

# GT Diepenbeek 91p

## D-Day: German Force

Heavy Tank Training Company		German	LG500	61
Heavy Tank Training Company HQ (Tiger II)	LG500	16		
1x Tiger II (8.8cm)	16			
Tiger II Training Platoon	LG501	27		
2x Tiger II (8.8cm)	27			
Panzergrenadier Training Platoon	LG516	9		
7x MG42 team with Panzerfaust	8			
• Add a Panzerschreck anti-tank team for +1 point.				
Panzergrenadier Training Platoon	LG516	9		
7x MG42 team with Panzerfaust	8			
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Support		German		29
Puma Scout Troop	LG178	4		
2x Puma (5cm)	4			
Wespe Artillery Battery	LG134	18		
6x Wespe (10.5cm)	18			
Panzer III OP Observation Post	LG183a	1		
1x Panzer III OP (MG)	1			
8.8cm Heavy AA Platoon	LG144	6		
2x 8.8cm AA gun	6			
D-Day: German Command Cards		German		1
Lucky		1		
Command Card Lucky	1			
D-Day		Unit Count: 8		Total Points : 91

### Card List:

Lucky  
 LG134 Wespe Artillery Battery  
 LG144 8.8cm Heavy AA Platoon  
 LG178 Puma Scout Troop  
 LG183a Panzer III OP Observation Post  
 LG500 Heavy Tank Training Company HQ (Tiger II)  
 LG501 Tiger II Training Platoon  
 LG516 Panzergrenadier Training Platoon  
 LG517 Sd Kfz 251 Training Transport

### Pick List:

2 8.8cm AA gun  
 14 MG42 team with Panzerfaust  
 1 Panzer III OP (MG)  
 2 Panzerschreck anti-tank team  
 2 Puma (5cm)  
 3 Tiger II (8.8cm)  
 6 Wespe (10.5cm)

**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**

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**WESPE**  
ARTILLERY BATTERY



IS HIT ON  
CAREFUL 4+

IS HIT ON  
REFUL

**MOTIVATION**  
**FEARLESS 3+**

**VETERAN 3+**

**VETERAN 3+**



100

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

WEAPON

RANGE

ROF

RE-

52

Wespe (10.5cm)  
or Direct Fire  
Wespe (MG)

72"/180  
24"/60  
16"/40

TILLERY	
1	
2	

6	Forward Smoke Brutal, Smoke
---	--------------------------------------

mg, Slow



6x Wespe (10.5cm)  
3x Wespe (10.5cm)

18 POINTS

## SPECIAL RULES

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

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

**Slow Firing:** +1 To Hit for Moving ROF.

## Smoke: Can Shoot Smoke ammunition.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

**L** G134





## PUMA SCOUT TROOP



MOTIVATION

**RELUCTANT 5+**

Scout  
**Counterattack**  
Determined  
Remount  
**4+**

• TANK UNIT • SCOUT •  
• SPEARHEAD • STORMTROOPERS •



IS HIT ON

**CAREFUL 4+**

ARMOUR

FRONT **3**

SIDE & REAR **1**

TOP **0**

TACTICAL

**10"/25CM**

TERRAIN DASH

**12"/30CM**

CROSS COUNTRY DASH

**18"/45CM**

ROAD DASH

**36"/90CM**

CROSS

**4+**

WEAPON

Puma (5cm)

**28"/70CM**

RANGE

**20"/50CM**

HALTED

**3**

MOVING

**2**

ANTI-TANK

**9**

FIRE-POWER

**4+**

NOTES

Sd Kfz 234 (2cm)

**20"/50CM**

RANGE

**3**

HALTED

**2**

MOVING

**3**

ANTI-TANK

**5**

FIRE-POWER

**5+**

NOTES

Puma & Sd Kfz 234 (MG)

**16"/40CM**

RANGE

**3**

HALTED

**3**

MOVING

**2**

ANTI-TANK

**2**

FIRE-POWER

**6**

NOTES

Self Defence AA

NOTES

NOTES

G178



## PUMA SCOUT TROOP



**PUMA SCOUT TROOP**

2x Puma (5cm)

**4 POINTS**

2x Sd Kfz 234 (2cm)

**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.



## 8.8CM HEAVY AA PLATOON



MOTIVATION

**CONFIDENT 4+**

Third Reich  
Last Stand  
**3+**

SKILL

**VETERAN 3+**

Gun  
Assault  
**4+**

• GUN UNIT • GUN SHIELD • LARGE GUN •



IS HIT ON

**CAREFUL 4+**

SAVE

**4+**

**8.8CM HEAVY AA PLATOON**

4x 8.8cm AA gun

**12 POINTS**

2x 8.8cm AA gun

**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





# TIGER II

## HEAVY TANK TRAINING COMPANY HQ



**MOTIVATION**  
**CONFIDENT 4+**

- TANK FORMATION
- OLD HAND
- STORMTROOPERS

**IS HIT ON**  
**CAREFUL 4+**

**SKILL**  
**VETERAN 3+**



**ARMOUR**  
**FRONT** 16  
**SIDE & REAR** 8  
**TOP** 2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	3+

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
Tiger II (8.8cm)	48"/120CM	2	1	17	3+		
Tiger II (MGs)	16"/40CM	4	4	2	6		



# TIGER II

## HEAVY TANK TRAINING COMPANY HQ



### TIGER II

#### HEAVY TANK TRAINING COMPANY HQ

1x Tiger II (8.8cm) **16 POINTS**

#### OPTIONS

- Add one Tiger II for +16 points, Tiger II (8.8cm) for +12 points, or Panther (Late) (16504) for +12 points.

#### SPECIAL RULES

**Old Hand:** Units from this Formation whose Unit Leader is within 6"/15cm of this Formation Commander have Tactics 4+. **Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

### BERLIN

#### HEAVY TANK TRAINING COMPANY

#### FORMATION CONTAINS:

- 1 Tiger II Tank Training Company HQ (16500)
- 1 Tiger II Training Platoon (16501) *or* Tiger Training Platoon (16503) *or* Panther (late) Training Platoon (16505)
- 1 Tiger II Training Platoon (16501) *or* Tiger Training Platoon (16503)
- 0-1 Tiger Training Platoon (16503)
- 0-1 Panther III Training Platoon (16506)
- 0-2 Panzer Grenadier Training Platoon (16516)

**16500**



# PANZER III OP

## OBSERVATION POST



**MOTIVATION**  
**CONFIDENT 4+**

**Scout**  
**Last Stand** 5+  
**Observer**  
**Counterattack** 6

- TANK UNIT
- INDEPENDENT
- OBSERVER
- STORMTROOPERS
- SCOUT

**IS HIT ON**  
**CAREFUL 4+**



**ARMOUR**  
**FRONT** 5  
**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	HALTED	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
Panzer III OP (MG)	16"/40CM	3	3	2	6	Forward Firing	



# PANZER III OP

## OBSERVATION POST



### PANZER III OP

#### OBSERVATION POST

1x Panzer III OP (MG) **1 POINT**

#### You must field:

- 10.5cm Artillery Battery,
- Wespe 10.5cm SP Artillery Battery,
- Hummel 15cm SP Artillery Battery,
- Panzerwerfer 42 Battery,
- 15cm Nebelwerfer Battery,
- 21st Panzer 10.5cm (Sf) Lorraine Schlepper Artillery Battery
- 21st Panzer 15cm (Sf) Lorraine Schlepper Artillery Battery

before you can field a Panzer III OP.

#### SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.  
**Independent:** Unit cannot Charge into Contact or take an Objective, and is ignored for Victory Points.  
**Observer:** Team can Spot for any friendly Artillery Unit.  
**Scout:** Team can remain Gone to Ground while moving.  
**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

**16500**





# PANZERGRENADEIER

TRAINING PLATOON



MOTIVATION

**CONFIDENT 4+**

SKILL

**GREEN 5+**

• INFANTRY UNIT • STORMTROOPERS •



IS HIT ON

**AGGRESSIVE 3+**

SAVE

**3+**



TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

MG42 team  
or Panzerfaust anti-tank  
Panzerschreck  
anti-tank team

RANGE

16"/40CM

4"/10CM

8"/20CM

HALTED

3

1

1

MOVING

2

1

1

ANTI-TANK

2

12

11

FIRE-POWER

6

5+

5+

NOTES

Limited 2, Slow Firing

Assault 6, Slow Firing



# PANZERGRENADEIER

TRAINING PLATOON



PANZERGRENADEIER  
TRAINING PLATOON

7x MG42 team with Panzerfaust

4x Sd Kfz 251 (MG)  
half-track (I/6517)

**10 POINTS**

5x MG42 team with Panzerfaust

3x Sd Kfz 251 (MG)  
half-track (I/6517)

**7 POINTS**

7x MG42 team  
with Panzerfaust

**8 POINTS**

5x MG42 team  
with Panzerfaust

**6 POINTS**

## OPTIONS

- Replace one Sd Kfz 251 (MG) with a Sd Kfz 251 (2cm) half-track at no cost.
- Add a Panzerschreck anti-tank team for +1 point.

## SPECIAL RULES

**Assault 6:** Team hits on 6 in Assaults.

**Limited 2:** Each time this Unit Shoots, two Teams may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, two Teams 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.

G516



# TIGER II

TRAINING PLATOON



MOTIVATION

**CONFIDENT 4+**

SKILL

**GREEN 5+**

• TANK UNIT • STORMTROOPERS •



IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**16**

**8**

**2**

FRONT

SIDE

REAR

TOP

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

3+

WEAPON

Tiger II (8.8cm)

Tiger II (MGs)

RANGE

48"/120CM

16"/40CM

HALTED

2

4

MOVING

1

4

ANTI-TANK

17

3+

FIRE-POWER

6

NOTES



# TIGER II

TRAINING PLATOON



TIGER II  
TRAINING PLATOON

3x Tiger II (8.8cm)

**41 POINTS**

2x Tiger II (8.8cm)

**27 POINTS**

## SPECIAL RULES

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G501



# SD KFZ 251 HALF-TRACK

TRAINING TRANSPORT

MOTIVATION

**CONFIDENT 4+**

Mounted Assault

Transport Counterattack 6

Transport Last Stand 5+

SKILL

**GREEN 5+**

Transport Assault 6

- TRANSPORT ATTACHMENT
- PASSENGERS 3 - UNIT TRANSPORT
- MOUNTED ASSAULT
- STORMTROOPERS

IS HIT ON  
**AGGRESSIVE 3+**

ARMOUR

FRONT 1

SIDE & 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	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
Sd Kfz 251 (MG)	16"/40CM	4	4	2	2	6	Self-defence AA
Sd Kfz 251 (2cm)	20"/50CM	3	2	5	5+	5+	Self-defence AA

# SD KFZ 251 HALF-TRACK

TRAINING TRANSPORT

SD KFZ 251 HALF-TRACK  
TRAINING TRANSPORT

## SPECIAL RULES

**Mounted Assault:** Team has Assault 5+ and Counterattack 5+ with one, two, or three Passengers.

**Passengers 3:** Team can carry three Infantry Teams as Passengers.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

**Unit Transport:** Unit Leader must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.