

# **“PATH TO GLORY”**

## **WW2**

## **WESTERN FRONT**

### **COMMONWEALTH, GERMAN & US FORCES**

*These ‘enthusiastic’ fan-based WW2 Army Lists are intended allow gamers to play WW2 Battles with the excellent ‘Warpath v.1’ rules by Mantic Games.*

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## 1942-45 COMMONWEALTH ARMY LIST

The Commonwealth army list can be used to create Australians, New Zealand, Indian and regular British forces in Europe, the Mediterranean and North Africa.



### COMPANY

#### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (6)	5	4	5	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Company Command can purchase the following support:

The Command May be upgraded with a SMG +5 points (+2 Fire)

0-1 Jeep (May be upgraded with an LMG +20 Points) or Universal Carrier as its transport/support vehicle

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same ordnance pieces deployed within 3" of each other

Points: 20

0-1 Air Support (+90 points) which grants the following attack to the command group:

Type	Hit	Fire	Range	Blast	Piercing
Air Support	4+	1*	72 (Indirect Fire)	4D6	1

Special Rules: *RAF* ("Rare as Fairies". Air support was not reliable, Roll a D6 when used; on a 1 the planes never arrive and the attack is lost)

*\*Can only be used once per game representing Air Support*

0-2 Medic who may be deployed independently

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Medic (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Inspiring, Steadfast

Points: 25

## 2-4 Infantry Platoons

Each Platoon consists of 1 Platoon Command (6) & 2-3 Squads (8-10)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	9/11

Special Rules: Inspiring

Points: 40

The Command May be upgraded with a SMG +5 points (+2 Fire)

The Command Section can be upgraded with a single LMG +20 points

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry Squad (10-12)	5	4	10	24	10	4+	13/15

Points: 50

Each Squad can be upgraded with a single LMG each +20 points each

Each Squad May be upgraded with a SMG +5 points (+2 Fire)

Transport (one option may be chosen):

The entire platoon can be upgraded to Armoured Infantry by adding a M3 Half Track to each Squad.

The entire platoon can be upgraded with Transport Trucks by adding a 1 Truck per 2 Squads.

The entire platoon can be equipped with Universal Carriers (1 per command and 2 for each squad)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Universal Carrier (V)	10	4	-	-	-	7+	9/11

Special Rules: Open Topped, Transport (6) Crushing Strength (1), May be upgraded with up to two LMGs (+20 Points each)

Points: 80

Each Platoon can purchase the following support:

0-1 2" Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	1	36	2	4+	9/11

Special Rules: Indirect

Points: 30

0-1 Sniper (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

0-1 AT Team (Boyes or PIAT (PITA))

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	-	-	2	4+	9/11

Special Rules: Move or Shoot, Piercing (3)

Points: 50

Special Rules: Boyes AT Rifle or PIAT (PITA)



### 0-2 Commando/SAS/LRPG Section

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	3	10	24	10	4+	13/15

Special Rules: Recon, Headstrong, Anti-Tank Grenades (+3 Crushing Strength in Hand to Hand combat with Tanks)

Points: 100

The Squad May be upgraded with SMGs +30 points (+10 Fire)

The Squad can be upgraded with a single LMG +20 points

The Squad may be upgraded with a Jeep (May be upgraded with two LMGs +20 Points each)

### 0-3 Veteran or Marine Sections

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9)	5	4	10	24	10	4+	13/15

Special Rules: Headstrong, Anti-Tank Grenades (+3 Crushing Strength in Hand to Hand combat with Tanks)

Points: 90

The Squad May be upgraded with SMGs +30 points (+10 Fire, Range reduced to 20")

The Squad can be upgraded with a single LMG +20 points



## SUPPORT

*Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.*

### Engineers

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Engineer Teams (2)	5	4	10	Flame	2	4+	9/11

Special Rules: Flamethrower (Flame), Piercing (2)

Points: 40

2 Infantry Platoons = 0-2 Engineer Teams

3+ Platoons = 0-4 Engineer Teams

### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11

Special Rules: Move or Shoot, Piercing (2)

Points: 50

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-4 HMG Teams

Each Gun may upgrade to add 0-1 Universal Carrier or Jeep as its transport/support vehicle

## ORDINANCE

*Ordinance is deployed to larger actions so the number of Ordinance pieces available will depend on the number of Infantry Platoons in the force.*

### Flame Thrower Universal Carrier

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Universal Carrier (V)	10	4	10	Flame	-	7+	9/11

Special Rules: Open Topped, Crushing Strength (1)

Points: 100

2 Infantry Platoons = 0-1 Flame Thrower Universal Carrier

3+ Platoons = 0-2 Flame Thrower Universal Carrier

### 81mm Heavy Mortar Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-4 Heavy Mortar Teams

3+ Platoons = 0-8 Heavy Mortar Teams

Each Gun may upgrade to add 0-1 Universal Carrier, M2 or Jeep as its transport/support vehicle

### 2-pounder AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D3), Piercing 4, Move or shoot

Points: 70

2 Infantry Platoons = 0-1 AT Gun Teams

3+ Platoons = 0-2 AT Gun Teams

Each Gun may upgrade to add 0-1 Universal Carrier, M2 or Jeep as its transport/support vehicle

Each Gun may upgraded to a Portee (becoming Vehicles)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
GMC (Vehicle)	12	4	(As per gun)		-	6+	9/11

Special Rules: Open Topped, Crushing Strength (1)

Points: +50





### 40mm Bofors AA Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	4	72	-	4+	9/11

Special Rules: Blast (D3), Piercing 3, Move or shoot

Points: 150

3+ Platoons = 0-1 AA Team

The Gun may upgrade to add 0-1 Truck as its transport/support vehicle

### 6-pounder AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Blast (D6), Piercing 5, Move or shoot

Points: 100

3+ Platoons = 0-2 AT Gun Teams

Each Gun may upgrade to add 0-1 Universal Carrier, M3 or Truck as its transport/support vehicle

### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 100

2 Infantry Platoons = 0-1 Medium Gun

3+ Platoons = 0-2 Medium Guns

Each Gun may upgrade to add 0-1 Universal Carrier, M3, or Truck as its transport/support vehicle



## ARMOUR

Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.

### Light Tank ('Honey' Stuart)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	9+	9/11
Weapons:	2 Pounder Turret Cannon, Co-axial Turret M1919 MG, Forward Hull M1919 MG						
Special Rules:	Stabilised, Crushing Strength (3)						
Points:	250						
2 Infantry Platoons = 0-1 Light Tank							
3+ Platoons = 0-3 Light Tanks							

### Medium Tank (Matilda)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	8	4	-	-	-	10+	9/11
Weapons:	2 Pounder Turret Cannon, Co-axial Turret LMG, Forward Hull LMG						
Special Rules:	Crushing Strength (3), Turret Cannon (Blast D3, Piercing 4)						
Points:	240						
2 Infantry Platoons = 0-1 Medium Tank							
3+ Platoons = 0-3 Medium Tanks							
Each tank may be upgraded to a Flame tank +30 points (replacing the 2 Pounder Turret Cannon)							

Type	Fire	Range	Special
Hvy Tank Flame Thrower	20	Flame	Piercing (2)

### Medium Tank (Cromwell)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	11	4	-	-	-	10+	9/11
Weapons:	Turret Cannon (Use 57mm stats), Co-axial Turret M1919 MG, Forward Hull M1919 MG						
Special Rules:	Stabilised, Crushing Strength (4)						
Points:	300						
Any Cromwell may add a cupola HMG for +40 points							
2 Infantry Platoons = 0-2 Medium Tanks							
3+ Platoons = 0-4 Medium Tanks							





### Medium Tank (Sherman)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
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Armour: 10    Hit: 4    Fire: -    Range: -    Attacks: -    Defence: 10+    Nerve: 9/11  
 Weapons: Turret Cannon (Use 57mm stats), Co-axial Turret M1919 MG, Forward Hull M1919 MG

Special Rules: Stabilised, Gyro-stabilised turret (ignores the -1 Extreme range deduction), Crushing Strength (4)

Points: 300

Any Sherman may add a cupola HMG for +40 points

2 Infantry Platoons = 0-2 Medium Tanks

3+ Platoons = 0-4 Medium Tanks

0-1 tank may be upgraded to a Firefly for +30 points (Turret Cannon range increased to 90")

0-1 tank may replace its Turret Cannon with a Hvy Tank Flame Thrower as no extra cost

Type	Fire	Range	Special
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Hvy Tank Flame Thrower    20    Flame    Piercing (2)



### Heavy Tank (Churchill)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
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Armour: 7    Hit: 4    Fire: -    Range: -    Attacks: -    Defence: 11+    Nerve: 9/11  
 Weapons: Turret Cannon(Use 57mm stats), Co-axial Turret M1919 MG, Forward Hull M1919 MG

Special Rules: Nimble, Stabilised, Crushing Strength (5)

Points: 300

Any Churchill may add a cupola HMG for +40 points

2 Infantry Platoons = 0-1 Heavy Tank

3+ Platoons = 0-2 Heavy Tanks

0-1 tank may be upgraded to a Crocodile: replace its Turret Cannon with a Hvy Tank Flame Thrower as no extra cost

Type	Fire	Range	Special
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Hvy Tank Flame Thrower    20    Flame    Piercing (2)

### Tank Destroyer (M10 Wolverine, Achilles or Archer)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	8+	9/11

Weapons: Turret Cannon (Use 57mm stats - range increased to 90)

Special Rules: Stabilised, stabilised turret (ignores the -1 Extreme range deduction), Crushing Strength (4)

Points: 220

May add a pintle-mounted HMG for +40 points

2 Infantry Platoons = 0-1 Tank Destroyer

3+ Platoons = 0-2 Tank Destroyers

### Self Propelled Artillery (M7 Priest, Sexton)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M5 Half Track (Vehicle)	10	4	-	-	-	7+	9/11

Weapon: Medium Gun

Points: 200

2 Infantry Platoons = 0-1 M3 SPM

3+ Platoons = 0-2 M3 SPM

### Light Armoured Car (Humber, Greyhound, Daimler)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	12	4	-	-	-	7+	9/11

Special Rules: Fast, Open Topped, Crushing Strength (2 Turret Gun (use 37mm Cannon), Co-axial 1919MG, May be upgraded with an LMG (+20 Points)

Points: 115

2 Infantry Platoons = 0-2 Armoured Cars

3+ Platoons = 0-4 Armoured Cars

### Heavy Armoured Car (AEC, Staghound)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	10	4	-	-	-	8+	9/11

Special Rules: Fast, Crushing Strength (3), Turret Gun (use 57mm Cannon), Co-axial 1919MG, May be upgraded with an LMG (+20 Points)

Points: 155

2 Infantry Platoons = 0-2 Heavy Armoured Cars

3+ Platoons = 0-3 Heavy Armoured Cars

### Scout Car (Daimler Dingo/Humber Scout Car)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	14	4	-	-	-	7+	9/11

Special Rules: Recon, Fast, Open Topped, Crushing Strength (2), LMG, May be upgraded with a second LMG (+20 Points)

Points: 90

2 Infantry Platoons = 0-2 Scout Cars

3+ Platoons = 0-4 Scout Cars



## 1942-45 ALLIED PARATROOPER LIST

The Allied Paratrooper list can be used to create the British 'Red Devils' or the Famous Polish Paratroopers.

### COMPANY

#### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (6)	5	3	5	24	5	4+	12/15

Special Rules: Inspiring, Steadfast

Points: 70

The Company Command can purchase the following support:

The Command May be upgraded with a SMG +5 points (+2 Fire)

0-1 Jeep (May be upgraded with an LMG +20 Points) as its transport/support vehicle

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1)	5	-	-	-	-	4+	10/12

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same ordnance pieces deployed within 3" of each other

Points: 25

0-1 Air Support (+90 points) which grants the following attack to the command group:

Type	Hit	Fire	Range	Blast	Piercing
Air Support	4+	1*	72 (Indirect Fire)	4D6	1

Special Rules: *RAF* ("Rare as Fairies". Air support was not reliable, Roll a D6 when used; on a 1 the planes never arrive and the attack is lost)

*\*Can only be used once per game representing Air Support*

0-2 Medic who may be deployed independently

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Medic (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Inspiring, Steadfast

Points: 25



## 2-4 Paratrooper Platoons

Each Platoon consists of 1 Platoon Command (6) & 2-3 Squads (8-10)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	3	3	24	5	4+	10/12

Special Rules: Headstrong, Inspiring

Points: 65

The Command May be upgraded with a SMG +5 points (+2 Fire)

The Command Section can be upgraded with a single LMG +20 points

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (8-10)	5	4	10	24	10	4+	13/15

Special Rules: Headstrong, Anti-Tank Grenades (+3 Crushing Strength in Hand to Hand combat with Tanks)

Points: 70

The Squad May be upgraded with SMGs +30 points (+10 Fire, Range reduced to 20")

The Squad can be upgraded with a single LMG +20 points

Transport (one option may be chosen):

The entire platoon can be upgraded to armoured transports by adding a M3 Half Track to each Squad.

The entire platoon can be upgraded with Jeeps by adding 2 Jeeps per Squad.

The entire platoon can be upgraded with Transport Trucks by adding a 1 Truck per 2 Squads.

Each Platoon can purchase the following support:

0-1 2" Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	1	36	2	4+	10/12

Special Rules: Indirect

Points: 35

0-1 Sniper (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	10/12

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 55

0-1 AT Team (Boyes or PIAT (PITA))

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	-	-	2	4+	10/12

Special Rules: Move or Shoot, Piercing (3)

Points: 55

Special Rules: Boyes AT Rifle or PIAT (PITA)

## 0-2 Scout Sections

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	3	10	20	5	4+	13/15

Special Rules: SMGs, Recon, Headstrong, Anti-Tank Grenades (+3 Crushing Strength in Hand to Hand combat with Tanks)

Points: 90



## SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

### Engineers

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Engineer Teams (2)	5	4	10	Flame	2	4+	10/12

Special Rules: Flame, Piercing (2)

Points: 45

2 Infantry Platoons = 0-2 Engineer Teams

3+ Platoons = 0-3 Engineer Teams

### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	10/12

Special Rules: Move or Shoot, Piercing (2)

Points: 55

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-4 HMG Teams

Each Gun may upgrade to add 0-1 Universal Carrier or Jeep as its transport/support vehicle

## ORDINANCE

Ordinance is deployed to larger actions so the number of Ordinance pieces available will depend on the number of Infantry Platoons in the force.

### 81mm Heavy Mortar Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	10/12

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 85 Points

2 Infantry Platoons = 0-2 Heavy Mortar Teams

3+ Platoons = 0-4 Heavy Mortar Teams

Each Gun may upgrade to add 0-1 Jeep as its transport/support vehicle

### 2-pounder AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	10/12

Special Rules: Blast (D3), Piercing 4, Move or shoot

Points: 75

2 Infantry Platoons = 0-1 AT Gun Teams

3+ Platoons = 0-2 AT Gun Teams

Each Gun may upgrade to add 0-1 Jeep as its transport/support vehicle

### 6-pounder AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	10/12

Special Rules: Blast (D6), Piercing 5, Move or shoot

Points: 105

3+ Platoons = 0-2 AT Gun Teams

Each Gun may upgrade to add 0-1 Jeep as its transport/support vehicle



### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	10/12

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 125

2 Infantry Platoons = 0-1 Medium Gun

3+ Platoons = 0-2 Medium Guns

### ARMOUR

*Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.*

#### Light Tank (Tetrach)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	8+	9/11

Weapons: 2 Pounder Turret Cannon, Co-axial Turret M1919 MG

Special Rules: Stabilised, Crushing Strength (2)

Points: 180

2 Infantry Platoons = 0-1 Light Tank

3+ Platoons = 0-3 Light Tanks



#### Light Armoured Car (Humber, Greyhound, Daimler)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	12	4	-	-	-	7+	9/11

Special Rules: Fast, Open Topped, Crushing Strength (2), Turret Gun (use 37mm Cannon), Co-axial 1919MG, May be upgraded with an LMG (+20 Points)

Points: 115

2 Infantry Platoons = 0-2 Armoured Cars

3+ Platoons = 0-3 Armoured Cars

#### Scout Car (Daimler Dingo/Humber Scout Car)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	14	4	-	-	-	7+	9/11

Special Rules: Recon, Fast, Open Topped, Crushing Strength (2), LMG, May be upgraded with a second LMG (+20 Points)

Points: 90

2 Infantry Platoons = 0-2 Scout Cars

3+ Platoons = 0-4 Scout Cars



## 1942-45 GERMAN ARMY LIST

The German Army (Heer) list can be used to create regular German forces in Europe, the Mediterranean and North Africa.

Additionally this list can be used to create Hungarian or Romanian forces on the Eastern Front (though rules for specific models should be agreed upon before play. Eg: Hungarian Toldi Light Tank = Panzer II, etc)

Also for those wanting to play with a late war (1944) German list:

### Fuel Shortages:

*In a German army from 1944 onwards, all vehicles are 10pts cheaper but have to treat every turn as if they're moving over difficult terrain (immobilised on a roll of 1) because they've run out of gas.*



### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	5	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 50

The Command May be upgraded with a SMG +5 points (+2 Fire)

The Company Command can purchase the following support:

0-1 Staff Officer

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Staff Officer (1)	5	4	1	24	1	4+	9/11

Special Rules: Individual, Inspiring

Points: 15

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction)

Points: 10

0-1 Staff Car (May be upgrade with an MG42 +40 Points) as its transport/support vehicle

0-1 Air Support (+70 points) which grants the following attack to the command group:

Type	Hit	Fire	Range	Blast	Piercing
Air Support	4+	1*	72 (Indirect Fire)	4D6	1

Special Rules: *Luftwaffe* (German Air support was not reliable, Roll a D6 when used; on a 1-2 the planes never arrive and the attack is lost)

*\*Can only be used once per game representing Air Support*

0-2 Medic

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Medic (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Inspiring, Steadfast

Points: 25

0-3 Snipers

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

## 2-4 Core Infantry Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	10/12

Special Rules: Inspiring,  
Points: 25

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-10)	5	4	10	24	10	4+	13/15

Special Rules:

Points: 50

Each Platoon consists of 1 Command Section (3) & 2-4 Squads (9-10)

The Command May be upgraded with a SMG +5 points (+2 Fire)

Each Squad May be upgraded with a single SMG +5 points (+2 Fire) or

multiple SMGs +30 points (+10 Fire, Range reduced to 20") or

upgraded with multiple Assault Rifles +40 points (+10 Fire)

Each Squad can be upgraded with a single MG42 each +40 points each

Each Squad can be upgraded with 1-3 Panzerfausts +10 points each



Transport (one option may be chosen):

The entire platoon can be upgraded to Panzer Grenadiers by adding a Hanomag Half Track to each Squad.

The entire platoon can be upgraded with Transport Trucks by adding a 1 Truck per 2 Squads.

Each Platoon can purchase the following support:

0-1 Recon Half Track

0-1 Machine Gun Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	-	-	3	4+	9/11

Special Rules: As weapon details

Points: 50

0-1 Panzerschreck Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Bazooka Team (2)	5	4	1	24	2	4+	9/11

Special Rules: Piercing 4, Blast (D3), Move or Shoot

Points: 50

0-1 Granatwerfer Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Team (2)	5	4	1	36	2	4+	9/11

Special Rules: Blast D6, Indirect

Points: 30



## SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

### Flame Thrower Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	9/11

Special Rules: Flame, Piercing (2)

Points: 40

2 Infantry Platoons = 0-2 Flame Thrower Teams

3+ Platoons = 0-3 Flame Thrower Teams

### Light Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Light Mortar Team (2)	5	4	1	36	2	4+	9/11

Special Rules: Blast D6, Indirect

Points: 30

Infantry Platoons = 0-2 Light Mortar Teams

3+ Platoons = 0-4 Light Mortar Teams



## ORDNANCE

Ordnance is deployed to larger actions so the number of Ordnance pieces available will depend on the number of Infantry Platoons in the force.

### Heavy Mortar Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 90 Points

2 Infantry Platoons = 0-2 Heavy Mortar Teams

3+ Platoons = 0-4 Heavy Mortar Teams

Each Gun may upgrade to add 0-1 Kubelwagen or Truck as its transport/support vehicle

### Light Artillery Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	48	-	4+	9/11

Special Rules: Howitzer, Blast (2D6), Piercing 2, Move or shoot

Points: 60

2 Infantry Platoons = 0-2 Gun Teams

3+ Platoons = 0-4 Gun Teams

Each Gun may upgrade to add 0-1 Kubelwagen or

Truck as its transport/support vehicle



### PAK 36/38 AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D3), Piercing 4, Move or shoot

Points: 80

2 Infantry Platoons = 0-2 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Each Gun may upgrade to add 0-1 Kubelwagen or Truck as its transport/support vehicle



### PAK 40 AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Blast (D6), Piercing 5, Move or shoot

Points: 110

2 Infantry Platoons = 0-2 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Each Gun may upgrade to add 0-1 Half Track, Artillery Tractor or Truck as its transport/support vehicle



### 20mm Flak38 AA Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	5	72	-	4+	9/11

Special Rules: Blast (D3), Piercing 3, Move or shoot

Points: 50

0-2 Platoons = 0-1 AA Team

3+ Platoons = 0-2 AA Team

Each Gun may upgrade to add 0-1 Half Track, Artillery Tractor or Truck as its transport/support vehicle

### 20mm Quad AA Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	20	72	-	4+	9/11

Special Rules: Blast (D3), Piercing 3, Move or shoot  
Points: 100

0-2 Platoons = 0-1 AA Team

3+ Platoons = 0-2 AA Team

Each Gun may upgrade to add 0-1 Half Track, Artillery Tractor or Truck as its transport/support vehicle



### Nebelwerfer

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	80	-	4+	9/11

Special Rules: Indirect Fire, Move or Shoot, Piercing 3, Blast (2D6)  
Points: 120

3 Infantry Platoons = 0-1 Nebelwerfer

4 Platoons = 0-2 Nebelwerfer

Each Gun may upgrade to add 0-1 Half Track, Artillery Tractor or Truck as its transport/support vehicle



### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)  
Points: 120

2 Infantry Platoons = 0-2 Medium Gun

3+ Platoons = 0-4 Medium Guns

Each Gun may upgrade to add 0-1 Half Track, Artillery Tractor or Truck as its transport/support vehicle

### 88mm PAK 43 Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Blast (2D6) + Piercing (3) or Blast (1D6) + Piercing (6), Move or shoot  
Points: 180

3 Infantry Platoons = 0-1 88 Gun

4 Platoons = 0-2 88 Guns

Each Gun may upgrade to add 0-1 Half Track as its transport/support vehicle





## ARMOUR

*Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.*

### SdKfz 222 Light Armoured Car

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	14	4	-	-	-	7+	9/11

Special Rules: Recon, Fast, Open Topped, Crushing Strength (2), MG42

Points: 110

2 Infantry Platoons = 0-2 Light Armoured Cars

3+ Platoons = 0-4 Light Armoured Cars

### SdKfz 222 Heavy Armoured Car

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	10	4	-	-	-	8+	9/11

Special Rules: Fast, Crushing Strength (3), Turret Gun (use 20mm Cannon), Co-axial MG42

Points: 140

2 Infantry Platoons = 0-2 Armoured Cars

3+ Platoons = 0-3 Armoured Cars

### Panzer II

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	9+	9/11

Weapons: Turret Gun (use PAK36 Cannon), Co-axial MG42

Special Rules: Stabilised, Crushing Strength (3)

Points: 210

2 Infantry Platoons = 0-1 Panzer II

3+ Platoons = 0-2 Panzer II

### Panzer IV

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	10+	9/11

Weapons: Turret Cannon (Use PAK36 Cannon), Co-axial MG42, Forward Hull MG42

Special Rules: Stabilised, Crushing Strength (4)

Points: 280

2 Infantry Platoons = 0-1 Panzer IV

3+ Platoons = 0-2 Panzer IV

### Panther

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	9	4	1	72	-	11+	9/11

Weapons: Turret Cannon (Use PAK40 Cannon), Co-axial MG42, Forward Hull MG42

Special Rules: Crushing Strength (4)

Points: 300

0-3 Infantry Platoons = 0-1 Panther

4+ Platoons = 0-2 Panther





### Tiger

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	7	4	-	-	-	12+	9/11
Weapons:	Turret Cannon (Use 88 Cannon), Coaxial MG42, Forward Hull MG42						
Special Rules:	Stabilised, Crushing Strength (5)						
Points:	380						
4+ Platoons = 0-1 Tiger							



### Tiger II

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	8	4	-	-	-	13+	9/11
Weapons:	Turret Cannon (Use 88 Cannon), Coaxial MG42, Forward Hull MG42						
Special Rules:	Stabilised, Crushing Strength (5)						
Points:	400						
4+ Platoons = 0-1 Tiger II							

### STUG III/IV

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	9	4	-	-	-	10+	9/11
Weapons:	Forward Cannon (Use PAK40 Cannon), Forward Hull MG42						
Special Rules:	Stabilised, Crushing Strength (4)						
Points:	230						
2 Infantry Platoons = 0-1 STUG							
3+ Platoons = 0-2 STUG							

### Marder I – III

*There were three versions of the Marder, but for simplicity's sake only one stat line is provided*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	9	4	-	-	-	8+	9/11
Weapons:	Forward Gun (use PAK40 Cannon)						
Special Rules:	Open Topped, Stabilised, Crushing Strength (2)						
Points:	160						
2 Infantry Platoons = 0-1 Marder							
3+ Platoons = 0-2 Marder							



### Hetzer

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	8+	9/11
Weapons:	Forward Gun (use PAK36 Cannon), Turret MG42						
Special Rules:	Stabilised, Crushing Strength (2)						
Points:	180						
3+ Platoons = 0-1 Hetzer							



*Hetzer & Jagdpanzer 38(t)*

### Jagdpanzer IV

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	9	4	-	-	-	9+	9/11
Weapons:	Forward Cannon (Use PAK40 Cannon), Forward Hull MG42						
Special Rules:	Stabilised, Crushing Strength (3)						
Points:	220						
3+ Platoons = 0-1 Jagdpanzer IV							

### Jagdpanther

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	8	4	-	-	-	10+	9/11
Weapons:	Forward Cannon (Use PAK40 Cannon), Forward Hull MG42						
Special Rules:	Stabilised, Crushing Strength (3)						
Points:	280						
3+ Platoons = 0-1 Jagdpanther							

### Jagdtiger

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	7	4	-	-	-	12+	9/11
Weapons:	Forward Cannon (Use 88 Cannon), Forward Hull MG42						
Special Rules:	Stabilised, Crushing Strength (5)						
Points:	340						
4+ Platoons = 0-1 Jagdtiger							

### Hummel/Wespe

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	9	4	1	72	-	8+	9/11
Special Rules:	Howitzer, Move or Shoot, Piercing 3, Blast (2D6)						
Points:	180						
3+ Platoons = 0-1 Hummel/Wespe							

### Panzerwerfer 42

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	9	4	1	80	-	9+	9/11
Special Rules:	Indirect Fire, Move or Shoot, Piercing 3, Blast (2D6)						
Points:	180						
3+ Platoons = 0-1 Panzerwerfer 42							

### Flak halftrack

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	9	4	-	-	-	8+	9/11
Special Rules:	Use 20mm Quad AA Gun						
Points:	150						
3+ Platoons = 0-1 Flak Half Track							

### Flakpanzer

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	9	4	-	-	-	10+	9/11
Special Rules:	Use 20mm Quad AA Gun						
Points:	200						
3+ Platoons = 0-1 Flakpanzer							



## 1942-45 FALLSCHIRMJÄGER LIST

The Fallschirmjäger were the paratrooper branch of the German Luftwaffe known as the "green devils" by Allied forces. The Fallschirmjäger list can also represent Schufstafeln (SS Units) or other German Elite units (Afrikacorps) – these units would have access to all the Armour units in the German Army List.

### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	5	24	5	4+	11/13

Special Rules: Inspiring, Steadfast

Points: 55

The Command May be upgraded with a SMG +5 points (+2 Fire)

The Company Command can purchase the following support:

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1)	5	-	-	-	-	4+	10/12

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction)

Points: 15

0-1 Kubelwagen or Schwimmwagen (May be upgrade with an MG42 +40 Points) as its transport/support vehicle

0-1 Air Support (+70 points) which grants the following attack to the command group:

Type	Hit	Fire	Range	Blast	Piercing
Air Support	4+	1*	72 (Indirect Fire)	4D6	1

Special Rules: *Luftwaffe* (German Air support was not reliable, Roll a D6 when used; on a 1-2 the planes never arrive and the attack is lost)

*\*Can only be used once per game representing Air Support from off the table*

0-2 Medic

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Medic (1)	5	-	-	-	-	4+	10/12

Special Rules: Individual, Inspiring, Steadfast

Points: 25

0-3 Snipers

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	10/12

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50



## 2-4 Core Infantry Platoons

Each Platoon consists of 1 Command Section (3) & 2-4 Squads (9-10)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	10/12

Special Rules: Inspiring, Headstrong

Points: 30

The Command May be upgraded with a SMG +5 points (+2 Fire)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-10)	5	4	10	24	10	4+	13/15

Special Rules: Headstrong

Points: 60

Each Squad May be upgraded with a single SMG +5 points (+2 Fire) or multiple SMGs +30 points (+10 Fire, Range reduced to 20") or upgraded with multiple Assault Rifles +40 points (+10 Fire)

Each Squad can be upgraded with a single MG42 each +40 points each

Each Squad can be upgraded with 1-3 Panzerfausts +10 points each

Transport (one option may be chosen):

The entire platoon can be upgraded with armoured transports by adding a Hanomag Half Track to each Squad.

The entire platoon can be upgraded with Transport Trucks by adding a 1 Truck per 2 Squads.

Each Platoon can purchase the following support:

0-1 Recon Half Track

0-1 MG42 Machine Gun Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	-	-	3	4+	10/12

Special Rules: As weapon details

Points: 55

0-1 Panzerschreck Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Bazooka Team (2)	5	4	1	24	2	4+	10/12

Special Rules: Piercing 4, Blast (D3), Move or Shoot

Points: 55

0-2 Granatwerfer Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Team (2)	5	4	1	36	2	4+	10/12

Special Rules: Blast D6, Indirect

Points: 35



## SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

### Flame Thrower Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	10/12

Special Rules: Flame, Piercing (2)

Points: 45

2 Infantry Platoons = 0-2 Flame Thrower Teams

3+ Platoons = 0-3 Flame Thrower Teams

### Light Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Light Mortar Team (2)	5	4	1	36	2	4+	10/12

Special Rules: Blast D6, Indirect

Points: 35

Infantry Platoons = 0-2 Light Mortar Teams

3+ Platoons = 0-4 Light Mortar Teams

## ORDNANCE

Ordnance is deployed to larger actions so the number of Ordnance pieces available will depend on the number of Infantry Platoons in the force.

### Heavy Mortar Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	10/12

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 95 Points

2 Infantry Platoons = 0-2 Heavy Mortar Teams

3+ Platoons = 0-4 Heavy Mortar Teams

Each Gun may upgrade to add 0-1 Kubelwagen/Kettenkrad as its transport/support vehicle



### Light Artillery Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	48	-	4+	10/12

Special Rules: Howitzer, Blast (2D6), Piercing 2, Move or shoot

Points: 65

2 Infantry Platoons = 0-2 Gun Teams

3+ Platoons = 0-3 Gun Teams

Each Gun may upgrade to add 0-1 Kubelwagen/Kettenkrad as its transport/support vehicle



### Recoilless Leichtgeschütz 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	50	-	4+	9/11

Special Rules: Blast (D6), Piercing 5, Move or shoot

Points: 80

2 Infantry Platoons = 0-2 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Each Gun may upgrade to add 0-1 Kubelwagen/Kettenkrad as its transport/support vehicle



### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 120

3 Infantry Platoons = 0-1 Medium Gun

4 Platoons = 0-2 Medium Guns

Each Gun may upgrade to add 0-1 Half Track, Artillery Tractor or Truck as its transport/support vehicle

### ARMOUR

*Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.*

### SdKfz 222 Light Armoured Car

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	14	4	-	-	-	7+	9/11

Special Rules: Recon, Fast, Open Topped, Crushing Strength (2), MG42

Points: 110

2 Infantry Platoons = 0-2 Light Armoured Cars

3+ Platoons = 0-4 Light Armoured Cars

### SdKfz 222 Heavy Armoured Car

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	10	4	-	-	-	8+	9/11

Special Rules: Fast, Crushing Strength (3), Turret Gun (use 20mm Cannon), Co-axial MG42

Points: 140

2 Infantry Platoons = 0-2 Armoured Cars

3+ Platoons = 0-3 Armoured Cars

### Panzer II

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	9+	9/11

Weapons: Turret Gun (use PAK36 Cannon), Co-axial MG42

Special Rules: Stabilised, Crushing Strength (3)

Points: 210

3 Infantry Platoons = 0-1 Panzer II

4+ Platoons = 0-2 Panzer II

### Panzer IV

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
------	-------	-----	------	-------	---------	---------	-------

Armour: 10    4    -    -    -    10+    9/11

Weapons: Turret Cannon (Use PAK36 Cannon), Co-axial MG42, Forward Hull MG42

Special Rules: Stabilised, Crushing Strength (4)

Points: 280

3 Infantry Platoons = 0-1 Panzer IV

4+ Platoons = 0-2 Panzer IV

### Panther

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
------	-------	-----	------	-------	---------	---------	-------

Armour: 9    4    1    72    -    11+    9/11

Weapons: Turret Cannon (Use PAK40 Cannon), Co-axial MG42, Forward Hull MG42

Special Rules: Crushing Strength (4)

Points: 300

3 Infantry Platoons = 0-1 Panther

4+ Platoons = 0-2 Panther

### STUG III/IV

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
------	-------	-----	------	-------	---------	---------	-------

Armour: 10+    4    -    -    -    9/11

Weapons: Forward Cannon (Use PAK40 Cannon), Forward Hull MG42

Special Rules: Stabilised, Crushing Strength (4)

Points: 230

2 Infantry Platoons = 0-1 STUG

3+ Platoons = 0-2 STUG



### Hetzer

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
------	-------	-----	------	-------	---------	---------	-------

Armour: 10    4    -    -    -    8+    9/11

Weapons: Forward Gun (use PAK36 Cannon), Turret MG42

Special Rules: Stabilised, Crushing Strength (2)

Points: 180

3+ Platoons = 0-1 Hetzer

### Flak halftrack

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
------	-------	-----	------	-------	---------	---------	-------

Armour: 9    4    -    -    -    8+    9/11

Special Rules: Use 20mm Quad AA Gun

Points: 150

3+ Platoons = 0-1 Flak Half Track

## 1942-45 US ARMY LIST

The American list was designed to represent the US Army in Europe, the Mediterranean, and North Africa.

Also note that the firepower of the American M1 Carbine was ferocious & combined with plentiful Thompson SMGs American units could out shoot every other infantry unit in the war.

### COMPANY

#### 1 Company Command (3)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (3)	5	4	6	20	5	4+	9/11

Special Rules: Inspiring, Steadfast

Points: 55

The Company Command can purchase the following support:

0-1 Jeep (Can be fitted with a 1919 MG +30 points) or an M2 Half Track as its transport/support vehicle

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same ordnance pieces deployed within 3" of each other

Points: 20

0-1 Air Support (+80 points) which grants the following attack to the command group:

Type	Hit	Fire	Range	Blast	Piercing
Air Support	4+	1*	72 (Indirect Fire)	4D6	1

Special Rules: *American Luftwaffe* (American Air support was not always accurate, Roll a D6 when used on a 1 the enemy can choose one of your units for the attack to be resolved against)

*\*Can only be used once per game representing Air Support*

0-2 Medic who may be deployed independently

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Medic (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Inspiring, Steadfast

Points: 25



## 2-4 Infantry Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	6	20	5	4+	8/10

Special Rules: Inspiring

Points: 40

The command section may be upgraded with a Jeep (Can be fitted with a 1919 MG +30 points) or an M2 Half Track as its transport/support vehicle

The Command Section can be upgraded with a single BAR +20 points

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Squad (10-12)	5	4	20	20	10	4+	12/13

Points: 75

Each Platoon consists of 1 Command Section (5) & 2-3 Squads (9-12)

Each Squad can be upgraded with 0-2 BARs +20 points each

Each Squad can be upgraded with 0-1 Rifle Grenade +5 Points

M3 Half Tracks: If the Command has been upgraded with a Jeep then the entire platoon can be equipped with M3 Half Tracks (1 per squad)

Each Platoon can purchase the following support:

0-2 Browning 1919 MG Crew (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
1919 MG Crew (2)	5	4	5/10*	24	2	4+	9/11

Special Rules: \*Moving/Not Moving

Points: 50

0-1 Bazooka Team (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Bazooka Team (2)	5	4	1	24	2	4+	9/11

Special Rules: Piercing 4, Blast (D3), Move or Shoot

Points: 50

0-1 60mm Mortar Team (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
60mm Mortar Team (2)	5	4	1	36	2	4+	9/11

Special Rules: Indirect

Points: 30

## 0-3 Ranger Sections (9-12)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	20	20	10	4+	13/15

Special Rules: Recon

Points: 95

Each Squad can be upgraded with 0-2 BARs +20 points each



## SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

### Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

Infantry Platoons = 0-1 Sniper

3+ Platoons = 0-2 Snipers



### Flame Thrower Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	9/11

Special Rules: Flame, Piercing (2)

Points: 40

2 Infantry Platoons = 0-2 Flame Thrower Teams

3+ Platoons = 0-4 Flame Thrower Teams

### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11

Special Rules: Move or Shoot, Piercing (2)

Points: 50

2 Infantry Platoons = 0-4 HMG Teams

3 Platoons = 0-6 HMG Teams

4 Platoons = 0-8 HMG Teams

Each Gun may upgrade to add 0-1 Jeep or M2 Half Track as its transport/support vehicle

## ORDINANCE

Ordinance is deployed to larger actions so the number of Ordinance pieces available will depend on the number of Infantry Platoons in the force.

### 81mm Heavy Mortar Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-2 81mm Heavy Mortar Teams

4+ Platoons = 0-4 81mm Heavy Mortar Teams

Each Gun may upgrade to add 0-1 Jeep or M2 Half Track as its transport/support vehicle

### 37mm AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D3), Piercing 4, Move or shoot

Points: 70

2 Infantry Platoons = 0-2 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Each Gun may upgrade to add 0-1 Jeep or M2 Half Track as its transport/support vehicle

Each Gun may upgraded to a GMC (becoming Vehicles)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
GMC (Vehicle)	12	4	(As per gun)		-	6+	9/11

Special Rules: Open Topped, Crushing Strength (1)

Points: +50

### 40mm Bofors AA Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	4	72	-	4+	9/11

Special Rules: Blast (D3), Piercing 3, Move or shoot

Points: 150

3+ Platoons = 0-1 AA Team

The Gun may upgrade to add 0-1 M3 Half Track or Truck as its transport/support vehicle

### 57mm AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Blast (D6), Piercing 5, Move or shoot

Points: 100

2 Infantry Platoons = 0-2 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Each Gun may upgrade to add 0-1 M3 Half Track or Truck as its transport/support vehicle

### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 120

2 Infantry Platoons = 0-2 Medium Guns

3+ Platoons = 0-4 Medium Guns

Each Gun may upgrade to add 0-1 M3 Half Track or truck as its transport/support vehicle





## ARMOUR

Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.

### Light Tank (M3 Stuart)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	9+	9/11
Weapons:	37mm Turret Cannon, Co-axial Turret M1919 MG, Forward Hull M1919 MG						
Special Rules:	Stabilised, Crushing Strength (3)						
Points:	250						

2 Infantry Platoons = 0-3 Light Tanks

3+ Platoons = 0-6 Light Tanks

0-1 tank may replace its Turret Cannon with a Tank Flame Thrower at no extra cost

Type	Fire	Range	Special
Tank Flame Thrower	10	Flame	Piercing (2)

### M5 SPM

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M5 Half Track (Vehicle)	10	4	-	-	-	7+	9/11
Weapon:	Medium Gun						
Points:	200						

2 Infantry Platoons = 0-1 M3 SPM

3+ Platoons = 0-2 M3 SPM

### Medium Tank (Sherman)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	10+	9/11
Weapons:	Turret Cannon (Use 57mm stats), Co-axial Turret M1919 MG, Forward Hull M1919 MG						
Special Rules:	Stabilised, Gyro-stabilised turret (ignores the -1 Extreme range deduction), Crushing Strength (4)						
Points:	300						

Any Sherman may add a cupola HMG for +40 points

2 Infantry Platoons = 0-3 Medium Tanks

3+ Platoons = 0-6 Medium Tanks

Any tank may be upgraded to a Sherman 76mm for free (Turret Cannon range increased to 90", but Nerve is reduced to 8/10 to reflect the increased chance of the vehicle catching fire)

Any tank may be upgraded to a an Assault Sherman M4A3 for free (Defence increased to 11+, Speed reduced to 8)

0-1 tank may replace its Turret Cannon with a Hvy Tank Flame Thrower as no extra cost

Type	Fire	Range	Special
Hvy Tank Flame Thrower	20	Flame	Piercing (2)



### Tank Destroyer (M10, M18)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	8+	9/11

Weapons: Turret Cannon (Use 57mm stats - range increased to 90)

Special Rules: Stabilised, Gyro-stabilised turret (ignores the -1 Extreme range deduction), Crushing Strength (4)

Points: 220

May add a pintle-mounted HMG for +40 points

2 Infantry Platoons = 0-1 Tank Destroyer

3+ Platoons = 0-2 Tank Destroyers

### Self Propelled Artillery (M7 Priest, M8)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M5 Half Track (Vehicle)	10	4	-	-	-	7+	9/11

Weapon: Medium Gun

Points: 200

2 Infantry Platoons = 0-1 M3 SPM

3+ Platoons = 0-2 M3 SPM

### Light Armoured Car (Humber, Greyhound, Daimler)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	12	4	-	-	-	7+	9/11

Special Rules: Recon, Fast, Open Topped, Crushing Strength (2), Turret Gun (use 37mm Cannon), Co-axial 1919MG, May be upgraded with an LMG (+20 Points)

Points: 135

2 Infantry Platoons = 0-2 Armoured Cars

3+ Platoons = 0-4 Armoured Cars



## 1942-45 US AIRBORNE LIST

The American list was designed to represent the US Airborne Divisions in Europe and the Mediterranean such as the 82<sup>nd</sup> and the 101<sup>st</sup>.

Also note that the firepower of the American M1 Carbine was ferocious & combined with plentiful Thompson SMGs American units could out shoot every other infantry unit in the war.



### COMPANY

#### 1 Company Command (3)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (3)	5	4	6	20	5	4+	13/15

Special Rules: Inspiring, Steadfast, Headstrong

Points: 80

The Company Command can purchase the following support:

0-1 Jeep (Can be fitted with a 1919 MG +30 points) as its transport/support vehicle

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1)	5	-	-	-	-	4+	10/12

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same ordnance pieces deployed within 3" of each other

Points: 25

0-1 Air Support (+80 points) which grants the following attack to the command group:

Type	Hit	Fire	Range	Blast	Piercing
Air Support	4+	1*	72 (Indirect Fire)	4D6	1

Special Rules: *American Luftwaffe* (American Air support was not always accurate, Roll a D6 when used on a 1 the enemy can choose one of your units for the attack to be resolved against)

*\*Can only be used once per game representing Air Support*

0-2 Medic who may be deployed independently

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Medic (1)	5	-	-	-	-	4+	10/12

Special Rules: Individual, Inspiring, Steadfast

Points: 25

### 0-1 Captain Winters

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Individual (1)	5	4	2	20	2	3+	10/12

Special Rules: Individual, Very Inspiring (12" Range), Recon, two Units in the same army as Captain Winters may be granted the *Recon* Special Rule.

Points: 80



### 2-4 Airborne Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	6	20	5	4+	10/12

Special Rules: Inspiring, Headstrong

Points: 60

The command section may be upgraded with a Jeep (Can be fitted with a 1919 MG +30 points as its transport/support vehicle)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Squad (10-12)	5	4	20	20	10	4+	13/15

Special Rules: Headstrong

Points: 90

Each Platoon consists of 1 Command Section (5) & 2-3 Squads (9-12)

Each Platoon can purchase the following support:

0-3 Browning 1919 MG Crew (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
1919 MG Crew (2)	5	4	5/10*	24	2	4+	10/12

Special Rules: \*Moving/Not Moving

Points: 55

0-1 Bazooka Team (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Bazooka Team (2)	5	4	1	24	2	4+	10/12

Special Rules: Piercing 4, Blast (D3), Move or Shoot

Points: 55

0-2 60mm Mortar Team (deployed separately)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
60mm Mortar Team (2)	5	4	1	36	2	4+	10/12

Special Rules: Indirect

Points: 35

### 0-2 Scout Sections

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	20	20	10	4+	13/15

Special Rules: Recon

Points: 95

## SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

### Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	10/12

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 55

Infantry Platoons = 0-1 Sniper

3+ Platoons = 0-2 Snipers

### Flame Thrower Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	10/12

Special Rules: Flame, Piercing (2)

Points: 45

2 Infantry Platoons = 0-1 Flame Thrower Teams

3+ Platoons = 0-2 Flame Thrower Teams

### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	10/12

Special Rules: Move or Shoot, Piercing (2)

Points: 55

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-4 HMG Teams



## ORDINANCE

*Ordinance is deployed to larger actions so the number of Ordinance pieces available will depend on the number of Infantry Platoons in the force.*

### 81mm Heavy Mortar Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-2 81mm Heavy Mortar Teams

4+ Platoons = 0-4 81mm Heavy Mortar Teams

Each Gun may upgrade to add 0-1 Jeep as its transport/support vehicle

### 37mm AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D3), Piercing 4, Move or shoot

Points: 70

2 Infantry Platoons = 0-2 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Each Gun may upgrade to add 0-1 Jeep as its transport/support vehicle

### 57mm AT Gun Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Blast (D6), Piercing 5, Move or shoot

Points: 100

2 Infantry Platoons = 0-2 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

Each Gun may upgrade to add 0-1 Jeep as its transport/support vehicle

### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 120

2 Infantry Platoons = 0-1 Medium Guns

3+ Platoons = 0-2 Medium Guns





## ARMOUR

Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.

### Light Tank (M3 Stuart)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	12	4	-	-	-	9+	9/11
Weapons:	37mm Turret Cannon, Co-axial Turret M1919 MG, Forward Hull M1919 MG						
Special Rules:	Stabilised, Crushing Strength (3)						
Points:	250						
2 Infantry Platoons = 0-2 Light Tanks							
3+ Platoons = 0-4 Light Tanks							

### Medium Tank (Sherman)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Armour	10	4	-	-	-	10+	9/11
Weapons:	Turret Cannon (Use 57mm stats), Co-axial Turret M1919 MG, Forward Hull M1919 MG						
Special Rules:	Stabilised, Gyro-stabilised turret (ignores the -1 Extreme range deduction), Crushing Strength (4)						
Points:	300						
Any Sherman may add a cupola HMG for +40 points							
2 Infantry Platoons = 0-2 Medium Tanks							
3+ Platoons = 0-4 Medium Tanks							
Any tank may be upgraded to a Sherman 76mm for free (Turret Cannon range increased to 90", but Nerve is reduced to 8/10 to reflect the increased chance of the vehicle catching fire)							

### Light Armoured Car (Humber, Greyhound, Daimler)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	12	4	-	-	-	7+	9/11
Special Rules:	Recon, Fast, Open Topped, Crushing Strength (2), Turret Gun (use 37mm Cannon), Co-axial 1919MG, May be upgraded with an LMG (+20 Points)						
Points:	135						
2 Infantry Platoons = 0-2 Armoured Cars							
3+ Platoons = 0-4 Armoured Cars							



## GENERIC VEHICLES

### TYPE: JEEP / STAFF CAR / KUBELWAGEN / SCHWIMMWAGEN

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	12	4	-	-	-	5+	9/11

Special Rules: Fast, Open Topped, Transport (6), Crushing Strength (1)

Jeep: May be upgraded with a 1919 MG +30 Points

Kubelwagen / Schwimmwagen: May be upgraded with a MG42 +40 Points

Points: 70



### TYPE: M2 HALF TRACK CAR

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M2 Half Track (Vehicle)	11	4	-	-	-	7+	9/11

Special Rules: Open Topped, Transport (6), Crushing Strength (1), May be upgraded with a 1919 MG +30 Points

Points: 85

### TYPE: TRUCK

*The term truck in this version of the game is extremely broad and can cover the Morris Quad Carrier, Tilly Truck, etc*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	10	4	-	-	-	5+	9/11

Special Rules: Fast, Open Topped, Transport (20), Crushing Strength (2), May be upgraded with a LMG +20 Points (or for US Army; a 1919 MG +30 Points)

Points: 80

### TYPE: M3 HALF TRACK

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
M3 Half Track (Vehicle)	10	4	-	-	-	7+	9/11

Special Rules: Open Topped, Transport (12), Crushing Strength (2), May be upgraded with a 1919 MG +30 or a HMG for +60 Points

Points: 110

## GERMAN VEHICLES

### SdKfz 2 Kettenkrad

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Half Track (Vehicle)	10	4	-	-	-	6+	9/11

Special Rules: Fast, Open Topped, Transport (2)

Points: 10



### SdKfz 250 Recon Half Track

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Half Track (Vehicle)	11	4	-	-	-	7+	9/11

Special Rules: Open Topped, Transport (6), Crushing Strength (1), MG42, May be upgraded with a 20mm Cannon (+50 Points)

Points: 120



### SdKfz Artillery Tractor Half Track

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Half Track (Vehicle)	11	4	-	-	-	7+	9/11

Special Rules: Open Topped, Transport (6), Crushing Strength (1), May be upgraded with a MG42 for +40 Points

Points: 80

### SdKfz 251 Hanomag

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Half Track (Vehicle)	10	4	-	-	-	7+	9/11

Special Rules: Open Topped, Transport (12), Crushing Strength (2), MG42, May purchase an additional MG42 +40 points, May swap one MG42 for a Forward PAK 36 +20 points

Points: 150



## GENERIC WEAPONS

### LIGHT MACHINE GUNS (LMG)

LMG

Type	Fire	Range	Special
BFG	5	24	Piercing 1

Bren Gun



### FLAME THROWERS

Flame Thrower

Type	Fire	Range	Special
BFG	10	Flame	Piercing 2



Flamethrower, Portable, No 2 (nicknamed *Lifebuoy*)

### 2" MORTAR / 60MM MORTAR

2" Mortar, 60mm Mortar, Ni Mortar

Type	Fire	Range	Special
BFG	1	36	Blast D6, Indirect

### HEAVY MORTAR

Heavy Mortar 3" Mortar, 81mm Mortar

Type	Fire	Range	Special
Ordinance	1	72	Blast 2D6, Piercing 1, Move or Shoot, Indirect

**HMG**

### HMG

Type	Fire	Range	Special
BFG	10	36	Piercing (2), Move or Shoot

### 2-POUNDER/37MM ANTI-TANK GUN

37mm/2 Pounder Anti-Tank Gun

Type	Fire	Range	Special
Ordinance	1	60	Blast (D3), Piercing 4, Move or shoot



### 40MM BOFORS AA GUN TEAMS

*When the enemy were unable to provide air support to their troops AA guns were often turned against ground targets*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordinance	5	4	4	72	-	4+	9/11
Special Rules:	Blast (D3), Piercing 3, Move or shoot						
Points:	100						



### 6-POUNDER / 57MM ANTI-TANK GUN

57mm/6 Pounder Anti-Tank Gun

Type	Fire	Range	Special
Ordinance	1	72	Blast (D6), Piercing 5, Move or shoot

### MEDIUM GUNS

25 Pounder/75mm Medium Gun

Type	Fire	Range	Special
Ordinance	1	72	Howitzer, Blast (2D6), Piercing 3, Move or shoot

## AMERICAN WEAPONS



### RIFLE GRENADES

Rifle Grenades

Type	Fire	Range	Special
BFG	1	24	Indirect, Blast (D3)

### BAR BROWNING AUTOMATIC RIFLE

The BAR was the main squad support weapon of the US Army, but its limited magazine capacity reduced its rate of fire.

BAR

Type	Fire	Range	Special
BFG	4	24	Piercing (1)

### 1919 BROWNING MACHINE GUN

The 1919 Browning Machine Gun was a versatile and highly mobile tool in the hands of the US Army.  
Browning 1919 MG

Type	Fire	Range	Special
BFG	*5/10	24	*Moving/Not Moving

### BAZOOKA

Bazooka

Type	Fire	Range	Special
BFG	1	24	Piercing 4, Blast D3, Move or Shoot



## COMMONWEALTH WEAPONS

### BOYES ANTI-TANK RIFLE

Boyes Anti-Tank Rifle

Type	Fire	Range	Special
BFG	1	36	Piercing 3, Move or Shoot

### PIAT

PIAT Anti-Tank Projectile

Type	Fire	Range	Special
BFG	1	20	Piercing 4, Blast (D3), Move or Shoot



## GERMAN WEAPONS

### MG42 MACHINE GUN

Type	Fire	Range	Special
BFG	*5/10	24	*Moving/Not Moving, Piercing (2)

### PANZERSCHREK ANTI-TANK ROCKET

Type	Fire	Range	Special
BFG	1	24	Piercing 4, Blast (D3), Move or Shoot



### PANZERFAUST ANTI-TANK ROCKET

Type	Fire	Range	Special
BFG	1	20	Piercing 4, Blast (D3), Move or Shoot, One use only