

## 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)



# ARMOURD 8CM SS MORTAR SECTION



MOTIVATION

**FEARLESS 3+**  
SP Gun Counterattack

SKILL

**VETERAN 3+**  
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	RANGE	HALTED	ROF	ANTI-TANK	FIRE-POWER	NOTES	Sd Kfz 251 (8cm)	40"/100CM	ARTILLERY	1	4+
							Sd Kfz 251 (MG)	16"/40CM	3	3	2



# ARMOURD 8CM SS MORTAR SECTION



ARMOURD 8CM SS MORTAR SECTION

4x Sd Kfz 251 (8cm)  
2x Sd Kfz 251 (8cm)

**4 POINTS**  
**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.

G203



# SD Kfz 250 SCOUT TROOP



MOTIVATION

**RELUCTANT 5+**  
Scout Counterattack

SKILL

**VETERAN 3+**  
Scout Assault

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



# 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.

G179



# II II PANZER IV/70 BRIGADE TANK-HUNTER PLATOON

MOTIVATION  
**RELUCTANT 5+**

SKILL  
**TRAINED 4+**  
SP Gun  
Counterattack  
Third Reich  
Last Stand

IS HIT ON  
**AGGRESSIVE 3+**



• TANK UNIT • BAZOOKA SKIRTS • STORMTROOPERS •

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		RANGE		ROF		ANTI-TANK POWER		NOTES	
Panzer IV/70 (7.5cm)		40"/100CM		2	1	14	3+	Forward Firing	
Panzer IV/70 (MG)		16"/40CM		3	3	2	6	Forward Firing	

# II II PANZER IV/70 BRIGADE TANK-HUNTER PLATOON

ARMOUR

FRONT 9  
SIDE & REAR 4  
TOP 1

ARMOUR

FRONT 1  
SIDE & REAR 1  
TOP 0

IS HIT ON  
**AGGRESSIVE 3+**

**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.

G355

# SS ARMOURED 7.5CM SS GUN PLATOON

MOTIVATION  
**FEARLESS 3+**

SKILL  
**TRAINED 4+**  
SP Gun  
Assault

IS HIT ON  
**AGGRESSIVE 3+**



• TANK UNIT • STORMTROOPERS •

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

# SS ARMOURED 7.5CM SS GUN PLATOON

ARMOUR

FRONT 1  
SIDE & REAR 1  
TOP 0

IS HIT ON  
**AGGRESSIVE 3+**

**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.

G204



# BRIGADE ARMoured ASSAULT PLATOON

• INFANTRY UNIT • STORMTROOPERS •

**MOTIVATION**  
**RELUCTANT 5+**  
*Third Reich  
Last Stand*

**4+**

**SKILL**  
**TRAINED 4+**



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

# BRIGADE ARMoured ASSAULT COMPANY HQ

• INFANTRY FORMATION • HQ TRANSPORT •  
• STORMTROOPERS •

**MOTIVATION**  
**RELUCTANT 5+**  
*Third Reich  
Last Stand*

**4+**

**SKILL**  
**TRAINED 4+**



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

# BRIGADE ARMoured ASSAULT PLATOON

**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 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**

# 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)

**IG367**

**IG368**



# 7.5CM GUN PLATOON

MOTIVATION

**RELUCTANT 5+**

SP Gun  
Counterattack  
Third Reach  
Last Stand

4+

**TRAINED 4+**

SP Gun  
Assault



IS HIT ON

**AGGRESSIVE 3+**

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

• TANK UNIT • STORMTROOPERS •

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

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

# 7.5CM GUN PLATOON

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

• TANK UNIT • STORMTROOPERS •

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

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

# TRIPLE 15MM FLAK PLATOON

MOTIVATION

**RELUCTANT 5+**

SP Gun  
Counterattack  
Third Reach  
Last Stand

4+

**TRAINED 4+**

SP Gun  
Assault



IS HIT ON

**AGGRESSIVE 3+**

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

• TANK UNIT • STORMTROOPERS •

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

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

# TRIPLE 15MM FLAK PLATOON

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

• TANK UNIT • STORMTROOPERS •

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

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

## 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.

G372

# TRIPLE 15MM FLAK PLATOON

IS HIT ON

**AGGRESSIVE 3+**

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

• TANK UNIT • STORMTROOPERS •

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

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

## 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



# SD KFZ 251 HALF-TRACK

BRIGADE TRANSPORT

MOTIVATION  
**RELUCTANT 5+**

SKILL  
**TRAINED 4+**

Transport  
**Counterattack 6**

Transport  
**Remount 5+**

SKILL  
**TRAINED 4+**

Transport  
**Assault 6**



- TRANSPORT ATTACHMENT •
- PASSENGERS 3 - UNIT TRANSPORT •
- MOUNTED ASSAULT •
- 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 (MGs)	RANGE	16"/40CM	HALTED	4	ROF	4	ANTI-TANK	2	FIRE-POWER	6	NOTES	Self-defence AA
--------	------------------	-------	----------	--------	---	-----	---	-----------	---	------------	---	-------	-----------------

# FLAME-THROWER PLATOON

MOTIVATION  
**RELUCTANT 5+**

SKILL  
**TRAINED 4+**

Flame Tank  
**Counterattack 6**

Third Reich  
**Last Stand 4+**

Flame Tank  
**Assault 6**



- TANK UNIT • FLAME TANK •
- 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 (Flame) (Flame-throwers)	RANGE	4"/10CM	HALTED	4	ROF	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  
BRIGADE 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)
- 4x Sd Kfz 251 (Flame)
- 2x Sd Kfz 251 (Flame)

7 POINTS

5 POINTS

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+

SKILL

TRAINED 4+

• TANK UNIT • STORMTROOPERS •



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 16

SIDE &amp; 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 POWER

17

FIRE POWER

3+

NOTES

Tiger II (MGs)

HALTED

4

MOVING

4

ANTI-TANK POWER

4

FIRE POWER

2

NOTES

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

4x Tiger II (8.8cm)

3x Tiger II (8.8cm)

2x Tiger II (8.8cm)

62 POINTS

47 POINTS

31 POINTS

G427

SS

## 8CM MORTAR SECTION

SS

MOTIVATION

RELUCTANT 5+

SP GUN  
CounterattackLast Reach  
Last Stand

4+

SKILL

TRAINED 4+

SP GUN  
Assault

6



• TANK UNIT • STORMTROOPERS •

IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 1

SIDE &amp; 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 POWER

1

FIRE POWER

4+

NOTES

Forward Firing, Smoke Bombardment

Sd Kfz 251 (MG)

RANGE

16"/40cm

HALTED

3

MOVING

3

ANTI-TANK POWER

2

FIRE POWER

6

SS

## 8CM MORTAR SECTION

SS

BRIGADE ARMOURED

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.

G377



# SS PANZERGRENADIER PLATOON

MOTIVATION  
**FEARLESS 3+**

SKILL  
**TRAINED 4+**  
Waffen-SS Assault



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	HALTED	3	ROF MOVING	2	ANTI-TANK	2	FIRE-POWER	6	NOTES	Limited 2, Slow Firing
--------	---------------------------------------	-------	---------------------	--------	---	------------	---	-----------	---	------------	---	-------	------------------------

G437

# SS PANZERGRENADIER PLATOON

ARDENNES ARMoured  
SS PANZERGRENADIER PLATOON

- 7x MG42 team with Panzerfaust
- 4x Sd Kfz 251 (MG) half-track (I6438)
- 5x MG42 team with Panzerfaust
- 3x Sd Kfz 251 (MG) half-track (I6438)

**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.

G437

# SS PANZERGRENADIER COMPANY HQ

MOTIVATION  
**FEARLESS 3+**

SKILL  
**VETERAN 3+**



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

IS HIT ON  
**AGGRESSIVE 3+**

SAVE  
Infantry **3+**

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

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

G436

# SS PANZERGRENADIER COMPANY HQ

ARDENNES ARMoured  
SS PANZERGRENADIER COMPANY

- 2x MP40 SMG team with Panzerfaust
- 1x Sd Kfz 251 (MG) Half-track (I6438)

**5 POINTS**

**SPECIAL RULES**

See Armoured SS Panzer Grenadier Platoon (I6437).  
**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.

**BUUGE  
ARDENNES ARMoured  
SS PANZERGRENADIER COMPANY**

- FORMATION CONTAINS:**
- 1 Ardennes Armoured SS Panzer Grenadier Company HQ (I6436)
  - 1-2 Ardennes Armoured SS Pz Gren. Plt (I6437)
  - 1 Ardennes Armoured SS Panzer Grenadier Platoon (I6442)
  - or Tiger II SS Tank Platoon (I6427)
  - or Panther (Late) SS Tank Platoon (I6429)
  - or Panther IV SS Tank Platoon (I6196)
  - or Panzer IV/70 SS Tank-hunter Plt (I6432)
  - 0-1 Ardennes Armoured sMG42
  - 0-1 SS Machine-gun Platoon (I6439)
  - 0-1 Armoured 8cm SS Mortar Section (I6203)
  - 0-1 Armoured 7.5cm SS Gun Platoon (I6204)
  - 0-1 7.5cm SS Tank-hunter Platoon (I6215)
  - 0-1 Wirbelwind SS AA Tank Platoon (I6434)
  - or Ostwind SS AA Tank Platoon (I6435)

G436



SS

## SD KFZ 251

ARDENNES SS TRANSPORT

SS

MOTIVATION

**FEARLESS** 3+

MOUNTED ASSAULT

3+

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

IS HIT ON

**AGGRESSIVE** 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+

MOUNTED ASSAULT

1 OR 2 PASSENGERS

4+

3+

Transport Counterattack

Transport Remount

5+

4+

3+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

5+

4+

16"/40CM

20"/50CM

16"/40CM

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

3

28"/70CM

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

28"/70CM

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

28"/70CM

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

Self-defence AA

SD KFZ 251 HALF-TRACK  
SS TRANSPORT

SS

## SD KFZ 251

ARDENNES SS TRANSPORT

SS

## SPECIAL RULES

**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.

G438