

FACELESS DEATH

BLUTKREUZ KORPS
HEAVY LASER GRENADEIER SQUAD

- DAMAGE RESILIENT •
- SCHWERER STURMLASER: LASER •

2
3
3

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|-----|-----|
| A | 3x SCHWERER STURMLASER | | | | | | | | | | | | | |
| | 6 | 2/1 | 2/1 | 1/1 | 1/1 | 5/1 | 4/1 | 3/1 | 2/1 | 1/1 | 1/1 | - | 1/1 | 1/1 |



FACELESS DEATH

BLUTKREUZ KORPS
HEAVY LASER GRENADEIER SQUAD

12

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On $\frac{1}{2}$ a point of Damage is cancelled. Does not apply to Units joined.

LASER: When this weapon hits, roll hits again scoring another hit on $\frac{1}{2}$. Continue rolling until re-roll fails to hit.

TX061
2014



STURMPIONIÈRE

WEHRMACHT
ASSAULT ENGINEER SQUAD

- AT THE DOUBLE •
- FLAMMENWERFER 44: FLAME •
- PANZERFAUST: GRENADE •

2
4
2

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|-------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|
| A | 4x STG 47 ASSAULT RIFLE | | | | | | | | | | | | | |
| B | 3x PANZERFAUST (LIMITED AMMO) | | | | | | | | | | | | | |
| C | 1x FLAMMENWERFER 44 | | | | | | | | | | | | | |
| | 4 | 4/1 | 3/1 | 2/1 | 1/1 | 2/1 | - | - | - | - | - | 2/1 | 1/1 | - |
| | 3 | 1/4 | 1/4 | 1/4 | 1/4 | 1/2 | 1/2 | 1/5 | 1/4 | 1/4 | 1/3 | 1/3 | - | - |
| | 1 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | - | - | - |



STURMPIONIÈRE

WEHRMACHT ASSAULT ENGINEER SQUAD

9

AT THE DOUBLE: May take a free Move Action after performing a March Move Action.

FLAME: Targets get no Saves from this weapon and are Suppressed.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX079
2014



THE IRON FIST

WEHRMACHT HEAVY COMMAND
GRENADEIER SQUAD

- COMMAND SQUAD •
- DAMAGE RESILIENT •
- FLIEGERFAUST: SALVO •

2
3
3

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|-----------------|------|------|-----|-----|-----|-----|-----|---|---|---|-----|-----|-----|
| A | 2x TWIN MG 44Z | | | | | | | | | | | | | |
| B | 1x FLIEGERFAUST | | | | | | | | | | | | | |
| | 6 | 12/1 | 11/1 | 8/1 | 4/1 | 7/1 | 3/1 | - | - | - | - | 3/1 | 2/1 | - |
| | 6 | 5/2 | 5/2 | 4/2 | 3/1 | 3/2 | 2/1 | 1/1 | - | - | - | 3/2 | 2/2 | 1/1 |



THE IRON FIST

WEHRMACHT HEAVY COMMAND
GRENADEIER SQUAD

16

COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On $\frac{1}{2}$ a point of Damage is cancelled. Does not apply to Units joined.

SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TX060
2014



STEFAN

OBERLEUTNANT STEFAN RETTER,
WEHRMACHT

- AT THE DOUBLE •
- OFFICER •
- EXPERT - FLAMMENWERFER •
- LUCKY •
- FLAMMENWERFER 44: FLAME •

2
4
2

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|---------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| A | 1x FLAMMENWERFER 44 | | | | | | | | | | | | | |
| | 1 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | - | - | - |

HERO

4



STEFAN

OBERLEUTNANT STEFAN RETTER,
WEHRMACHT

13

AT THE DOUBLE: May take a free Move Action after performing a March Move Action. Applies to Units joined as well.

EXPERT - FLAMMENWERFER: Hit on rolls of 4 as well as $\frac{1}{2}$. Does not apply to Units joined.

LUCKY: Once per game, may re-roll all of the dice for one weapon during their Attack action.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

FLAME: Targets get no Saves from this weapon and are Suppressed.

TX077
2014



THE BLOODY BARON

HAUPTMANN KLAUS VON RICHTROFEN,
BLUTKREUZ KORPS

• ACE AIR PILOT •
• LASERPISTOLE B: LASER •

→ 2
→ 4
→ 2

| | | | | | | | | | | | | | | | |
|-------|-------------------|-----|-----|-----|-----|-----|-----|-----|---|---|---|---|-----|-----|-----|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | |
| A | 1x LASERPISTOLE B | | | | | | | | | | | | | | |
| | 3 | 1/1 | 1/1 | 1/1 | 1/1 | 2/1 | 1/1 | 1/1 | - | - | - | - | 1/1 | 1/1 | 1/1 |

HERO

+++

3

8



THE BLOODY BARON

HAUPTMANN KLAUS VON RICHTROFEN,
BLUTKREUZ KORPS

ACE AIR PILOT: May pilot an Aircraft, using his skills while in the Aircraft. Roll a die when the Aircraft Activates. On a 6 or 7 the Aircraft gains a third Action for this Activation.
LASER: When this weapon hits, roll hits again scoring another hit on 6. Continue rolling until re-roll fails to hit.

TX065
2014



DEATH MASKS

BLUTKREUZ KORPS
LASER GRENADIER SQUAD

• LASERGEWEHR: LASER •
• STURMLASER: LASER •

→ 2
→ 4
→ 2

| | | | | | | | | | | | | | | | |
|-------|----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|-----|-----|-----|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | |
| A | 1x STURMLASER | | | | | | | | | | | | | | |
| | 6 | 2/1 | 1/1 | 1/1 | 1/1 | 4/1 | 3/1 | 2/1 | 1/1 | 1/1 | - | - | 1/1 | 1/1 | 1/1 |
| B | 4x LASERGEWEHR | | | | | | | | | | | | | | |
| | 4 | 1/1 | 1/1 | 1/1 | 1/1 | 3/1 | 2/1 | 1/1 | 1/1 | - | - | - | 1/1 | 1/1 | 1/1 |

HERO

+++

3

9



DEATH MASKS

BLUTKREUZ KORPS
LASER GRENADIER SQUAD

LASER: When this weapon hits, roll hits again scoring another hit on 6. Continue rolling until re-roll fails to hit.

TX068
2014



THE GHOSTS

WEHRMACHT
RECON GRENADIER SQUAD

• SCOUT •
• PANZERFAUST: GRENADE •

→ 2
→ 4
→ 2

| | | | | | | | | | | | | | | | |
|-------|-------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | |
| A | 1x MG 48 | | | | | | | | | | | | | | |
| | 6 | 9/1 | 8/1 | 6/1 | 3/1 | 5/1 | 3/1 | - | - | - | - | - | 3/1 | 2/1 | - |
| B | 4x STG 47 ASSAULT RIFLE | | | | | | | | | | | | | | |
| | 4 | 4/1 | 3/1 | 2/1 | 1/1 | 2/1 | - | - | - | - | - | - | 2/1 | 1/1 | - |
| C | 3x PANZERFAUST (LIMITED AMMO) | | | | | | | | | | | | | | |
| | 3 | 1/4 | 1/4 | 1/4 | 1/4 | 1/2 | 1/2 | 1/5 | 1/4 | 1/4 | 1/3 | 1/3 | - | - | - |

HERO

+++

3

9



THE GHOSTS

WEHRMACHT RECON GRENADIER SQUAD

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.
GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX073
2014



WOTAN AR

PANZERKAMPFLÄUFER III-A2
(LASER)

• DUAL ZW-LASERKANONE: LASER •

→ 2
→ 4
→ 5

| | | | | | | | | | | | | | | | |
|-------|------------------------|-----|-----|-----|-----|------|------|------|------|------|-----|-----|-----|-----|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | |
| A | 1x DUAL ZW-LASERKANONE | | | | | | | | | | | | | | |
| | 16 | 6/1 | 6/1 | 5/1 | 5/1 | 14/1 | 13/1 | 12/1 | 11/1 | 10/1 | 9/1 | 8/1 | - | - | - |
| B | 1x MG 44 | | | | | | | | | | | | | | |
| | 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | - | - | - | - | - | 2/1 | 2/1 | - |

HERO

+++++

8

21



WOTAN AR

PANZERKAMPFLÄUFER III-A2
(LASER)

LASER: When this weapon hits, roll hits again scoring another hit on 6. Continue rolling until re-roll fails to hit.

TX095
2014



WOTAN
PANZERKAMPFLÄUFER III-A
(LASER)

• DUAL ZW-LASERKANONE: LASER •

→ 2
→ 4
→ 5

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|-----|------------------------|-----|-----|------|------|------|------|------|-----|-----|-----|--------|---|
| | | | | | | | | | | | | | | |
| | A | 1x DUAL ZW-LASERKANONE | | | | | | | | | | | FRONT | |
| 16 | 6/1 | 6/1 | 5/1 | 5/1 | 14/1 | 13/1 | 12/1 | 11/1 | 10/1 | 9/1 | 8/1 | - | - | - |
| | B | 1x MG 44 | | | | | | | | | | | TURRET | |
| 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | - | - | - | - | - | 2/1 | 2/1 | - |

+++++ +7



WOTAN
PANZERKAMPFLÄUFER III-A
(LASER)

LASER: When this weapon hits, roll hits again scoring another hit on . Continue rolling until re-roll fails to hit.

TX094
2014



BERGELÜTHER
PIONIERKAMPFLÄUFER II (DOZER)

• DOZER BLADE •
• ENGINEER VEHICLE •

→ 2
→ 4
→ 4

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|-----|----------|-----|-----|-----|-----|---|---|---|---|---|-----|--------|---|
| | | | | | | | | | | | | | | |
| | A | 1x MG 44 | | | | | | | | | | | TURRET | |
| 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | - | - | - | - | - | 2/1 | 2/1 | - |

+++++ +6



BERGELÜTHER
PIONIERKAMPFLÄUFER II - DOZER

DOZER BLADE: Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.
ENGINEER VEHICLE: Take an Engineering Action to destroy fortifications and obstacles.

TX176
2014



KÖNIGSLOTHAR
SCHWERER
PANZERKAMPFLÄUFER VI-E (ROCKET)

• DUAL NEBELWERFER 47
ROCKET LAUNCHERS: ARTILLERY •

→ 2
→ 3
→ 6

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|------|---|-----|-----|-----|-----|---|---|---|---|---|-----|--------|---|
| | | | | | | | | | | | | | | |
| | A | 1x DUAL NEBELWERFER 47 ROCKET LAUNCHERS | | | | | | | | | | | FRONT | |
| 4-14 | 3 | 2 | 1 | 1 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | - | - | - |
| | B | 1x MG 44 | | | | | | | | | | | TURRET | |
| 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | - | - | - | - | - | 2/1 | 2/1 | - |
| | C | 1x TWIN MG 44Z | | | | | | | | | | | FRONT | |
| 6 | 12/1 | 11/1 | 8/1 | 4/1 | 7/1 | 3/1 | - | - | - | - | - | - | - | - |

LARGE VEHICLE
+++++ +8



KÖNIGSLOTHAR
SCHWERER PANZERKAMPFLÄUFER VI-E
(ROCKET)

ARTILLERY: Can fire under control of an Artillery Observer.

TX168
2014



JAGDLÜTHER
PANZERKAMPFLÄUFER IV-D
(TANK HUNTER)

→ 2
→ 4
→ 5

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|-----|--------------------------|-----|-----|-----|-----|---|---|---|---|---|---|-------|---|
| | | | | | | | | | | | | | | |
| | A | 1x DUAL 7.5cm FPKZW GUNS | | | | | | | | | | | FRONT | |
| 18 | 2 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 5 | 2 | 1 | 4 | 1 |
| | B | 1x MG 44 | | | | | | | | | | | FRONT | |
| 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | - | - | - | - | - | - | - | - |

+++++ +7



JAGDLÜTHER
PANZERKAMPFLÄUFER IV-D
(TANK HUNTER)

TX148
2014



LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

• SMOKE LAUNCHERS

→ 2
→ 4
→ 4

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|--------|
| | | | | | | | | | | | | | | |
| | A 1x DUAL 8.8CM FPKZW GUNS | | | | | | | | | | | | | FRONT |
| 14 | 1/2 | 1/1 | 1/1 | 1/1 | 2/2 | 2/2 | 2/5 | 2/4 | 2/4 | 1/3 | 1/3 | - | - | - |
| | B 1x MG 44 | | | | | | | | | | | | | TURRET |
| 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | - | - | - | - | - | 2/1 | 2/1 | - |

+++++ +6



LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TX089
2014



HERMANN
PANZERSPÄHLÄUFER I-B
(LASER)

• SCOUT •
• LEICHTE LASERKANONE: LASER •

→ 2
→ 4
→ 3

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|--------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|-------|
| | | | | | | | | | | | | | | |
| | A 1x LEICHTE LASERKANONE | | | | | | | | | | | | | FRONT |
| 10 | 4/1 | 4/1 | 3/1 | 3/1 | 9/1 | 8/1 | 7/1 | 6/1 | 5/1 | 4/1 | 3/1 | - | - | - |

+++++ +5



HERMANN
PANZERSPÄHLÄUFER I-B
(LASER)

SCOUT: take a March Move Action as the first Action of game, leaving one further Action for that Activation.
LASER: When this weapon hits, roll hits again scoring another hit on $\frac{1}{2}$. Continue rolling until re-roll fails to hit.

TX085
2014



BLITZ
HORTEN HO-357
FLEDERMAUS VII-LASER

• TWIN BORD-LASERKANONE: LASER •

→ 12
→ 24
→ 2

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|----------------------------|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|-------|
| | | | | | | | | | | | | | | |
| | A 1x TWIN BORD-LASERKANONE | | | | | | | | | | | | | FRONT |
| 6 | 5/1 | 4/1 | 4/1 | 3/1 | 10/1 | 9/1 | 8/1 | 7/1 | 6/1 | 5/1 | 4/1 | - | - | - |
| | B 1x FOUR 20MM MG 47 | | | | | | | | | | | | | FRONT |
| 2 | 7/2 | 7/2 | 7/2 | 6/2 | 4/3 | 4/2 | 3/2 | 1/1 | - | - | - | 8/2 | 5/2 | 3/1 |

+++++ +6



BLITZ
HORTEN HO-357
FLEDERMAUS VII-LASER

LASER: When this weapon hits, roll hits again scoring another hit on $\frac{1}{2}$. Continue rolling until re-roll fails to hit.

TX051
2014



MOSKITO
HORTEN HO-347 FLEDERMAUS III
(TANK HUNTER)

→ 12
→ 24
→ 2

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|-----------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-------|
| | | | | | | | | | | | | | | |
| | A 1x 7.5CM BORDKANONE | | | | | | | | | | | | | FRONT |
| 4 | 1/5 | 1/5 | 1/5 | 1/5 | 1/2 | 1/2 | 1/2 | 1/5 | 1/5 | 1/4 | 1/4 | - | - | - |
| | B 1x FOUR 20MM MG 47 | | | | | | | | | | | | | FRONT |
| 2 | 7/2 | 7/2 | 7/2 | 6/2 | 4/3 | 4/2 | 3/2 | 1/1 | - | - | - | 8/2 | 5/2 | 3/1 |

+++++ +6



MOSKITO
HORTEN HO-347 FLEDERMAUS III
(TANK HUNTER)

TX049
2014



KÖNIGSLÜTHER
SCHWERER
PANZERKAMPFLÄUFER VI-A
(TANK HUNTER)

→ 2
→ 3
→ 7

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|----------|---------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| A | 1x DUAL 12.8cm FPKZW GUNS | FRONT | | | | | | | | | | | | |
| 18 | ↓/4 | ↓/3 | ↓/2 | ↓/1 | 2/2 | 2/2 | 2/2 | 2/2 | 2/6 | 2/6 | 2/5 | - | - | - |
| B | 1x TWIN MG 44Z | | | | | | | | | | | | | |
| 6 | 12/1 | 11/1 | 8/1 | 4/1 | 7/1 | 3/1 | - | - | - | - | - | - | - | - |

LARGE VEHICLE

+++++ +10



KÖNIGSLÜTHER
SCHWERER PANZERKAMPFLÄUFER VI-A
(TANK HUNTER)



TX086
2014



OTTO
PANZERSPÄHLÄUFER KV47(R)
(TANK HUNTER)

- DAMAGE RESILIENT •
- SCOUT • SMOKE LAUNCHERS
- PAIRED PANZERWERFER: GRENADE, RELOAD •

→ 3
→ 4
→ 3

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|----------|------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| A | 1x PAIRED PANZERWERFER | | | | | | | | | | | | | |
| 4 | ↓/1 | ↓/1 | ↓/1 | ↓/1 | 3/2 | 3/2 | 3/2 | 3/6 | 3/5 | 3/5 | 2/4 | - | - | - |

++++ +4



OTTO
PANZERSPÄHLÄUFER KV47(R)
(TANK HUNTER)



DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On **1**, a point of Damage is cancelled. Does not apply to Units joined.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

GRENADE: Target Infantry get no Cover/Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove Loaded token. Weapon cannot attack until Unit regains Loaded token by performing a Reload Action.

TX166
2014



ZOMBIES
BLUTKREUZ KORPS
ZOMBIE SQUAD

- MINDLESS •
- ZOMBIE •

→ 2
→ 3
→ 1

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|----------|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| A | 5x PANZER GLOVES | | | | | | | | | | | | | |
| 6 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | - | - | - |

++++ +6



ZOMBIES
BLUTKREUZ KORPS ZOMBIE SQUAD



MINDLESS: Can be led by a Hero with equipped with the Blutkreuz. Cannot take Objectives.

ZOMBIE: Zombies always pass Infantry Saves on **U** as well as **U**. Zombie are never Suppressed and cannot mount Vehicles or Aircraft. Only a Zombie may Join Zombies.

TX054
2014



LOTHAR
PANZERKAMPFLÄUFER II-D
(ROCKET)

- SMOKE LAUNCHERS
- DUAL NEBELWERFER 42 ROCKET LAUNCHERS: ARTILLERY, RELOAD •

→ 2
→ 4
→ 4

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|----------|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|
| A | 1x DUAL NEBELWERFER 42 ROCKET LAUNCHERS | | | | | | | | | | | | | |
| 4-14 | ↓/3 | ↓/2 | ↓/1 | ↓/1 | ↓/3 | ↓/2 | ↓/2 | ↓/1 | ↓/1 | ↓/1 | ↓/1 | - | - | - |
| B | 1x MG 44 | | | | | | | | | | | | | |
| 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | - | - | - | - | - | 2/1 | 2/1 | - |

+++++ +6



LOTHAR
PANZERKAMPFLÄUFER II-D
(ROCKET)



SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

ARTILLERY: Can fire under control of an Artillery Observer.

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TX088
2014



KAMPFFAFFEN

BLUTKREUZ KORPS GORILLA SQUAD

- CHARGE • GORILLA •
- DAMAGE RESILIENT •

→ 2
→ 4
→ 2

| | | | | | | | | | | | | | | |
|-------|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 3x PANZER GLOVES | | | | | | | | | | | | | |
| C | 2/3 | 2/3 | 2/3 | 2/3 | 2/3 | 2/3 | 2/3 | 2/3 | 2/3 | 2/3 | 2/3 | - | - | - |



KAMPFFAFFEN

BLUTKREUZ KORPS GORILLA SQUAD

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On $\frac{2}{3}$, a point of Damage is cancelled. Does not apply to Units joined.

GORILLA: Only a Gorilla may join Gorillas.

TX053
2014



TOTENMEISTERIN

BLUTKREUZ KORPS EXPERIMENT NR. 10

- BLUTKREUZ • CHARGE •
- RESURRECTION • ZOMBIE •

→ 3
→ 4
→ 1

| | | | | | | | | | | | | | | |
|-------|--------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 1x BLUTKREUZ | | | | | | | | | | | | | |
| C | 4/1 | 4/1 | 4/1 | 4/1 | 4/1 | 4/1 | 4/1 | 4/1 | 4/1 | 4/1 | 4/1 | - | - | - |

HERO

++++

+4



TOTENMEISTERIN

BLUTKREUZ KORPS EXPERIMENT NR. 10

BLUTKREUZ: All Mindless Zombie Units within Range 1 at the start of their Activation increase their Move to 3; their March Move to 4; and gain Charge.

RESURRECTION: May take Resurrection Action on a Mindless Zombie Unit within Range 1. Unit rolls a die for each Zombie eliminated from the Unit. Each returns one Zombie to the Unit.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action. Applies to Units joined as well.

ZOMBIE: Zombies always pass Infantry Saves on $\frac{D}{D}$ as well as $\frac{D}{D}$. Zombies are never Suppressed and cannot mount Vehicles or Aircraft.

TX081
2014



GRENADIER X

BLUTKREUZ KORPS FAILED EXPERIMENT

- CHARGE • ZOMBIE •
- KREISSÄGE CIRCULAR SAW: CUTTING •

→ 3
→ 4
→ 1

| | | | | | | | | | | | | | | |
|-------|---------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 1x KREISSÄGE CIRCULAR SAW | | | | | | | | | | | | | |
| C | 4/1 | 4/1 | 3/1 | 2/1 | 4/1 | 3/1 | 3/1 | 2/1 | 2/1 | 1/1 | 1/1 | - | - | - |

HERO

+++

+3



GRENADIER X

BLUTKREUZ KORPS FAILED EXPERIMENT

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action. Applies to Units joined as well.

ZOMBIE: Zombies always pass Infantry Saves on $\frac{D}{D}$ as well as $\frac{D}{D}$. Zombies are never Suppressed and cannot mount Vehicles or Aircraft. Only a Zombie may join Zombies.

CUTTING: When this weapon hits, roll hits-again scoring another hit on $\frac{D}{D}$. Continue rolling until re-roll fails to hit.

TX058
2014



THE OLD MAN

WEHRMACHT COMMAND GRENADIER SQUAD

- COMMAND SQUAD •

→ 2
→ 4
→ 2

| | | | | | | | | | | | | | | |
|-------|-------------------------|-----|-----|-----|-----|-----|---|---|---|---|---|-----|-----|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 1x MG 48 | | | | | | | | | | | | | |
| 6 | 9/1 | 8/1 | 6/1 | 3/1 | 5/1 | 3/1 | - | - | - | - | - | 3/1 | 2/1 | - |
| B | 4x STG 47 ASSAULT RIFLE | | | | | | | | | | | | | |
| 4 | 4/1 | 3/1 | 2/1 | 1/1 | 2/1 | - | - | - | - | - | - | 2/1 | 1/1 | - |



THE OLD MAN

WEHRMACHT COMMAND GRENADIER SQUAD

COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

TX066
2014



ANGELA

ANGELA WOLF
BLUTKREUZ KORPS ASSASSIN

- CAMOUFLAGE • EXPERT - RIFLE •
- KILLING SPREE • LONER • SCOUT •
- 15MM SSG 47 SNIPER RIFLE: SNIPER •

| | | | | | | | | | | | | | | |
|-------|-----------------------------|-----|-----|-----|-----|-----|-----|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 1x 15MM SSG 47 SNIPER RIFLE | | | | | | | | | | | | | |
| 8 | 1/4 | 1/4 | 1/4 | 1/3 | 1/2 | 1/1 | 1/1 | - | - | - | - | - | - | |
| B | 1x MAUSER PISTOL | | | | | | | | | | | | | |
| 2 | 3/1 | 2/1 | 1/1 | - | 2/1 | - | - | - | - | - | - | - | - | |

HERO

+++

3



ANGELA

ANGELA WOLF
BLUTKREUZ KORPS ASSASSIN

4

CAMOUFLAGE: Take Camouflage Action. If in Cover, only Units within Range 3 have Line of Sight to this Unit until it takes an Action other than Move. Artillery Observer, or Nothing. Start the game Camouflaged.

EXPERT - RIFLE: Hit on rolls of 4+ as well as 3+.

KILLING SPREE: When Hero hits with Ranged Weapon, roll again scoring another hit on 3+. Continue rolling until fail to hit.

LONER: May not Join a Unit.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

SNIPER: Choose the enemy Soldiers hit with this weapon.

TX052
2014



SHARPSHOOTERS

WEHRMACHT SNIPER SQUAD

- CAMOUFLAGE • SCOUT • SPOTTER •
- SG 45 SNIPER RIFLE: SNIPER •

| | | | | | | | | | | | | | | |
|-------|-------------------------|-----|-----|-----|-----|-----|---|---|---|---|---|-----|-----|---|
| | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 1x SG 45 SNIPER RIFLE | | | | | | | | | | | | | |
| 8 | 1/3 | 1/3 | 1/2 | 1/1 | 1/1 | 1/1 | - | - | - | - | - | - | - | |
| B | 1x STG 47 ASSAULT RIFLE | | | | | | | | | | | | | |
| 4 | 4/1 | 3/1 | 2/1 | 1/1 | 2/1 | - | - | - | - | - | - | 2/1 | 1/1 | |

HERO

+++

3



SHARPSHOOTERS

WEHRMACHT SNIPER SQUAD

4

CAMOUFLAGE: Take Camouflage Action. If in Cover, only Units within Range 3 have Line of Sight to this Unit until it takes an Action other than Move or Nothing. Start the game Camouflaged. Does not apply to Units joined.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

SPOTTER: If Spotter does not use a weapon, each Sniper weapon making a Sustained Attack hits on rolls of 4+ as well as 3+.

SNIPER: Choose the enemy Soldiers hit with this weapon.

TX076
2014



TANK KILLERS

WEHRMACHT
TANK-HUNTER GRENADE SQUAD

- PANZERSCHRECK: GRENADE •

| | | | | | | | | | | | | | | |
|-------|-------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|
| | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 3x STG 47 ASSAULT RIFLE | | | | | | | | | | | | | |
| 4 | 4/1 | 3/1 | 2/1 | 1/1 | 2/1 | - | - | - | - | - | - | 2/1 | 1/1 | |
| B | 2x PANZERSCHRECK | | | | | | | | | | | | | |
| 4 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/4 | 1/4 | 1/3 | 1/3 | 1/2 | - | - | |

HERO

+++

3



TANK KILLERS

WEHRMACHT
TANK-HUNTER GRENADE SQUAD

8

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX080
2014



ADLER

HORLEN HO-357
FLEDERMAUS V (MISSILE)

- X-4 MISSILE: WIRE GUIDED •

| | | | | | | | | | | | | | | |
|-------|-------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|---|---|-----|-----|-----|
| | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 2x X-4 MISSILE (LIMITED AMMO) | | | | | | | | | | | | | |
| 4 | 1/1 | 1/1 | 1/1 | 1/1 | 1/3 | 1/2 | 1/2 | 1/1 | 1/1 | - | - | 1/8 | 1/8 | 1/7 |
| B | 1x FOUR 20MM MG 47 | | | | | | | | | | | | | |
| 2 | 7/2 | 7/2 | 7/2 | 6/2 | 4/3 | 4/2 | 3/2 | 1/1 | - | - | - | 8/2 | 5/2 | 3/1 |

HERO

+++++

6



ADLER

HORLEN HO-357
FLEDERMAUS V (MISSILE)

17

WIRE GUIDED: If Unit attacks with one missile and no other weapons, it re-roll misses for that missile as if making a Sustained Attack.

TX048
2014



STURMKÖNIG

SCHWERER PANZERKAMPFLÄUFER VI-B (HEAVY FLAK)

• ADVANCED REACTIVE FIRE •

→ 2
→ 3
→ 6

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|-----------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| A | 1x QUAD 8.8cm FLAKV 47 GUNS | FRONT | | | | | | | | | | | | |
| 18 | 1/2 | 1/1 | 1/1 | 1/1 | 4/8 | 4/8 | 4/8 | 4/5 | 3/4 | 2/4 | 2/3 | 4/4 | 3/4 | 2/3 |
| B | 1x TWIN MG 44Z | | | | | | | | | | | | | |
| 6 | 12/1 | 11/1 | 8/1 | 4/1 | 7/1 | 3/1 | - | - | - | - | - | - | - | - |

LARGE VEHICLE

+++++

+8



22

STURMKÖNIG

SCHWERER PANZERKAMPFLÄUFER VI-B (HEAVY FLAK)

→ 2
→ 3
→ 6

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting \odot as \otimes when rolling for number of Actions. Does not apply to Units joined.

TX092
2014



HEINRICH

PANZERSPÄHLÄUFER I-A (LIGHT FLAK)

• SCOUT •

→ 2
→ 4
→ 3

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|---------------------------|-----|-----|-----|-----|-----|-----|---|---|---|---|-----|-----|-----|
| A | 1x QUAD 2cm FLAKV 38 GUNS | | | | | | | | | | | | | |
| 8 | 9/2 | 9/2 | 8/2 | 7/1 | 5/2 | 4/2 | 2/1 | - | - | - | - | 4/2 | 3/2 | 1/1 |

+++++

+5



8

HEINRICH

PANZERSPÄHLÄUFER I-A (LIGHT FLAK)

→ 2
→ 4
→ 3

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

TX084
2014



BRAINEATERS

BLUTZKREUZ KORPS ZOMBIE GRENADIER SQUAD

• ZOMBIE • PANZERFAUST: GRENADE •
• PANZERFAUST 100: GRENADE •

→ 2
→ 4
→ 1

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|-----------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|
| A | 1x MG 48 | | | | | | | | | | | | | |
| 6 | 9/1 | 8/1 | 6/1 | 3/1 | 5/1 | 3/1 | - | - | - | - | - | 3/1 | 2/1 | - |
| B | 4x MP 46 SUBMACHINE-GUN | | | | | | | | | | | | | |
| 3 | 5/1 | 4/1 | 3/1 | - | 3/1 | - | - | - | - | - | - | - | - | - |
| C | 1x PANZERFAUST 100 (LIMITED AMMO) | | | | | | | | | | | | | |
| 3 | 1/4 | 1/4 | 1/4 | 1/4 | 1/8 | 1/8 | 1/8 | 1/5 | 1/4 | 1/4 | 1/3 | - | - | - |
| D | 3x PANZERFAUST (LIMITED AMMO) | | | | | | | | | | | | | |
| 3 | 1/4 | 1/4 | 1/4 | 1/4 | 1/8 | 1/8 | 1/5 | 1/4 | 1/4 | 1/3 | 1/3 | - | - | - |



9

BRAINEATERS

BLUTZKREUZ KORPS ZOMBIE GRENADIER SQUAD

→ 2
→ 4
→ 1

ZOMBIE: Zombies always pass Infantry Saves on \odot as well as \otimes . Zombies are never Suppressed and cannot mount Vehicles or Aircraft. Only a Zombie may join Zombies.
GRENADE: target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX057
2014



THE CURSED

BLUTZKREUZ KORPS ZOMBIE SUICIDE SQUAD

• CHARGE • ZOMBIE •
• PANZERFAUST 100: GRENADE •

→ 2
→ 4
→ 1

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|-------|-----------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| A | 5x PANZERFAUST 100 (LIMITED AMMO) | | | | | | | | | | | | | |
| 3 | 1/4 | 1/4 | 1/4 | 1/4 | 1/8 | 1/8 | 1/8 | 1/5 | 1/4 | 1/4 | 1/3 | - | - | - |
| B | 5x TELLERMINE (LIMITED AMMO) | | | | | | | | | | | | | |
| C | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | 1/3 | - | - | - |



8

THE CURSED

BLUTZKREUZ KORPS ZOMBIE SUICIDE SQUAD

→ 2
→ 4
→ 1

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.
ZOMBIE: Zombies always pass Infantry Saves on \odot as well as \otimes . Zombies are never Suppressed and cannot mount Vehicles or Aircraft. Only a Zombie may join Zombies.
GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX063
2014



TINA AND HYÄNE

MAJOR TINA BAUMANN, NDAK

- EXECUTION • FIRST STRIKE • INTERROGATE • OFFICER •
- HYENA BITE: GRAPPLE, SAVAGE ANIMAL •

| | | | | | | | | | | | | | | |
|-------|-----|-----|-----|-----|-----|---|---|---|---|---|---|---|---|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 3/1 | 2/1 | 1/1 | - | 2/1 | - | - | - | - | - | - | - | - | - |
| B | 1/2 | 1/2 | 1/2 | 1/1 | - | - | - | - | - | - | - | - | - | - |
| C | 1/2 | 1/2 | 1/2 | 1/1 | - | - | - | - | - | - | - | - | - | - |

HERO

6



TINA AND HYÄNE

MAJOR TINA BAUMANN, NDAK

8

EXECUTION: Can take Execute Special Action to eliminate chosen Soldier within Range 1 from a Unit with a Stunned token.

FIRST STRIKE: Resolve Close-Combat Attacks before target resolves theirs. Does not apply to Units joined.

INTERROGATE: If Tina or a Unit she joins uses a Close-Combat Weapon to eliminate a Hero or Officer, or Executes a Hero or Officer, roll four dice for initiative at the start of each turn for the rest of the game.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

GRAPPLE: Target hit by Hyena Bite gains Stunned token.

SAVAGE ANIMAL: Hits on \oplus as well as $\opl�$.

TX195 2014



LARA

FELDWEBEL LARA WALTER WEHRMACHT

- DAMAGE RESILIENT •
- MOVE AND FIRE • OFFICER •

| | | | | | | | | | | | | | | |
|-------|----|----|---|---|---|---|---|---|---|---|---|---|---|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 12 | 11 | 8 | 4 | 7 | 3 | 1 | - | - | - | - | 3 | 1 | 2 |
| B | 12 | 11 | 8 | 4 | 7 | 3 | 1 | - | - | - | - | 3 | 1 | 2 |
| C | 12 | 11 | 8 | 4 | 7 | 3 | 1 | - | - | - | - | 3 | 1 | 2 |

HERO

4



LARA

FELDWEBEL LARA WALTER WEHRMACHT

18

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On $\opl�$, a point of Damage is cancelled. Does not apply to Units joined.

MOVE AND FIRE: May take an extra Move Action either immediately before or after performing an Attack or Sustained Attack Action using Ranged Weapons. Applies to Units joined as well.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

TX067 2014



FACELESS DEATH

BLUTKREUZ KORPS HEAVY LASER GRENADIER SQUAD

- DAMAGE RESILIENT •
- SCHWERER STURMLASER: LASER •

| | | | | | | | | | | | | | | |
|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 2 | 1 | 1 | 1 | 5 | 4 | 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 |
| B | 2 | 1 | 1 | 1 | 5 | 4 | 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 |
| C | 2 | 1 | 1 | 1 | 5 | 4 | 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 |

HERO

4



FACELESS DEATH


BLUTKREUZ KORPS HEAVY LASER GRENADIER SQUAD

12

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On $\opl�$, a point of Damage is cancelled. Does not apply to Units joined.

LASER: When this weapon hits, roll hits again scoring another hit on $\opl�$. Continue rolling until re-roll fails to hit.

TX061 2014



THE PANZERS

WEHRMACHT HEAVY ASSAULT GRENADIER SQUAD

- DAMAGE RESILIENT •

| | | | | | | | | | | | | | | |
|-------|----|----|---|---|---|---|---|---|---|---|---|---|---|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 12 | 11 | 8 | 4 | 7 | 3 | 1 | - | - | - | - | 3 | 1 | 2 |
| B | 12 | 11 | 8 | 4 | 7 | 3 | 1 | - | - | - | - | 3 | 1 | 2 |
| C | 12 | 11 | 8 | 4 | 7 | 3 | 1 | - | - | - | - | 3 | 1 | 2 |

HERO

4



THE PANZERS

WEHRMACHT HEAVY ASSAULT GRENADIER SQUAD

11

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On $\opl�$, a point of Damage is cancelled. Does not apply to Units joined.

TX062 2014



FLAK BOYS

WEHRMACHT HEAVY
FLAK GRENADEIER SQUAD

- DAMAGE RESILIENT •
- FLIEGERFAUST: SALVO •

| | | | | | | | | | | | | | | | |
|-------|---|-----------------|-----|-----|-----|-----|-----|-----|---|---|---|---|-----|-----|-----|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | |
| | A | 3x FLIEGERFAUST | | | | | | | | | | | | | |
| | 6 | 5/2 | 5/2 | 4/2 | 3/1 | 3/2 | 2/1 | 1/1 | - | - | - | - | 3/2 | 2/2 | 1/1 |

2
3
3



FLAK BOYS

WEHRMACHT
HEAVY FLAK GRENADEIER SQUAD

12

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On D6 a point of Damage is cancelled. Does not apply to Units Joined.

SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TX059
2014



HANS

PANZERSPÄHLÄUFER I-C
(TANK HUNTER)

- SCOUT • RELOAD •
- PAIRED PANZERWERFER: GRENADE •

| | | | | | | | | | | | | | | | |
|-------|---|------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | |
| | A | 1x PAIRED PANZERWERFER | | | | | | | | | | | | | |
| | 4 | 1/1 | 1/1 | 1/1 | 1/1 | 3/2 | 3/2 | 3/2 | 3/6 | 3/5 | 3/5 | 2/4 | - | - | - |

2
4
3

+++++ +5



HANS

PANZERSPÄHLÄUFER I-C
TANK HUNTER

7

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TX083
2014



PANZERPRINZ

ÖBERST PRINZ WALTER
VON FÜRSTENWERTH, WEHRMACHT

- ACE PILOT • TAKE AIM • OFFICER •

| | | | | | | | | | | | | | | |
|-------|---|-----------------|-----|-----|---|-----|---|---|---|---|---|---|---|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| | A | 1x LUGER PISTOL | | | | | | | | | | | | |
| | 2 | 3/1 | 2/1 | 1/1 | - | 2/1 | - | - | - | - | - | - | - | - |

2
4
1

HERO
+++ +3



PANZERPRINZ

ÖBERST PRINZ WALTER
VON FÜRSTENWERTH, WEHRMACHT

14

ACE PILOT: May mount a Vehicle, using his skills while in the Vehicle. Roll a die when the Vehicle Activates. On a D6 or D8 the Vehicle gains a third Action for this Activation.

TAKE AIM: Hits on D6 as well as D8 when using Ranged weapons to make a Sustained Attack. Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

TX072
2014



SIGRID VON THALER

BLUTKREUZ KORPS

- ASSASSIN • BERSERK •
- EXPERT - KNIVES • OFFICER •
- LASERPISTOLE B: LASER •
- PANZERFAUST 100 (HE): GRENADE •

| | | | | | | | | | | | | | | |
|-------|---|-------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| | A | 1x PANZERFAUST 100 (HE) | | | | | | | | | | | | |
| | 3 | 1/1 | 1/1 | 1/1 | 1/1 | 1/2 | 1/2 | 1/5 | 1/4 | 1/4 | 1/3 | - | - | - |
| | B | 1x LASERPISTOLE B | | | | | | | | | | | | |
| | 3 | 1/1 | 1/1 | 1/1 | 1/1 | 2/1 | 1/1 | - | - | - | - | 1/1 | 1/1 | 1/1 |
| | C | 1x PAIRED KNIVES | | | | | | | | | | | | |
| | 2 | 2/2 | 2/2 | 1/2 | 1/1 | - | - | - | - | - | - | - | - | - |

2
4
2

HERO
+++++ +4



SIGRID VON THALER

BLUTKREUZ KORPS

13

ASSASSIN: Choose Soldiers hit when using Close-Combat Weapons. Does not apply to Units Joined.

BERSERK: When Hero hits with a Close-Combat Weapon, roll again scoring another hit on D6 . Continue rolling until fail to hit. Does not apply to Units Joined.

EXPERT - KNIVES: Hit on rolls of D6 as well as D8 .

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

LASER: When hits, roll again scoring another hit on D6 . Continue rolling until fail to hit.

TX74
2014



FESTUNGS-LASERKANONE

FESTUNGS-LASERKANONE

• STRONGPOINT • SUPPORT WEAPON •
• FESTUNGS-LASERKANONE: LASER •



| FRANCE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | |
|----------|-------------------------|--------|-----|-----|-----|---|---|---|---|---|---|---|-----|-----|---|
| A | 1x FESTUNGS-LASERKANONE | TURRET | | | | | | | | | | | | | |
| B | 4x STG 47 ASSAULT RIFLE | | | | | | | | | | | | | | |
| 4 | 4/1 | 3/1 | 2/1 | 1/1 | 2/1 | - | - | - | - | - | - | - | 2/1 | 1/1 | - |

++++

4

FESTUNGS-LASERKANONE

FESTUNGS-LASERKANONE



21

STRONGPOINT: Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its points cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

LASER: When hits, roll hits again scoring another hit on Continue rolling until re-roll fails to hit.

STRONGPOINT SAVE: Re-roll failed Saves, cancelling Hit on .

BUNKER SAVE: Re-roll failed Saves, cancelling Hit on or .

IX161
2014



TWIN FESTUNGS-LASERKANONE

TWIN FESTUNGS-LASERKANONE

• STRONGPOINT • SUPPORT WEAPON •
• TWIN FESTUNGS-LASERKANONE: LASER •



| FRANCE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | |
|----------|------------------------------|--------|-----|-----|-----|---|---|---|---|---|---|---|-----|-----|---|
| A | 1x TWIN FESTUNGS-LASERKANONE | TURRET | | | | | | | | | | | | | |
| B | 4x STG 47 ASSAULT RIFLE | | | | | | | | | | | | | | |
| 4 | 4/1 | 3/1 | 2/1 | 1/1 | 2/1 | - | - | - | - | - | - | - | 2/1 | 1/1 | - |

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TWIN FESTUNGS-LASERKANONE

TWIN FESTUNGS-LASERKANONE



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STRONGPOINT: Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its points cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

LASER: When hits, roll hits again scoring another hit on Continue rolling until re-roll fails to hit.

STRONGPOINT SAVE: Re-roll failed Saves, cancelling Hit on .

BUNKER SAVE: Re-roll failed Saves, cancelling Hit on or .

IX162
2014

DEATH RAYS

BLUTKREUZ KORPS
LASER TANK-HUNTER SQUAD

• LASER-JAGDKANONE: LASER •
• DAMAGE RESILIENT • SUPPORT WEAPON •

| | | | | | | | | | | | | | | |
|-------|------|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 4/1 | 3/1 | 3/1 | 2/1 | 8/1 | 7/1 | 6/1 | 5/1 | 4/1 | 3/1 | 2/1 | - | - | - |
| B | 12/1 | 11/1 | 8/1 | 4/1 | 7/1 | 3/1 | - | - | - | - | - | 3/1 | 2/1 | - |

+++ **3**

PRINZLÜTHER

SCHÜTZENPANZERLÄUFER VI-C
(COMMAND)

• COMMAND VEHICLE •
• PASSENGERS (6) • TANK RIDERS (6) •

| | | | | | | | | | | | | | | |
|-------|------|------|-----|-----|-----|-----|-----|-----|---|---|---|-----|-----|-----|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 4/2 | 4/2 | 3/2 | 3/1 | 2/2 | 2/2 | 1/1 | 1/1 | - | - | - | 2/2 | 2/2 | 1/1 |
| B | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | - | - | - | - | - | 2/1 | 2/1 | - |
| C | 12/1 | 11/1 | 8/1 | 4/1 | 7/1 | 3/1 | - | - | - | - | - | - | - | - |

LARGE VEHICLE
+++++ **6**

FLAMM-LÜTHER

PANZERKAMPFLÄUFER III-D
(FLAME)

• DUAL SCHWERE
FLAMMENWERFER: FLAME •

| | | | | | | | | | | | | | | |
|-------|-----|-----|-----|-----|-----|-----|---|---|---|---|---|-----|-----|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | - | - | - |
| B | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | - | - | - | - | - | 2/1 | 2/1 | - |

+++++ **8**

TOMMY COOKERS

WEHRMACHT HEAVY
TANK-HUNTER SQUAD

• DAMAGE RESILIENT •
• SUPPORT WEAPON •

| | | | | | | | | | | | | | | |
|-------|----|------|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|
| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A | 12 | 1/2 | 1/1 | 1/1 | 1/1 | 1/2 | 1/4 | 1/3 | 1/3 | 1/2 | 1/2 | - | - | - |
| B | 6 | 12/1 | 11/1 | 8/1 | 4/1 | 7/1 | 3/1 | - | - | - | - | 3/1 | 2/1 | - |

+++ **3**

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DEATH RAYS

BLUTKREUZ KORPS
LASER TANK-HUNTER SQUAD

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On **1**, a point of Damage is cancelled. Does not apply to Units joined.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

LASER: When this weapon hits, roll hits again scoring another hit on **1**. Continue rolling until re-roll fails to hit.

TX069 2014

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PRINZLÜTHER

SCHÜTZENPANZERLÄUFER VI-C
(COMMAND)

COMMAND VEHICLE: Officers, Mechanic, and Medics mounted in vehicle can re-roll Special Actions.

PASSENGERS (6): Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

TANK RIDERS (6): Can carry Passengers on its outside. Tank Riders are eliminated on **+** if vehicle is hit.

TX091 2014

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FLAMM-LÜTHER

PANZERKAMPFLÄUFER III-D (FLAME)

FLAME: Targets get no Saves from this weapon and are Suppressed.

TX082 2014

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TOMMY COOKERS

WEHRMACHT HEAVY
TANK-HUNTER SQUAD

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On **1**, a point of Damage is cancelled. Does not apply to Units joined.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

TX064 2014