

# USA

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Officer [1]	5+	Pistol	Hero, Inspiring, Tough(3)	A	25pts
Medic [1]	5+	Pistol	Hero, Medic, Tough(3)	-	35pts
Forward Observer [1]	5+	Pistol	Artillery Strike, Hero, Tough(3)	A	50pts
Recruits [5]	6+	Assault Rifles	-	B	25pts
Regular Infantry [5]	5+	Assault Rifles	-	C	50pts
Engineer Squad [5]	5+	Carbines	-	D	45pts
Support Team [1]	5+	Flamethrower (12", A6)	-	G	20pts
Paratroopers [5]	4+	Carbines	Deep Strike	E	85pts
Ranger Squad [5]	4+	Carbines	Scout	F	85pts
Jeep [1]	4+	Light Machine Gun (36", A3)	Fast, Tough(3)	J	40pts
Half-Track [1]	4+	Heavy Machine gun (36", A3p)	Tough(3), Transport(11), Vehicle	K	95pts
Stuart [1]	4+	Light AT Gun (48", A3x), 2x Light Machine Guns (36", A3)	Tough(3), Vehicle	H	130pts
Sherman [1]	4+	Medium AT Gun (48", A6x), 2x Light Machine Guns (36", A3)	Tough(6), Vehicle	I	200pts

A	Replace Pistol:	
Carbine		+5pts
Assault Rifle		+10pts
Submachine Gun (12", A3)		+10pts

B	Replace one Assault Rifle:	
Submachine Gun (12", A3)		+5pts
Replace one Assault Rifle:		
Automatic Rifle (24", A2)		+5pts

C	Replace one Assault Rifle:	
Submachine Gun (12", A3)		+5pts
Replace one Assault Rifle:		
Automatic Rifle (24", A2)		+5pts

D	Replace up to two Carbines:	
Submachine Gun (12", A3)		+5pts
Replace one Carbine:		
Automatic Rifle (24", A2)		+5pts
Flamethrower (12", A6)		+10pts
Replace all Carbines:		
Assault Rifles		+5pts

E	Replace up to three Carbines:	
Submachine Gun (12", A3)		+5pts
Replace one Carbine:		
Automatic Rifle (24", A2)		+10pts
Replace all Carbines:		
Assault Rifles		+10pts

F	Replace up to three Carbines:	
Submachine Gun (12", A3)		+5pts
Replace one Carbine:		
Automatic Rifle (24", A2)		+10pts
Light Machine Gun (36", A3)		+25pts
Replace all Carbines:		
Assault Rifles		+10pts

G	Replace Flamethrower:	
Light Machine Gun (36", A3)		+5pts
Light Mortar (24", A3, Indirect)		+5pts
Heavy Machine Gun (36", A3p)		+15pts
Heavy Mortar (48", A3, Indirect)		+20pts
Bazooka (24", A6x)		+20pts
Sniper Rifle (36", A1p, Sniper)		+35pts

H	Replace Light AT Gun:	
Flamethrower Turret (18", A6)		Free
Take up to two:		
Light Machine Gun (36", A3)		+25pts

I	Take one:	
Light Machine Gun (36", A3)		+25pts
Heavy Machine Gun (36", A3p)		+40pts
Replace Medium AT Gun:		
Flamethrower Turret (18", A6)		Free
Heavy AT Gun (48", A9x)		+45pts
Take one:		
Multiple Rocket Launcher (48", AD6, Indirect)		+55pts

J	Replace Light Machine Gun:	
Heavy Machine Gun (36", A3p)		+15pts

K	Take up to three:	
Light Machine Gun (36", A3)		+25pts

## Special Rules

**Artillery Strike:** After round 1 you may roll one die at the beginning of each round, and on a 4+ the artillery is ready to fire and you may place a marker anywhere on the table. Then roll one die, on a 1-2 the opponent may move the marker by up to 6" (must be in a valid position). All units within 6" of the marker take D6 hits with Piercing and Rending. The artillery may only be fired once per game, and on the last round the artillery is fired automatically.

**Inspiring:** The hero and his unit get Fearless.

**Medic:** The hero and his unit get Regeneration.

# Germany

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Leutnant [1]	4+	Pistol	Hero, Inspiring, Tough(3)	A	40pts
Medic [1]	4+	Pistol	Hero, Medic, Tough(3)	-	40pts
Forward Observer [1]	4+	Pistol	Artillery Strike, Hero, Tough(3)	A	55pts
Recruits [5]	5+	Rifles	-	B	55pts
Regular Infantry [5]	4+	Rifles	-	B	85pts
Grenadiers [5]	4+	Rifles	-	C	85pts
Support Team [1]	4+	Flamethrower (12", A6)	-	G	25pts
Pioneers [5]	3+	Rifles	-	D	110pts
Fallschirmjäger [5]	3+	Rifles	Deep Strike	E	130pts
Waffen-SS [5]	3+	Rifles	Fearless	F	130pts
Kübelwagen [1]	4+	Light Machine Gun (36", A3, Linked)	Fast, Tough(3)	-	50pts
SDKFZ [1]	4+	Light Machine Gun (36", A3, Linked)	Tough(3), Transport(11), Vehicle	I	90pts
Stug [1]	4+	Light AT Gun (48", A3x)	Tough(6), Vehicle	H	100pts
Tiger [1]	3+	Heavy AT Gun (48", A9x), 2x Light Machine Guns (36", A3, Linked)	Tough(6), Vehicle	-	340pts

## A | **Replace Pistol:**

Rifle	+5pts
Submachine Gun (12", A3)	+5pts
Automatic Rifle (24", A2)	+10pts

## B | **Replace one Rifle:**

Submachine Gun (12", A3)	+5pts
<b>Replace one Rifle:</b>	
Light Machine Gun (36", A3, Linked)	+20pts

## C | **Replace up to two Rifles:**

Submachine Gun (12", A3)	+5pts
<b>Replace one Rifle:</b>	
Light Machine Gun (36", A3, Linked)	+30pts
<b>Upgrade up to four models with:</b>	
Panzerfaust (18", A6x, Limited)	+10pts

## D | **Replace any Rifle:**

Submachine Gun (12", A3)	+5pts
<b>Replace one Rifle:</b>	
Flamethrower (12", A6)	+15pts
Light Machine Gun (36", A3, Linked)	+35pts

## E | **Replace any Rifle:**

Submachine Gun (12", A3)	+5pts
Automatic Rifle (24", A2)	+5pts
<b>Replace one Rifle:</b>	
Light Machine Gun (36", A3, Linked)	+35pts
<b>Upgrade up to four models with:</b>	
Panzerfaust (18", A6x, Limited)	+10pts

## F | **Replace any Rifle:**

Submachine Gun (12", A3)	+5pts
Automatic Rifle (24", A2)	+5pts
<b>Replace one Rifle:</b>	
Light Machine Gun (36", A3, Linked)	+35pts
<b>Upgrade up to four models with:</b>	
Panzerfaust (18", A6x, Limited)	+10pts

## G | **Replace Flamethrower:**

Light Mortar (24", A3, Indirect)	+5pts
Anti-Tank Rifle (36", A3x)	+15pts
Light Machine Gun (36", A3, Linked)	+20pts
Heavy Mortar (48", A3, Indirect)	+25pts
Panzerschreck (24", A6x)	+25pts
Sniper Rifle (36", A1p, Sniper)	+30pts

## H | **Replace Light AT Gun:**

Medium AT Gun (48", A6x)	+45pts
<b>Take one:</b>	
Light Machine Gun (36", A3, Linked)	+35pts

## I | **Take one:**

Light Machine Gun (36", A3, Linked)	+35pts
<b>Replace Light Machine Gun:</b>	
Light AT Gun (48", A3x)	+10pts

## Special Rules

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