

# 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  
Remount

## SKILL

**VETERAN 3+**SP Gun  
Assault

• 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

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

SS

# WESPE

## SS ARTILLERY BATTERY

SS

### 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.

G230

SS

# SD KFZ 250

## SS SCOUT TROOP

SS

## MOTIVATION

**FEARLESS 3+**

**5+** Scout  
Counterattack  
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

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

SS

# SD KFZ 250

## SS SCOUT TROOP

SS

### 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.

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-POWER	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)



# 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-POWER	NOTES
Hummel (15cm) <i>or</i> Direct Fire	80"/200CM	ARTILLERY	3	2+	Forward Firing
Hummel (MG)	16"/40CM	1	-	11	AUTO Brutal, Forward Firing
	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.



BRIGADE ASSAULT GUN PLATOON

# STUG



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



# 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



BRIGADE ASSAULT GUN PLATOON

# STUG



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.



BRIGADE ASSAULT GUN PLATOON

3x Stug (7.5cm)

10 POINTS



# PANTHER (LATE)

BRIGADE TANK PLATOON



SPECIAL RULES

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



BRIGADE TANK PLATOON

3x Panther (late) (7.5cm)

20 POINTS

# TRIPLE 15MM FLAK PLATOON

MOTIVATION

**RELUCTANT 5+**

SP Gun  
Counterattack  
Third Reach  
Last Stand  
**4+**

SKILL  
**TRAINED 4+**  
SP Gun  
Assault  
**6**



• 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	10"/25CM	16"/40CM	28"/70CM	3+

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
Sd Kfz 251 (Triple 15mm)	20"/50CM	5	3	5	5+	Dedicated AA	

# TRIPLE 15MM FLAK PLATOON

BRIGADE ARMoured

## 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

MOTIVATION

**RELUCTANT 5+**

SP Gun  
Counterattack  
Third Reach  
Last Stand  
**4+**

SKILL  
**TRAINED 4+**  
SP Gun  
Assault  
**6**



• TANK UNIT • STORMTROOPERS •

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

FRONT **3**

SIDE & REAR **2**

TOP **0**

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

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
Wirbelwind (Quad 2cm)	20"/50CM	5	3	5	5+	Dedicated AA	

# WIRBELWIND

BRIGADE AA TANK PLATOON

## 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



**3+**

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

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	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

SIDE & REAR

TOP

**1**

**1**

**0**

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

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	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.

**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 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 Counter attack

6

Transport Remount

5+

SKILL

**TRAINED 4+**

MOUNTED ASSAULT

1 OR 2 PASSENGERS

4+

Transport Assault

6

5+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0



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

TACTICAL 10"/25CM TERRAIN DASH 10"/25CM GROSS 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

# 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

# PANZERGRENADIER PLATOON

BRIGADE ARMoured

MOTIVATION

**RELUCTANT 5+**

Third Reich Last Stand

4+

**TRAINED 4+**



IS HIT ON

**AGGRESSIVE 3+**

SAVE

Infantry 3+

• INFANTRY UNIT • STORMTROOPERS •

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

WEAPON	MG42 team or Panzerfaust anti-tank	RANGE	16"/40CM	4"/10CM	3	1	2	2	6	5+	Notes	Limited 2, Slow Firing
					HALTED	MOVING	ANTI-TANK	FIRE-POWER				

# PANZERGRENADIER PLATOON

BRIGADE ARMoured

BRIGADE ARMoured PANZERGRENADIER 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

