

Fallschirmjäger	Fallschirmjäger	Fallschirmjäger	Fallschirmjäger																															
GERMAN	GERMAN	GERMAN	GERMAN																															
PLATOON LEADER	SQUAD LEADER	RIFLEMAN	LMG																															
Morale/Panic 6/7	Morale/Panic 6/7	Morale/Panic 4/5	Morale/Panic 4/5																															
ELITE	ELITE	ELITE	ELITE																															
<table border="1"> <tr> <td>CCV</td> <td>GM/PIN</td> <td>LM</td> <td>0/+1/+2</td> </tr> <tr> <td>MP</td> <td>9/5</td> <td>Pts</td> <td>61/71/81</td> </tr> </table>	CCV	GM/PIN	LM	0/+1/+2	MP	9/5	Pts	61/71/81	<table border="1"> <tr> <td>CCV</td> <td>GM/PIN</td> <td>Points</td> </tr> <tr> <td>MP</td> <td>9/5</td> <td>56</td> </tr> </table>	CCV	GM/PIN	Points	MP	9/5	56	<table border="1"> <tr> <td>CCV</td> <td>GM/PIN</td> <td>Points</td> </tr> <tr> <td>RIFLE</td> <td>9/5</td> <td>20</td> </tr> <tr> <td>MP/AR</td> <td>8/4</td> <td>28</td> </tr> </table>	CCV	GM/PIN	Points	RIFLE	9/5	20	MP/AR	8/4	28	<table border="1"> <tr> <td>CCV</td> <td>GM/PIN</td> <td>WF/REP</td> <td>Points</td> </tr> <tr> <td>LMG</td> <td>5/1</td> <td>-7(-5)/2+</td> <td>59</td> </tr> </table>	CCV	GM/PIN	WF/REP	Points	LMG	5/1	-7(-5)/2+	59
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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	1	2
		0



GERMAN

GERMAN

GERMAN

5cm MORTAR

MMG

FLAMETHROWER

GUN CREWMAN

5cm MORTAR



CLOSE	MEDIUM	LONG	EXTREME	Morale/Panic
+3 (+1)	+3 (+1)	+4 (+2)	+4 (+2)	4/5

CLOSE	Morale/Panic
+5	4/5

CLOSE	Morale/Panic
+5	3/4

CLOSE	Morale/Panic
+5	4/5

ELITE

ELITE

ELITE

ELITE

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/1+	134

CCV	GM/PIN	WF/REP	Points
FT	3/0	-5/7	72

CCV	GM/PIN	Points
Rifle	8/4	15

CCV	GM/PIN	WF/REP	Points
5cm	4/0	-5(-2)/3+	80

CCV	GM/PIN	WF/REP	Points
AT Rifle	4/0	-7/2+	20

CCV	GM/PIN	WF/REP	Points
PzSk	4/1	-2(0)/4+	71

WF/REP	Points
-5/2+	180

WF/REP	Points
-5/2+	235

ELITE

ELITE



Morale/Panic
4/5



Morale/Panic
4/5



Dam/Des
5/9



Dam/Des
5/9

PzB 39

PANZERSCHRECK

2.8cm sPzB41

Pak 41

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

Flank shot: "AP"+1.
Target Acquired: "AP"+1
Target Moving: Positive "To Hit" result.
AP add positive "To Hit" result, minus negative "To Hit" result.
No moving fire.

RANGE	To Hit #	FV	AP/HE
CLOSE	0-3	0-1	4/1
MEDIUM	0-1	2	4/1
LONG	-	-	-
EXTREME	-	-	-

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

RANGE	To Hit	AP
CLOSE	0-2(0-1)	6
MEDIUM	0-1(1)	4
LONG	1(2)	2
EXTREME	2(3)	1

Two-man Crew.
Flank Shot: "To Hit"+1
Target Acquired: "To Hit"+1
Target Moving: Positive "To Hit" result.

RANGE	To Hit	AP	HE
CLOSE	0-5	8	0
MEDIUM	0-3	6	0
LONG	0-1	4	0
EXTREME	1	3	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" result.

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" #

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" #

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

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

10.5cm LG 40

Pak 40

10.5cm LG 40

Pak 40




Dam/Des
5/9




Dam/Des
5/9

WF/REP	Points
-5/2+	235

WF/REP	Points
-5/2+	287

DE KRETA



GERMAN

DE KRETA



GERMAN

DE KRETA



GERMAN

DE KRETA



GERMAN

PLATOON LEADER



Morale/Panic
6/7

ELITE

SQUAD LEADER



Morale/Panic
6/7

ELITE

RIFLEMAN



Morale/Panic
4/5

ELITE

LMG



Morale/Panic
4/5

ELITE

CCV	GM/PIN		LM	0/+1/+2
MP	9/5		Pts	61/71/81

CCV	GM/PIN		Points
MP	9/5		56

CCV	GM/PIN	Points
RIFLE	9/5	20
MP	8/4	28

CCV	GM/PIN	WF/REP	Points
LMG	5/1	-7(-5)/2+	59



GERMAN



GERMAN



GERMAN

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 #	crewed/uncrewed	FV
CLOSE	NA	NA	-
MEDIUM	0-3	0-1	0
LONG	0-1	1	0
EXTREME	1	2	0

GERMAN

GERMAN

GERMAN

5cm MORTAR

MMG

FLAMETHROWER

GUN CREWMAN

5cm MORTAR

CLOSE	MEDIUM	LONG	EXTREME
+3 (+1)	+3 (+1)	+4 (+2)	+4 (+2)

Morale/Panic **4/5**

CLOSE
+5

Morale/Panic **4/5**

Morale/Panic **3/4**

Morale/Panic **4/5**

ELITE

ELITE

ELITE

ELITE

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/1+	134

CCV	GM/PIN	WF/REP	Points
FT	3/0	-5/7	72

CCV	GM/PIN	Points
Rifle	8/4	15

CCV	GM/PIN	WF/REP	Points
5cm	4/0	-5(-2)/3+	80

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" #

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

7.5cm LG 40

7.5cm LG 40



Dam/Des
5/9

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" #

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

Pak 36

Pak 36



Dam/Des
5/9

Two-man Crew
 Flank Shot: "To Hit" +1
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To Hit	AP
CLOSE	0-2 (0-1)	6
MEDIUM	0-1 (1)	4
LONG	1 (2)	2
EXTREME	2 (3)	1

2.8cm sPzB41

2.8cm sPzB41



Dam/Des
5/9

Flank shot: "AP" +1.
 Target Acquired: "AP" +1
 Target Moving: Positive "To Hit" #
 AP add positive "To Hit" result,
 minus negative "To Hit" result.
 No moving fire.

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

PzB 39

PzB 39



Morale/Panic
4/5

ELITE

CCV	GM/PIN	WF/REP	Points	WF/REP	Points	WF/REP	Points	WF/REP	Points
AT Rifle	4/0	-7/2+	20	-5/2+	180	-5/2+	183	-3/3+	220