

# 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
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### 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)



# WESPE

## SS ARTILLERY BATTERY



MOTIVATION

**FEARLESS 3+**

*SP Gun*  
**Counterattack** 5+  
*Protected Ammo*  
**Remount** 2+

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	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
Wespe (10.5cm)	72"/180CM	ARTILLERY		3	3+	Forward Firing, Smoke Bombardment Brutal, Forward Firing, Slow Firing, Smoke
or Direct Fire	24"/60CM	1	1	9	2+	
Wespe (MG)	16"/40CM	3	2	2	6	



# WESPE

## SS ARTILLERY BATTERY



### WESPE SS ARTILLERY BATTERY

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

**14 POINTS**  
**7 POINTS**

### 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.

L G230



# SD KFZ 250

## SS SCOUT TROOP



MOTIVATION

**FEARLESS 3+**

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

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



# SD KFZ 250

## SS SCOUT TROOP



### SD KFZ 250 SS SCOUT TROOP

2x Sd Kfz 250/9 (2cm)  
1x Sd Kfz 250 (MG)

**2 POINTS**

### 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.

L G223





# PANTHER (LATE)

BRIGADE TANK COMPANY HQ



MOTIVATION

**RELUCTANT 5+**

*Third Reich  
Last Stand*

SKILL

**TRAINED 4+**

• TANK FORMATION •  
• 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)

40"/100CM

ROF

2

HALTED

1

MOVING

4

ANTI-TANK

14

FIRE-POWER

3+

NOTES

6



# HUMMEL

SS ARTILLERY BATTERY



MOTIVATION

**FEARLESS 3+**

*SP Gun  
Counterattack*

SKILL

**VETERAN 3+**

*SP Gun  
Assault*

5+



• TANK UNIT • STORMTROOPERS •

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT 2**

**SIDE & REAR 1**

**TOP 0**

TACTICAL

10"/25CM

TERRAIN DASH

14"/35CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

Hummel (15cm)  
or Direct Fire

80"/200CM

ROF

1

HALTED

-

MOVING

11

ANTI-TANK

3

FIRE-POWER

2+

NOTES

Forward Firing  
Brutal, Forward Firing



# PANTHER (LATE)

BRIGADE TANK COMPANY HQ



PANTHER (LATE)  
BRIGADE TANK COMPANY HQ

13 POINTS

7 POINTS

SPECIAL RULES

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

BULGE  
PANTHER (LATE)  
BRIGADE TANK COMPANY

FORMATION CONTAINS:

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

LG353



# HUMMEL

SS ARTILLERY BATTERY



HUMMEL  
SS ARTILLERY BATTERY

18 POINTS

9 POINTS

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)

16"/40cm

3

2

2

6



## PANTHER (LATE)



### BRIGADE TANK PLATOON

MOTIVATION

**RELUCTANT 5+**

Third Reich  
Last Stand

4+

SKILL

**TRAINED 4+**



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)

16"/40cm

4

4

2

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.

G356



## 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.

G354



# TRIPLE 15MM FLAK PLATOON

MOTIVATION

**RELUCTANT 5+**

SP Gun  
Counterattack  
Third Reich  
Last Stand

**4+**

**SKILL**

**TRAINED 4+**

SP Gun  
Assault

• 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+

WEAPON

Sd Kfz 251 (Triple 15mm)

RANGE

20"/50CM

HALTED

5

MOVING

3

ANTI-TANK

5

FIRE-POWER

5+

NOTES

Dedicated AA

# 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 BRIGADE AA TANK PLATOON

MOTIVATION

**RELUCTANT 5+**

SP Gun  
Counterattack  
Third Reich  
Last Stand

**4+**

**SKILL**

**TRAINED 4+**

SP Gun  
Assault

• TANK UNIT • STORMTROOPERS •



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+

WEAPON

Wirbelwind (Quad 2cm)

RANGE

20"/50CM

HALTED

5

MOVING

3

ANTI-TANK

5

FIRE-POWER

5+

NOTES

Dedicated AA

# WIRBELWIND BRIGADE AA TANK PLATOON



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 ARMoured PANZERGRENADEIER 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

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

MP40 SMG team  
or Panzerfaust anti-tank

RANGE

4"/10CM

HALTED

MOVING

1

1

12

5+

Limited 1, Slow Firing

ROF

3

3

1

6

Pinned ROF 1

NOTES

# BRIGADE ARMoured 7.5CM GUN PLATOON

MOTIVATION

**RELUCTANT 5+**  
SP Gun  
Counterattack

SKILL

**TRAINED 4+**  
Third Reich  
Last Stand

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+

WEAPON

Sd Kfz 251 (7.5cm)  
Sd Kfz 251 (MG)

RANGE

24"/60CM

HALTED

MOVING

2

1

9

3+

Forward Firing, HEAT

NOTES

# BRIGADE ARMoured PANZERGRENADEIER COMPANY HQ



BRIGADE ARMoured  
PANZERGRENADEIER COMPANY HQ

2x MP40 SMG team with Panzerfaust  
1x Sd Kfz 251 (MG)  
half-track (IG376)

4 POINTS

## SPECIAL RULES

See Brigade Armoured Panzergranadier  
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.

## BRIGADE ARMoured PANZERGRENADEIER COMPANY

FORMATION CONTAINS:

1 Brigade Armoured  
Panzergranadier Company HQ (IG374)

1-2 Brigade Armoured  
Panzergranadier 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  
12cm Mortar Platoon (IG371)

0-1 Brigade Armoured  
Flame-thrower Platoon (IG373)

0-2 Brigade  
Panzer IV/70 Tank-hunter Platoon (IG355)

# BRIGADE ARMoured 7.5CM GUN PLATOON



BRIGADE ARMoured  
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

IG374



# SD KFZ 251 HALF-TRACK

## BRIGADE TRANSPORT

MOTIVATION

**RELUCTANT 5+**

**MOUNTED ASSAULT**

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

IS HIT ON  
**AGGRESSIVE 3+**

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.

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+

WEAPON

Sd Kfz 251 (MGs)

RANGE

16"/40CM

HALTED

4

MOVING

4

ANTI-TANK

2

FIRE-POWER

6

NOTES

Self-defence AA

# PANZERGRENADEIER PLATOON

## BRIGADE ARMoured

MOTIVATION

**RELUCTANT 5+**

Third Reich  
Last Stand  
**4+**

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

WEAPON

MG42 team  
or Panzerfaust anti-tank

RANGE

16"/40CM

HALTED

3

MOVING

2

ANTI-TANK

2

FIRE-POWER

6

NOTES

Limited 2, Slow Firing

# PANZERGRENADEIER PLATOON

## BRIGADE ARMoured



BRIGADE ARMoured  
PANZERGRENADEIER 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.

IG375

IG376

