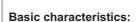


Special rules:

- Crewmen are required to operate the gun



| Cost | 5 | | | · | |
|---------------|-------------|----|----|----|--|
| Assault power | ∤ :2 | | | | |
| Range | 10 | 20 | 30 | 40 | |
| Fire power | 3 | 2 | - | - | |

- 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 |
| | | | | | | | | | | | |

Stosstruppen 46

Fire power

Basic characteristics:





| Cost | 25 | | | | | | |
|---------------|--------------------------|----|----|----|--|--|--|
| Assault power | ३ :6 ── :6 | | | | | | |
| Range | 10 | 20 | 30 | 40 | | | |
| Fire power | 6 | 5 | 2 | - | | | |
| | | | | | | | |

- MG 34 (1934-45) light machinegun: pay 4 to get:

| Period | 1946-19 | 50 | | | Range | 10 | 20 | 30 | 40 | |
|-----------------|-----------------|------------|----|----|---|--------------|------------|---------|----|--|
| Armament | Mp 46, grenades | | | | Fire power | +1 | +1 | +1 | - | |
| Speed | 8 cm | | | | - Wurfgranate 46 AP grenade: pay 5 to get: | | | | | |
| Quality | 5 | | | | Assault power | ∤ :+1 | <u></u> | :+5 | | |
| Number of bases | 2 | | | | Special rule: Ignore any effect that affects | | | | | |
| Cost | | | | | Stosstruppen 46 except killing one of the bases | | | | | |
| Assault power | ≱ : | - 3 | | | (only one base ca | an be kille | ed with on | e shot) | | |
| Range | 10 | 20 | 30 | 40 | | | | | | |