

## Panzergrenadier Squad

130



Panzergrenadiere are the combination of supreme firepower and quick movement

**Sergeant w/G36**  
**2xRiflemen w/G36, Gunner w/MG3**  
**LMG, Gunner w/G36 and Panzerfaust 3,**  
**Gunner w/G36 and HK-69A1 GL**

Equip the unit with IdZ for +15 points

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**G36**  
 Range 24" Damage D6  
**MG3 LMG**  
 Range 30" Damage 2xD6  
**HK-69A1 Grenade Launcher**  
 Range 24" Damage D6+1  
**Panzerfaust 3**  
 Range 30" Damage D10+2

**HK-69 Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may never be fired as a reaction.

**MG3 LMG:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Panzerfaust 3:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

Special Rules

## Marder 1A3 IFV

150



The main IFV of the Bundeswehr

**Marder 1A3 IFV w/Rh-202(T) and**  
**MG3(C)**

Add Milan III (E) launcher for +30 points. You cannot do this, if the transported squad is equipped with Milan III

**Size Move Close Combat Target Armour Kill**

4 7" 4xD10 7+ 2+ 9+

TRANSPORT

Weapons

**Rh-202 20mm Chain Gun**  
 Range 40" Damage 2xD6+1  
**MG3 7.62mm Machine Gun**  
 Range 30" Damage 3xD6  
**Milan III ATGM**  
 Range 48" Damage D10+2

**Milan III:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Two shot systems, the Marder must take a ready action before using it and none of its actions may include movement. No other weapon may be fired at in the same action as the Milan II - even machine guns.

**Transport:** This vehicle may carry up to 6 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Tough:** The Marder will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Rh-202:** This weapon causes a -1 penalty to Armour rolls.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG. Ignore the effects of smoke (see main rulebook).

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Special Rules

**Puma IFV** 165



Future IFV

Puma IFV w/Mk 30-2(T) and MG4(C)

None

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	2+	10+

**TRANSPORT**

**Mk 30-2 30mm Chain Gun**  
Range 40" Damage 2xD8

**MG4 5.56mm Machine Gun**  
Range 30" Damage 3xD6

**Transport** : This vehicle may carry up to 6 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Tough**: The Puma will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Mk 30-2**: This weapon causes a -2 penalty to Armour rolls.

**Tracked**: This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured**: This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

**Boxer APC** 150



Future APC

Boxer APC w/GMG(R) and MG3(R)

None

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	8+	2+	10+

**TRANSPORT**

**MG3 7.62mm Machine Gun**  
Range 36" Damage 3xD6

**GMG AGL**  
Range 36" Damage 3xD6+1

**Transport** : This vehicle may carry up to 10 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Tough**: The Boxer will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**GMG**: This weapon causes a -1 penalty to Armour rolls. It will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against very model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight.

**Wheeled**: This vehicle gains +3 inches to its Move if its entire move is on a road

**Armoured**: This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Leopard IIA6 MBT

410



The main MBT of the Bundeswehr

Leopard IIA6/Rh-M-120 L55(T), MG3(C)  
and MG3(E, AA)

None

Size Move Close Combat Target Armour Kill

4 8" 4xD10 8+ 2+ 12+

ARMOUR

Material

Options

Statistics

Weapons

**Rh-M-120 L55 120mm Gun**  
Range 72" Damage D10+4  
**MG3 7.62mm Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**Rh-M-120 Gun:** This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Tough:** The Leopard will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Leopard IIA5 MBT

400



The main MBT of the Bundeswehr

Leopard IIA5/Rh-M-120 L44(T), MG3(C)  
and MG3(E, AA)

None

Size Move Close Combat Target Armour Kill

4 8" 4xD10 8+ 2+ 12+

ARMOUR

Material

Options

Statistics

Weapons

**Rh-M-120 L44 120mm Gun**  
Range 72" Damage D10+3  
**MG3 7.62mm Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**Rh-M-120 Gun:** This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Tough:** The Leopard will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

**Luchs** 100



Heavy wheeled reconnaissance vehicle

Luchs w/RH-202(T), MG3(C) and MG3(E, AA)

None

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	7+	4+	9+

SUPPORT

**Rh-202 20mm Chain Gun**  
Range 40" Damage 2xD6+1

**MG3 7.62 Machine Gun**  
Range 30" Damage 3xD6

**Tough:** The Luchs will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Rh-202:** This weapon causes a -1 penalty to Armour rolls.

**Ignore the effects of smoke** (see main rulebook)

**Army List:** Up to two Luchs may be deployed as a single Support choice

**Recon Vehicle:** An army with at least one of these units may re-roll its dice for set up and deployment

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Armoured:** This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Ignore the effects of smoke** (see main rulebook).

**Immune to suppression. Subject to the Button Up rule** (see Rules Updates)

**Fuchs APC** 110



Wheeled APC used by the Bundeswehr

Fuchs APC w/MG3(E,AA)

None

Size	Move	Close Combat	Target	Armour	Kill
4	7"	4xD10	7+	4+	9+

TRANSPORT

**MG3 7.62mm Machine Gun**  
Range 36" Damage 3xD6

**Transport :** Transport : This vehicle may carry up to 10 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Tough:** The Fuchs will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Armoured:** This vehicle has Armour score of 4+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Immune to suppression. Subject to the Button Up rule** (see Rules Updates)

Leopard IIA4 MBT

350



A slightly obsolete variant of the Bundeswehr MBT

Leopard IIA4/Rh-M-120 L44(T), MG3(C) and MG3(E)

None

Size Move Close Combat Target Armour Kill

4 8" 4xD10 8+ 2+ 11+

ARMOUR

Weapons

**Rh-M-120 L44 120mm Gun**  
Range 72" Damage D10+3  
**MG3 7.62mm Machine Gun**  
Range 30" Damage 3xD6

Special Rules

**Rh-M-120 Gun:** This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Tough:** The Leopard will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Aufklärungs- und Gefechtsfahrzeug (AGF)

55



Special forces variant of the ubiquitous Wolf multipurpose vehicle

AGF w/M2HB(E,AA) and 2xMG3(E,AA)

Replace the M2HB with Mk19(E) for +10 points

Size Move Close Combat Target Armour Kill

4 8" 4xD10 5+ 4+ 7+

SUPPORT

Weapons

**M2HB 12.7mm MG**  
Range 36" Damage 2xD6+1  
**MG3 7.62mm Machine Gun**  
Range 30" Damage 3xD6  
**Mk19 AGL**  
Range 36" Damage 3xD6+1

Special Rules

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Tough:** The AGF will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**M2HB:** This weapon causes a -1 penalty to Armour rolls. It may be used as an AA weapon. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Mk19 AGL:** This weapon causes a -1 penalty to Armour rolls. It will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against very model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight.

**Army List:** Up to three AGFs may be deployed as a single Support choice

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

**Fennek** 60



Reconnaissance vehicle replacing the Luchs

**Fennek w/MG3 AGL(R)**

Replace the MG3 with GMG for +5 points

Size	Move	Close Combat	Target	Armour	Kill
2	8"	2xD10	6+	3+	8+

**SUPPORT**

**MG AGL**  
Range 36" Damage 3xD6+1

**MG3 7.62mm Machine Gun**  
Range 30" Damage 3xD6

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**MG AGL:** This weapon causes a -1 penalty to Armour rolls. It will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight.

**Tough:** The Fennek will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Army List:** Up to two Fenneks may be deployed as a single Support choice

**Recon Vehicle:** An army with at least one of these units may re-roll its dice for set up and deployment

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG (if it has one).

**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

**Dingo** 45



Armored vehicle used by the Bundeswehr

**Dingo w/MG3(R)**

None

Size	Move	Close Combat	Target	Armour	Kill
2	8"	2xD10	6+	6+	8+

**TRANSPORT**

**MG3 7.62mm Machine Gun**  
Range 30" Damage 3xD6

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Tough:** The Dingo will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**Transport :** Transport : This vehicle may carry up to X size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Wheeled:** This vehicle gains +3 inches to its Move if its entire move is on a road

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Flakpanzer Gepard A3

200



Air defense system

Gepard w/Twin SPAA cannon(T,AA)

None

Size Move Close Combat Target Armour Kill

4 8" 4xD10 8+ 4+ 10+

ARMOUR

**Twin SPAA cannon**  
Range 40" Damage 8xD6+1

**Tough:** The Gepard will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Twin SPAA:** This weapon causes a -1 penalty to Armour rolls. It may only fire once per turn. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to react against Air Units

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Roland 2

150



Air defense system

Roland 2 w/Roland(T)

None

Size Move Close Combat Target Armour Kill

4 8" 4xD10 7+ 4+ 9+

ARMOUR

**Roland SAM**  
Range 72" Damage D10

**Tough:** The Roland 2 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Roland:** The Roland 2 carries four of these AA missiles. They may only be used against Air Units and cause a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to react against Air Units

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Ozelot

80



Short range air defense system on Wiesel 2 chassis

Ozelot w/Stinger SAM(T) and MG3(C,AA)

None

Size Move Close Combat Target Armour Kill

2 7" 2xD10 5+ 3+ 7+

ARMOUR

**Stinger SAM**

Range 60" Damage D10

**MG3 7.62mm Machine Gun**

Range 30" Damage 3xD6

**Tough:** The Ozelot will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**Stinger:** The Ozelot carries four of these AA missiles. They may only be used against Air Units and cause a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

**Airborne Deployment:** Unit may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to react against Air Units

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

**MG3:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Weapons

Special Rules

Jaguar

140



Missile equipped tank killer

Jaguar w/HOT-3(E) and MG3(E,AA)

None

Size Move Close Combat Target Armour Kill

4 8" 4xD10 7+ 4+ 9+

ARMOUR

**HOT-3 ATGM**

Range 60" Damage D10+2

**MG3 7.62mm Machine Gun**

Range 30" Damage 3xD6

**Tough:** The Jaguar will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**HOT-3:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. The Jaguar must take a ready action before using it and none of its actions may include movement. No other weapon may be fired at in the same action as the HOT-3 - even machine guns.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Weapons

Special Rules

Wiesel 1 20mm

50



A light vehicle used by the airborne troops

Wiesel w/Rh-202(T)

None

Size Move Close Combat Target Armour Kill

2 7" 2xD10 5+ 3+ 7+

SUPPORT

Material

Options

Statistics

Weapons

Rh-202 20mm Chain Gun  
Range 40" Damage 2xD6+1

Special Rules

**Tough:** The Wiesel will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**Ignore smoke**

**Rh-202:** This weapon causes a -1 penalty to Armour rolls.

**Airborne Deployment:** Unit may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions.

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Wiesel 2 APC

55



A light vehicle used by the airborne troops

Wiesel 2 w/MG3(E,AA)

None

Size Move Close Combat Target Armour Kill

2 7" 2xD10 5+ 3+ 7+

TRANSPORT

Material

Options

Statistics

Weapons

MG3 7.62mm Machine Gun  
Range 30" Damage 3xD6

Special Rules

**Tough:** The Wiesel will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**Transport :** This vehicle may carry up to 4 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Airborne Deployment:** Unit may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

### Wiesel 1 TOW

60



A light vehicle used by the airborne troops

### Wiesel 2 w/TOW-2(E)

None

**Size Move Close Combat Target Armour Kill**

2 7" 2xD10 5+ 3+ 7+

SUPPORT

Material

Options

Statistics

Weapons

Special Rules

**TOW-2 ATGM**  
Range 60" Damage D10+2

**Tough:** The Wiesel will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal.

**TOW-2:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. The Wiesel must take a ready action before using it and none of its actions may include movement. No other weapon may be fired at in the same action as the TOW-2 - even machine guns.

**Airborne Deployment:** Unit may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions.

**Ignore the effects of smoke (see main rulebook).**  
**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

### M-113A3

110



M-113 transport is one of the most widespread armored vehicles

### M-113A3 w/M-2(E,AA)

None

**Size Move Close Combat Target Armour Kill**

2 7" 4xD10 7+ 4+ 9+

TRANSPORT

Material

Options

Statistics

Weapons

Special Rules

**M2 .50 Machine Gun**  
Range 36" Damage 2xD6+1

**Transport :** The M-113A3 may carry up to 11 size 1 models. Models may mount the M-113A3 simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the M-113A3, then both the models and the M-113A3 may only take a single action in that turn. If the M-113A3 is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

**Tough:** The M-113A3 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**M2 .50 MG:** This weapon causes a -1 penalty to Armour rolls. It may be used as an AA weapon. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Amphibious:** The vehicle may swim at half its normal movement rate

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 5+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

## Leopard II PSO

440



Urban Combat variant of the Leopard II

Leopard IIA5/Rh-M-120 L44(T), HK  
GMG(R), MG3(C) and MG3(R)

None

Size Move Close Combat Target Armour Kill

4 7" 4xD10 8+ 2+ 12+

ARMOUR

Material

Options

Statistics

Weapons

**Rh-M-120 L44 120mm Gun**  
Range 72" Damage D10+3  
**MG3 7.62mm Machine Gun**  
Range 30" Damage 3xD6  
**GMG AGL**  
Range 36" Damage 3xD6+1

**Rh-M-120 Gun:** This weapon causes a -4 penalty to Armour rolls, and will roll extra Damage Dice (but only D6+1 with no penalty to Armour rolls) against every model within 2" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**MG:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**GMG AGL:** This weapon causes a -1 penalty to Armour rolls. It will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. The GMG AGL may always be fired in addition to another weapon system in a single Shoot action and may create its own separate Fire Zone.

**Tough:** The Leopard will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Tracked:** This vehicle will ignore all terrain 1" high or less for the purposes of movement

**Armoured:** This vehicle has Armour score of 3+ to the Side or Rear facings. It may never make any reactions except to Shoot with the MG.

**Ignore the effects of smoke (see main rulebook).**

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

Special Rules

## Fernspäher

120



The army's eyes

Team 1: Staff Sergeant w/MP5,  
Rifleman w/MP5, Spotter w/G36C and  
AG36, Sniper w/G-22

Replace the Sniper w/Sniper rifle with Rifleman w/G36C and AG36 for -15 points. Add IdZ for +5 points

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ 6+ 7+

SUPPORT

Material

Options

Statistics

Weapons

**G36C**  
Range 20" Damage D6  
**AG36 Grenade Launcher**  
Range 16" Damage D6+1  
**G-22 Sniper Rifle**  
Range 36" Damage D6  
**MP5**  
Range 12" Damage 2xD6-1

**AG36 Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may never be fired as a reaction.

**G-22 Sniper Rifle:** The Sniper Rifle gains a +2 bonus to its Damage Dice against Size 1 targets only. It may only fire once per turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against any model in the Fire Zone rather than allocate normally.

**Stealthy:** If this unit is within Cover and did not make any shooting attacks in the last turn, units beyond 20" may not draw Line of Sight to it.

**Recon:** An army with at least one of these units may re-roll its dice for set up and deployment

Special Rules

**Infiltrate:** So long as your army sets up second and this unit starts the game out of Line of Sight to the enemy, it may be deployed up to 12" further away from your table edge.

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Forward Air Controllers:** This unit may spot for offboard support like it was a Command Team. It does not gain any other command team abilities.

**Limited availability:** only two Fernspäher teams may be fielded in an army, both as a single support choice

## Jäger Squad 195



Light infantry units, trained to fight where no mechanized unit can go.

**Team 1:** Sergeant w/G36, 4xRifleman w/G36, Grenadier w/G36 and AG36  
**Team 2:** Gunner w/MG3 LMG, Rifleman w/G36  
**Team 3:** Gunner w/Panzerfaust 3 and G36, Rifleman w/G36

Equip the unit with IdZ for +20 points

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**G36**  
 Range 24" Damage D6  
**MG3 LMG**  
 Range 30" Damage 2xD6  
**AG36 Grenade Launcher**  
 Range 16" Damage D6+1  
**Panzerfaust 3**  
 Range 30" Damage D10+2

Special Rules

**AG36 Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may never be fired as a reaction.

**MG3 LMG:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Panzerfaust 3:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Fire Teams:** Teams may be split off from the squad to act as independent units, with the Gunners acting as unit leaders of Team 2 and 3. This may be done before the start of the battle or at the beginning of any turn

## Fallschirmjäger Squad 205



Fast infiltrating they form the bridgeheads for the German military

**Team 1:** Sergeant w/G36 and UZI, 4xRifleman w/G36, Grenadier w/G36 and HK-69A1  
**Team 2:** Gunner w/MG3 LMG, Rifleman w/G36  
**Team 3:** Gunner w/Panzerfaust 3 and G36, Rifleman w/G36

Equip the unit with IdZ for +20 points

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**G36**  
 Range 24" Damage D6  
**MG3 LMG**  
 Range 30" Damage 2xD6  
**HK-69A1 Grenade Launcher**  
 Range 24" Damage D6+1  
**Panzerfaust 3**  
 Range 30" Damage D10+2  
**UZI**  
 Range 12" Damage 2xD6-1

Special Rules

**HK-69A1 Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may never be fired as a reaction.

**MG3 LMG:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Panzerfaust 3:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Fire Teams:** Teams may be split off from the squad to act as independent units, with the Gunners acting as unit leaders of Team 2 and 3. This may be done before the start of the battle or at the beginning of any turn

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

## Gebirgsjäger Squad

215



Germany's specialists for mountain area and winter warfare

**Team 1:** Sergeant w/G36 and UZI, 4xRifleman w/G36, Grenadier w/G36 and HK-69A1  
**Team 2:** Gunner w/MG3 LMG, Rifleman w/G36  
**Team 3:** Gunner w/Panzerfaust 3 and G36, Rifleman w/G36

Equip the unit with IdZ for +20 points

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**G36**  
 Range 24" Damage D6  
**MG3 LMG**  
 Range 30" Damage 2xD6  
**HK-69A1 Grenade Launcher**  
 Range 24" Damage D6+1  
**Panzerfaust 3**  
 Range 30" Damage D10+2  
**UZI**  
 Range 12" Damage 2xD6-1

Special Rules

**HK-69A1 Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may never be fired as a reaction.

**MG3 LMG:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Panzerfaust 3:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Fire Teams:** Teams may be split off from the squad to act as independent units, with the Gunners acting as unit leaders of Team 2 and 3. This may be done before the start of the battle or at the beginning of any turn

**Elite Training:** All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

## Jäger Command Team

70



The Command teams provide the German troops with excellent leadership

Lieutenant w/G36, Radio Operator w/G36, Rifleman w/G36

Equip the unit with IdZ for +5 points. Lieutenant may replace the G36 with UZI at no cost

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

COMMAND

Weapons

**G36**  
 Range 24" Damage D6  
**UZI**  
 Range 12" Damage 2xD6-1

Special Rules

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Command Team:** So long as the Lieutenant and Radio Operator remain on the table and within 2" of each other, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Lieutenants and Radio Operators are on the table.

## Panzergrenadier Command Team

160



The Command teams provide the German troops with excellent leadership

Lieutenant w/G36, Radio Operator w/G36, Rifleman w/G36, Gunner w/MG3 LMG, Gunner w/G36 and Panzerfaust 3, Gunner w/G36 and HK-69A1 GL

Equip the unit with IdZ for +15 points. Lieutenant may replace the G36 with UZI at no cost.

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

COMMAND

Weapons

**G36**  
Range 24" Damage D6  
**MG3 LMG**  
Range 30" Damage 2xD6  
**HK-69A1 Grenade Launcher**  
Range 24" Damage D6+1  
**Panzerfaust 3**  
Range 30" Damage D10+2  
**UZI**  
Range 12" Damage 2xD6-1

Special Rules

**HK-69 Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may never be fired as a reaction.

**MG3 LMG:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Panzerfaust 3:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Command Team:** So long as the Lieutenant and Radio Operator remain on the table and within 2" of each other, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Lieutenants and Radio Operators are on the table.

## Fallschirmjäger Command Team

75



The Command teams provide the German troops with excellent leadership

Lieutenant w/G36, Radio Operator w/G36, Rifleman w/G36

Equip the unit with IdZ for +5 points. Lieutenant may replace the G36 with UZI at no cost

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

COMMAND

Weapons

**G36**  
Range 24" Damage D6  
**UZI**  
Range 12" Damage 2xD6-1

Special Rules

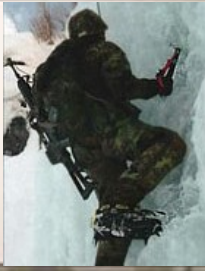
**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Command Team:** So long as the Lieutenant and Radio Operator remain on the table and within 2" of each other, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Lieutenants and Radio Operators are on the table.

**Parachute Deployment:** Squad may enter the battlefield on any turn from any edge other than the opponent's deployment zone instead of deploying normally.

## Gebirgsjäger Command Team

75



The Command teams provide the German troops with excellent leadership

Lieutenant w/G36, Radio Operator w/G36, Rifleman w/G36

Equip the unit with IdZ for +5 points. Lieutenant may replace the G36 with UZI at no cost

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

COMMAND

Weapons

**G36**  
Range 24" Damage D6  
**UZI**  
Range 12" Damage 2xD6-1

Special Rules

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Command Team:** So long as the Lieutenant and Radio Operator remain on the table and within 2" of each other, one friendly unit may be given a bonus third action. A unit may only take one bonus action, no matter how many Lieutenants and Radio Operators are on the table.

**Elite Training:** All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

## Jäger Squad

250



Light infantry units, trained to fight where no mechanized unit can go, equipped with new generation of weapons and IdZ system

Team 1: Sergeant w/MP7, 4x Rifleman w/G36  
Team 2: Gunner w/MG4 SAW and MP7 PDW, Grenadier w/G36 and AG36  
Team 2: Gunner w/MG4 SAW and MP7 PDW, Grenadier w/G36 and AG36  
Team 3: Gunner w/Panzerfaust 3 and G36, Grenadier w/G36 and AG36

None

**Size Move Close Combat Target Armour Kill**

1 4" 2xD6 4+ 5+ 6+

SQUAD

Weapons

**G36**  
Range 24" Damage D6  
**MG4 SAW**  
Range 30" Damage 2xD6  
**Panzerfaust 3**  
Range 30" Damage D10+2  
**MP7 PDW**  
Range 12" Damage 2xD6  
**AG36 Grenade Launcher**  
Range 16" Damage D6+1

Special Rules

**MG4 SAW:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Panzerfaust 3:** This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G36 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Fire Teams:** Teams may be split off from the squad to act as independent units, with the Gunners acting as unit leaders of Team 2,3 and 4. This may be done before the start of the battle or at the beginning of any turn

**AG36 Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may never be fired as a reaction.

### G82 12.7mm Sniper Rifle



Barret M82 has been selected as the sniper component of IdZ system

Rules

**G82:** The G82 gains a +3 bonus to its Damage Dice against all models of Size 2 or less. It may only fire once per turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against any model in the Fire Zone rather than allocate normally.

Option

Replace any sniper rifle with the G82 12.7mm for +10 points

Statistics

**G82 12.7mm Sniper Rifle**  
Range 60 Damage D6

UPGRADE

### G22 7.62 Sniper Rifle



7.62mm Sniper Rifle used by the German Army

Rules

**G22:** The G22 gains a +2 bonus to its Damage Dice against Size 1 targets only. It may only fire once per turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against any model in the Fire Zone rather than allocate normally.

Option

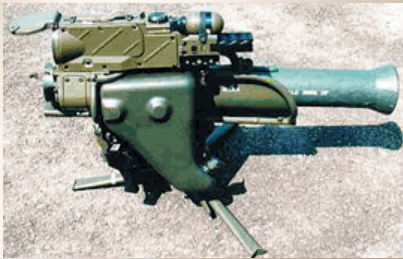
Replace one Rifleman's weapon with the G22 for +20 points. This upgrade may be applied to any Jäger, Gebirgsjäger or Fallschirmjäger squad. Only one weapon per squad may be upgraded.

Statistics

**G22 7.62mm Sniper Rifle**  
Range 36" Damage D6

UPGRADE

### Milan III ATGM



Milan ATGM is used by German infantry

Rules

**Milan III:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

Option

Equip one Rifleman with the Milan III for +45 points. This upgrade may be applied to any squad. Only one weapon per squad may be upgraded.

Statistics

**Milan III ATGM**  
Range 48" Damage D10+2

UPGRADE

Drohne CL 289

100



Light UAV that provides the IdZ-equipped soldiers with eyes in the sky, giving them battlefield awareness level unheard of before...

CL 289

None

Size Move Close Combat Target Armour Kill

3 Loiter 4xD10 7+ 6+ 8+

SUPPORT

Weapons

Special Rules

**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.  
**Tough:** The CL 289 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Eye in the sky:** Each turn the CL 289 is onboard you may designate one enemy squad that benefits from the Stealthy special rule. Your IdZ equipped squads may ignore its' Stealthy ability, but they will fire with only half their normal attack dice.  
**Recon:** An army with at least one of these units may re-roll its dice for set up and deployment

Luftwaffensicherungstruppe

60



Luftwaffe troops equipped with Stinger MANPADS provide air defense to German forces and installations

Team 1: Leader wg-36, Gunner w/ Fliegerfaust and G-36

Up to 2 additional SAM teams, identical to Team 1 may be added for +60 points each

Size Move Close Combat Target Armour Kill

1 4" 2xD6 4+ 5+ 6+

SUPPORT

Weapons

Special Rules

**G-36**  
Range 24" Damage D6  
**Fliegerfaust**  
Range 60" Damage D10

**Fliegerfaust SAM:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim.

KSK Team

115



??

Squad Leader w/G-36C  
Rifleman w/G-36C  
Sniper w/G-22 and MP7  
Gunner w/MG-4

Equip the squad with IdZ system for +10 points. Equip the Squad Leader and Rifleman w/AG-36 for +10 points.

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ 6+ 7+

SUPPORT

G36C

Range 20" Damage D6

**AG36 Grenade Launcher**

Range 16" Damage D6+1

**G-22 Sniper Rifle**

Range 36" Damage D6

**MG4 SAW**

Range 30" Damage 2xD6

**MP7 PDW**

Range 12" Damage 2xD6

**MG4:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**G-22 Sniper Rifle:** The Sniper Rifle gains a +2 bonus to its Damage Dice against Size 1 targets only. It may only fire once per turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against any model in the Fire Zone rather than allocate normally.

**AG36 Grenade Launcher:** This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may never be fired as a reaction.

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the G-36C will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Elite Training:** All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

**Ambush:** This unit may be concealed in an area of terrain outside of the enemy's deployment zone before the game begins. Write down the location of the unit before any models are deployed. You can reveal the unit at any time by placing the models on the table.

KSK Team

95



??

Squad Leader w/MP5SD  
3xRifleman w/MP5SD

Equip the squad with IdZ system for +10 points. Replace MP5SD with MP7 for +5 points

Size Move Close Combat Target Armour Kill

1 5" 2xD6 4+ 6+ 7+

SUPPORT

MP5SD SMG

Range 12" Damage 2xD6-1

MP7 PDW

Range 12" Damage 2xD6

**IdZ:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the MP5SD or MP7 will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Elite Training:** All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

**Ambush:** This unit may be concealed in an area of terrain outside of the enemy's deployment zone before the game begins. Write down the location of the unit before any models are deployed. You can reveal the unit at any time by placing the models on the table.

**Stealthy:** If this unit is within Cover and did not make any shooting attacks with weapons other than the MP5SD or MP7 in the last turn, units beyond 20" may not draw Line of Sight to it.

Tiger UHT

330



The Tiger is a tank killer helicopter used by many European countries

Tiger w/8xPARS 3 LR and 4xStinger

Replace 8xTrigat with 4xSNEB or 12.7mm MG Gun Pod

**Size Move Close Combat Target Armour Kill**

6 V/STOL 4xD10 7+ 4+ 10+  
Loiter

AIR

**PARS 3 LR**

Range 60" Damage D10+3

**SNEB 70mm Rocket Launcher**

Range 30" Damage D8

**Stinger SAM**

Range 60" Damage D10

**12.7mm MG Gun Pod**

Range 36" Damage 2xD6+1

**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.

**Tough:** The Tiger will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**PARS 3 LR:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. Up to two missiles may be launched in a single action.

**SNEB:** This weapon causes a -2 penalty to Armour rolls, It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS.

**Stinger:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action

**12.7mm MG Gun Pod:** This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one. May be used as an AA weapon.

Bo-105P PAH-1

120



A light attack helicopter

Bo-105P w/6xHOT-3

None

**Size Move Close Combat Target Armour Kill**

3 V/STOL 2xD10 6+ 6+ 8+  
Loiter

AIR

**HOT-3 ATGM**

Range 60" Damage D10+2

**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.

**Tough:** The Bo-105P will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**HOT-3:** This weapon causes a -3 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

UH-1D Huey 100



UH-1D is a light transport helicopter

UH-1D

None

Size Move Close Combat Target Armour Kill

5 V/STOL 4xD10 6+ 5+ 8+  
Loiter

AIR

Weapons

**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.

**Tough:** The UH-1D will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Transport:** The UH-1D may carry up to 12 size 1 models. Models may mount the W-3WA when it is on the ground simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the W-3WA, then both the models and the UH-1D may only take a single action in that turn. If the UH-1D is destroyed while on the ground, every model on board will immediately suffer a D6-1 Damage Dice. If the UH-1D is destroyed while in the air, every model on board will immediately suffer a D6+2 Damage Dice.

Special Rules

NH-90 TTH 150



NH-90 is a medium-sized transport helicopter

NH-90

None

Size Move Close Combat Target Armour Kill

5 V/STOL 4xD10 7+ 5+ 9+  
Loiter

AIR

Weapons

**Flyer:** It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.

**Tough:** The NH-90 will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**Transport:** The NH-90 may carry up to 20 size 1 models. Models may mount the NH-90 when it is on the ground simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the NH-90, then both the models and the NH-90 may only take a single action in that turn. If the NH-90 is destroyed while on the ground, every model on board will immediately suffer a D6-1 Damage Dice. If the NH-90 is destroyed while in the air, every model on board will immediately suffer a D6+2 Damage Dice.

Special Rules

Tornado IDS 350



Interdiction/Strike aircraft in service with the Luftwaffe

Tornado w/27mm Mauser, 6xMk 83, 2xAIM-9L

Replace the 6xMk 83 with 6xBLU755

Size Move Close Combat Target Armour Kill

5	Loiter Cruise Burn	4xD10	7+	5+	9+
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AIR

Weapons

**27mm Mauser cannon**  
Range 36" Damage 2xD6+1  
**Mk 83**  
Range - Damage D10+4  
**BLU755**  
Range - Damage D8  
**AIM-9L**  
Range 60" Damage D10

Special Rules

**27mm Mauser:** This weapon causes a -2 penalty to Armour rolls.  
**Flyer:** May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.  
**Tough:** This aircraft will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Mk 83:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**BLU755:** This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon will ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**AIM-9L:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action. May be fired only from the rear of the target  
**Immune to suppression.**  
**Ignore the effects of smoke (see main rulebook).**

Eurofighter Typhoon 450



Multi-role aircraft manufactured by international consortium

Typhoon w/4xAMRAAM, 2xIRIS-T, 4xMk83

Replace 4xMk83 with 4xAMRAAM for no cost. Replace 2xMk 83 with 2xMk 84 for +50 points If any bombs are upgraded with laser guidance, remove one AIM-120

Size Move Close Combat Target Armour Kill

5	Loiter Cruise Burn	4xD10	7+	5+	10+
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AIR

Weapons

**Mk 83**  
Range - Damage D10+4  
**Mk 84**  
Range - Damage D10+6  
**IRIS-T**  
Range 72" Damage D10  
**AMRAAM**  
Range 72" Damage D10

Special Rules

**Flyer:** May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.  
**Tough:** This aircraft will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Mk 83:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**Mk 84:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -3 penalty to Armour rolls) against every model within 5" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**IRIS-T:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action  
**AMRAAM:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action  
**Immune to suppression.**  
**Ignore the effects of smoke (see main rulebook).**

F-4F Phantom II ICE

400



Improved Combat Efficiency variant of the old Phantom, used by Luftwaffe as air superiority fighter.

F-4F w/M61A, 4xAIM-120, 4xAIM-9X, 4xMk83

Replace the 4xMk 83 with 4xBLU755. If any bombs are upgraded with laser guidance, remove one AIM-120

Size Move Close Combat Target Armour Kill

5 Cruise 4xD10 6+ 5+ 9+  
Burn

AIR

Weapons

**20mm M61A1 Vulcan**  
Range 36" Damage 2xD6+1  
**Mk 83**  
Range - Damage D10+4  
**BLU755**  
Range - Damage D8  
**AIM-9L**  
Range 60" Damage D10  
**AMRAAM**  
Range 72" Damage D10

Special Rules

**M61A1:** This weapon causes a -2 penalty to Armour rolls.  
**Flyer:** May be attacked only by weapons with AA trait. It must take Move as its first action in a turn.  
**Tough:** This aircraft will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.  
**Mk 83:** This weapon ignores Armour rolls, and will roll extra Damage Dice (but only D8 with -2 penalty to Armour rolls) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**BLU755:** This weapon causes -2 penalty to Armour rolls, and will roll extra Damage Dice (D8 with -2 penalty to Armour rolls) against every model within 6" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon will ignore cover, unless it is overhead cover. Up to two bombs may be dropped in a single BOMB action, each creating separate firezone.  
**AIM-9L:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action. May be fired only from the rear of the target  
**AMRAAM:** This weapon may only be used against Air Units and causes a -2 penalty to Armour rolls. The Damage Dice may be re-rolled if they fail to reach the Target score of their victim. Up to two missiles may be launched in a single action  
**Immune to suppression.**  
**Ignore the effects of smoke (see main rulebook).**

**KMW Grizzly** 90



A heavy mine-protected vehicle

**Grizzly w/MG (R)**

Upgrade M240 to M2 for +5 points

	Size	Move	Close Combat	Target	Armour	Kill
4	9"	4xD10	6+	2+	9+	

**TRANSPORT**

**7.62mm Machine Gun**  
Range 30" Damage 3xD6

**Transport** : This vehicle may carry up to 10 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Tough**: This vehicle will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Wheeled**: This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**

**GEFAS 4x4** 80



Ugly and functional, this modular multipurpose vehicle may be the future of German army

**GEFAS w/MG (R)**

None

	Size	Move	Close Combat	Target	Armour	Kill
4	9"	4xD10	6+	3+	9+	

**TRANSPORT**

**7.62mm Machine Gun**  
Range 30" Damage 3xD6

**Transport** : This vehicle may carry up to 5 size 1 models. Models may mount this vehicle simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave this vehicle, then both the models and this vehicle may only take a single action in that turn. If this vehicle is destroyed, every model on board will immediately suffer a D6-2 Damage Dice.

**Tough**: This vehicle will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

**MG**: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Wheeled**: This vehicle gains +3 inches to its Move if its entire move is on a road

**Immune to suppression. Subject to the Button Up rule (see Rules Updates)**