




+	Crewmen	Special rules: - Crewmen are required to operate the gun											
													
Period	1914-1950												
Armament	Bolt action rifle												
Speed	10 cm												
Quality	3												
Number of bases	1												
Cost	included in the cost of the gun												
Assault power	♣ : 1 ☉ : 0												
Range	10 20 30 40												
Fire power	1 1 - -												
+	Volkssturm	Basic characteristics:										+	
		Cost	5										
		Assault power	♣ : 2 ☉ : 3										
		Range	10	20	30	40							
		Fire power	3	2	-	-							
Period	1945-1950	- Additional troops : add up to 2 additional bases, 4pts each - Panzerfaust 30 rocket launcher: pay 4 to get: ☉ Range 20(10) To hit -4 2D6 2 3 4 5 6 7 8 9 10 11 12 Pen. 1 3 4 5 5 6 8 9 10 12 14											
Armament	miscellaneous arms												
Speed	10 cm												
Quality	2												
Number of bases	2												
Cost													
Assault power	♣ : ☉ :												
Range	10 20 30 40												
Fire power													
+	Stosstruppen 46	Basic characteristics:										+	
		Cost	25										
		Assault power	♣ : 6 ☉ : 6										
		Range	10	20	30	40							
		Fire power	6	5	2	-							
Period	1946-1950	- MG 34 (1934-45) light machinegun: pay 4 to get: Range 10 20 30 40 Fire power +1 +1 +1 - - Wurfgranate 46 AP grenade: pay 5 to get: Assault power ♣ : +1 ☉ : +5 Special rule: Ignore any effect that affects Stosstruppen 46 except killing one of the bases (only one base can be killed with one shot)											
Armament	Mp 46, grenades												
Speed	8 cm												
Quality	5												
Number of bases	2												
Cost													
Assault power	♣ : ☉ :												
Range	10 20 30 40												
Fire power													