

L2024 - Nick - German - PanzerIV Tank Company

D-Day: German Force

Panzer IV Tank Company		German	LG166	71
Panzer IV Tank Company HQ	LG166	11		
2x Panzer IV (7.5cm)	11			
Panzer IV Tank Platoon	LG167	22		
4x Panzer IV (7.5cm)	22			
Panzer IV Tank Platoon	LG167	22		
4x Panzer IV (7.5cm)	22			
Panzer IV Tank Platoon	LG167	16		
3x Panzer IV (7.5cm)	16			

Support		German		34
Sd Kfz 250 Scout Troop	LG179	3		
2x Sd Kfz 250/9 (2cm)				
1x Sd Kfz 250 (MG)	3			
Wespe Artillery Battery	LG134	9		
3x Wespe (10.5cm)	9			
Panzer III OP Observation Post	LG183	1		
1x Panzer III OP (MG)	1			
8.8cm Heavy AA Platoon	LG144	12		
4x 8.8cm AA gun	12			
Beach Defence Grenadier Platoon	LG149	9		
7x MG42 team	6			
<ul style="list-style-type: none"> • Equip MG42 teams with panzerfaust anti-tank for +2 points. • Add up to two Panzerschreck anti-tank teams for +1 point each. (1 selected) 				

D-Day	Unit Count: 8	Total Points : 105
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Card List:

LG134 Wespe Artillery Battery
 LG144 8.8cm Heavy AA Platoon
 LG149 Beach Defence Grenadier Platoon
 LG166 Panzer IV Tank Company HQ
 LG167 Panzer IV Tank Platoon
 LG179 Sd Kfz 250 Scout Troop
 LG183 Panzer III OP Observation Post

Pick List:

4 8.8cm AA gun
 7 MG42 team with Panzerfaust
 1 Panzer III OP (MG)
 13 Panzer IV (7.5cm)
 1 Panzerschreck team
 1 Sd Kfz 250 (MG)
 2 Sd Kfz 250/9 (2cm)
 3 Wespe (10.5cm)

8.8CM HEAVY AA PLATOON

• GUN UNIT • GUN SHIELD • LARGE GUN •

MOTIVATION
CONFIDENT 4+

*Third Reich
Last Stand*

3+

SKILL
VETERAN 3+

Gun Assault

4+



IS HIT ON
CAREFUL 4+

SAVE

Gun
4+

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

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

8.8CM HEAVY AA PLATOON



8.8CM HEAVY AA PLATOON

4x 8.8cm AA gun
2x 8.8cm AA gun

12 POINTS
6 POINTS

SPECIAL RULES

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

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

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

G144

WESPE ARTILLERY BATTERY

• TANK UNIT • STORMTROOPERS •

MOTIVATION
FEARLESS 3+

SP Gun Counterattack

6

SKILL
VETERAN 3+

SP Gun Assault

5+



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT
1

SIDE & REAR
1

TOP
0

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

WEAPON	RANGE	HALTED MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
Wespe (10.5cm) or Direct Fire	72"/180cm	1	1	3	3+	Forward Firing, Smoke Bombardment
Wespe (MG)	24"/60cm	1	1	9	2+	Brutal, Forward Firing, Slow Firing, Smoke
Wespe (MG)	16"/40cm	3	2	2	6	

WESPE ARTILLERY BATTERY



WESPE ARTILLERY BATTERY

6x Wespe (10.5cm)
3x Wespe (10.5cm)

18 POINTS
9 POINTS

SPECIAL RULES

Brutal: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

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

Slow Firing: +1 To Hit for Moving ROF.

Smoke: Can Shoot Smoke ammunition. **Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

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

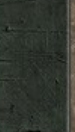
G134



PANZER IV



PANZER IV



MOTIVATION
CONFIDENT 4+

Third Reich
Last Stand 3+
Protected Ammo
Remount 3+

SKILL
VETERAN 3+



• TANK FORMATION • BAZOOKA SKIRTS •
• STORMTROOPERS •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT	6
SIDE & REAR	3
TOP	1

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE POWER	NOTES
Panzer IV (7.5cm)	32"/80CM	2	1	11	3+	
Panzer IV (MGs)	16"/40CM	4	4	2	6	



PANZER IV



PANZER IV

TANK COMPANY HQ
2x Panzer IV (7.5cm) **11 POINTS**

SPECIAL RULES

Bazooka Skirts: Side Armour is 5 against weapons with firepower 5+ or 6.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

PANZER IV TANK COMPANY

FORMATION CONTAINS:

- 1 Panzer IV Tank Company HQ (G166)
- 1-3 Panzer IV Tank Platoon (G167)
- 1 Panzer IV Tank Platoon (G167)
- or Panther Tank Platoon (G6104)
- or Tiger Tank Platoon (G6102)
- 0-1 Mbbelwagen AA Tank Platoon (G6165)
- or Sd Kfz 10/4 Light AA Platoon (G6142)

G166



GRENADIER PLATOON



• INFANTRY UNIT • STORMTROOPERS •

MOTIVATION
CONFIDENT 4+

Family Men
Last Stand 5+

SKILL
GREEN 5+



IS HIT ON
AGGRESSIVE 3+

SAVE

3+

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE POWER	NOTES
MG42 & K98 rifle team	16"/40CM	2	1	2	6	
MG42 team	16"/40CM	3	2	2	6	
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 1, Slow Firing
OPTIONAL sMG34 HMG team	24"/60CM	6	2	2	6	Assault 6, Heavy Weapon
OPTIONAL Panzerschreck anti-tank	8"/20CM	1	1	11	5+	Assault 6, Slow Firing



GRENADIER PLATOON



GRENADIER PLATOON

- 7x MG42 & K98 rifle team **4 POINTS**
- 5x MG42 & K98 rifle team **3 POINTS**
- 7x MG42 team **6 POINTS**
- 5x MG42 team **4 POINTS**

OPTIONS

- Equip MG42 and K98 rifle teams or MG42 teams with Panzerfaust anti-tank for +2 points.
- Add up to two sMG34 HMG teams for +1 point each.
- Add up to two Panzerschreck anti-tank teams for +1 point each.

SPECIAL RULES

Assault 6: Team hits on 6 in Assaults.
Heavy Weapon: Team cannot Charge Into Contact.
Limited 1: Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.
Slow Firing: +1 To Hit for Moving ROE.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G149



SD KFZ 250



MOTIVATION

RELUCTANT 5+

Scout
Counterattack
Determined
Remount
4+

SKILL

VETERAN 3+
Scout
Assault
4+



• TANK UNIT • SCOUT •
• SPEARHEAD • STORMTROOPERS •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

TACTICAL

10"/25cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

18"/45cm

ROAD DASH

32"/80cm

CROSS

4+

WEAPON

Sd Kfz 250/9 (2cm)

20"/50cm

3

2

5

5+

Self-defence AA

NOTES

Sd Kfz 250 & 250/9 (MG)

16"/40cm

3

3

2

2

Self-defence AA



SD KFZ 250



SD KFZ 250 SCOUT TROOP

2x Sd Kfz 250/9 (2cm)
1x Sd Kfz 250 (MG)

3 POINTS

SPECIAL RULES

Scout: Team can remain Gone to Ground while moving.

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

Spearhead: Unit can move before the game to expand the Deployment Area.

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

G179



PANZER IV



MOTIVATION

CONFIDENT 4+

Third Reich
Last Stand
Protected Ammo
Remount
3+

SKILL

VETERAN 3+



• TANK UNIT • BAZOOKA SKIRTS •
• STORMTROOPERS •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 6

SIDE & REAR 3

TOP 1

TACTICAL

10"/25cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

18"/45cm

ROAD DASH

20"/50cm

CROSS

3+

WEAPON

Panzer IV (7.5cm)

32"/80cm

2

1

11

3+

NOTES

Panzer IV (MGs)

16"/40cm

4

4

2

6



PANZER IV



PANZER IV TANK PLATOON

5x Panzer IV (7.5cm)
4x Panzer IV (7.5cm)
3x Panzer IV (7.5cm)

28 POINTS
22 POINTS
16 POINTS

SPECIAL RULES

Bazooka Skirts: Side Armour is 5 against weapons with Firepower 5+ or 6.

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

G167



PANZER III OP

OBSERVATION POST



MOTIVATION

CONFIDENT 4+

Scout
Last Stand

5+

Observer

Countertack

6

SKILL

VETERAN 3+

• TANK UNIT • INDEPENDENT • OBSERVER •
• STORMTROOPERS • • SCOUT •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 5

SLIDE & REAR 3

TOP 1

CROSS

3+

ROAD DASH

20"/50CM

CROSS COUNTRY DASH

18"/45CM

TERRAIN DASH

12"/30CM

TACTICAL

10"/25CM

WEAPON

Panzer III OP (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ROF

3

ANTI-TANK

2

FIRE POWER

6

NOTES

Forward Firing



PANZER III OP

OBSERVATION POST



PANZER III OP OBSERVATION POST

1x Panzer III OP (MG)

1 POINT

You must field:

- Volks 10.5cm Artillery Battery;
- 10.5cm Artillery Battery;
- Wespe 10.5cm SP Artillery Battery;
- Hummel 15cm SP Artillery Battery;
- Panzerwerfer 42 Battery;
- 15cm Nebelwerfer Battery

before you can field a Panzer III OP.

SPECIAL RULES

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

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

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

Scout: Team can remain Gone to Ground while moving.

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