

**Combat Quality = Special Forces**      **1st Special Service Force - "Devil's Brigade" Platoon**      **700 Points**

**CQtest = 2+ | CAC Duel +2**  
**HQ and Troop Teams 8 SP**  
**Lt Mtr - Bazooka - LMG 4 SP**  
**FSSF Teams roll 2d6 each in PC**  
**Teams start Hidden (rule 12.6)**



**FIRING** \*May only be used in Aleutians, Italy and Southern France

HQ (1) + Bazooka Team (1)	Open	Light	Heavy	Dug-In	Bazooka v Troops
HQ roll 6d6: to 6"; 3d6 6+ to 15"	4	3	2	1	roll 3d6 to 6", hit on "2" any Cover
Bazooka 2d6 Accuracy = '9' up to 6" Armor Penetration = 3d6+11					

*\* HQ Team has 3 Demo Charges; Troop Teams hit by HQ Team are +1 to d20 rolls*

Lt Mtr (1) & MMg Team (2)	Open	Light	Heavy	Dug-In	Lt. Mtr v AFV-Veh
Lt Mtr roll 5d6: range 3" to 60"	4	3	2	1	roll 1d6 up to 30"
LMG roll 4d6: range up to 30"	4	3	2	1	FAV -6 PAV -3
<b>Troop Teams Hit are +1 to d20 Damage Rolls</b>					
					Vehicle/Gun +1

Troop Teams (4)	Open	Light	Heavy	Dug-In	Sticky Bombs
Roll 8d6: range up to 6"	4	3	2	1	up to 1" CQtest
Roll 4d6: range from 6+" to 15"	4	3	2	1	FAV -4 PAV -2
<b>Troop Teams Hit are +1 to d20 Damage Rolls</b>					
					Other Teams +1

**MOVEMENT**

Road	12"
Clear	12"
Rough	10"
Soft	8"
Unsafe	6"

**Personal Combat Modifiers (see Note)**

Outnumber (2 to 1: +1) (3+ to 1 +2)	
Special Forces +2	FAV Crew +5
Elite +1	PAV Crew +4
Regular "0"	Dug-In Team +3
Poor -1	Heavy Cover +2
Irregular -2	Light Cover +1
Team Pinned or Shaken -1	
Troop Team Critical -2	
Vehicle or AFV Team M or F Kill -3	

**Hit Results (d20)**

20+	KIA!
19	3 SP Lost
17-18	2 SP Lost
15-16	1 SP Lost
13-14	Pinned
NA	Retreat
NA	Panicked
1-12	No Effect

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Pass = Yes    FAO\* 2d6 Deviation  
 Para = Yes    FAC\* 2d6 Deviation  
 \*CiC is FAC - ALL HQ are FAO

**Combat Quality = Elite**      **Fallschirm-Panzer Division Hermann Göring Platoon**      **550 Points**

**CQtest = 3+ | CAC Duel +1**  
**HQ - 20mm - Troops 6 SP**  
**Md Mtr - MG Teams 4 SP**



**FIRING** \*May only be used on the Mediterranean and Eastern Fronts

HQ Team (1) Md Mtr Team (1)	Open	Light	Heavy	Dug-In	Md Mtr v AFV & Veh
Roll 3d6: range up to 3"	3	2	1	1 + CQ	roll 1d6 to 36"
Md Mtr roll 6d6: range 3" to 75"	3	2	1	1 + CQ	FAV -5 PAV -2

*Vehicle, Gun and Troop Teams hit by Md Mtr are +1 to d20 Damage rolls*

20mm Flak (1) MMg Team (1)	Open	Light	Heavy	Dug-In	20mm vs AFV-Veh
20mm roll 7d6: range up to 45"	3	2	1	1 + CQ	roll 2d6 up to 15"
MMG roll 9d6: range up to 30"	3	2	1	1 + CQ	FAV -5 PAV '0'
<b>Troop Teams hit by 20mm are +2 to d20 Damage rolls (see * note)</b>					
<i>* 20mm Flak Fires AA up to 36": 2d6 Accuracy = hits on a 1 thru 5; hit Target Plane rolls 1d20 + 3</i>					
					Vehicle/Gun +2

Troop Teams (6)	Open	Light	Heavy	Dug-In	Hafthohlladung
Roll 6d6: range up to 3"	3	2	1	1 + CQ	up to 1" CQtest
Roll 4d6 range from 3+" to 24"	3	2	1	1 + CQ	FAV +2 PAV +4
					Other = No Effect

**MOVEMENT**

Road	11"
Clear	9"
Rough	7"
Soft	5"
Unsafe	4"

**Personal Combat Modifiers**

Outnumber (2 to 1: +1) (3+ to 1 +2)	
Special Forces +2	FAV Crew +5
Elite +1	PAV Crew +4
Regular "0"	Dug-In Team +3
Poor -1	Heavy Cover +2
Irregular -2	Light Cover +1
Team Pinned or Shaken -1	
Troop Team Critical & Killed -2	
Vehicle or AFV Team M or F Kill -3	

**Hit Results (d20)**

20+	KIA!
19	3 SP Lost
17-18	2 SP Lost
15-16	1 SP Lost
10-14	Pinned
6-9	Retreat
NA	Panicked
1-5	No Effect

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Pass = Yes    FAO\* 2d6 Deviation  
 Para = No    FAC\* 2d6 Deviation  
 \*Only CiC & 2iC are FAO/FAC