

France Jean-Michel Parant

Bulge: German

Brigade Armoured Assault Company			German	LG367	41
Brigade Armoured Assault Company HQ	LG367	4			
2x StG44 assault rifle team with Panzerfaust					
1x Sd Kfz 251 (MG) half-track (LG376)	4				
Brigade Armoured Assault Platoon	LG368	7			
5x StG44 assault rifle team with Panzerfaust					
3x Sd Kfz 251 (MG) half-track	7				
Brigade Armoured Triple 15mm FlaK Platoon	LG370	5			
6x Sd Kfz 251 (Triple 15mm)	5				
Brigade Armoured 8cm Mortar Section	LG377	2			
2x Sd Kfz 251 (8cm)	2				
Brigade Armoured 7.5cm Gun Platoon	LG372	3			
4x Sd Kfz 251 (7.5cm)	3				
Brigade Armoured Flame-thrower Platoon	LG373	5			
4x Sd Kfz 251 (Flame)	5				
Brigade Panzer IV/70 Tank-hunter Platoon	LG355	15			
3x Panzer IV/70 (7.5cm)	15				
Ardennes Armoured SS Panzergrenadier Company			German	LG436	61
Ardennes Armoured SS Panzergrenadier Company HQ	LG436	5			
2x MP40 SMG team with Panzerfaust					
1x Sd Kfz 251 (MG) half-track (LG438)	5				
Ardennes Armoured SS Panzergrenadier Platoon	LG437	13			
7x MG42 team with Panzerfaust					
4x Sd Kfz 251 (MG) half-track (LG438)	13				
• Replace one Sd Kfz 251 (MG) with a Sd Kfz 251 (2cm) half-track at no cost.					
Tiger II SS Tank Platoon	LG427	31			
2x Tiger II (8.8cm)	31				
Armoured 8cm SS Mortar Section	LG203	4			
4x Sd Kfz 251 (8cm)	4				
Armoured 7.5cm SS Gun Platoon	LG204	8			
6x Sd Kfz 251 (7.5cm)	8				
Support			German		3
Sd Kfz 250 Scout Troop	LG179	3			
2x Sd Kfz 250/9 (2cm)					
1x Sd Kfz 250 (MG)	3				
Bulge: German			Unit Count: 13		Total Points : 105

Card List:

LG179 Sd Kfz 250 Scout Troop
 LG203 Armoured 8cm SS Mortar Section
 LG204 Armoured 7.5cm SS Gun Platoon
 LG355 Brigade Panzer IV/70 Tank-hunter Platoon
 LG367 Brigade Armoured Assault Company HQ
 LG368 Brigade Armoured Assault Platoon
 LG370 Brigade Armoured Triple 15mm FlaK Platoon
 LG372 Brigade Armoured 7.5cm Gun Platoon
 LG373 Brigade Armoured Flame-thrower Platoon
 LG376 Brigade Sd Kfz 251 Half-track
 LG377 Brigade Armoured 8cm Mortar Section
 LG427 Tiger II SS Tank Platoon
 LG436 Ardennes Armoured SS Panzergrenadier Company HQ
 LG437 Ardennes Armoured SS Panzergrenadier Platoon
 LG438 Ardennes Armoured Sd Kfz 251 SS Half-track

Pick List:

7 MG42 team with Panzerfaust
 2 MP40 SMG team with Panzerfaust
 3 Panzer IV/70 (7.5cm)
 1 Sd Kfz 250 (MG)
 2 Sd Kfz 250/9 (2cm)
 1 Sd Kfz 251 (2cm) half-track
 10 Sd Kfz 251 (7.5cm)
 6 Sd Kfz 251 (8cm)
 4 Sd Kfz 251 (Flame)
 8 Sd Kfz 251 (MG) half-track
 6 Sd Kfz 251 (Triple 15mm)
 7 StG44 assault rifle team with Panzerfaust
 2 Tiger II (8.8cm)



ARMoured 8CM SS MORTAR SECTION



MOTIVATION

FEARLESS 3+

SP Gun
Counterattack
5+

SKILL

VETERAN 3+

SP Gun
Assault
5+

• 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 (8cm)

40"/100CM

ARTILLERY

1

4+

Forward Firing,
Smoke Bombardment

Sd Kfz 251 (MG)

16"/40CM

3

3

2

6

NOTES



SD Kfz 250 SCOUT TROOP



MOTIVATION

RELUCTANT 5+

Scout
Counterattack
6

Determined
Remount
4+

SKILL

VETERAN 3+

Scout
Assault
4+

• TANK UNIT • SCOUT •
• SPEARHEAD • STORMTROOPERS •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

32"/80CM

CROSS

4+

WEAPON

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



ARMoured 8CM SS MORTAR SECTION



SPECIAL RULES

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

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.

ARMoured
8CM SS MORTAR SECTION

4x Sd Kfz 251 (8cm)

2x Sd Kfz 251 (8cm)

4 POINTS

2 POINTS



SD Kfz 250 SCOUT TROOP



SD Kfz 250
SCOUT TROOP

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

3 POINTS

SPECIAL RULES

Scout: Team can remain Gone to Ground while moving.

Self-defence AA: Weapon can fire 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.



PANZER IV/70

BRIGADE TANK-HUNTER PLATOON



MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack

6

Third Reich
Last Stand

4+

SKILL

TRAINED 4+

SP Gun
Assault

5+



• TANK UNIT • BAZOOKA SKIRTS •
STORMTROOPERS •

IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 9

SIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

5+

WEAPON

Panzer IV/70 (7.5cm)

40"/100CM

2

1

14

3+

Forward Firing

3

3

2

6

Forward Firing

NOTES

Panzer IV/70 (MG)

16"/40CM

3

3

3

2

6

Forward Firing



7.5CM SS GUN PLATOON



• 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)

24"/60CM

2

1

9

3+

Forward Firing, HEAT

3

3

2

6

Forward Firing

NOTES

Sd Kfz 251 (MG)

16"/40CM

3

3

3

2

6

Forward Firing



PANZER IV/70

BRIGADE TANK-HUNTER PLATOON



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.

PANZER IV/70 BRIGADE TANK-HUNTER PLATOON

3x Panzer IV/70 (7.5cm)

15 POINTS

2x Panzer IV/70 (7.5cm)

10 POINTS



7.5CM SS GUN PLATOON



7.5CM SS GUN PLATOON

6x Sd Kfz 251 (7.5cm)

8 POINTS

4x Sd Kfz 251 (7.5cm)

5 POINTS

2x Sd Kfz 251 (7.5cm)

3 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.

BRIGADE ARMoured ASSAULT PLATOON

MOTIVATION

RELUCTANT 5+
Third Reich
Last Stand

SKILL

TRAINED 4+



• INFANTRY UNIT • STORMTROOPERS •

IS HIT ON

AGGRESSIVE 3+

SAVE

3+

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

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
StG44 assault rifle team or Panzerfaust anti-tank	8"/20CM	3	1	6	Pinned ROF 1
	4"/10CM	1	12	5+	Limited 2, Slow Firing

BRIGADE ARMoured ASSAULT PLATOON



BRIGADE ARMoured ASSAULT PLATOON

7x StG44 assault rifle team with Panzerfaust

4x Sd Kfz 251 (MG) half-track (IG376)

5x StG44 assault rifle 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.

Pinned ROF 1: Reduce ROF to 1 when Pinned Down.

Slow Firing: +1 To Hit for Moving ROF.

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

BRIGADE ARMoured ASSAULT 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	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
StG44 assault rifle team or Panzerfaust anti-tank	8"/20CM	3	1	6	Pinned ROF 1
	4"/10CM	1	12	5+	Limited 1, Slow Firing

BRIGADE ARMoured ASSAULT COMPANY HQ



BRIGADE ARMoured ASSAULT COMPANY HQ

2x StG44 assault rifle team with Panzerfaust

1x Sd Kfz 251 (MG) half-track (IG376)

4 POINTS

SPECIAL RULES

See Brigade Armoured Assault Platoon (IG367).

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 ASSAULT COMPANY

FORMATION CONTAINS:

- 1 Brigade Armoured Assault Company HQ (IG367)
- 1-2 Brigade Armoured Assault Platoon (IG368)
- 1-3 Brigade Triple 15mm Flak Platoon (IG370) or Brigade 2cm Flak Platoon (IG369)
- 0-1 Brigade Armoured 8cm Mortar Section (IG377)
- 0-1 Brigade 12cm Mortar Platoon (IG371)
- 0-1 Brigade Armoured 7.5cm Gun Platoon (IG372)
- 0-1 Brigade Armoured Flame-thrower Platoon (IG373)
- 0-2 Brigade Panzer IV/70 Tank-hunter Platoon (IG355)

BRIGADE ARMoured 7.5cm GUN PLATOON

MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack

6

Third Reich
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

10"/25cm

TERRAIN DASH

10"/25cm

CROSS COUNTRY DASH

16"/40cm

ROAD DASH

28"/70cm

CROSS

3+

WEAPON

Sd Kfz 251 (7.5cm)

RANGE

2

ROF

1

MOVING

9

TANK

3+

FIRE-
POWER

Forward Firing, HEAT

Sd Kfz 251 (MG)

RANGE

3

3

2

6

Forward Firing

NOTES

Forward Firing, HEAT

BRIGADE ARMoured TRIPLE 15MM FLAK PLATOON

MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack

6

Third Reich
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

10"/25cm

TERRAIN DASH

10"/25cm

CROSS COUNTRY DASH

16"/40cm

ROAD DASH

28"/70cm

CROSS

3+

WEAPON

Sd Kfz 251 (Triple 15mm)

RANGE

5

ROF

3

MOVING

5

TANK

5+

FIRE-
POWER

Dedicated AA

NOTES

Dedicated AA

BRIGADE ARMoured 7.5cm GUN PLATOON



BRIGADE ARMoured
7.5cm GUN PLATOON

4x Sd Kfz 251 (7.5cm)

3 POINTS

2x Sd Kfz 251 (7.5cm)

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.

BRIGADE ARMoured TRIPLE 15MM FLAK PLATOON



BRIGADE ARMoured
TRIPLE 15MM FLAK PLATOON

6x Sd Kfz 251 (Triple 15mm)

5 POINTS

3x Sd Kfz 251 (Triple 15mm)

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

G372

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



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 (MG)

RANGE
16"/40CM

HALTED
4

MOVING
4

ANTI-TANK
2

FIRE-POWER
6

NOTES
Self-defence AA

FLAME-THROWER PLATOON

MOTIVATION
RELUCTANT 5+

Flame Tank Counterattack
6

Third Reich Last Stand
4+

- TANK UNIT • FLAME TANK •
- STORMTROOPERS •

IS HIT ON
AGGRESSIVE 3+

SKILL
TRAINED 4+

Flame Tank Assault
6



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 (Flame)

RANGE
4"/10CM

HALTED
4

MOVING
4

ANTI-TANK
2

FIRE-POWER
AUTO

NOTES
Flame-thrower

Sd Kfz 251 (Flame) (MG)
16"/40CM

3

3

2

6

Forward Firing

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

FLAME-THROWER PLATOON

BRIGADE ARMoured FLAME-THROWER PLATOON

6x Sd Kfz 251 (Flame)

7 POINTS

4x Sd Kfz 251 (Flame)

5 POINTS

2x Sd Kfz 251 (Flame)

2 POINTS

SPECIAL RULES

Flame Tank: Team cannot Charge into Contact.

Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.

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.

G373

SS

TIGER II
SS TANK PLATOON

SS

MOTIVATION

SS TIGER 2+

• TANK UNIT • STORMTROOPERS •

IS HIT ON

AGGRESSIVE 3+

SKILL

TRAINED 4+



ARMOUR

FRONT 16

SIDE & REAR 8

TOP 2

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

3+

WEAPON

Tiger II (8.8cm)

RANGE

48"/120CM

HALTED

2

MOVING

1

ANTI-TANK

17

FIRE-POWER

3+

NOTES

Tiger II (MGs)

16"/40CM

4

4

2

6

++

BRIGADE ARMoured
8CM MORTAR SECTION

++

MOTIVATION

RELUCTANT 5+

SP Gun

Counterattack

6

Third Reich

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

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

Sd Kfz 251 (8cm)

RANGE

40"/100CM

HALTED

3

MOVING

3

ANTI-TANK

1

FIRE-POWER

4+

NOTES

Forward Firing, Smoke Bombardment

Sd Kfz 251 (MG)

16"/40CM

3

3

2

6

SS

TIGER II
SS TANK PLATOON

SS

SPECIAL RULES

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

TIGER II
SS TANK PLATOON

62 POINTS

47 POINTS

31 POINTS

4x Tiger II (8.8cm)

3x Tiger II (8.8cm)

2x Tiger II (8.8cm)

L 6427

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BRIGADE ARMoured
8CM MORTAR SECTION

++

BRIGADE ARMoured
8CM MORTAR SECTIONBRIGADE ARMoured
8CM MORTAR SECTION

2x Sd Kfz 251 (8cm)

2 POINTS

SPECIAL RULES

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

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 6377

SS PANZERGRENADEIER PLATOON

MOTIVATION

FEARLESS 3+

SKILL

TRAINED 4+
Waffen-SS Assault 3+

• INFANTRY UNIT • STORMTROOPERS •

IS HIT ON
AGGRESSIVE 3+

SAVE

3+
Infantry



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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
MG42 team or Panzerfaust anti-tank	16"/40CM 4"/10CM	3 1	2 1	2 12	6 5+	Limited 2, Slow Firing

SS PANZERGRENADEIER PLATOON



ARDENNES ARMoured SS PANZERGRENADEIER PLATOON

- 7x MG42 team with Panzerfaust
- 4x Sd Kfz 251 (MG) half-track (t6438)
- 5x MG42 team with Panzerfaust
- 3x Sd Kfz 251 (MG) half-track (t6438)

13 POINTS

10 POINTS

OPTIONS

- Replace one Sd Kfz 251 (MG) with a Sd Kfz 251 (2cm) half-track at no cost.

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.

L G437

SS PANZERGRENADEIER COMPANY HQ

MOTIVATION

FEARLESS 3+

SKILL

VETERAN 3+

• INFANTRY FORMATION • HQ TRANSPORT •
• OLD HAND • STORMTROOPERS •

IS HIT ON
AGGRESSIVE 3+

SAVE

3+
Infantry



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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
MP40 SMG team or Panzerfaust anti-tank	4"/10CM 4"/10CM	3 1	3 1	1 12	6 5+	Pinned ROF 1 Limited 1, Slow Firing

SS PANZERGRENADEIER COMPANY HQ



- 2x MP40 SMG team with Panzerfaust
- 1x Sd Kfz 251 (MG) Half-track (t6438)

5 POINTS

SPECIAL RULES

See Armoured SS Panzer Grenadier Platoon (t6437).
HQ Transport: Sd Kfz 251 half-track is part of HQ Unit.

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.

Old Hand: Unit Leaders within 6"/15cm of this Commander have Tactics 3+.

Pinned ROF 1: Reduce ROF to 1 when Pinned Down.

ARDENNES ARMoured SS PANZERGRENADEIER COMPANY

FORMATION CONTAINS:

- 1 Ardennes Armoured SS Panzer Grenadier Company HQ (t6436)
- 1-2 Ardennes Armoured SS Pz Gren. Plt. (t6437)
- 1 Ardennes Armoured SS Pz Gren. Plt. (t6437) or Ardennes SS Panzer Grenadier Platoon (t6442) or Tiger II SS Tank Platoon (t6427) or Panther (Late) SS Tank Platoon (t6429) or Panther IV SS Tank Platoon (t6196) or Panzer IV/70 SS Tank-hunter Plt (t6432)
- 0-1 Ardennes Armoured sMG42
- 0-1 SS Machine-gun Platoon (t6439)
- 0-1 Armoured 8cm SS Mortar Section (t6203)
- 0-1 Armoured 7.5cm SS Gun Platoon (t6204)
- 0-1 7.5cm SS Tank-hunter Platoon (t6215)
- 0-1 Wirbelwind SS AA Tank Platoon (t6434) or Ostwind SS AA Tank Platoon (t6435)

L G436



SD KFZ 251

ARDENNES SS TRANSPORT



MOTIVATION

FEARLESS 3+

MOUNTED ASSAULT 3+

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

IS HIT ON
AGGRESSIVE 3+

Transport Counterattack 5+
Transport Remount 4+

SKILL
TRAINED 4+
Transport Assault 5+

MOUNTED ASSAULT 1 OR 2
PASSENGERS 4+ 3+



ARMOUR
FRONT 1
SLIDE & 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)

Sd Kfz 251 (2cm)

Sd Kfz 251 (2cm) (MG)

RANGE

16"/40CM

20"/50CM

16"/40CM

HALTED

4

MOVING

4

ANTI-TANK

2

FIRE-POWER

6

NOTES

Self-defence AA

Self-defence AA

Self-defence AA



SD KFZ 251

ARDENNES SS TRANSPORT



SPECIAL RULES

SD KFZ 251 HALF-TRACK
SS TRANSPORT



Mounted Assault: Team has Assault 4+ and Counterattack 3+ with one Passenger and Assault 3+ and Counterattack 3+ 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.