

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

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)

RANGE

40"/100CM

HALTED

ARTILLERY

MOVING

3

ANTI-TANK

1

FIRE-POWER

4+

NOTES

Forward Firing,
Smoke Bombardment



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.



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)

RANGE

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

5

FIRE-POWER

5+

NOTES

Self-defence AA

Sd Kfz 250 & 250/9 (MG)

16"/40CM

3

3

2

6

Self-defence AA



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.

II II PANZER IV/70 BRIGADE TANK-HUNTER PLATOON

• TANK UNIT • BAZOOKA SKIRTS • STORMTROOPERS •



IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT	9
SIDE & REAR	4
TOP	1

MOTIVATION
RELUCTANT 5+

SP Gun
Counterattack 6
Third Reich
Last Stand
4+

SKILL
TRAINED 4+
SP Gun
Assault
5+

TACTICAL	10"/25CM	TERRAIN DASH	12"/30CM	CROSS COUNTRY DASH	16"/40CM	ROAD DASH	18"/45CM	CROSS	5+
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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

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)
2x Panzer IV/70 (7.5cm)
15 POINTS
10 POINTS

SS ARMOURED 7.5CM SS GUN PLATOON

• TANK UNIT • STORMTROOPERS •



IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT	1
SIDE & REAR	1
TOP	0

MOTIVATION
FEARLESS 3+

SP Gun
Counterattack 5+

SKILL
TRAINED 4+
SP Gun
Assault
5+

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

ARMOURED 7.5CM SS GUN PLATOON

6x Sd Kfz 251 (7.5cm)
4x Sd Kfz 251 (7.5cm)
2x Sd Kfz 251 (7.5cm)
8 POINTS
5 POINTS
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

• INFANTRY UNIT • STORMTROOPERS •

MOTIVATION
RELUCTANT 5+
Third Reich
Last Stand

4+

SKILL
TRAINED 4+



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
		HALTED	MOVING			
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
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
		HALTED	MOVING			
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 (LG376)
5x StG44 assault rifle team with Panzerfaust
3x Sd Kfz 251 (MG) half-track (LG376)

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 (LG376)

4 POINTS

SPECIAL RULES

See Brigade Armoured Assault Platoon (LG367).
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 (LG367)
- 1-2 Brigade Armoured Assault Platoon (LG368)
- 1-3 Brigade Triple 15mm Flak Platoon (LG370) or Brigade 2cm Flak Platoon (LG369)
- 0-1 Brigade Armoured 8cm Mortar Section (LG377)
- 0-1 Brigade 12cm Mortar Platoon (LG371)
- 0-1 Brigade Armoured 7.5cm Gun Platoon (LG372)
- 0-1 Brigade Armoured Flame-thrower Platoon (LG373)
- 0-2 Brigade Panzer IV/70 Tank-hunter Platoon (LG355)

LG367

LG368



7.5CM GUN PLATOON



MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack
Third Reach
Last Stand

4+

SKILL

TRAINED 4+

SP Gun
Assault

6



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

Sd Kfz 251 (MG)

16"/40CM

HALTED

MOVING

ANTI-TANK

FIRE-POWER

NOTES

2

1

9

3+

Forward Firing, HEAT

3

3

2

6

Forward Firing



7.5CM GUN PLATOON



BRIGADE ARMOURD
7.5CM GUN PLATOON

3 POINTS

4x Sd Kfz 251 (7.5cm)
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.

G372



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

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

MOVING

ANTI-TANK

FIRE-POWER

NOTES

5

3

5

5+

Dedicated AA



TRIPLE 15MM FLAK PLATOON



BRIGADE ARMOURD
TRIPLE 15MM FLAK PLATOON

5 POINTS

6x Sd Kfz 251 (Triple 15mm)
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+

MOUNTED ASSAULT
5+

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

IS HIT ON
AGGRESSIVE 3+

SKILL
TRAINED 4+

MOUNTED ASSAULT
Transport
5+
PASSENGERS
1 OR 2
4+



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	ANTI-TANK	FIRE POWER	NOTES
Sd Kfz 251 (MGs)	16"/40CM	4	4	2	6	Self-defence AA

FLAME-THROWER PLATOON

BRIGADE ARMoured

MOTIVATION
RELUCTANT 5+

Flame Tank Counterattack
6

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
Sd Kfz 251 (Flame) (Flame-throwers)	4"/10CM	4	4	2	AUTO	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

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+

TRAINED 4+

IS HIT ON

AGGRESSIVE 3+

SPECIAL RULES

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



• TANK UNIT • STORMTROOPERS •

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

4

ANTI-TANK POWER

17

FIRE POWER

3+

NOTES

Tiger II (MGs)

16"/40cm

4

4

2

6

II

8CM MORTAR SECTION

II

BRIGADE ARMOURED

• TANK UNIT • STORMTROOPERS •

IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0



MOTIVATION

RELUCTANT 5+

SP Gun

Counterattack

Last Stand

4+

SKILL

TRAINED 4+

SP Gun Assault

6

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

ROF

ARTILLERY

HALTED

3

MOVING

3

ANTI-TANK POWER

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

4x Tiger II (8.8cm)

3x Tiger II (8.8cm)

2x Tiger II (8.8cm)

TIGER II
SS TANK PLATOON

62 POINTS

47 POINTS

31 POINTS

SPECIAL RULES

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



II

8CM MORTAR SECTION

II

BRIGADE ARMOURED

BRIGADE 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

G427

SS PANZERGERENADIER 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
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WEAPON	MG42 team or Panzerfaust anti-tank	RANGE	16"/40CM 4"/10CM	HALTED	3	ROF MOVING	2	ANTI-TANK POWER	2	FIRE-POWER	6	NOTES	Limited 2, Slow Firing
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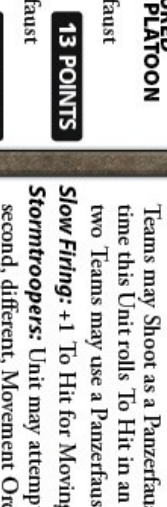
SS PANZERGERENADIER PLATOON

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
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WEAPON	MG42 team or Panzerfaust anti-tank	RANGE	16"/40CM 4"/10CM	HALTED	3	ROF MOVING	2	ANTI-TANK POWER	2	FIRE-POWER	6	NOTES	Limited 2, Slow Firing
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SS PANZERGERENADIER COMPANY HQ

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+

IS HIT ON
AGGRESSIVE 3+

SAVE
Infantry **3+**



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

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	GROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON	MP40 SMG team or Panzerfaust anti-tank	RANGE	4"/10CM 4"/10CM	HALTED	3	ROF MOVING	3	ANTI-TANK POWER	1	FIRE-POWER	6	NOTES	Pinned ROF 1 Limited 1, Slow Firing
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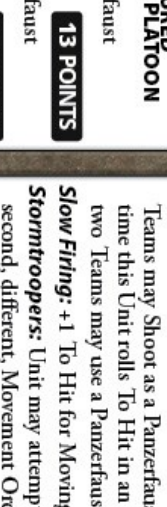
SS PANZERGERENADIER COMPANY HQ

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+

IS HIT ON
AGGRESSIVE 3+

SAVE
Infantry **3+**



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

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	GROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON	MP40 SMG team or Panzerfaust anti-tank	RANGE	4"/10CM 4"/10CM	HALTED	3	ROF MOVING	3	ANTI-TANK POWER	1	FIRE-POWER	6	NOTES	Pinned ROF 1 Limited 1, Slow Firing
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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.

SPECIAL RULES

ARDENNES ARMoured SS PANZERGERENADIER 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.

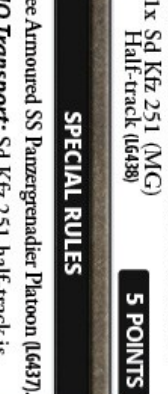
SS PANZERGERENADIER COMPANY HQ

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+

IS HIT ON
AGGRESSIVE 3+

SAVE
Infantry **3+**



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

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	GROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON	MP40 SMG team or Panzerfaust anti-tank	RANGE	4"/10CM 4"/10CM	HALTED	3	ROF MOVING	3	ANTI-TANK POWER	1	FIRE-POWER	6	NOTES	Pinned ROF 1 Limited 1, Slow Firing
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ARDENNES ARMoured SS PANZERGERENADIER COMPANY

- FORMATION CONTAINS:**
- 1 Ardennes Armoured SS Panzergerenadier Company HQ (I6436)
 - 1-2 Ardennes Armoured SS Pz-gren. Plt (I6437)
 - or Ardennes SS Panzergerenader Platoon (I6442)
 - or Tiger II SS Tank Platoon (I6427)
 - or Panther (Late) SS Tank Platoon (I6429)
 - or Panzer 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)

SPECIAL RULES

See Armoured SS Panzergerenader 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.

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**

SKILL
TRAINED 4+
Transport Assault

MOUNTED ASSAULT
1 OR 2 PASSENGERS
4+ 3+



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

Sd Kfz 251 (2cm)

RANGE

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

5

FIRE-POWER

5+

NOTES

Self-defence AA

Sd Kfz 251 (2cm) (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Self-defence AA

SS

SD KFZ 251

ARDENNES SS TRANSPORT

SS

SD KFZ 251 HALF-TRACK
SS TRANSPORT

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.

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