

Landsknecht Vannoppen Hans D-Day: Waffen-SS Force

Brigade Panther (Late) Tank Company		German	LG353	60
Brigade Panther (Late) Tank Company HQ	LG353			7
1x Panther (late) (7.5cm)				7
Brigade Panther (Late) Tank Platoon	LG354			20
3x Panther (late) (7.5cm)				20
Brigade Panther (Late) Tank Platoon	LG354			20
3x Panther (late) (7.5cm)				20
Brigade StuG Assault Gun Platoon	LG356			10
3x StuG (7.5cm)				10
Brigade Wirbelwind AA Tank Platoon	LG358			3
3x Wirbelwind (Quad 2cm)				3

Brigade Armoured Panzergrenadier Company		German	LG374	27
Brigade Armoured Panzergrenadier Company HQ	LG374			4
2x MP40 SMG team with Panzerfaust				
1x Sd Kfz 251 (MG) half-track (LG376)				4
Brigade Armoured Panzergrenadier Platoon	LG375			10
7x MG42 team with Panzerfaust				
4x Sd Kfz 251 (MG) half-track (LG376)				10
Brigade Armoured Triple 15mm FlaK Platoon	LG370			5
6x Sd Kfz 251 (Triple 15mm)				5
Brigade Armoured Triple 15mm FlaK Platoon	LG370			5
6x Sd Kfz 251 (Triple 15mm)				5
Brigade Armoured 7.5cm Gun Platoon	LG372			3
4x Sd Kfz 251 (7.5cm)				3

Support		German		18
Sd Kfz 250 SS Scout Troop	LG223			2
2x Sd Kfz 250/9 (2cm)				
1x Sd Kfz 250 (MG)				2
Wespe SS Artillery Battery	LG230			7
3x Wespe (10.5cm)				7
Hummel SS Artillery Battery	LG231			9
3x Hummel (15cm)				9

D-Day-SS Unit Count: 13 Total Points : 105

Card List:

LG223 Sd Kfz 250 SS Scout Troop
 LG230 Wespe SS Artillery Battery
 LG231 Hummel SS Artillery Battery
 LG353 Brigade Panther (Late) Tank Company HQ
 LG354 Brigade Panther (Late) Tank Platoon
 LG356 Brigade StuG Assault Gun Platoon
 LG358 Brigade Wirbelwind AA Tank Platoon
 LG370 Brigade Armoured Triple 15mm FlaK Platoon
 LG372 Brigade Armoured 7.5cm Gun Platoon
 LG374 Brigade Armoured Panzergrenadier Company HQ
 LG375 Brigade Armoured Panzergrenadier Platoon
 LG376 Brigade Sd Kfz 251 Half-track

Pick List:

3 Hummel (15cm)
 7 MG42 team with Panzerfaust
 2 MP40 SMG team with Panzerfaust
 7 Panther (late) (7.5cm)
 1 Sd Kfz 250 (MG)
 2 Sd Kfz 250/9 (2cm)
 4 Sd Kfz 251 (7.5cm)
 5 Sd Kfz 251 (MG) half-track
 12 Sd Kfz 251 (Triple 15mm)
 3 StuG (7.5cm)
 3 Wespe (10.5cm)
 3 Wirbelwind (Quad 2cm)

SS

WESPE

SS ARTILLERY BATTERY

SS

MOTIVATION

FEARLESS 3+
5+ *SP Gun Counterattack Protected Ammo*
2+ *Reinfort*

SKILL

VETERAN 3+ *SP Gun Assault*
5+


• TANK UNIT • STORMTROOPERS •

 IS HIT ON
AGGRESSIVE 3+

 ARMOUR
FRONT 1
SIDE & REAR 1
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

WEAPON

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
Wespe (10.5cm) or Direct Fire	72"/180CM	ARTILLERY		3	3+	<i>Forward Firing, Smoke Bombardment</i> <i>Brutal, Forward Firing, Slow Firing, Smoke</i>
		1	1	9	2+	
Wespe (MG)	16"/40CM	3	2	2	6	

SS

WESPE

SS ARTILLERY BATTERY

SS

WESPE SS ARTILLERY BATTERY

14 POINTS
7 POINTS

 6x Wespe (10.5cm)
 3x Wespe (10.5cm)

SPECIAL RULES

Brutal: Infantry, Gun, and Unarmoured Tank. Teams re-roll successful Saves.

Forward Firing: Weapon can only hit targets fully in front of the Team.

Slow Firing: +1 To Hit for Moving ROF.

Smoke: Can Shoot Smoke ammunition.

Smoke Bombardment: Once per game can fire a Smoke Bombardment.

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G230

SS

SD KFZ 250

SS SCOUT TROOP

SS

MOTIVATION

FEARLESS 3+
5+ *Scout Counterattack*
4+ *Scout Last Stand*

SKILL

TRAINED 4+

 • TANK UNIT • SCOUT • SPEARHEAD •
 • STORMTROOPERS •

 IS HIT ON
AGGRESSIVE 3+

 ARMOUR
FRONT 1
SIDE & REAR 1
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	32"/80CM	4+

WEAPON

WEAPON	RANGE	HALTED		MOVING		ANTI-TANK	FIRE-POWER	NOTES
		3	2	3	2			
SD Kfz 250/9 (2cm)	20"/50CM	3	2	5	5+		5+	Self-defence AA
SD Kfz 250 & 250/9 (MG)	16"/40CM	3	3	2	6		6	Self-defence AA

SS

SD KFZ 250

SS SCOUT TROOP

SS

SD KFZ 250 SS SCOUT TROOP

2 POINTS
 2x SD Kfz 250/9 (2cm)
 1x SD Kfz 250 (MG)

SPECIAL RULES

Scout: Team can remain Gone to Ground while moving.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Spearhead: Unit can move before the game to expand the Deployment Area.

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G223



PANTHER (LATE)

BRIGADE TANK COMPANY HQ



MOTIVATION

RELUCTANT 5+
*Third Reich
Last Stand*

- TANK FORMATION
- STORMTROOPERS

TRAINED 4+



IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 10

SIDE & REAR 5

TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	20"/50CM	24"/60CM	2+

WEAPON	RANGE	ROF	ANTI-TANK POWER	FIRE	NOTES
Panther (late) (7.5cm)	40"/100CM	2	1	14	3+
Panther (late) (MGs)	16"/40CM	4	4	2	6



PANTHER (LATE)

BRIGADE TANK COMPANY HQ



PANTHER (LATE)
BRIGADE TANK COMPANY HQ

13 POINTS
2x Panther (late) (7.5cm)
1x Panther (late) (7.5cm)

SPECIAL RULES

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

BRIGADE TANK COMPANY

FORMATION CONTAINS:

- 1 Brigade Panther (late)
Tank Company HQ (LG353)
 - 2 Brigade Panther (late) Tank Platoon (LG354)
- 0-1 Brigade Panther (late) Tank Platoon (LG354)
or Brigade Panzer IV/70
Tank-hunter Platoon (LG355)
or Brigade StG
Assault Gun Platoon (LG356)
0-1 Brigade Wirbelwind
AA Tank Platoon (LG358)

LG353



HUMMEL

SS ARTILLERY BATTERY



MOTIVATION

FEARLESS 3+

5+
*Counterattack
Protected Ammo
Remount*

VETERAN 3+
*SP Gun
Assault*



- TANK UNIT
- STORMTROOPERS

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 2

SIDE & REAR 1

TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	14"/35CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	ROF	ANTI-TANK POWER	FIRE	NOTES
Hummel (15cm) <i>or</i> Direct Fire	80"/200CM 16"/40CM	ARTILLERY 1	3 -	2+ 11	Forward Firing <i>Brutal, Forward Firing</i>
Hummel (MG)	16"/40CM	3	2	2	6



HUMMEL

SS ARTILLERY BATTERY



HUMMEL
SS ARTILLERY BATTERY

18 POINTS
6x Hummel (15cm)
3x Hummel (15cm)

SPECIAL RULES

Brutal: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.
Forward Firing: Weapon can only hit targets fully in front of the Team.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

LG231



STUG

BRIGADE ASSAULT GUN PLATOON



MOTIVATION

CONFIDENT 4+

SP Gun
Counter attack

6

SKILL

TRAINED 4+

SP Gun
Assault

5+

- TANK UNIT • BAZOOKA SKIRTS •
- STORMTROOPERS •



IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 7

SIDE & REAR 3

TOP 1

TACTICAL

10"/25cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

18"/45cm

ROAD DASH

20"/50cm

CROSS

4+

WEAPON

Stug (7.5cm)

RANGE

32"/80cm

HALTED

2

MOVING

1

ANTI-TANK

11

FIRE-POWER

3+

NOTES

Forward Firing

Stug (MG)

RANGE

16"/40cm

HALTED

3

MOVING

2

ANTI-TANK

2

FIRE-POWER

6



PANTHER (LATE)

BRIGADE TANK PLATOON



MOTIVATION

RELUCTANT 5+

Third Reich
Last Stand

4+

SKILL

TRAINED 4+

- TANK UNIT • STORMTROOPERS •



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 10

SIDE & REAR 5

TOP 1

TACTICAL

10"/25cm

TERRAIN DASH

14"/35cm

CROSS COUNTRY DASH

20"/50cm

ROAD DASH

24"/60cm

CROSS

2+

WEAPON

Panther (late) (7.5cm)

RANGE

40"/100cm

HALTED

2

MOVING

1

ANTI-TANK

14

FIRE-POWER

3+

NOTES

Panther (late) (MGs)

RANGE

16"/40cm

HALTED

4

MOVING

4

ANTI-TANK

2

FIRE-POWER

6



STUG

BRIGADE ASSAULT GUN PLATOON



BRIGADE ASSAULT GUN PLATOON

3x Stug (7.5cm)

10 POINTS

SPECIAL RULES

Bazooka Skirts: Side Armour is 5 against weapons with Firepower 5+ or 6.

Forward Firing: Weapon can only hit targets fully in front of the Team.

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.



PANTHER (LATE)

BRIGADE TANK PLATOON



PANTHER (LATE)
BRIGADE TANK PLATOON

3x Panther (late) (7.5cm)

20 POINTS

SPECIAL RULES

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

TRIPLE 15MM FLAK PLATOON

MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack
Third Reach
Last Stand

4+

TRAINED 4+

SP Gun
Assault

6



• TANK UNIT • STORMTROOPERS •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

TACTICAL	10"/25CM	TERRAIN DASH	10"/25CM	CROSS COUNTRY DASH	16"/40CM	ROAD DASH	28"/70CM	CROSS	3+
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WEAPON	Sd Kfz 251 (Triple 15mm)	RANGE	20"/50CM	HALTED MOVING	5	ROF	3	ANTI-TANK POWER	5	FIRE POWER	5+	NOTES	Dedicated AA
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TRIPLE 15MM FLAK PLATOON



BRIGADE ARMoured
TRIPLE 15MM FLAK PLATOON

6x Sd Kfz 251 (Triple 15mm)
3x Sd Kfz 251 (Triple 15mm)

5 POINTS

3 POINTS

SPECIAL RULES

Dedicated AA: Use full ROF when Shooting at Aircraft.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G370

WIRBELWIND

• TANK UNIT • STORMTROOPERS •

RELUCTANT 5+

SP Gun
Counterattack
Third Reach
Last Stand

4+

TRAINED 4+

SP Gun
Assault

6



IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 3

SIDE & REAR 2

TOP 0

TACTICAL	10"/25CM	TERRAIN DASH	12"/30CM	CROSS COUNTRY DASH	18"/45CM	ROAD DASH	20"/50CM	CROSS	3+
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WEAPON	Wirbelwind (Quad 2cm)	RANGE	20"/50CM	HALTED MOVING	5	ROF	3	ANTI-TANK POWER	5	FIRE POWER	5+	NOTES	Dedicated AA
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WIRBELWIND



BRIGADE AA TANK PLATOON

4x Wirbelwind (Quad 2cm)
3x Wirbelwind (Quad 2cm)
2x Wirbelwind (Quad 2cm)

4 POINTS

3 POINTS

2 POINTS

SPECIAL RULES

Dedicated AA: Use full ROF when Shooting at Aircraft.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G358

BRIGADE ARMOURD
PANZERGRENNADIER COMPANY HQ

MOTIVATION

RELUCTANT 5+
Third Reich
Last Stand

SKILL

TRAINED 4+

- INFANTRY FORMATION • HQ TRANSPORT •
- STORMTROOPERS •



IS HIT ON

AGGRESSIVE 3+

SAVE

Infantry
3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	ANTI-TANK POWER	FIRE	NOTES
MP40 SMG team or Panzerfaust anti-tank	4"/10CM 4"/10CM	3 1	3 1	6 5+	Pinned ROF 1 Limited 1, Slow Firing

BRIGADE ARMOURD
7.5CM GUN PLATOON

MOTIVATION

RELUCTANT 5+
SP Gun
Counterattack
Third Reich
Last Stand

SKILL

TRAINED 4+
SP Gun
Assault

- TANK UNIT • STORMTROOPERS •



IS HIT ON

AGGRESSIVE 3+

AMOUR

FRONT 1

SIDE & REAR 1

TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	16"/40CM	28"/70CM	3+

WEAPON	RANGE	ROF	ANTI-TANK POWER	FIRE	NOTES
Sd Kfz 251 (7.5cm) Sd Kfz 251 (MG)	24"/60CM 16"/40CM	2 3	1 3	9 6	Forward Firing, HEAT Forward Firing

BRIGADE ARMOURD
PANZERGRENNADIER COMPANY HQ

BRIGADE ARMOURD PANZERGRENNADIER COMPANY HQ
2x MP40 SMG team with Panzerfaust
1x Sd Kfz 251 (MG)
half-track (IG376)

4 POINTS

SPECIAL RULES

See Brigade Armoured Panzergrenadier Platoon (IG375).
HQ Transport: Sd Kfz 251 half-track is part of HQ Unit.
Pinned ROF 1: Reduce ROF to 1 when Pinned Down.
Limited 1: Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.

BULGE
BRIGADE ARMOURD
PANZERGRENNADIER COMPANY

FORMATION CONTAINS:

- 1 Brigade Armoured Panzergrenadier Company HQ (IG374)
- 1-2 Brigade Armoured Panzergrenadier Platoon (IG375)
- 1-4 Brigade Armoured 2cm Flak Platoon (IG369)
or Brigade Armoured Triple 15mm Flak Platoon (IG370)
- 0-1 Brigade Armoured 7.5cm Gun Platoon (IG372)
- 0-1 Brigade Armoured 12cm Mortar Platoon (IG371)
- 0-1 Brigade Armoured Flame-thrower Platoon (IG373)
- 0-2 Brigade Panzer IV/70 Tank-hunter Platoon (IG355)

IG374

BRIGADE ARMOURD
7.5CM GUN PLATOON

BRIGADE ARMOURD
7.5CM GUN PLATOON

4x Sd Kfz 251 (7.5cm)
2x Sd Kfz 251 (7.5cm)

3 POINTS

2 POINTS

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
HEAT: Target Armour is not increased for range over 16"/40cm.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

IG372

SD KFZ 251 HALF-TRACK

BRIGADE TRANSPORT

MOTIVATION

RELUCTANT 5+

MOUNTED ASSAULT

5+

- TRANSPORT ATTACHMENT
- PASSENGERS 3 - UNIT TRANSPORT
- MOUNTED ASSAULT
- STORMTROOPERS

IS HIT ON
AGGRESSIVE 3+

SKILL
TRAINED 4+

MOUNTED ASSAULT
1 OR 2 PASSENGERS



ARMOUR
FRONT 1
SIDE & REAR 1
TOP 0

TACTICAL	10"/25CM	TERRAIN DASH	10"/25CM	CROSS COUNTRY DASH	16"/40CM	ROAD DASH	28"/70CM	CROSS	3+
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WEAPON	Sd Kfz 251 (MGs)	RANGE	16"/40CM	HALTED	4	ROF	4	ANTI-TANK	2	FIRE-POWER	6	NOTES	Self-defence AA
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G376

SD KFZ 251 HALF-TRACK

BRIGADE TRANSPORT

SD KFZ 251 HALF-TRACK TRANSPORT

SPECIAL RULES

Mounted Assault: Team has Assault 5+ and Counterattack 5+ with one Passenger and Assault 4+ and Counterattack 5+ with two or three Passengers.

Passengers 3: Can carry three Infantry Teams as Passengers.

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

Unit Transport: Unit Leader must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.

G376

PANZERGRENNADIER PLATOON

BRIGADE ARMoured

MOTIVATION

RELUCTANT 5+

Third Reich
Last Stand

SKILL
TRAINED 4+

- INFANTRY UNIT
- STORMTROOPERS

IS HIT ON
AGGRESSIVE 3+

SAVE
Infantry
3+



TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	CROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON	MG42 team or Panzerfaust anti-tank	RANGE	16"/40CM 4"/10CM	HALTED	3 1	ROF	2 1	ANTI-TANK	2 12	FIRE-POWER	6 5+	NOTES	Limited 2, Slow Firing
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PANZERGRENNADIER PLATOON

BRIGADE ARMoured

BRIGADE ARMoured
PANZERGRENNADIER PLATOON

- 7x MG42 team with Panzerfaust
- 4x Sd Kfz 251 (MG) half-track (IG376)
- 5x MG42 team with Panzerfaust
- 3x Sd Kfz 251 (MG) half-track (IG376)

10 POINTS

7 POINTS

SPECIAL RULES

Limited 2: Each time this Unit Shoots, two Teams may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, two Teams may use a Panzerfaust.

Slow Firing: +1 To Hit for Moving ROF.

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G375

