

## T-34 obr 1941/42



### FEARLESS CONSCRIPT

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
**RANGE: 32"**  
ROF: 2 AT: 9  
FP: 3+

**ARMOR**  
Front Side Top  
6 5 1

**Other Weapons**  
Co-Ax MG  
Hull MG  
**RANGE: 16"**  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- Wide Tracks: If bogged roll 4+ to keep moving
- Fast Tank: May move 32" at the double
- Limited Vision: +1 to hit when shooting to side/rear

## SU-122 Assault Gun



### FEARLESS CONSCRIPT

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
**RANGE: 24"**  
ROF: 2 AT: 10  
FP: 2+

**ARMOR**  
Front Side Top  
5 5 1

**Other Weapons**  
None

### SPECIAL RULES

- None

## Pioneer Company



### FEARLESS CONSCRIPT

**MOVE**  
**6" / 12"**

**FIRE**  
**RANGE: 16"**  
ROF: 1 AT: 2 (4)  
FP: 6

### SPECIAL RULES

- Pioneers have an AT of 4 when assaulting tanks

## 76mm obr 1927 Gun



### FEARLESS CONSCRIPT

**MOVE**  
**All: 4"**

**FIRE**  
**RANGE: 16"**  
ROF: 2 AT: 5  
FP: 3+

### SPECIAL RULES

- Gun Shield: Provides bulletproof cover (see p.51)

## T-70 obr 1942



### FEARLESS CONSCRIPT

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
**RANGE: 24"**  
ROF: 2 AT: 7  
FP: 4+

**ARMOR**  
Front Side Top  
4 2 1

**Other Weapons**  
Co-Ax MG  
**RANGE: 16"**  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- Limited Vision: +1 to hit when shooting to side/rear

## KV-1 E



### FEARLESS CONSCRIPT

**MOVE**  
Road 8"  
Open 8"  
Rough 8"

**FIRE**  
**RANGE: 32"**  
ROF: 2 AT: 9  
FP: 3+

**ARMOR**  
Front Side Top  
9 8 2

**Other Weapons**  
Co-Ax MG  
Hull MG/Rear MG  
**RANGE: 16"**  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- Limited Vision: +1 to hit when shooting to side/rear
- Unreliable

## SMG Company



### FEARLESS CONSCRIPT

**MOVE**  
**6" / 12"**

**FIRE**  
**RANGE: 4"**  
ROF: 3 AT: 1  
FP: 6

### SPECIAL RULES

- Full ROF while moving

## 45mm obr 1937 AT Gun



### FEARLESS CONSCRIPT

**MOVE**  
**All: 4"**

**FIRE**  
**RANGE: 24"**  
ROF: 3 AT: 7  
FP: 4+

### SPECIAL RULES

- Gun Shield: Provides bulletproof cover (see p.51)

# Strelkovy Company



**FEARLESS CONSCRIPT**

**MOVE**  
6" / 12"

**FIRE**  
RANGE: 16"  
ROF: 2 AT: 2  
FP: 6

**SPECIAL RULES**

• None

# Strelkovy Company



**FEARLESS CONSCRIPT**

**MOVE**  
6" / 12"

**FIRE**  
RANGE: 16"  
ROF: 2 AT: 2  
FP: 6

**SPECIAL RULES**

• None

# Strelkovy Company



**FEARLESS CONSCRIPT**

**MOVE**  
6" / 12"

**FIRE**  
RANGE: 16"  
ROF: 1 AT: 2  
FP: 6

**SPECIAL RULES**

• None

# Strelkovy Company



**FEARLESS CONSCRIPT**

**MOVE**  
6" / 12"

**FIRE**  
RANGE: 16"  
ROF: 12 AT: 2  
FP: 6

**SPECIAL RULES**

• None

# PzIV G



## CONFIDENT VETERAN

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
**RANGE: 32"**  
ROF: 2 AT: 11  
FP: 3+

**ARMOR**  
**Front Side Top**  
**5 3 1**

**Other Weapons**  
**Co-Ax MG**  
**Hull MG**  
**RANGE: 16"**  
**ROF: 3 AT: 2 FP: 6**

## SPECIAL RULES

- Schurzen: Gets extra 4+ save vs hits by FP5+, 6
- Protected Ammo: Bailed crews may re-roll remount

# Grenadier Platoon 1



## CONFIDENT VETERAN

**MOVE**  
**6" / 12"**

**FIRE**  
**RANGE: 16"**  
ROF: 2 AT: 2  
FP: 6

## SPECIAL RULES

- HQ: Armed with SMG and PanzerKnacker
- SMG: Range 4" ROF 3 AT 1 FP 6
- Panzerknacker: Rated Tank Assault 5

# Grenadier Platoon 2



## CONFIDENT VETERAN

**MOVE**  
**6" / 12"**

**FIRE**  
**RANGE: 16"**  
ROF: 2 AT: 2  
FP: 6

## SPECIAL RULES

- None

# Grenadier Platoon 3



## CONFIDENT VETERAN

**MOVE**  
**6" / 12"**

**FIRE**  
**RANGE: 16"**  
ROF: 2 AT: 2  
FP: 6

## SPECIAL RULES

- None

## 7.5cm PaK40 Gun



CONFIDENT VETERAN

MOVE  
All: 2"

FIRE  
RANGE: 32"  
ROF: 2 AT: 12  
FP: 3+

### SPECIAL RULES

- Medium Gun
- 3-Ton Truck Moves Road: 16" Open: 8" Rough: 4"
- Gun Shield: Provides bulletproof cover (see p.51)

## Light Mortar Teams



CONFIDENT VETERAN

MOVE  
6" / 12"

FIRE  
RANGE: 16"  
ROF: 1 AT: 1  
FP: 5+

### SPECIAL RULES

- May fire over friendly teams

## HMG Platoon



CONFIDENT VETERAN

MOVE  
6" / 12"

FIRE  
RANGE: 24"  
ROF: 6 AT: 2  
FP: 6

### SPECIAL RULES

- ROF 2 When Pinned down

## 12cm sGW43 Mortar



CONFIDENT VETERAN

MOVE  
4" / 4"

FIRE  
RANGE: 56"  
ROF: -- AT: 3  
FP: 3+

### SPECIAL RULES

- None

## 8.8cm FlaK36 Gun



**CONFIDENT VETERAN**

**MOVE**  
All: 0"

**FIRE**  
RANGE: 40"  
ROF: 2 AT: 13  
FP: 3+

### SPECIAL RULES

- Immobile
- Turntable
- Gun Shield: Provides bulletproof cover (see p.51)

## Panzer III J



**CONFIDENT VETERAN**

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
RANGE: 24"  
ROF: 3 AT: 7  
FP: 4+

### ARMOR

**Front Side Top**  
5 3 1

### Other Weapons

Co-Ax MG  
Hull MG  
RANGE: 16"  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- None

## Panther D



**CONFIDENT VETERAN**

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
RANGE: 32"  
ROF: 2 AT: 14  
FP: 3+

### ARMOR

**Front Side Top**  
10 5 1

### Other Weapons

Co-Ax MG  
Hull MG  
RANGE: 16"  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- Wide Tracks – Reroll Bogging 4+ to clear
- Unreliable (See rule book p.25)

## Tiger I E (Early)



**CONFIDENT VETERAN**

**MOVE**  
Road 8"  
Open 8"  
Rough 6"

**FIRE**  
RANGE: 40"  
ROF: 2 AT: 13  
FP: 3+

### ARMOR

**Front Side Top**  
9 8 2

### Other Weapons

Co-Ax MG  
Hull MG  
RANGE: 16"  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- Protected Ammo – Reroll failed unbail tries (p.58)
- Wide Tracks – Reroll Bogging 4+ to clear
- Unreliable (See rule book p.25)

## HMG Platoon



CONFIDENT VETERAN

MOVE  
6" / 12"

FIRE  
RANGE: 24"  
ROF: 6 AT: 2  
FP: 6

### SPECIAL RULES

- Stormtrooper Move – Skill Check to Move 4"
- ROF 2 When Pinned down

## Grenadier Platoon 1



CONFIDENT VETERAN

MOVE  
6" / 12"

FIRE  
RANGE: 16"  
ROF: 2 AT: 2  
FP: 6

### SPECIAL RULES

- HQ: Armed with SMG and PanzerKnacker  
SMG: Range 4" ROF 3 AT 1 FP 6  
Panzerknacker: Rated Tank Assault 5
- Stormtrooper Move – Skill Check to Move 4"

## Grenadier Platoon 2



CONFIDENT VETERAN

MOVE  
6" / 12"

FIRE  
RANGE: 16"  
ROF: 2 AT: 2  
FP: 6

### SPECIAL RULES

- Stormtrooper Move – Skill Check to Move 4"

## 12cm sGW43 Mortar



CONFIDENT VETERAN

MOVE  
4" / 4"

FIRE  
RANGE: 56"  
ROF: -- AT: 3  
FP: 3+

### SPECIAL RULES

- Stormtrooper Move – Skill Check to Move 4"

## PzIV H



### CONFIDENT VETERAN

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
**RANGE: 32"**  
ROF: 2 AT: 11  
FP: 3+

**ARMOR**  
Front Side Top  
6 3 1

**Other Weapons**  
Co-Ax MG  
Hull MG  
**RANGE: 16"**  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- Schurzen: Gets extra 4+ save vs hits by FP5+, 6
- Protected Ammo: Bailed crews may re-roll remount

## Wespe SP Artillery



### CONFIDENT VETERAN

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
**RANGE: 24"/72"**  
ROF: 1 AT: 10  
FP: 2+

**ARMOR**  
Front Side Top  
1 1 0

**Other Weapons**  
AA MG  
Hull MG  
**RANGE: 16"**  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- Protected Ammo: Bailed crews may re-roll remount
- Smoke and Smoke Bombardment Capable
- Bombard 72" AT 4 FP 4+

## 8.8cm FlaK36 Gun



### CONFIDENT VETERAN

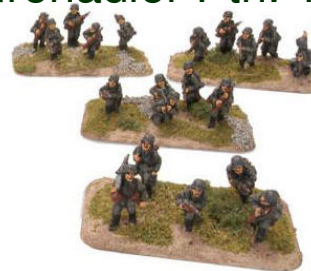
**MOVE**  
**All: 0"**

**FIRE**  
**RANGE: 40"**  
ROF: 2 AT: 13  
FP: 3+

### SPECIAL RULES

- Immobile
- Turntable
- Gun Shield: Provides bulletproof cover (see p.51)

## PzGrenadier Ptn. 1



### CONFIDENT VETERAN

**MOVE**  
**6" / 12"**

**FIRE**  
**RANGE: 16"**  
ROF: 3 AT: 2  
FP: 6

### SPECIAL RULES

- HQ: Armed with SMG and PanzerKnacker  
SMG: Range 4" ROF 3 AT 1 FP 6  
Panzerknacker: Rated Tank Assault 5
- Stormtrooper Move – Skill Check to Move 4"

# HMG Platoon



## CONFIDENT VETERAN

**MOVE**  
6" / 12"

**FIRE**  
RANGE: 24"  
ROF: 6 AT: 2  
FP: 6

## SPECIAL RULES

- Stormtrooper Move – Skill Check to Move 4"
- ROF 2 When Pinned down

# 8cm GW43 Mortar



## CONFIDENT VETERAN

**MOVE**  
4" / 4"

**FIRE**  
RANGE: 40"  
ROF: -- AT: 2  
FP: 6

## SPECIAL RULES

- Smoke Bombardment Capable
- Stormtrooper Move – Skill Check to Move 4"

# StuG G



## CONFIDENT VETERAN

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
RANGE: 32"  
ROF: 2 AT: 11  
FP: 3+

**ARMOR**  
Front Side Top  
7 3 1

**Other Weapons**  
Hull MG  
RANGE: 16"  
ROF: 3 AT: 2 FP: 6

## SPECIAL RULES

- Schurzen: Gets extra 4+ save vs hits by FP5+, 6
- Protected Ammo: Bailed crews may re-roll remount

# PzGrenadier Ptn. 2



## CONFIDENT VETERAN

**MOVE**  
6" / 12"

**FIRE**  
RANGE: 16"  
ROF: 3 AT: 2  
FP: 6

## SPECIAL RULES

- HQ: Armed with SMG and PanzerKnacker
- SMG: Range 4" ROF 3 AT 1 FP 6
- Panzerknacker: Rated Tank Assault 5
- Stormtrooper Move – Skill Check to Move 4"

## Air Landing Plt. 2



### FEARLESS VETERAN

**MOVE**  
6" / 12"

**FIRE**  
RANGE: 16"  
ROF: 2 AT: 2  
FP: 6

### SPECIAL RULES

- HQ: Armed with SMG  
SMG: Range 4" ROF 3 AT 1 FP 6  
Full ROF When Moving
- Gammon Bombs – Tank Assault: 3

## Air Landing Plt. 1



### FEARLESS VETERAN

**MOVE**  
6" / 12"

**FIRE**  
RANGE: 16"  
ROF: 2 AT: 2  
FP: 6

### SPECIAL RULES

- HQ: Armed with SMG  
SMG: Range 4" ROF 3 AT 1 FP 6  
Full ROF When Moving
- Gammon Bombs – Tank Assault: 3

## Churchill IV



### CONFIDENT TRAINED

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
RANGE: 24"  
ROF: 3 AT: 10  
FP: 4+

**ARMOR**  
Front Side Top  
8 7 2

**Other Weapons**  
Co-Ax MG  
Hull MG  
RANGE: 16"  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- Wide Tracks
- Slow Tank
- Protected Ammo

## Cromwell IV



### CONFIDENT TRAINED

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
RANGE: 32"  
ROF: 2 AT: 10  
FP: 3+

**ARMOR**  
Front Side Top  
6 4 1

**Other Weapons**  
Co-Ax MG  
Hull MG  
RANGE: 16"  
ROF: 3 AT: 2 FP: 6

### SPECIAL RULES

- Light Tank
- Protected Ammo

## Air Landing HMG



### FEARLESS VETERAN

MOVE  
4" / 4"

FIRE  
RANGE: 24"  
ROF: 6 AT: 2  
FP: 6

### SPECIAL RULES

- ROF 2 When Pinned Down

## ML 3" Mk II Mortar



### FEARLESS VETERAN

MOVE  
4" / 4"

FIRE  
RANGE: 40"  
ROF: -- AT: 2  
FP: 6

### SPECIAL RULES

- Smoke Bombardment Capable

## OQF 6 pdr



### CONFIDENT VETERAN

MOVE  
All: 2"

FIRE  
RANGE: 32"  
ROF: 2 AT: 12  
FP: 3+

### SPECIAL RULES

- Medium Gun
- 3-Ton Truck Moves Road: 16" Open: 8" Rough: 4"
- Gun Shield: Provides bulletproof cover (see p.51)

## US Rifle Platoon



### CONFIDENT VETERAN

MOVE  
6" / 6"

FIRE  
RANGE: 16"  
ROF: 1 AT: 2  
FP: 6

### SPECIAL RULES

-

# US Command Team



**CONFIDENT VETERAN**

**MOVE**  
6" / 6"

**FIRE**  
RANGE: 8"  
ROF: 1 AT: 1  
FP: 6

**SPECIAL RULES**

- 

# US Rifle Platoon



**CONFIDENT VETERAN**

**MOVE**  
6" / 6"

**FIRE**  
RANGE: 16"  
ROF: 1 AT: 2  
FP: 6

**SPECIAL RULES**

- 

# M10 3in GMC



**CONFIDENT TRAINED**

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
RANGE: 32"  
ROF: 2 AT: 10  
FP: 3+

**ARMOR**

**Front Side Top**  
4 2 0

**Other Weapons**  
.50 Cal AA MG  
RANGE: 16"  
ROF: 4 AT: 4  
FP: 5+

**SPECIAL RULES**

- Protected Ammo
- Slow Traverse

# M4A1 Sherman



**CONFIDENT TRAINED**

**MOVE**  
Road 12"  
Open 12"  
Rough 8"

**FIRE**  
RANGE: 32"  
ROF: 2 AT: 10  
FP: 3+

**ARMOR**

**Front Side Top**  
6 4 1

**Other Weapons**  
Co-Ax MG  
Hull MG  
RANGE: 16"  
ROF: 3 AT: 2 FP: 6

**SPECIAL RULES**

- Protected Ammo

## US 105mm Howitzer



CONFIDENT VETERAN

MOVE  
2" All

FIRE  
RANGE: 16"  
ROF: 1 AT: 7  
FP: 2+

### SPECIAL RULES

- Smoke Capable
- Smoke Bombardment Capable
- Bombard 56" – AT 4 FP: 4+

## US Bazooka Team



CONFIDENT VETERAN

MOVE  
6" / 6"

FIRE  
RANGE: 8"  
ROF: 1 AT: 10  
FP: 5+

### SPECIAL RULES

- Tank Assault Value 4

## M1 57mm AT Gun



CONFIDENT VETERAN

MOVE  
2" All

FIRE  
RANGE: 24"  
ROF: 3 AT: 10  
FP: 4+

### SPECIAL RULES

- Gun Shield
- No HE Ammo
