



# AFRIKA KORPS



## FORMATIONS

Your force must contain at least one formation.



## SUPPORT UNITS

See Other Side

M6001



# JU 87 STUKA

## DIVE BOMBER FLIGHT



• AIRCRAFT UNIT •

MOTIVATION

**CONFIDENT 4+**

SKILL

**VETERAN 3+**

IS HIT ON

**AIRCRAFT 5+**

SAVE

**3+**

Aircraft

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
500kg bombs	6"/15cm	ARTILLERY	4	2+	Bombs	



# MARDER (7.62CM)

• TANK UNIT • STORMTROOPERS •

**VETERAN 3+**  
Assault  
Open SP Gun

**CONFIDENT 4+**  
Last Stand  
Counterattack  
Open SP Gun



ARMOUR  
FRONT 2  
SIDE & REAR 1  
TOP 0

**CAREFUL 4+**  
IS HIT ON

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Marder (MG)	32"/80cm	2	1	3	2	Forward Firing
Marder (MG)	16"/40cm	3	3	6	3+	Forward Firing



# PANZER III

## TANK COMPANY HQ

• TANK FORMATION • STORMTROOPERS •

MOTIVATION

**CONFIDENT 4+**

Third Reich  
Last Stand  
Protected Ammo  
Remount

SKILL

**VETERAN 3+**



ARMOUR  
FRONT 5  
SIDE & REAR 3  
TOP 1

**CAREFUL 4+**  
IS HIT ON

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

WEAPON	RANGE	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer III (7.5cm)	24"/60cm	2	1	9	3+	HEAT
Panzer III (short 5cm)	24"/60cm	2	1	8	4+	
Panzer III (long 5cm)	28"/70cm	2	1	9	4+	
Panzer III (MGs)	16"/40cm	4	4	2	6	



# PANZER III

## TANK PLATOON



• TANK UNIT • STORMTROOPERS •

MOTIVATION

**CONFIDENT 4+**

Third Reich  
Last Stand  
Protected Ammo  
Remount

SKILL

**VETERAN 3+**



ARMOUR  
FRONT 5  
SIDE & REAR 3  
TOP 1

**CAREFUL 4+**  
IS HIT ON

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

WEAPON	RANGE	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer III (7.5cm)	24"/60cm	2	1	9	3+	HEAT
Panzer III (short 5cm)	24"/60cm	2	1	8	4+	
Panzer III (long 5cm)	28"/70cm	2	1	9	4+	
Panzer III (MGs)	16"/40cm	4	4	2	6	



## PANZER III

TANK PLATOON

AFRIKA

**PANZER III TANK PLATOON**

5x Panzer III (7.5cm) **40 POINTS**

4x Panzer III (7.5cm) **32 POINTS**

3x Panzer III (7.5cm) **24 POINTS**

5x Panzer III (short 5cm) **25 POINTS**

4x Panzer III (short 5cm) **20 POINTS**

3x Panzer III (short 5cm) **15 POINTS**

**OPTION**

• Replace any or all Panzer III (short 5cm) with Panzer III (long 5cm) for +2 points each.

**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.

**SPECIAL RULES**

## PANZER III

TANK COMPANY HQ

AFRIKA

**PANZER III TANK COMPANY HQ**

2x Panzer III (7.5cm) **16 POINTS**

1x Panzer III (7.5cm) **8 POINTS**

2x Panzer III (short 5cm) **10 POINTS**

1x Panzer III (short 5cm) **5 POINTS**

**OPTION**

• Replace any or all Panzer III (short 5cm) with Panzer III (long 5cm) for +2 points each.

**PANZER III TANK COMPANY FORMATION CONTAINS:**

1 Panzer III Tank Company HQ (MG101)

2-4 Panzer III Tank Platoon (MG104, MG105, or MG107)

0-1 Panzer II Light Tank Platoon (MG110)

You may replace one Panzer III Tank Platoon with a Panzer IV Tank Platoon (MB109)

**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.

**SPECIAL RULES**

## MARDER (7.62CM)

TANK-HUNTER PLATOON

AFRIKA

**MARDER (7.62cm) TANK-HUNTER PLATOON**

4x Marder (7.62cm) **16 POINTS**

3x Marder (7.62cm) **12 POINTS**

2x Marder (7.62cm) **8 POINTS**

**SPECIAL RULES**

**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.

## JU 87 STUKA

DIVE BOMBER FLIGHT

AFRIKA

**JU 87 STUKA DIVE BOMBER FLIGHT**

2x Ju 87 Stuka **9 POINTS**

**SPECIAL RULES**

**Bombs:** No penalty for having only 1 or 2 weapons firing. Only Teams from this Unit can Spot for it.

## AFRIKA KORPS

AFRIKA

**FORMATIONS**

See Other Side

**SUPPORT UNITS AVAILABLE TO YOUR FORCE**

0-1 Tiger Heavy Tank Platoon	MG111
0-1 Marder (7.62cm) Tank Hunter Platoon	MG118
0-2 Sd Kfz 221 & 222 Light Scout Troop, or Sd Kfz 231 Heavy Scout Troop	MG116
	MG117
0-1 10.5cm Artillery Battery, or 15cm (Sf) Lorraine Schlepper Artillery Battery	MG120
	MG119
0-1 10.5cm Artillery Battery	MG120
0-1 Panzer II OP Observation Post	MG121
0-1 8.8cm Heavy AA Platoon	MG122
0-1 Sd Kfz 10/4 Light AA Platoon	MG115
0-1 Ju 87 Stuka Dive Bomber Flight	MG123

**FORMATION SUPPORT**

You may field compulsory Combat Units from any Formations in the Force as Support Units.

**ALLIED SUPPORT**

You may field one compulsory Unit from an Italian Formation as Support and one Italian Formation as an Allied Formation.

**WILDCARD**

?







**TIGER**  
HEAVY TANK PLATOON

2x Tiger (8.8cm)  
1x Tiger (8.8cm)

**58 POINTS**  
**29 POINTS**

**TIGER**  
HEAVY TANK PLATOON

**Escort Tanks:** You may add one escort tank for each Tiger for +8 points each. These may be either:

- Panzer III (uparmoured) (MG105) or
- Panzer III (7.5cm) (MG104) tanks.

Ignore Bailed Out or Destroyed Panzer III tanks when determining if the Unit is In Good Spirits.

The combined Unit has Last Stand 2+.

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

**SPECIAL RULES**



**PANZER III (UPARMOURED)**  
TANK COMPANY HQ

**PANZER III (UPARMOURED)**  
TANK COMPANY HQ

2x Panzer III (uparmoured) **16 POINTS**  
1x Panzer III (uparmoured) **8 POINTS**

**SPECIAL RULES**

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

**PANZER III TANK COMPANY**  
LIGHT TANK FORMATION

**FORMATION CONTAINS:**

- 1 Panzer III Tank Company HQ (MG102)
- 2-4 Panzer III Tank platoon (MG104, MG105, or MG107)
- 0-1 Panzer II Light Tank platoon (MG110)

You may replace one Panzer III Tank Platoon with a Panzer IV Tank Platoon (MB109)

MG102

**SD KFZ 10/4**  
LIGHT AA PLATOON

**SD KFZ 10/4**  
LIGHT AA PLATOON

4x Sd Kfz 10/4 (2cm) **8 POINTS**  
3x Sd Kfz 10/4 (2cm) **6 POINTS**  
2x Sd Kfz 10/4 (2cm) **4 POINTS**

**SPECIAL RULES**

**Dedicated AA:** Use full ROF when firing at Aircraft.

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

**Unarmoured:** Team cannot Charge into Contact and must Break Off.

MG115

**SD KFZ 221 & 222**  
LIGHT SCOUT TROOP

**WEAPON**

Self-defence AA	5+	7	1	1	20"/50cm	Sd Kfz 221 (2.8cm)
Self-defence AA	6	3	3	3	16"/40cm	Sd Kfz 221 & 222 (MG)
Self-defence AA	5+	2	3	3	20"/50cm	Sd Kfz 222 (2cm)

**NOTES**

Forward Firing, No HE, Slow Firing

**TACTICAL**

10"/25cm	10"/25cm	16"/40cm	40"/100cm	4+
CROSS	ROAD DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS

**ARMOUR**

0	0	1
TOP	SIDE & REAR	FRONT

**CAREFUL 4+** IS HIT ON

**SKILL**

4+	3+	4+	6	5+
Assault Scout	VETERAN	Remount Determined	Counterattack Wheeled Scout	RELUCTANT

**MOTIVATION**

• TANK UNIT • SCOUT • SPEARHEAD • STORMTROOPERS

**PANZER IV**  
TANK PLATOON

**WEAPON**

Panzer IV (short 7.5cm) or Direct Fire	48"/120cm	2	1	7	4+	Smoke
Panzer IV (long 7.5cm)	32"/80cm	2	1	10	3+	
Panzer IV (MGs)	16"/40cm	4	4	2	6	

**NOTES**

• TANK UNIT • STORMTROOPERS

**ARMOUR**

5	3	1
FRONT	SIDE & REAR	TOP

**CAREFUL 4+** IS HIT ON

**MOTIVATION**

4+	3+	3+
CONFIDENT	Third Reich Last Stand	Protected Ammo Remount

**SKILL**

3+
VETERAN

**TACTICAL**

10"/25cm	14"/35cm	18"/45cm	20"/50cm	3+
CROSS	ROAD DASH	CROSS COUNTRY DASH	TERRAIN DASH	TACTICAL



# PANZER III (UPARMOURED) TANK PLATOON



• TANK UNIT • STORMTROOPERS •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 6

SIDE & REAR 3

TOP 1



MOTIVATION

CONFIDENT 4+

Third Reich

Last Stand 3+

Protected Ammo

Remount 3+

SKILL

VETERAN 3+

TACTICAL TERRAIN DASH CROSS COUNTRY DASH ROAD DASH CROSS

10"/25cm 12"/30cm 18"/45cm 20"/50cm 3+

WEAPON RANGE ROF HALTED MOVING ANTI-TANK FIRE-POWER NOTES

Panzer III (long 5cm) 28"/70cm 2 1 9 4+

Panzer III (MGs) 16"/40cm 4 4 2 6

# 15CM (SF) LORRAINE SCHLEPPER ARTILLERY BATTERY



• TANK UNIT • STORMTROOPERS •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0



MOTIVATION

CONFIDENT 4+

Open SP Gun

Counterattack 6

Third Reich

Last Stand 3+

SKILL

VETERAN 3+

Open SP Gun

Assault 5+

TACTICAL TERRAIN DASH CROSS COUNTRY DASH ROAD DASH CROSS

8"/20cm 10"/25cm 14"/35cm 16"/40cm 3+

WEAPON RANGE ROF HALTED MOVING ANTI-TANK FIRE-POWER NOTES

15cm (Sf) howitzer 64"/160cm ARTILLERY 3 2+ Forward Firing

or Direct Fire 16"/40cm 1 - 9 AUTO Brutal, Forward Firing

# 10.5CM ARTILLERY BATTERY



• GUN UNIT • GUN SHIELD • LARGE GUN •

IS HIT ON

CAREFUL 4+

SAVE

Gun 4+



MOTIVATION

CONFIDENT 4+

Third Reich

Last Stand 3+

SKILL

VETERAN 3+

Gun

Assault 4+

TACTICAL TERRAIN DASH CROSS COUNTRY DASH ROAD DASH CROSS

- 2"/5cm 4"/10cm 4"/10cm 6

WEAPON RANGE ROF HALTED MOVING ANTI-TANK FIRE-POWER NOTES

10.5cm leFH18 howitzer 72"/180cm ARTILLERY 3 3+ Forward Firing, Smoke Bombardment

or Direct Fire 24"/60cm 1 1 9 2+ Brutal, Forward Firing, Slow Firing, Smoke

# PANZER II OP OBSERVATION POST



• TANK UNIT • INDEPENDENT • OBSERVER •

• SCOUT • STORMTROOPERS •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 3

SIDE & REAR 1

TOP 1



MOTIVATION

CONFIDENT 4+

Scout

Last Stand 5+

Observer

Counterattack 6

SKILL

VETERAN 3+

TACTICAL TERRAIN DASH CROSS COUNTRY DASH ROAD DASH CROSS

10"/25cm 12"/30cm 18"/45cm 20"/50cm 3+

WEAPON RANGE ROF HALTED MOVING ANTI-TANK FIRE-POWER NOTES

Panzer II (2cm) 20"/50cm 1 1 5 5+

Panzer II (MG) 16"/40cm 3 3 2 6



AFRICA RIFLE COMPANY HQ



• INFANTRY FORMATION • STORMTROOPERS •

MOTIVATION

CONFIDENT 4+

Third Reich

Last Stand 3+

SKILL

VETERAN 3+

IS HIT ON

CAREFUL 4+

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	NOTES
MP40 SMG team	4"/10cm	3	1	Pinned ROF 1





## PANZER II OP

OBSERVATION POST



1x Panzer II OP

2 POINTS

### SPECIAL RULES

**Independent:** Unit cannot Charge into Contact or take an Objective, and is ignored for Victory Points.

**Observer:** Team can Spot for any friendly Artillery Unit. Cannot Charge into Contact.

**You must field:**

- 10.5cm Artillery Battery (MG120), or
- 15cm (Sf) Lorraine Schlepper Artillery Battery (MG119)

before you can field a Panzer II OP.

**Scout:** Team can remain Gone to Ground while moving.

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

M G121



## 15CM (SF) LORRAINE SCHLEPPER

ARTILLERY BATTERY



4x 15cm (Sf)  
Lorraine Schlepper  
2x 15cm (Sf)  
Lorraine Schlepper

12 POINTS

6 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.

M G119



## 10.5CM ARTILLERY BATTERY



4x 10.5cm howitzer  
2x 10.5cm howitzer

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.

**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

**Large Gun:** Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.

**Slow Firing:** +1 To Hit for Moving ROF.

**Smoke:** Can shoot Smoke ammunition.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

M G120



## PANZER III (UPARMOURED)

TANK PLATOON



5x Panzer III (uparmoured)  
4x Panzer III (uparmoured)  
3x Panzer III (uparmoured)

40 POINTS

32 POINTS

24 POINTS

### SPECIAL RULES

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

M G105



## AFRICA RIFLE COMPANY HQ



AFRICA RIFLE  
COMPANY HQ

2x MP40 SMG team

2 POINTS

### SPECIAL RULES

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

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

AFRICA RIFLE COMPANY

INFANTRY FORMATION

FORMATION CONTAINS:

- 1 Africa Rifle Company HQ (MG112)
- 2-3 Africa Rifle Platoon (MG113)
- 1-3 5cm Tank-hunter Platoon (MG114)
- 0-1 Sd Kfz 10/4 Light AA Platoon (MG115)



## 8.8cm HEAVY AA PLATOON



**MOTIVATION**  
**CONFIDENT 4+**  
Third Reich  
Last Stand 3+

**SKILL**  
**VETERAN 3+**  
Gun  
Assault 4+

• GUN UNIT • GUN SHIELD • LARGE GUN •



**IS HIT ON**  
**CAREFUL 4+**

**SAVE**  
Gun 4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5cm	4"/10cm	4"/10cm	6

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
8.8cm AA gun	40"/100cm	2	1	14	3+	Self-defence AA

## 5cm TANK-HUNTER PLATOON



**MOTIVATION**  
**CONFIDENT 4+**  
Third Reich  
Last Stand 3+

**SKILL**  
**VETERAN 3+**  
Gun  
Assault 4+

• GUN UNIT • GUN SHIELD •



**IS HIT ON**  
**CAREFUL 4+**

**SAVE**  
Gun 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
5cm gun	28"/70cm	2	1	9	4+	Forward Firing



## PANZER III (MIXED)

TANK PLATOON



**MOTIVATION**  
**CONFIDENT 4+**  
Third Reich  
Last Stand 3+  
Protected Ammo  
Remount 3+

**SKILL**  
**VETERAN 3+**

• TANK UNIT • STORMTROOPERS •



Panzer III (short 5cm)

**IS HIT ON**  
**CAREFUL 4+**

**ARMOUR**  
FRONT 5  
UPARMoured 6  
SIDE 3  
TOP 1

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

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer III (short 5cm)	24"/60cm	2	1	8	4+	
Panzer III (long 5cm)	28"/70cm	2	1	9	4+	
Panzer III (7.5cm)	24"/60cm	2	1	9	3+	HEAT
Panzer III (MGs)	16"/40cm	4	4	2	6	



## AFRICA RIFLE PLATOON



**MOTIVATION**  
**CONFIDENT 4+**  
Third Reich  
Last Stand 3+

**SKILL**  
**VETERAN 3+**

• INFANTRY UNIT • STORMTROOPERS •



**IS HIT ON**  
**CAREFUL 4+**

**SAVE**  
Infantry 3+

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

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
MG 34 team	16"/40cm	3	2	2	6	
2.8cm anti-tank rifle	20"/50cm	2	1	7	5+	Assault 4+, Heavy Weapon, No HE
Optional sMG34 HMG	24"/60cm	6	2	2	6	Assault 4+, Heavy Weapon
Optional 8cm mortar	40"/100cm	ARTILLERY		1	4+	Assault 4+, Heavy Weapon





## 8.8CM HEAVY AA PLATOON



### 8.8CM HEAVY AA PLATOON

4x 8.8cm AA gun	24 POINTS
3x 8.8cm AA gun	18 POINTS
2x 8.8cm AA gun	12 POINTS
1x 8.8cm AA gun	6 POINTS

### SPECIAL RULES

**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

**Large Gun:** Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.

**Self-defence AA:** Weapon can fire at Aircraft with ROF 1.

M G122



## PANZER III (MIXED) TANK PLATOON



### PANZER III (MIXED) TANK PLATOON

5x Panzer III (short 5cm)	25 POINTS
4x Panzer III (short 5cm)	20 POINTS
3x Panzer III (short 5cm)	15 POINTS

### LONG 5cm OPTION

- Replace any or all short 5cm with long 5cm for +2 points each.

### ARMOUR OPTION

- Up armour any or all Panzer III (long 5cm) to Front 6 for +1 point each.

### 7.5cm OPTION

- Replace any or all short 5cm with 7.5cm for +3 points each.

### SPECIAL RULES

**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.

Panzer III (long 5cm)



Panzer III (Uparmoured)



Panzer III (7.5cm)



M G107



## 5CM TANK-HUNTER PLATOON



### 5CM TANK-HUNTER PLATOON

3x 5cm guns	12 POINTS
2x 5cm guns	8 POINTS

### SPECIAL RULES

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

**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

M G114



## AFRICA RIFLE PLATOON



### AFRICA RIFLE PLATOON

4x MG34 team	
1x 2.8cm anti-tank rifle	7 POINTS
3x MG34 team	
1x 2.8cm anti-tank rifle	6 POINTS

### OPTION

- Add one sMG34 HMG for +1 point.
- Add one 8cm mortar for +2 points.

### SPECIAL RULES

**Assault 4+:** Team hits on 4+ in Assaults.

**Heavy Weapon:** Team cannot Charge Into Contact.

**No HE:** No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

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

M G113





## PANZER II

LIGHT TANK PLATOON



MOTIVATION  
**CONFIDENT 4+**  
Third Reich  
Last Stand 3+

SKILL  
**VETERAN 3+**

• TANK UNIT • SPEARHEAD • STORMTROOPERS •



IS HIT ON  
**CAREFUL 4+**

ARMOUR  
FRONT **3**  
SIDE & REAR **1**  
TOP **1**

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

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
Panzer II (2cm)	20"/50cm	2	1	5	5+	
Panzer II (MG)	16"/40cm	3	3	2	6	



## PANZER IV

TANK COMPANY HQ



MOTIVATION  
**CONFIDENT 4+**  
Third Reich  
Last Stand 3+  
Protected Ammo  
Remount 3+

SKILL  
**VETERAN 3+**

• TANK FORMATION • STORMTROOPERS •



IS HIT ON  
**CAREFUL 4+**

ARMOUR  
FRONT **5**  
SIDE & REAR **3**  
TOP **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
Panzer IV (short 7.5cm)	48"/120cm	ARTILLERY		2	4+	
or Direct Fire	24"/60cm	2	1	7	3+	Smoke
Panzer IV (long 7.5cm)	32"/80cm	2	1	10	3+	
Panzer IV (MGs)	16"/40cm	4	4	2	6	



## SD KFZ 231

HEAVY SCOUT TROOP



MOTIVATION  
**RELUCTANT 5+**  
Wheeled Scout  
Counterattack 6  
Determined  
Remount 4+

SKILL  
**VETERAN 3+**  
Scout  
Assault 4+

• TANK UNIT • SCOUT •  
• SPEARHEAD • STORMTROOPERS •




IS HIT ON  
**CAREFUL 4+**

ARMOUR  
FRONT **3**  
SIDE & REAR **1**  
TOP **0**


TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	40"/100cm	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI- TANK	FIRE- POWER	NOTES
Sd Kfz 231 (2cm)	20"/50cm	3	2	5	5+	
Sd Kfz 231 (MG)	16"/40cm	3	3	2	6	






## PANZER IV



TANK COMPANY HQ




**PANZER IV  
TANK COMPANY HQ**

2x Panzer IV (short 7.5cm) **12 POINTS**

1x Panzer IV (short 7.5cm) **6 POINTS**

**OPTION**

- Replace any or all Panzer IV (short 7.5cm) with Panzer IV (long 7.5cm) for +4 points each.



**PANZER IV TANK COMPANY**

MEDIUM TANK FORMATION

FORMATION CONTAINS:

1 Panzer IV Tank Company HQ (MG108)


2-3 Panzer IV Tank Platoon (MG109)


0-1 Panzer II Tank Platoon (MG110)

**SPECIAL RULES**


**Smoke:** Can Shoot Smoke ammunition.

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






## PANZER II



LIGHT TANK PLATOON



**PANZER II  
LIGHT TANK PLATOON**

5x Panzer II (2cm) **10 POINTS**


4x Panzer II (2cm) **8 POINTS**


3x Panzer II (2cm) **6 POINTS**

**SPECIAL RULES**


**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.






## SD KFZ 231



HEAVY SCOUT TROOP



**SD KFZ 231  
HEAVY SCOUT TROOP**

2x Sd Kfz 231 (2cm) **2 POINTS**

**SPECIAL RULES**

**Scout:** Team can remain Gone to Ground while moving.

**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.

