksturm	Fucile Kar98k	baptism of fire

#### VARIANTS:

- ✳ One Volksturm per Squad can replace his Kar98k rifle with a Mg34 light machine-gun for +60 points.
- ✳ Up to two Volksturm per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✳ Up to two Volksturm per Squad can replace their Kar98k rifles with Stg44 assault rifles for +20 points each.
- ✳ Up to two Volksturm per Squad can replace their Kar98k rifles with MP40 sub-machine guns for +5 points each.
- ✳ Up to two Volksturm per Squad can add a Panzerfaust 60 to their equipment for +75 points each.
- ✳ Up to two Volksturm per Squad can add a Panzerfaust 30 to their equipment for +50 points each.
- ✳ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.

### HITLER YOUTH VOLKSTURM SQUAD (240 points)

Infantry Unit

Breakpoint: 3

TV: 5

No	Model	Weapons	Characteristics
1	Volksturm Corporal	MP40 sub-machine gun, Stg39 grenades	baptism of fire, leader
4	Volksturm Anti-tank specialist	Panzerfaust 30, Kar98k rifle, Stg39 grenades	baptism of fire

#### VARIANTS:

- ✳ Up to four Volksturm per Squad can replace their Panzerfaust 30 with Panzerfaust 60 for +25 points each.
- ✳ Each Hitler Youth Volksturm Squad can add the *determined* characteristic for +25 points each. If the Squad stems from a Waffen Platoon this variant is compulsory.
- ✳ Each Volksturm Hitler Youth Squad can remove the *baptism of fire* characteristic for +25 points each.
- ✳ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.



## ANTI-TANK PLATOON

Comprising: Kubelwagen OP\*, 1-3 PaK 40 Anti-tank guns

\*See rules

### PaK 40 ANTI-TANK GUN (505 points)

**Infantry Unit**

**Breakpoint:** 2

**TV:** 6

**Protection Value:** 4

**Impact Value (75mm medium gun):** 6/3 M

**Characteristics:** shield

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Gunner	75mm medium gun, Walther P38 pistol, Stg39 grenades	gunner
1	Infantryman	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

#### VARIANTS:

- ☛ If the Gun stems from a Waffen Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.
- ☛ If the Gun stems from a Fallschirmjäger Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +60 points each.
- ☛ If the Gun stems from a Panzergrenadier Platoon then all models must improve their TV to 7 for a total cost of +40 points each.
- ☛ You can replace the Pak 40 75mm medium gun with a Pak 36 37mm light gun (IV 3/1 A) for -150 points each. The whole platoon must have the same sort of gun.
- ☛ You can replace the Pak 40 75mm medium gun with a Pak 38 50mm medium gun (IV 4/3 M) for -100 points each. The whole platoon must have the same sort of gun.
- ☛ You can replace the Pak 40 75mm medium gun with a Pak 43/41 88mm heavy gun (IV 9/4 L) for +200 points each. The whole platoon must have the same sort of gun.

## TANK-DESTROYER PLATOON

Comprising one of the following choices:

- 0-1 SdKfz 250/5 OP\*, 1-6 SdKfz 251/22
- 1-4 SdKfz 162 Jagdpanzer IV
- 1-4 SdKfz 173 Jagdpanther
- 1-4 Jagdpanzer 38 Hetzer
- 1-4 Panzer IV/70
- 1-4 SdKfz 186 Jagdtiger

\*See rules

### SDKFZ 251/22 HALFTRACK (525 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Corporal (binoculars, leader), 3 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Impact Value (main weapon):** 6/3 M

**Main weapon (limited traverse, exposed, upper hull):** Pak 40/3 75mm medium gun

**Vehicle characteristics:** assault vehicle, open-topped, radio

#### VARIANTS:

- ☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

### SDKFZ 162 JAGDPANZER IV TANK (955 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 5

**Protection Value:** 6

**Impact Value (main weapon):** 6/3 M

**Main weapon (limited traverse, upper hull):** Pak 39 75mm medium gun

**Secondary weapon (lower hull):** Mg42 light machine-gun

**Vehicle characteristics:** assault vehicle, radio

#### VARIANTS:

- ✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +80 points each.
- ✳ Each vehicle can buy a second Mg42 light machine-gun (secondary weapon, lower hull) for +80 points each.
- ✳ You can increase the AV of each vehicle to 6 for +75 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ✳ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).

### SDKFZ 173 JAGDPANTHER TANK (1,365 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 7

**Protection Value:** 6

**Impact Value (main weapon):** 9/4 L

**Main weapon (limited traverse, upper hull):** Pak 43/3 88mm heavy gun

**Secondary weapon (upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** assault vehicle, radio

#### VARIANTS:

- ✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +100 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ✳ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).

### JAGDPANZER 38 HETZER TANK (850 points)

**Vehicle Type:** Light Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 4

**Protection Value:** 5

**Impact Value (main weapon):** 6/3 M

**Main weapon (lower hull, limited traverse):** Pak 39 75mm medium gun

**Secondary weapon (upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** assault vehicle, radio

Note: The machine-gun is outside but the Machine-gunner doesn't need to be exposed, but doesn't get the additional +3 to rate of fire

#### VARIANTS:

- ✳ In each vehicle you can replace the Mg34 light machine-gun with an Mg42 light machine-gun for +10 points each.
- ✳ In each vehicle you can replace the medium gun with a Heavy flamethrower and but lose the *assault vehicle* characteristic for -130 points each.
- ✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +80 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).

### SDKFZ 162/1 PANZER IV TANK (1,080 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 6

**Protection Value:** 6

**Impact Value (main weapon):** 7/3 M

**Main weapon (limited traverse, lower hull):** Pak 42 75 mm medium gun

**Secondary weapon (lower hull):** Mg42 light machine-gun

**Vehicle characteristics:** assault vehicle, radio

#### VARIANTS:

✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +80 points each.

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ You can fit each vehicle with the *schürzen* characteristic for +40 points each.

✳ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.

✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).

### SDKFZ 173 JAGDTIGER TANK (2,220 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (binoculars, leader), 5 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 6

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 11

**Protection Value:** 7

**Impact Value (main weapon):** 10/5 L

**Main weapon (limited traverse, upper hull):** Pak 44 128mm heavy gun

**Secondary weapon (lower hull):** Mg42 light machine-gun

**Vehicle characteristics:** assault vehicle, radio

#### VARIANTS:

✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +120 points each.

✳ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.

✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

✳ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.

✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).



## ASSAULT-GUN PLATOON

Comprising one of the following choices:

- 1-4 SdKfz 142/1 Stug III, 0-1 SdKfz 142/2 StuH 42, 0-1 SdKfz 250/5 OP\*
- 1-4 SdKfz 184 Ferdinand, Elefant (1944)
- 1-4 SdKfz 164 Nashorn (1944)
- 1-4 SdKfz 139/138 Marder III (1944)
- 1-4 SdKfz 251/9

\*See rules

### SDKFZ 142/1 STUG III TANK (925 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 5

**Protection Value:** 6

**Impact Value (main weapon):** 6/3 M

**Main weapon (limited traverse, lower hull):** L48 StuK40 75mm medium gun

**Secondary weapon (upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** assault vehicle, radio

**Note:** The machine-gun is outside but the Machine-gunner doesn't need to be exposed, but doesn't get the additional +3 to rate of fire.

#### VARIANTS:

- ✳ If the vehicle stems from a Fallschirmjäger Platoon then all crew must increase their TV to TV7 for a total cost of +40 points each.
- ✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +80 points each.
- ✳ In each vehicle you can replace the Mg34 light machine-gun with an Mg42 light machine-gun for +10 points each.
- ✳ You can increase the AV of each vehicle to 6 for +75 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ✳ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).

### SDKFZ 142/2 STUH 42 TANK (865 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 5

**Protection Value:** 6

**Impact Value (main weapon):** -/5 L

**Main weapon (limited traverse, lower hull):** StuH 42 105mm howitzer, indirect-fire minimum range 24" (60 cm)

**Secondary weapon (upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** radio

**Note:** The machine-gun is outside but the Machine-gunner doesn't need to be exposed, but doesn't get the additional +3 to rate of fire.

#### VARIANTS:

- ✳ If the vehicle stems from a Fallschirmjäger Platoon then all crew must increase their TV to TV7 for a total cost of +40 points each.
- ✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +80 points each.
- ✳ In each vehicle you can replace the Mg34 light machine-gun with an Mg42 light machine-gun for +10 points each.
- ✳ You can increase the AV of each vehicle to 6 for +75 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with the *schürzen* characteristic for +40 points each.
- ✳ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).

### SDKFZ 184 FERDINAND, ELEFANT TANK (1,890 points)

**Vehicle Type:** Heavy Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 8" (20 cm)

**Tactical Value:** 6

**Armour Value:** 10

**Protection Value:** 7

**Impact Value (main weapon):** 9/4 L

**Main weapon (limited traverse, upper hull):** Pak 43/2 88mm heavy gun

**Secondary weapon (lower hull):** Mg34 light machine-gun

**Vehicle characteristics:** assault vehicle, radio

#### VARIANTS:

- ⊗ Each vehicle can remove the Mg34 light machine-gun for - 70 points each (previous versions).
- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ You can fit each vehicle with the *zimmerit* characteristic for +10 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ One Tank per platoon can become a Command Tank, replacing the Tank Commander with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 4 tanks and can only be bought if you have at least 2 tanks).

### SDKFZ 164 NASHORN TANK (870 points)

**Vehicle Type:** Medium Tank - Open-topped Armoured - Tracked

**Crew:** 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 6

**Impact Value (main weapon):** 9/4 L

**Main weapon (limited traverse, upper hull):** Pak 43/1 88mm heavy gun

**Secondary weapon (exposed, upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** assault vehicle, open-topped, radio

#### VARIANTS:

- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

### SDKFZ 139/138 MARDER III Pz. JAG38 TANK (640 points)

**Vehicle Type:** Light Tank - Open-topped Armoured - Tracked

**Crew:** 1 Tank Commander (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 5

**Impact Value (main weapon):** 6/3 M

**Main weapon (limited traverse, upper hull):** Pak 40/3 75mm medium gun

**Secondary weapon (lower hull):** Mg34 light machine-gun

**Vehicle characteristics:** assault vehicle, open-topped, radio

#### VARIANTS:

- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ⊗ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ⊗ Each vehicle can remove the Mg34 light machine-gun for -70 points each (only with AV2).
- ⊗ You can increase the AV of each vehicle to 3 for +75 points each.

### SDKFZ 251/9 HALFTRACK (475 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Corporal (binoculars, leader), 2 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 3

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Impact Value (main weapon):** 4/3 M

**Main weapon (limited traverse, exposed, upper hull):** KwK 37 75mm medium gun with Mg34 light machine-gun (coaxial)

**Vehicle characteristics:** assault vehicle, open-topped, radio, recon vehicle

#### VARIANTS:

- ⊗ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

## CAPTURED TANK PLATOON

Comprising one of the following choices:

- 1-3 M8 Greyhound
- 1-4 T34/76 or T34/85
- 1-4 M4

### M8 GREYHOUND ARMoured CAR (540 points)

**Vehicle Type:** Armoured car - Armoured - Wheeled

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 5

**Impact Value (main weapon):** 3/1 S

**Main weapon (turret):** M6 37mm light gun with M1919A4 .30 cal. medium machine-gun (coaxial)

**Vehicle characteristics:** open-topped, radio, recon vehicle

#### VARIANTS:

- ✳ You can add an M2HMG .50 cal. heavy machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) to each vehicle for +190 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

### T34/76 TANK (1,070 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 6

**Protection Value:** 6

**Impact Value (main weapon):** 6/3 M

**Main weapon (turret):** 76,2mm medium gun with DT light machine gun (coaxial)

**Secondary weapon (lower hull):** DT light machine gun

**Vehicle characteristics:** radio

#### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

### T34/85 TANK (1,365 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 7

**Protection Value:** 6

**Impact Value (main weapon):** 8/4 L

**Main weapon (turret):** 85mm heavy gun with DT light machine gun (coaxial)

**Secondary weapon (lower hull):** DT light machine gun

**Vehicle characteristics:** radio

#### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.



### M4 TANK (975 points)

**Vehicle Type:** Medium Tank - Armoured - Tracked

**Crew:** 1 Sergeant Tank Commander (leader, binoculars), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 10" (25 cm)

**Tactical Value:** 6

**Armour Value:** 5

**Protection Value:** 6

**Impact Value (main weapon):** 5/3 M

**Main weapon (turret):** M3 75mm medium gun with M1919A4 .30 cal. medium machine-gun (coaxial)

**Secondary weapon (lower hull):** M1919A4 .30 cal. medium machine-gun

**Vehicle characteristics:** radio, ronson

#### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ You can fit each vehicle with a *wet* system and remove the *ronson* characteristic for +10 points each.
- ✳ You can increase the AV of each vehicle to 6 for +75 points each.
- ✳ You can fit each vehicle with *sandbags* for +40 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.

## ENGINEER PLATOON

**Comprising:** 0-1 Engineer Command, 1-3 Engineer Squads

### ENGINEER COMMAND SQUAD (670 points)

**Infantry Unit**

**Breakpoint:** 3

**TV:** 7

**Characteristics:** loaded on SdKfz 251/7 Halftrack\*

No	Model	Weapons	Characteristics
1	Engineer Lieutenant	MP40 sub-machine gun, Stg39 grenades	commander, leader
1	Engineer Second lieutenant	MP40 sub-machine gun, Stg39 grenades	leader
1	Engineer Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
3	Engineer Infantrymen	Kar98k rifle, Stg39 grenades	
1*	SdKfz 251/7 Halftrack = See Vehicle datasheet (already included in cost)		

### ENGINEER SQUAD (780 points)

**Infantry Unit**

**Breakpoint:** 5

**TV:** 7

**Characteristics:** loaded on SdKfz 251/7 Halftrack\*

No	Model	Weapons	Characteristics
1	Engineer Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Engineer Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Engineer Anti-tank specialist	Panzerfaust 60 anti-tank grenade-launcher, Kar98k rifle, Stg39 grenades	
6	Engineer Infantrymen	Kar98k rifle, Stg39 grenades	
1*	SdKfz 251/7 Halftrack = See Vehicle datasheet (already included in cost)		

**VARIANTS:**

- ✳ The Engineer Command Squad can add a *radio* for +10 points. One Engineer Infantryman in the Squad gets the *radio* characteristic.
- ✳ Up to four Engineer Infantryman per Squad, including the Command Squad, can replace their Kar98k rifles with Stg44 assault rifles for +20 points each.
- ✳ One leader per Squad can buy *binoculars* for +30 points.
- ✳ One Engineer Infantrymen per Squad, including the Command Squad, can replace his Kar98k rifle with a Panzerschreck (IV 6) and a Walther P38 pistol for +150 points.
- ✳ One Engineer Infantrymen per Squad, including the Command Squad, can replace his Kar98k rifle with a Flammenwerfer 41 light flamethrower and a Walther P38 pistol for +100 points.
- ✳ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✳ You can equip one model per Platoon with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ Squads can replace their SdKfz 251/7 Halftracks with Opel Blitz Trucks for -235 points each. Remove the *loaded on SdKfz 251/7 halftrack* characteristic and add the *loaded on Opel Blitz truck* characteristic.
- ✳ Squads (including the Command Squad) can remove their SdKfz 251/7 Halftracks for -335 points each. Remove the *loaded on SdKfz 251/7 halftrack* characteristic.
- ✳ If the Engineer Command Squad stems from a Waffen SS Platoon then all models must buy the *determined* characteristic for a total cost of +30 points each.
- ✳ If the Engineer Squad stems from a Waffen SS Platoon then all models must buy the *determined* characteristic for a total cost of +45 points each.
- ✳ If the Engineer Command Squad stems from a Fallschirmjäger Platoon then all models must buy the *melee expert* characteristic for a total cost of +30 points each.
- ✳ If the Engineer Squad stems from a Fallschirmjäger Platoon then all models must buy the *melee expert* characteristic for a total cost of +45 points each.
- ✳ Up to two Engineer Infantrymen per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✳ You can remove an Engineer Infantryman from each Squad for -40 points each. The eliminated models count towards the Breakpoint.
- ✳ All Squads can buy the *veteran* characteristic by removing one Engineer Infantryman. The eliminated models count towards the Breakpoint.

**MACHINE GUN PLATOON****Comprising: 0-1 Machine Gun Command Squad on Kubelwagen, 1-4 Machine Gun Squads****MACHINE GUN COMMAND SQUAD ON KUBELWAGEN (185 points)****Vehicle Type:** Car - Unarmoured - Wheeled**Crew:** 1 Sergeant (binoculars, leader), 2 Crew - All armed with MP40 sub-machine guns**Breakpoint:** 3**Move Carefully:** 16" (40 cm)**Tactical Value:** 6**Armour Value:** -**Protection Value:** 3**Weapons:** -**Characteristics:** exposed models, open-topped, radio, recon vehicle**VARIANTS:**

- ✳ If the Command Squad stems from a Panzergrenadier Platoon then all crew must improve their TV to 7 for a total cost of +30 points each.
- ✳ If the Command Squad stems from a Waffen Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +45 points each.
- ✳ If the Command Squad stems from a Fallschirmjäger Platoon then all crew must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +45 points each.

**MACHINE GUN SQUAD (235 points)****Infantry Unit****Breakpoint:** 2**TV:** 6

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Machine-gunner	Mg42 light machine-gun, Walther P38 pistol, Stg39 grenades	gunner, tripod
2	Infantrymen	Kar98k rifle, Stg39 grenades	

**VARIANTS:**

- ✳ Each Machine Gun Squad can add a *radio* for +10 points each. One Infantryman in the Squad gets the *radio* characteristic.
- ✳ If the Machine Gun Squad stems from a Panzergrenadier Platoon then all models must improve their TV to 7 for a total cost of +40 points each.
- ✳ If the Machine Gun Squad stems from a Fallschirmjäger Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +60 points each.
- ✳ If the Machine Gun Squad stems from a Waffen Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.

## MORTAR PLATOON

Comprising: 0-1 Mortar Command Squad on Kubelwagen, 1-6 Mortar Squads

### MORTAR COMMAND SQUAD ON KUBELWAGEN (195 points)

**Vehicle Type:** Car - Unarmoured - Wheeled

**Crew:** 1 Sergeant (binoculars, leader), 2 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 3

**Move Carefully:** 16" (40 cm)

**Tactical Value:** 6

**Armour Value:** -

**Protection Value:** 3

**Weapons:** -

**Characteristics:** exposed models, long-range radio, open-topped, recon vehicle

#### VARIANTS:

- ☛ If the Command Squad stems from a Panzergrenadier Platoon then all crew must improve their TV to 7 for a total cost of +30 points each.
- ☛ If the Command Squad stems from a Waffen Platoon then all crew must improve their TV to 7 and get the *determined* characteristic for a total cost of +45 points each.
- ☛ If the Command Squad stems from a Fallschirmjäger Platoon then all crew must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +45 points each.

### MORTAR SQUAD (315 points)

**Infantry Unit**

**Breakpoint:** 2

**TV:** 6

No	Model	Weapons	Characteristics
1	Corporal	MP40 sub-machine gun, Stg39 grenades	binoculars, leader
1	Mortarman	GrW34 81 mm medium mortar, Pistola Walther P38, Stg39 grenades	gunner
1	Infantryman	Kar98k rifle, Stg39 grenades	
1	Radio Operator	Kar98k rifle, Stg39 grenades	radio

#### VARIANTS:

- ☛ If the Mortar Squad stems from a Panzergrenadier Platoon then all models must improve their TV to 7 for a total cost of +40 points each.
- ☛ If the Mortar Squad stems from a Fallschirmjäger Platoon then all models must improve their TV to 7 and get the *melee expert* characteristic for a total cost of +60 points each.
- ☛ If the Mortar Squad stems from a Waffen Platoon then all models must improve their TV to 7 and get the *determined* characteristic for a total cost of +60 points each.
- ☛ You can replace the 81mm medium mortars with GeW36 50mm light mortars for -100 points each. The whole platoon must have the same type of mortar.
- ☛ You can replace the 81mm medium mortars with GeW42 120mm heavy mortars for +50 points each. The whole platoon must have the same type of mortar.
- ☛ You can buy GeW42 120mm heavy mortars to use for *off-table fire*. They cost 280 points each. In this case the Mortar Command Squad on Kubelwagen must become an OP for +20 points.



## MOTORISED MORTAR PLATOON

Comprising: 0-1 SdKfz 250/5 OP\*, 1-4 SdKfz 251/2

\*See rules

### SDKFZ 251/2 HALFTRACK (555 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Sergeant (binoculars, leader), 6 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 7

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Main weapon (floor):** GrW34 81mm medium mortar (the mortar can fire from the vehicle)

**Secondary weapon (exposed, upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** open-topped, radio

#### VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

## ARMoured RECON PLATOON

Comprising one of the following choices:

- 0-3 SdKfz 234/1, 0-3 SdKfz 234/3
- 1-6 SdKfz 234/2
- 1-6 SdKfz 233

### SDKFZ 234/1 ARMoured CAR (680 points)

**Vehicle Type:** Armoured car - Open-topped Armoured - Wheeled

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 3

**Protection Value:** 5

**Impact Value (main weapon):** 2/0 S

**Main weapon (turret, rapid fire):** KwK38 20mm light gun with Mg34 light machine-gun (coaxial)

**Vehicle characteristics:** eight-wheeled vehicle, highly-maneuvrable, open-topped, radio recon vehicle

#### VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ One Armoured Car per platoon can become a Command Armoured Car, replacing the Sergeant Tank Leader with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 3 234/1 Armoured Cars and can only be bought if you have at least 2 armoured cars).

☛ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +80 points each.

☛ You can fit each vehicle with an upper screen that eliminates the *open-topped* characteristic for hand-grenades, but not for mortars, guns or rocket-launchers that due to the weight of the shell can easily break the screen. The screen costs +30 points each.

### SDKFZ 234/2 PUMA ARMoured CAR (730 points)

**Vehicle Type:** Armoured car - Armoured - Wheeled

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 3

**Protection Value:** 5

**Impact Value (main weapon):** 4/3 M

**Main weapon (turret):** KwK39/1 50mm medium gun with Mg34 light machine-gun (coaxial)

**Vehicle characteristics:** eight-wheeled vehicle, highly-maneuvrable, radio, recon vehicle

#### VARIANTS:

☛ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +80 points each.

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ One Armoured Car per platoon can become a Command Armoured Car, replacing the Sergeant Tank Leader with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 6 234/2 Armoured Cars and can only be bought if you have at least 2 armoured cars).

### SDKFZ 234/3 ARMOURED CAR (630 points)

**Vehicle Type:** Armoured car - Open-topped Armoured - Wheeled

**Crew:** 1 Sergeant Tank Leader (leader, binoculars), 3 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 3

**Protection Value:** 5

**Impact Value (main weapon):** 4/3 M

**Main weapon (limited traverse, upper hull):** KwK51 75mm medium gun with Mg34 light machine-gun (coaxial)

**Vehicle characteristics:** eight-wheeled vehicle, highly-maneuvrable, open-topped, radio, recon vehicle

#### VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +80 points each.

☛ You can replace the KwK51 75mm medium gun with a Pak 40 75mm medium gun (IV 6/3 M) for +100 points each. The whole platoon must have the same sort of gun.

### SDKFZ 233 ARMOURED CAR (535 points)

**Vehicle Type:** Armoured car - Armoured - Wheeled

**Crew:** 1 Sergeant Tank Leader (binoculars, leader), 2 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 3

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** 2

**Protection Value:** 5

**Impact Value (limited traverse, upper hull):** 4/3 M

**Main weapon (turret):** StuK 37 75mm medium gun with Mg34 light machine-gun (coaxial)

**Vehicle characteristics:** eight-wheeled vehicle, highly-maneuvrable, open-topped, radio, recon vehicle

#### VARIANTS:

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +60 points each.

☛ One Armoured Car per platoon can become a Command Armoured Car, replacing the Sergeant Tank Leader with a Lieutenant (*commander*) and the *radio* with a *long-range radio* for +20 points (compulsory if you buy at least 6 233 Armoured Cars and can only be bought if you have at least 2 armoured cars).

## SNIPER SECTION

**Comprising:** 1 Sniper Section

### SNIPER SECTION (120 points)

**Infantry Unit**

**Breakpoint:** 1

**TV:** 7

No	Model	Weapons	Characteristics
1	Sniper	Kar98k rifle, Stg39 grenades	camouflage, infiltrator, local knowledge, sharpshooter, sight, silent weapon, sniper

#### VARIANTS:

☛ You can buy an Observer with the same equipment and characteristics for +120 points to make a Team. The Team has BR1.

☛ Each Sniper/Team can replace their Kar98k rifles with G43 semi-automatic rifles for +5 points each.

☛ If the unit stems from a Waffen SS Platoon then all models must get the *determined* characteristic for a cost of +5 points each.

☛ If the unit stems from a Fallschirmjäger Platoon then all models must get the *melee expert* characteristic for a cost of +5 points each.

## PARATROOPER PATHFINDER SECTION

Comprising: 1-3 Paratrooper Pathfinder Squads

### PARATROOPER PATHFINDER SQUAD (500 points)

Infantry Unit

Breakpoint: 5

TV: 7

No	Model	Weapons	Characteristics
1	Fallschirmjäger Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, leader, melee expert
7	Fallschirmjäger Pathfinders	MP40 sub-machine gun, Stg39 grenades	melee expert
1	Fallschirmjäger Pathfinder Radio Operator	MP40 sub-machine gun, Stg39 grenades	melee expert, long-range radio

#### SPLITTING THE PARATROOPER PATHFINDER SQUAD

The Paratrooper Pathfinder Squad can be split into two Sections: the first comprises the Sergeant, the Radio Operator and 5 Fallschirmjäger (BR4) and the second comprises 2 Fallschirmjäger (BR1).

#### VARIANTS:

- ✳ Up to two Fallschirmjäger Pathfinders per Squad can replace their MP40 sub-machine guns with Stg44 assault rifles for +15 points each.
- ✳ Up to two Fallschirmjäger Pathfinders per Squad can replace their MP40 sub-machine guns with FG42 automatic rifles for +15 points each.
- ✳ Up to two Fallschirmjäger Pathfinders per Squad can add magnetic mines (IV2) to their equipment for +30 points each.
- ✳ You can equip one model per Squad with Model 43 hand-grenades for +40 points each.
- ✳ You can equip one model per Section with Satchel Charges for +60 points each.
- ✳ Each Squad can add the *tank hunters* characteristic for +25 points each.
- ✳ Each Paratrooper Pathfinder Squad can add the *determined* characteristic for +45 points each.
- ✳ You can remove a Fallschirmjäger Pathfinder from each Squad for -50 points each. The eliminated models count towards the Breakpoint.
- ✳ Each Paratrooper Pathfinder Squad can add the *infiltrators* characteristic for +45 points each.
- ✳ Each Paratrooper Pathfinder Squad can add the *camouflage* characteristic for +45 points each.
- ✳ All Squads can buy *veteran* characteristic by removing one Fallschirmjäger Pathfinder. The eliminated models count towards the Breakpoint.

## MOTORBIKE SECTION

Comprising: 0-5 BMW Motorbikes, 0-3 BMW Sidecars

### BMW MOTORBIKE (80 points)

Vehicle Type: Motorbike - Unarmoured - Wheeled

Crew: 1 Corporal (leader), 1 Crew - All armed with MP40 sub-machine guns

Breakpoint: 2

Move Carefully: 18" (45 cm)

Tactical Value: 6

Protection Value: 2

Characteristics: exposed models, open-topped

#### VARIANTS:

- ✳ Each model can replace their MP40 sub-machine gun with a Kar98k rifle for -5 points each.
- ✳ If the vehicle stems from a Panzergrenadier Platoon then all crew must increase their TV to TV7 for a total cost of +20 points each.
- ✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +30 points each.

### BMW SIDECAR (180 points)

Vehicle Type: Motorbike - Unarmoured - Wheeled

Crew: 1 Corporal (leader), 1 Crew - All armed with MP40 sub-machine guns

Breakpoint: 2

Move Carefully: 18" (45 cm)

Tactical Value: 6

Protection Value: 2

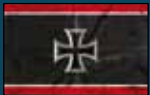
Main weapon (exposed, fixed position, sidecar): Mg34 light machine-gun

Characteristics: exposed models, open-topped

#### VARIANTS:

- ✳ Each model can replace their MP40 sub-machine gun with a Kar98k rifle for -5 points each.
- ✳ If the vehicle stems from a Panzergrenadier Platoon then all crew must increase their TV to TV7 for a total cost of +20 points each.
- ✳ If the vehicle stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +30 points each.





## RECON UNITS - OBSERVATION POSTS



### INFANTRY OBSERVATION POST (150 points)

**Infantry Unit**

**Breakpoint:** 1

**TV:** 6

**Characteristics:** observation post

No	Model	Weapons	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	binoculars, commander, leader
1	Corporal Radio Operator	MP40 sub-machine gun, Stg39 grenades	leader, long-range radio

**VARIANTS:**

☛ Each unit can add the *camouflage* characteristic for +10 points.

☛ Each unit can add the *infiltrators* characteristic for +10 points.

☛ If the Observation Post stems from a Waffen SS Platoon then all models must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +30 points each.

☛ If the Observation Post stems from a Panzergrenadier Platoon then all models must increase their TV to TV7 for a total cost of +20 points each.

☛ If the Observation Post stems from a Fallschirmjäger Platoon then all models must increase their TV to TV7 and buy the *melee expert* characteristic for a total cost of +30 points each.

### KETTENKRAD OBSERVATION POST (150 points)

**Vehicle Type:** Motorbike - Unarmoured - Wheeled

**Crew:** 1 Corporal (leader), 1 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 2

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 7

**Protection Value:** 3

**Characteristics:** exposed models, long-range radio, melee expert, open-topped

**VARIANTS:**

☛ Each model can replace their MP40 sub-machine gun with a Kar98k rifle for -5 points each.

### OBSERVATION POST ON SDKFZ 250/5 HALFTRACK (395 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Sergeant (binoculars, leader), 3 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 4

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Main weapon (exposed, upper hull):** Mg34 light machine-gun

**Vehicle characteristics:** long-range radio, observation post, open-topped, recon vehicle

**VARIANTS:**

☛ You can fit each vehicle with the *camouflage* characteristic for +20 points each.

☛ If the Observation Post stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +60 points each.

☛ If the Observation Post stems from a Panzergrenadier Platoon then all crew must increase their TV to TV7 for a total cost of +40 points each.

### KUBELWAGEN OBSERVATION POST (215 points)

**Vehicle Type:** Car - Unarmoured - Wheeled

**Crew:** 1 Sergeant (binoculars, leader), 2 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 3

**Move Carefully:** 16" (40 cm)

**Tactical Value:** 6

**Armour Value:** -

**Protection Value:** 3

**Weapons:** -

**Characteristics:** exposed models, long-range radio, observation post, open-topped, recon vehicle

**VARIANTS:**

☛ If the Observation Post stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +45 points each.

☛ If the Observation Post stems from a Panzergrenadier Platoon then all crew must increase their TV to TV7 for a total cost of +30 points each.

☛ If the Observation Post stems from a Fallschirmjäger Platoon then all crew must increase their TV to TV7 and buy the *melee expert* characteristic for a total cost of +45 points each.

### SDKFZ 143 PANZER III TANK OBSERVATION POST (565 points)

**Vehicle Type:** Light Tank - Armoured - Tracked

**Crew:** 1 Lieutenant Tank Commander (binoculars, leader), 4 Tank crew - All armed with MP40 sub-machine guns

**Breakpoint:** 5

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 3

**Protection Value:** 5

**Main weapon (turret):** dummy gun with Mg34 light machine-gun

**Vehicle characteristics:** observation post, long-range radio

#### VARIANTS:

- ✳ Each vehicle can buy an Mg34 light machine-gun (secondary weapon, anti-aircraft, exposed, upper hatch) for +100 points each.
- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ Each vehicle can add the *troop transporter tank* characteristic for +20 points each.
- ✳ If the Observation Post stems from a Waffen SS Platoon then all crew must increase their TV to TV7 and buy the *determined* characteristic for a total cost of +100 points each.



## TRANSPORT VEHICLES



### OPEL BLITZ TRUCK (100 points)

**Vehicle Type:** Truck - Unarmoured - Wheeled

**Crew:** 1 Corporal (leader), 1 Crew - All armed with Kar98k rifles

**Breakpoint:** 2

**Move Carefully:** 14" (35 cm)

**Tactical Value:** 6

**Armour Value:** -

**Protection Value:** 4

**Characteristics:** exposed models, open-topped, troop transporter (12)

#### VARIANTS:

- ✳ If the Truck is part of a Panzergrenadier Platoon then all crew must improve their TV to 7 for a total cost of +20 points.
- ✳ If the Truck is part of a Waffen SS Platoon then all crew must improve their TV to 7 and buy the *determined* characteristic for a total cost of +30 points each.
- ✳ If the Truck is part of a Fallschirmjäger Platoon then all crew must improve their TV to 7 and buy the *melee expert* characteristic for a total cost of +30 points each.

### SDKFZ 251/1 HALFTRACK (315 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Corporal (binoculars, leader), 1 Crew - All armed with MP40 sub-machine guns

**Breakpoint:** 2

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 6

**Armour Value:** 1

**Protection Value:** 5

**Main weapon (exposed, upper hatch):** Mg34 light machine-gun

**Vehicle characteristics:** open-topped, radio troop transporter (10)

#### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ If the Halftrack is part of a Panzergrenadier Platoon then all crew must improve their TV to 7 for a total cost of +20 points each.
- ✳ If the Halftrack is part of a Waffen SS Platoon then all crew must improve their TV to 7 and buy the *determined* characteristic for a total cost of +40 points each.

### SDKFZ 251/7 HALFTRACK (335 points)

**Vehicle Type:** Halftrack - Open-topped Armoured - Tracked

**Crew:** 1 Corporal (binoculars, leader), 1 Crew - All armed with Kar98k rifles

**Breakpoint:** 2

**Move Carefully:** 12" (30 cm)

**Tactical Value:** 7

**Armour Value:** 1

**Protection Value:** 5

**Main weapon (exposed, upper hatch):** Mg34 light machine-gun

**Vehicle characteristics:** open-topped, radio troop transporter (10)

#### VARIANTS:

- ✳ You can fit each vehicle with the *camouflage* characteristic for +20 points each.
- ✳ If the Halftrack is part of a Waffen SS Platoon then all crew must buy the *determined* characteristic for a total cost of +10 points each.







## TOP SECRET FILES

This is one of a series of supplements for **FINAL ASSAULT**.

This volume contains full Army Lists for German and Russian Armies in the *Late War* period.

Each Army shows the basic units that you can start with, the optional units, the variants and even explains how to split them into Sections. The points costs will let you play a game that is both balanced and historically accurate. Show your bravery in battle, glory awaits!

You will need a copy of **FINAL ASSAULT** to use these rules.



Don't miss the latest updates and new releases on

Facebook: <https://www.facebook.com/torrianigames>

<https://www.facebook.com/groups/1383142495082770/?fref=ts> - Final Assault

Forum: <http://torrianigames.forumfree.it/>

Site: <http://www.torrianimassimo.it/>