

**Combat Quality = Elite** **German 'Heer' Panzer Grenadier Platoon** **550 Points**

**CQtest = 3+ | CAC Duel +1**  
 HQ - Troop Teams **6 SP**  
 PanzerFaust - Mtr - MG **4 SP**

\*20mm is a HW Team not AAA



FIRING						
HQ Team (1) ATRL Team (1)*	Open	Light	Heavy	Dug-In	ATRL vs. Troops	
Roll 3d6: range up to 3"	3	2	1	1 + CQ	roll 6d6 to 3", hit on "2" any Cover	
<b>PanzerFaust: 2d6 Accuracy = '7' up to 3" Arm Pen 4d6 + 25</b>						
<i>*Both HQ Team and separate ATRL (PanzerFaust) Team have unlimited PanzerFaust shots</i>						
Md Mtr (1) & MMG Team (1)	Open	Light	Heavy	Dug-In	Md Mtr v AFV-Veh	
Md Mtr roll 6d6: range 3" to 75"	3	2	1	1 + CQ	roll 1d6 up to 36"	
MMG roll 9d6: range up to 30"	3	2	1	1 + CQ	FAV -5 PAV -2	
<b>Md Mtr only Troop Target Teams Hit are +1 to d20 Damage Rolls</b>						
Vehicle/Gun +1						

Troop Teams (6)	Open	Light	Heavy	Dug-In	<b>Hafthohlladung</b>	
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
7-9	Retreat
NA	Panicked
1-6	No Effect
<i>Data Card Copyright © 2011 Lee T. Sowers</i>	

Pass = Yes	FAO* 1d6 Deviation
Para = No	FAC* 1d6 Deviation
*Only CiC & 2iC are FAO/FAC	

**Combat Quality = Poor** **German Luftwaffe Field Division (Platoon)** **350 Points**

**CQtest = 5+ | CAC Duel '-1'**  
 HQ - Troop - 20mm **4 SP**  
 PanzerFaust - MMG **3 SP**

\*20mm is a HW Team not AAA



FIRING						
HQ Team (1) ATRL Team (1)*	Open	Light	Heavy	Dug-In	ATRL vs. Troops	
Roll 3d6: range up to 3"	3	2	1	1 + CQ	roll 5d6 to 6", hit on "2" any Cover	
<b>PanzerSchreck: 2d6 Accuracy = '7' up to 6" Arm Pen 3d6 + 30</b>						
<i>*HQ has NO PanzerSchreck, the PanzerSchreck Team has unlimited PanzerSchreck Ammo</i>						
MMG (1) & 20mm Flak (1)	Open	Light	Heavy	Dug-In	20mm vs AFV-Veh	
MMG roll 6d6: range up to 18"	3	2	1	1 + CQ	roll 2d6 up to 15"	
20mm roll 7d6: range up to 45"	3	2	1	1 + CQ	FAV -5 PAV '0'	
<b>Troop Teams hit by 20mm are +1 to d20 rolls</b>						
Vehicle/Gun +2						

Troop Team (6)	Open	Light	Heavy	Dug-In	vs. AFV (PAV/FAV)	
Roll 3d6: range up to 3"	3	2	1	1 + CQ	No Effect	
Roll 2d6: range from 3+" to 18"	3	2	1	1 + CQ	No Effect	
<b>There are never any (+) to Troop, Gun or Vehicle Target Teams' d20 rolls</b>						

MOVEMENT	
Road	9"
Clear	7"
Rough	5"
Soft	3"
Unsafe	1"

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)	
19+	KIA!
17-18	3 SP Lost
15-16	2 SP Lost
13-14	1 SP Lost
9-12	Pinned
5-8	Retreat
1-4	Panicked
NA	No Effect
<i>Data Card Copyright © 2011 Lee T. Sowers</i>	

Pass = Yes	FAO* 1d6 Deviation
Para = No	FAC* 1d6 Deviation
*Only CiC is FAO/FAC	