



ROMANIAN

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PLATOON LEADER

SQUAD LEADER

RIFLEMAN

LMG



Morale/Panic
41-42 **5/6**
43+ **5/5**



Morale/Panic
41-42 **4/5**
43+ **4/4**



Morale/Panic
41-42 **3/3**
43+ **3/2**

VETERAN



Morale/Panic
41-42 **3/3**
43+ **3/2**

VETERAN

CCV	GM/PIN		LM	0/+1
SMG	8/4		Pts	52/62 50/60

CCV	GM/PIN		Points
SMG	7/3		44/41

CCV	GM/PIN	Points
RIFLE	8/3	10/8
SMG	7/2	12/9

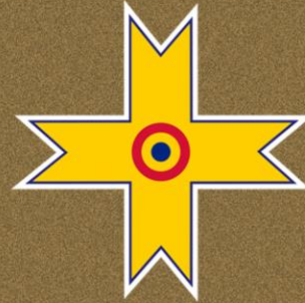
CCV	GM/PIN	WF/REP	Points
LMG	4/1	-7/1+	34/29



ROMANIAN



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Add "To Hit" result to FV (To Hit must inc "0")
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #
Target in Wood/Jungle/Orchard
Ignore Terrain CV

RANGE	To Hit #	FV
CLOSE	NA	NA
MEDIUM	0-3	0-1
LONG	0-1	1
EXTREME	2	2

60mm MORTAR

MMG



Morale/Panic
41-42 **3/3**
43+ **3/2**

CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+3 (+1)	+3 (+1)

VETERAN

CCV	GM/PIN	WF/REP	Points
MMG	3/0	-7(-5)/1+	66/56



Morale/Panic
41-42 **3/3**
43+ **3/2**

CLOSE
+5

VETERAN

CCV	GM/PIN	Points
FT	2/0	26/19



Morale/Panic
41-42 **2/2**
43+ **2/1**

GUN CREWMAN

VETERAN

CCV	GM/PIN	Points
Rilfe	7/3	7/5

60mm MORTAR



Morale/Panic
41-42 **3/3**
43+ **3/2**

VETERAN

CCV	GM/PIN	WF/REP	Points
60mm	3/0	-5(-2)/2+	43/36

WF/REP	Points	WF/REP	Points	WF/REP	Points	WF/REP	Points
-5/2+	165	-5/2+	193	-5/2+	193	-5/2+	244




Dam/Des
5/9

BOFORS 37 mm

BOFORS 37mm

RANGE	To Hit	AP	HE
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CLOSE	0-5	6	-1
MEDIUM	0-3	4	-1
LONG	0-1	2	-1
EXTREME	2	1	-1

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #




Dam/Des
5/9

SCHNEIDER 47mm

SCHNEIDER 47mm

RANGE	To Hit	AP	HE
-------	--------	----	----

CLOSE	0-5	7	0
MEDIUM	0-3	5	0
LONG	0-1	3	0
EXTREME	2	2	0

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #




Dam/Des
5/9

47mm AT Gun

47mm AT GUN

RANGE	To Hit	AP	HE
-------	--------	----	----

CLOSE	0-5	7	0
MEDIUM	0-3	5	0
LONG	0-1	3	0
EXTREME	2	2	0

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #




Dam/Des
5/9

75mm TAC 43

75mm TAC 43

RANGE	To Hit	AP	HE
-------	--------	----	----

CLOSE	0-5	10	2
MEDIUM	0-3	8	2
LONG	0-1	6	2
EXTREME	1	5	2

Add "To Hit" result to HE FV (if To Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #



ROMANIAN

SdKfz 251 D



FRONT k/s/l	1	0	0
SIDE	0	-1	-1
CLOSE	5	4	4
MEDIUM		4	4
LONG			4
EXTREME			4

Morale/CE
4/9

Add "To Hit" result to HE FV (if to hit inc "0")
Add "To Hit" result to AP.
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #
No moving fire.

RANGE	To Hit #	FV
AP/HI	crewed/uncrewed	
CLOSE	0-3	0-1
MEDIUM	0-1	2
LONG	-	-
EXTREME	-	-

PANZERSCHRECK

PANZERSCHRECK



Morale/Panic
41-42 **3/3**
43+ **3/2**

Add "To Hit" result to HE FV (if to hit inc "0")
One man crew "To Hit" -2
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #
No Moving Fire

RANGE	To Hit #	AP	HE	MG
CE/Pin				
CLOSE	0-5	-	10	2
MEDIUM	0-3	-	8	2
LONG	0-1	-	6	2
EXTREME	1	-	5	2

TACAM T60

TACAM T60



Morale/CE
FRONT k/s/l: 4 3 2
SIDE: 2 1 0
4/9

Add "To Hit" result to HE FV (if to hit inc "0")
One man crew "To Hit" -2
Target Acquired: "To Hit" +1
Target Moving: Positive "To Hit" #
No Moving Fire

RANGE	To Hit #	AP	HE	MG
CE/Pin				
CLOSE	0-5	-	10	2
MEDIUM	0-3	-	8	2
LONG	0-1	-	6	2
EXTREME	1	-	5	2

TACAM R2

TACAM R2



Morale/CE
FRONT k/s/l: 3 2 1
SIDE: 1 0 0
4/9

VETERAN

OVR	2	WF/Rep Main (MG)	Points
BOG	9	-5(-7)/2+	296

OVR	2	WF/Rep Main (MG)	Points
BOG	9	-5(-7)/2+	312

CCV	GM/PIN	WF/REP	Points
PzSk	3/0	-2(0)/4+	49/42

OVR	3	WF/Rep MG	Points
BOG	5	-7/2+	172

Add "To Hit" result to HE FV (if to Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	-	5	-1
MEDIUM	0-3	-	3	-1
LONG	0-1	-	1	-1
EXTREME	1	-	0	-1
EXTREME	1	-	0	-1

Add "To Hit" result to HE FV (if to Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	-0-3	6	-1
MEDIUM	0-3	-0-1	4	-1
LONG	0-1	1	2	-1
EXTREME	2	3	1	-1
EXTREME	2	3	1	-1

Add "To Hit" result to HE FV (if to Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 No Moving Fire

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	-0-3	10	2
MEDIUM	0-3	-0-1	8	2
LONG	0-1	1	6	2
EXTREME	1	2	5	2
EXTREME	1	2	5	2

Add "To Hit" result to HE FV (if to Hit inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit #	AP	HE	MG
CLOSE	0-5	-0-3	7	2
MEDIUM	0-3	-0-1	5	2
LONG	0-1	1	3	2
EXTREME	1	2	2	2
EXTREME	1	2	2	2

SdKfz 222

SdKfz 222



FRONT	2	1	1
K/S/I			
SIDE	0	-1	-1

Morale/CE
 4/9

R2

R2



FRONT	3	2	1
K/S/I			
SIDE	1	0	0

Morale/CE
 4/9

StuG III G

StuG III G



FRONT	6	5	4
K/S/I			
SIDE	3	2	1

Morale/CE
 4/9

PzKw III N

PzKw III N



FRONT	6	5	4
K/S/I			
SIDE	3	2	1

Morale/CE
 4/9

OVR	2	WF/Rep	Points
		Main (MG)	
BOG	8	-5(-7)/2+	173

OVR	2/1	WF/Rep	Points
		Main (MG)	
BOG	9/8	-5(-7)/2+	244

OVR	3/2	WF/Rep	Points
		Main (MG)	
BOG	5/4	-5(-7)/2+	379

OVR	3/2	WF/Rep	Points
		Main (MG)	
BOG	7/6	-5(-7)/2+	397