

USA

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Officer [1]	5+	Pistol	Hero, Inspiring, Tough(3)	A	15pts
Medic [1]	5+	Pistol	Hero, Medic, Tough(3)	-	15pts
Recruits [3]	6+	Assault Rifles	-	B	15pts
Regulars [3]	5+	Assault Rifles	-	C	30pts
Engineers [3]	5+	Carbines	-	D	25pts
Support Team [1]	5+	Flamethrower (12", A6)	-	G	20pts
Paratrooper [1]	4+	Carbine	Deep Strike	E	15pts
Ranger [1]	4+	Carbine	Scout	F	15pts

A | **Replace Pistol:**

Carbine	+5pts
Assault Rifle	+10pts
Submachine Gun (12", A3)	+10pts

B | **Replace one Assault Rifle:**

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

Automatic Rifle (24", A2)	+5pts
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C | **Replace one Assault Rifle:**

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

Automatic Rifle (24", A2)	+5pts
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D | **Replace up to two Carbines:**

Submachine Gun (12", A3)	+5pts
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Replace one Carbine:

Automatic Rifle (24", A2)	+5pts
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Flamethrower (12", A6)	+10pts
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Replace all Carbines:

Assault Rifles	+5pts
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E | **Replace Carbine:**

Assault Rifle	+5pts
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Submachine Gun (12", A3)	+5pts
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Automatic Rifle (24", A2)	+10pts
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F | **Replace Carbine:**

Assault Rifle	+5pts
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Submachine Gun (12", A3)	+5pts
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Automatic Rifle (24", A2)	+10pts
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Light Machine Gun (36", A3)	+25pts
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G | **Replace Flamethrower:**

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

Inspiring: The hero and all friendly units within 3" get the Fearless special rule.

Medic: The hero and all friendly units within 3" get the Regeneration special rule.

Germany

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Leutnant [1]	4+	Pistol	Hero, Inspiring, Tough(3)	A	20pts
Medic [1]	4+	Pistol	Hero, Medic, Tough(3)	-	20pts
Recruits [3]	5+	Rifles	-	B	35pts
Regular [1]	4+	Rifle	-	B	15pts
Grenadier [1]	4+	Rifle	-	C	15pts
Support Team [1]	4+	Flamethrower (12", A6)	-	G	25pts
Pioneer [1]	3+	Rifle	-	D	20pts
Fallschirmjäger [1]	3+	Rifle	Deep Strike	E	25pts
Waffen-SS [1]	3+	Rifle	Fearless	F	25pts

A | **Replace Pistol:**

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

B | **Replace one Rifle:**

Submachine Gun (12", A3)	+5pts
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Replace one Rifle:

Light Machine Gun (36",A3,Linked)	+20pts
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C | **Replace Rifle:**

Submachine Gun (12", A3)	+5pts
Light Machine Gun (36",A3,Linked)	+30pts

Upgrade with:

Panzerfaust (18", A6x, Limited)	+10pts
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D | **Replace Rifle:**

Submachine Gun (12", A3)	+5pts
Flamethrower (12", A6)	+15pts
Light Machine Gun (36",A3,Linked)	+35pts

E | **Replace Rifle:**

Submachine Gun (12", A3)	+5pts
Automatic Rifle (24", A2)	+5pts
Light Machine Gun (36",A3,Linked)	+35pts

Upgrade with:

Panzerfaust (18", A6x, Limited)	+10pts
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F | **Replace Rifle:**

Submachine Gun (12", A3)	+5pts
Automatic Rifle (24", A2)	+5pts
Light Machine Gun (36",A3,Linked)	+35pts

Upgrade with:

Panzerfaust (18", A6x, Limited)	+10pts
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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

Special Rules

Inspiring: The hero and all friendly units within 3" get the Fearless special rule.

Medic: The hero and all friendly units within 3" get the Regeneration special rule.