

# Bulge: German

Brigade Armoured Assault Company			German	LG367	34
Brigade Armoured Assault Company HQ	LG367	4			
2x StG44 assault rifle team with Panzerfaust					
1x Sd Kfz 251 (MG) half-track (LG376)	4				
Brigade Armoured Assault Platoon	LG368	10			
7x StG44 assault rifle team with Panzerfaust					
4x Sd Kfz 251 (MG) half-track	10				
Brigade Armoured Triple 15mm FlaK Platoon	LG370	5			
6x Sd Kfz 251 (Triple 15mm)	5				
Brigade Armoured 8cm Mortar Section	LG377	2			
2x Sd Kfz 251 (8cm)	2				
Brigade Armoured 7.5cm Gun Platoon	LG372	3			
4x Sd Kfz 251 (7.5cm)	3				
Brigade Panzer IV/70 Tank-hunter Platoon	LG355	10			
2x Panzer IV/70 (7.5cm)	10				

Support			German		50
Panzer IV Tank Platoon	LG167	22			
4x Panzer IV (7.5cm)	22				
Brigade Panther (Late) Tank Platoon	LG354	20			
3x Panther (late) (7.5cm)	20				
Brigade Panzergrenadier Platoon	LG379	8			
7x MG42 team with Panzerfaust	8				

Bulge: German Command Cards			German		8
Lucky		1			
Command Card Lucky	1				
Skorzeny's Commandos Enemy Disguises		2			
Command Card Skorzeny's Commandos Enemy Disguises	2				
• Total cards: (1 selected)					
Skorzeny's Commandos Looted M8 Armoured Cars		5			
Command Card Skorzeny's Commandos Looted M8 Armoured Cars	5				

Bulge: German	Unit Count: 12	Total Points : 92
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## Card List:

Lucky  
 Skorzeny's Commandos Enemy Disguises  
 Skorzeny's Commandos Looted M8 Armoured Cars  
 LG167 Panzer IV Tank Platoon  
 LG354 Brigade Panther (Late) Tank Platoon  
 LG355 Brigade Panzer IV/70 Tank-hunter Platoon  
 LG367 Brigade Armoured Assault Company HQ  
 LG368 Brigade Armoured Assault Platoon  
 LG370 Brigade Armoured Triple 15mm FlaK Platoon  
 LG372 Brigade Armoured 7.5cm Gun Platoon  
 LG376 Brigade Sd Kfz 251 Half-track  
 LG377 Brigade Armoured 8cm Mortar Section  
 LG379 Brigade Panzergrenadier Platoon  
 LU174 M8 Greyhound Cavalry Recon Patrol

## Pick List:

7 MG42 team with Panzerfaust  
 3 Panther (late) (7.5cm)  
 4 Panzer IV (7.5cm)  
 2 Panzer IV/70 (7.5cm)  
 4 Sd Kfz 251 (7.5cm)  
 2 Sd Kfz 251 (8cm)  
 5 Sd Kfz 251 (MG) half-track  
 6 Sd Kfz 251 (Triple 15mm)  
 9 StG44 assault rifle team with Panzerfaust

# 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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# SKORZENY'S COMMANDOS LOOTED M8 ARMoured CARS

*Skorzeny was given ten Allied armoured cars. Four of them were American M8s.*

Your Force includes one M8 Armoured Car Patrol, which is a Support Unit containing:

- 2 M8 Greyhound from (LU174) for 5 points with the following ratings:

MOTIVATION	
<b>RELUCTANT 5+</b>	
Scout	<b>6</b>
Counterattack	
Determined	<b>4+</b>
Remount	

IS HIT ON	
<b>CAREFUL 4+</b>	

This Unit uses Enemy Disguises (included in Unit cost, see card for rules), as well as the Scout, Spearhead and Stormtroopers rules.

SKILL	
<b>VETERAN 3+</b>	
Scout	<b>4+</b>
Assault	

German, Build, Unit, Title

**0**  
POINTS

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# SKORZENY'S COMMANDOS ENEMY DISGUISES

*Skorzeny's troops used captured trucks, and painted all of their vehicles green with white stars. The disguises weren't perfect, but they took whatever advantage they could.*

This Unit has Enemy Disguises for +2 points.

A Unit with Enemy Disguises must be Identified before the enemy can Shoot at it or Assault it. If a Unit with Enemy Disguises Shoots or Assaults, it is immediately Identified. Once Identified by one Unit, a Unit is Identified to all the opponent's Units for the rest of the game.

Any Unit with a Line of Sight to a Unit with Enemy Disguises may take a Skill Test at the start of the Shooting Step. If they pass, the Unit is Identified, otherwise, it remains unidentified. Any Unit that does this has +1 to the score required To Hit or Range In on any other target in the Shooting Step.

German, Unit  
(Panther (Late) Tank Platoon, StuG Tank Platoon, M8 Armoured Car Patrol, Softskin Transport), Title

**0**  
POINTS

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# PANTHER (LATE)

BRIGADE TANK PLATOON



MOTIVATION

**RELUCTANT 5+**  
*Third Reich  
Last Stand*

SKILL

**4+**

• TANK UNIT • STORMTROOPERS •

IS HIT ON

**AGGRESSIVE 3+**



ARMOUR

FRONT 10

SIDE & REAR 5

TOP 1

TACTICAL

10"/25cm

TERRAIN DASH

14"/35cm

CROSS COUNTRY DASH

20"/50cm

ROAD DASH

24"/60cm

CROSS

2+

WEAPON

Panther (late) (7.5cm)

40"/100cm

RANGE

40"/100cm

HALTED

2

MOVING

1

ANTI-TANK

14

FIRE-POWER

3+

NOTES



# PANTHER (LATE)

BRIGADE TANK PLATOON



SPECIAL RULES

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

**PANTHER (LATE)**  
**BRIGADE TANK PLATOON**

3x Panther (late) (7.5cm)

20 POINTS



G354



# PANZER IV

TANK PLATOON



MOTIVATION

**CONFIDENT 4+**  
*Third Reich  
Last Stand*

SKILL

**3+**

**3+**  
*Protected Ammo  
Remount*

• TANK UNIT • BAZOOKA SKIRTS •  
• STORMTROOPERS •

IS HIT ON

**CAREFUL 4+**



ARMOUR

FRONT 6

SIDE & REAR 3

TOP 1

TACTICAL

10"/25cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

18"/45cm

ROAD DASH

20"/50cm

CROSS

3+

WEAPON

Panzer IV (7.5cm)

32"/80cm

RANGE

32"/80cm

HALTED

2

MOVING

1

ANTI-TANK

11

FIRE-POWER

3+

NOTES



# PANZER IV

TANK PLATOON



SPECIAL RULES

**Bazooka Skirts:** Side Armour is 5 against weapons with Firepower 5+ or 6.

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

**PANZER IV**  
**TANK PLATOON**

5x Panzer IV (7.5cm)

4x Panzer IV (7.5cm)

3x Panzer IV (7.5cm)

28 POINTS

22 POINTS

16 POINTS



G167



# BRIGADE ARMoured ASSAULT COMPANY HQ



MOTIVATION

**RELUCTANT 5+**  
Third Reich  
Last Stand

• INFANTRY FORMATION • HQ TRANSPORT •  
• STORMTROOPERS •

IS HIT ON  
**AGGRESSIVE 3+**

SKILL

**TRAINED 4+**



SAVE

Infantry  
**3+**

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

StG44 assault rifle team  
or Panzerfaust anti-tank

RANGE

8"/20CM

HALTED

3

MOVING

1

ANTI-TANK

12

FIRE-POWER

5+

NOTES

Pinned ROF 1  
Limited 1, Slow Firing



# PANZER IV/70 BRIGADE TANK-HUNTER PLATOON



MOTIVATION

**RELUCTANT 5+**  
SP Gun  
Counterattack

• TANK UNIT • BAZOOKA SKIRTS •  
• STORMTROOPERS •

IS HIT ON  
**AGGRESSIVE 3+**

SKILL

**TRAINED 4+**  
SP Gun  
Assault



ARMOUR

FRONT

9

SIDE

4

REAR

1

TOP

1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

18"/45CM

CROSS

5+

WEAPON

Panzer IV/70 (7.5cm)

RANGE

40"/100CM

HALTED

2

MOVING

1

ANTI-TANK

14

FIRE-POWER

3+

NOTES

Forward Firing

Panzer IV/70 (MG)

3

Forward Firing

6



# BRIGADE ARMoured ASSAULT COMPANY HQ



**BRIGADE ARMoured  
ASSAULT COMPANY HQ**

2x StG44 assault rifle team with Panzerfaust  
1x Sd Kfz 251 (MG)  
half-track (IG376)

**4 POINTS**

## SPECIAL RULES

See Brigade Armoured Assault Platoon (IG367).  
**HQ Transport:** Sd Kfz 251 half-track is  
part of HQ Unit.

**Pinned ROF 1:** Reduce ROF to 1 when  
Pinned Down.

**Limited 1:** Each time this Unit Shoots, one  
Team may Shoot as a Panzerfaust. Each  
time this Unit rolls To Hit in an Assault,  
one Team may use a Panzerfaust.

## BULGE BRIGADE ARMoured ASSAULT COMPANY

FORMATION CONTAINS:

- 1 Brigade Armoured Assault Company HQ (IG367)
- 1-2 Brigade Armoured Assault Platoon (IG368)
- 1-3 Brigade Triple 15mm Flak Platoon (IG370)  
or Brigade 2cm Flak Platoon (IG369)
- 0-1 Brigade Armoured 8cm Mortar Section (IG377)
- 0-1 Brigade 12cm Mortar Platoon (IG371)
- 0-1 Brigade Armoured 7.5cm Gun Platoon (IG372)
- 0-1 Brigade Armoured Flame-thrower Platoon (IG373)
- 0-2 Brigade Panzer IV/70 Tank-hunter Platoon (IG355)



# PANZER IV/70 BRIGADE TANK-HUNTER PLATOON



**PANZER IV/70  
BRIGADE TANK-HUNTER PLATOON**

3x Panzer IV/70 (7.5cm)  
2x Panzer IV/70 (7.5cm)

**15 POINTS**  
**10 POINTS**

## SPECIAL RULES

**Bazooka Skirts:** Side Armour is 5 against  
weapons with Firepower 5+ or 6.

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

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

IG355

IG367

# BRIGADE ARMoured TRIPLE 15MM FLAK PLATOON

MOTIVATION

**RELUCTANT 5+**

SP Gun  
Counterattack  
Third Reich

**4+**

• TANK UNIT • STORMTROOPERS •



IS HIT ON

**AGGRESSIVE 3+**

ARMOUR

**FRONT 1**

**SLIDE & REAR 1**

**TOP 0**

TACTICAL

10"/25CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

16"/40CM

ROAD DASH

28"/70CM

CROSS

3+

WEAPON

Sd Kfz 251 (Triple 15mm)

RANGE

20"/50CM

ROF

5

HALTED MOVING

3

ANTI-TANK

5

FIRE-POWER

5+

NOTES

Dedicated AA

# BRIGADE ARMoured ASSAULT PLATOON

• INFANTRY UNIT • STORMTROOPERS •

IS HIT ON

**AGGRESSIVE 3+**

MOTIVATION

**RELUCTANT 5+**

Third Reich  
Last Stand

**4+**

SKILL

**4+**

SAVE

3+



TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

StG44 assault rifle team  
or Panzerfaust anti-tank

RANGE

8"/20CM

ROF

3

HALTED MOVING

3

ANTI-TANK

1

FIRE-POWER

12

NOTES

Pinned ROF 1  
Limited 2, Slow Firing

# BRIGADE ARMoured TRIPLE 15MM FLAK PLATOON

SPECIAL RULES

**Dedicated AA:** Use full ROF when Shooting at Aircraft.

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

BRIGADE ARMoured  
TRIPLE 15MM FLAK PLATOON

6x Sd Kfz 251 (Triple 15mm)

5 POINTS

3x Sd Kfz 251 (Triple 15mm)

3 POINTS

# BRIGADE ARMoured ASSAULT PLATOON

SPECIAL RULES

**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.

**Pinned ROF 1:** Reduce ROF to 1 when Pinned Down.

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

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



BRIGADE  
ARMoured ASSAULT PLATOON

7x StG44 assault rifle team  
with Panzerfaust

4x Sd Kfz 251 (MG)  
half-track (IG376)

5x StG44 assault rifle team  
with Panzerfaust

3x Sd Kfz 251 (MG)  
half-track (IG376)

10 POINTS

7 POINTS

# SD KFZ 251 HALF-TRACK

## BRIGADE TRANSPORT

**MOTIVATION**  
**RELUCTANT 5+**

**Mounted Assault**  
**5+**

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

**IS HIT ON**  
**AGGRESSIVE 3+**

**SKILL**  
**TRAINED 4+**

**Mounted Assault**  
**1 OR 2**



**ARMOUR**  
**FRONT 1**  
**SIDE & REAR 1**  
**TOP 0**

**TACTICAL**  
**10"/25CM**

**TERRAIN DASH**  
**10"/25CM**

**CROSS COUNTRY DASH**  
**16"/40CM**

**ROAD DASH**  
**28"/70CM**

**CROSS**  
**3+**

**WEAPON**  
**Sd Kfz 251 (MG)**

**RANGE**  
**16"/40CM**

**HALTED**  
**4**

**MOVING**  
**4**

**ANTI-TANK**  
**2**

**FIRE-POWER**  
**6**

**NOTES**  
**Self-defence AA**

# 7.5CM GUN PLATOON

## BRIGADE ARMoured

• TANK UNIT • STORMTROOPERS •

**MOTIVATION**  
**RELUCTANT 5+**

**SP Gun**  
**Counterattack**  
**6**

**SKILL**  
**TRAINED 4+**

**SP Gun**  
**Assault**  
**6**



**IS HIT ON**  
**AGGRESSIVE 3+**

**ARMOUR**  
**FRONT 1**  
**SIDE & REAR 1**  
**TOP 0**

**TACTICAL**  
**10"/25CM**

**TERRAIN DASH**  
**10"/25CM**

**CROSS COUNTRY DASH**  
**16"/40CM**

**ROAD DASH**  
**28"/70CM**

**CROSS**  
**3+**

**WEAPON**  
**Sd Kfz 251 (7.5cm)**

**RANGE**  
**24"/60CM**

**HALTED**  
**2**

**MOVING**  
**1**

**ANTI-TANK**  
**9**

**FIRE-POWER**  
**3+**

**NOTES**  
**Forward Firing, HEAT**

# SD KFZ 251 HALF-TRACK

## BRIGADE TRANSPORT

**SD KFZ 251 HALF-TRACK TRANSPORT**

### SPECIAL RULES

**Mounted Assault:** Team has Assault 5+ and Counterattack 5+ with one Passenger and Assault 4+ and Counterattack 5+ with two or three Passengers.

**Passengers 3:** 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.

**G376**

# 7.5CM GUN PLATOON

## BRIGADE ARMoured

**BRIGADE ARMoured 7.5CM GUN PLATOON**

**3 POINTS**

**2 POINTS**

### SPECIAL RULES

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

**HEAT:** Target Armour is not increased for range over 16"/40cm.

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

**G372**

# BRIGADE PANZERGRENADEIER PLATOON

MOTIVATION

**RELUCTANT 5+**  
*Third Reich  
Last Stand*

**SKILL**  
**TRAINED 4+**

• INFANTRY UNIT • STORMTROOPERS •



IS HIT ON  
**AGGRESSIVE 3+**

SAVE  
 **3+**  
Infantry

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
MG42 team or Panzerfaust anti-tank	16"/40cm 4"/10cm	3 1	2 1	2 12	6 5+	Limited 2, Slow Firing	

# BRIGADE PANZERGRENADEIER PLATOON



**BRIGADE  
PANZERGRENADEIER PLATOON**

7x MG42 team  
with Panzerfaust

**8 POINTS**

5x MG42 team  
with Panzerfaust

**6 POINTS**

## SPECIAL RULES

**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.

G379

# BRIGADE ARMoured 8CM MORTAR SECTION

MOTIVATION

**RELUCTANT 5+**  
*SP Gun  
Counterattack*

**SKILL**  
**TRAINED 4+**  
*Last Stand*

• TANK UNIT • 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	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Sd Kfz 251 (8cm) Sd Kfz 251 (MG)	40"/100CM 16"/40CM	ARTILLERY	3	3	1 2	4+ 6	Forward Firing, Smoke Bombardment

# BRIGADE ARMoured 8CM MORTAR SECTION



**BRIGADE ARMoured  
8CM MORTAR SECTION**

2x Sd Kfz 251 (8cm)

**2 POINTS**

## SPECIAL RULES

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

G377



# M8 GREYHOUND

CAVALRY RECON PATROL



MOTIVATION

**CONFIDENT 4+**

Scout  
Counterattack

6

Scout  
Last Stand

5+

• TANK UNIT • OBSERVER • SCOUT •  
• SPEARHEAD •



IS HIT ON

**CAREFUL 4+**

ARMOUR

FRONT

2

SLIDE &  
REAR

1

TOP

0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	10"/25CM	16"/40CM	40"/100CM	4+

WEAPON	RANGE	HALTED	ROF	MOVING	TANK	ANTI-FIRE- POWER	NOTES
M8 (37mm)	24"/60CM	2	1	7	4+	Overworked	
M8 (.50 cal MG)	20"/50CM	3	2	4	5+	Self-defence AA	



# M8 GREYHOUND

CAVALRY RECON PATROL



M8 GREYHOUND  
CAVALRY RECON PATROL

2x M8 Greyhound (37mm)  
1x Jeep (60mm mortar) (U107)  
1x Jeep (MG) (U107)

5 POINTS

1x M8 Greyhound (37mm)  
1x Jeep (60mm mortar) (U107)  
1x Jeep (MG) (U107)

3 POINTS

## SPECIAL RULES

**Observer:** Unit Leader can Spot for any friendly Artillery Unit.

**Overworked:** +1 To Hit for Moving ROF. **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.

U174