

L2024 - Nick3 - German - Panzer IV - Panzergrenadie Company

Bagration: German

Panzer IV Tank Company		German	LG246	43
Panzer IV Tank Company HQ	LG246			11
2x Panzer IV (7.5cm)				11
Panzer IV Tank Platoon	LG167			16
3x Panzer IV (7.5cm)				16
Panzer IV Tank Platoon	LG167			16
3x Panzer IV (7.5cm)				16

Panzergrenadier Company		German	LG254	46
Panzergrenadier Company HQ	LG254			4
2x MP40 SMG team with Panzerfaust				4
Panzergrenadier Platoon	LG255			11
7x MG42 team with Panzerfaust				11
Panzergrenadier Platoon	LG255			11
7x MG42 team with Panzerfaust				11
Armoured 7.5cm Gun Platoon	LG117			9
6x Sd Kfz 251 (7.5cm)				9
7.5cm Tank-hunter Platoon	LG131			11
3x 7.5cm gun				11

Support		German		15
Sd Kfz 250 Scout Troop	LG179			3
2x Sd Kfz 250/9 (2cm)				
1x Sd Kfz 250 (MG)				3
8.8cm Heavy AA Platoon	LG144			12
4x 8.8cm AA gun				12

Bagration: German Command Cards		German		1
Lucky				1
Command Card Lucky				1

Bagration-German Unit Count: 11 Total Points : 105

Card List:

Lucky
 LG117 Armoured 7.5cm Gun Platoon
 LG131 7.5cm Tank-hunter Platoon
 LG144 8.8cm Heavy AA Platoon
 LG167 Panzer IV Tank Platoon
 LG179 Sd Kfz 250 Scout Troop
 LG246 Panzer IV Tank Company HQ
 LG254 Panzergrenadier Company HQ
 LG255 Panzergrenadier Platoon

Pick List:

3 7.5cm gun
 4 8.8cm AA gun
 14 MG42 team with Panzerfaust
 2 MP40 SMG team with Panzerfaust
 8 Panzer IV (7.5cm)
 1 Sd Kfz 250 (MG)
 2 Sd Kfz 250/9 (2cm)
 6 Sd Kfz 251 (7.5cm)

ARMoured 7.5cm GUN PLATOON

MOTIVATION

CONFIDENT 4+

SP Gun
Counterattack
Third Reich
Last Stand
3+

SKILL
VETERAN 3+
SP Gun
Assault
5+



• TANK UNIT • STORMTROOPERS •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT **1**

SLIDE & REAR **1**

TOP **0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	10"/25cm	16"/40cm	28"/70cm	3+

WEAPON	RANGE	HALTED	ROF	MOVING	TANK	ANTI-FIRE	POWER	NOTES
Sd Kfz 251 (7.5cm)	24"/60cm	2	1	1	9	3+	Forward Firing, HEAT	
Sd Kfz 251 (MG)	16"/40cm	3	3	3	2	6	Forward Firing	

ARMoured 7.5cm GUN PLATOON

ARMoured 7.5cm GUN PLATOON

6x Sd Kfz 251 (7.5cm)
4x Sd Kfz 251 (7.5cm)
2x Sd Kfz 251 (7.5cm)

9 POINTS
6 POINTS
3 POINTS

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
HEAT: Target Armour is not increased for range over 16"/40cm.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G117

LUCKY

Some men have all the luck.

Discard this card to re-roll any one die. The second result must be used.

German, Force, Limited

1 POINTS

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
 **4+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6
WEAPON	RANGE	HALTED MOVING	ROF	ANTI-TANK
8.8cm AA gun	40"/100CM	2	1	14
			FIRE POWER	NOTES
			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

7.5CM TANK-HUNTER PLATOON

• GUN UNIT • GUN SHIELD •

MOTIVATION
CONFIDENT 4+

*Third Reich
Last Stand*
3+

SKILL
VETERAN 3+

*Gun
Assault*
4+

IS HIT ON
CAREFUL 4+

SAVE
 **3+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	2"/5CM	4"/10CM	6"/15CM	5+
WEAPON	RANGE	HALTED MOVING	ROF	ANTI-TANK
7.5cm gun	32"/80CM	2	1	12
			FIRE POWER	NOTES
			3+	Forward Firing

7.5CM TANK-HUNTER PLATOON



7.5CM TANK-HUNTER PLATOON

4x 7.5cm gun
3x 7.5cm gun
2x 7.5cm gun

15 POINTS
11 POINTS
7 POINTS

SPECIAL RULES

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

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

G131



SD KFZ 250



MOTIVATION

RELUCTANT 5+

Scout
Counterattack 6
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

TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	32"/80cm
			4+

WEAPON

RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES			
Sd Kfz 250/9 (2cm)	20"/50cm	3	2	5	5+	Self-defence AA	
Sd Kfz 250 & 250/9 (MG)	16"/40cm	3	3	2	2	6	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 3+
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

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

WEAPON

RANGE	ROF	ANTI-TANK	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 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



PANZERGRENADIER



MOTIVATION

CONFIDENT 4+
Third Reich
Last Stand

3+

SKILL

VETERAN 3+

• INFANTRY FORMATION • STORMTROOPERS •



IS HIT ON
CAREFUL 4+

SAVE



3+

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

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
MP40 SMG team or Panzerfaust anti-tank	4"/10CM 4"/10CM	3 1	3 1	6 12	Pinned ROF 1 Limited 1, Slow Firing



PANZERGRENADIER



PANZERGRENADIER COMPANY HQ

2x MP40 SMG team
with Panzerfaust

4 POINTS

SPECIAL RULES

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.

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

Slow Firing: +1 To Hit for Moving ROF. **Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G254

BAGRATION PANZERGRENADIER COMPANY

FORMATION CONTAINS:

- 1 Panzergrenadier Company HQ (G254)
- 1 Panzergrenadier Platoon (G255)
- 1 Panzergrenadier Platoon (G255)
- 1 Panzergrenadier Platoon (G255)
- or Armoured Panzer Grenadier Platoon (G253)
- or Reconnaissance Platoon (G174)
- 0-1 Panzergrenadier Platoon (G255)
- or Panzer IV Tank Platoon (G167)
- or Panther Tank Platoon (G104)
- or Stug Tank Platoon (G247)
- or Panzer IV/70 Tank Platoon (G249)
- 0-1 sMG34 Machine-gun Platoon (G122)
- 0-1 8cm Mortar Section (G116)
- 0-1 Armoured 7.5cm Gun Platoon (G117)
- or 7.5cm Gun Platoon (G126)
- 0-1 12cm Mortar Platoon (G172)
- 0-1 Galle 15cm Gun Platoon (G118)
- or 15cm Gun Platoon (G127)
- 0-1 Armoured Flame-thrower Platoon (G119)
- 0-1 7.5cm Tank-hunter Platoon (G131)
- 0-1 Sd Kfz 10/4 Light AA Platoon (G142)
- or 2cm Light AA Platoon (G187)



PANZER IV



MOTIVATION

CONFIDENT 4+
Third Reich
Last Stand

3+

SKILL

VETERAN 3+

• TANK FORMATION - BAZOOKA SKIRTS •
• STORMTROOPERS •



IS HIT ON
CAREFUL 4+

AMOUR

FRONT 6

SIDE & REAR 3

TOP 1

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

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



PANZER IV



PANZER IV TANK COMPANY HQ

2x Panzer IV (late 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.

BAGRATION PANZER IV TANK COMPANY

FORMATION CONTAINS:

- 1 Panzer IV Tank Company HQ (G246)
- 1-3 Panzer IV Tank Platoon (G167)
- 1 Panzer IV Tank Platoon (G167)
- or Stug Tank Platoon (G247)
- or Panther Tank Platoon (G104)
- or Tiger Tank Platoon (G102)
- or Armoured Panzer Grenadier Platoon (G253)
- 0-1 Wirbelwind AA Tank Platoon (G250)
- or Ostwind AA Tank Platoon (G251)
- or Möbelwagen AA Tank Platoon (G165)
- or Sd Kfz 7/1 Quad AA Platoon (G143)

G246

☠ PANZERGRENADEIER PLATOON ☠

MOTIVATION

CONFIDENT 4+

*Third Reich
Last Stand*

3+

SKILL

VETERAN 3+

• INFANTRY UNIT • STORMTROOPERS •



IS HIT ON

CAREFUL 4+

SAVE



3+

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

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE POWER	NOTES
MG42 team or Panzerfaust anti-tank	16"/40CM 4"/10CM	3 1	2 1	2 1	2 12	6 5+	Limited 1, Slow Firing
OPTIONAL Panzerschreck anti-tank	8"/20CM	1	1	1	11	5+	Assault 4+, Slow Firing

☠ PANZERGRENADEIER PLATOON ☠



PANZERGRENADEIER PLATOON

- 7x MG42 team with Panzerfaust
- 5x MG42 team with Panzerfaust

11 POINTS

8 POINTS

OPTIONS

- Add one Panzerschreck anti-tank team for +2 points.

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
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 ROF.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

