

Volksgrenadier



GERMAN

PLATOON LEADER



Morale/Panic

5/6

VOLKSGRENADIER

CCV	GM/PIN	LM	0/+1
StG 44	9/5	Pts	46/56

Volksgrenadier



GERMAN

SQUAD LEADER



Morale/Panic

4/5

VOLKSGRENADIER

CCV	GM/PIN	Points
StG 44	8/4	41

Volksgrenadier



GERMAN

GRENADIER



Morale/Panic

3/3

VOLKSGRENADIER

CCV	GM/PIN	Points
RIFLE	8/3	13
StG44/MP	7/3	13

Volksgrenadier



GERMAN

GRENADIER MP



Morale/Panic

3/3

VOLKSGRENADIER

CLOSE	MEDIUM	LONG
+1/MP	+0/MP	-1/MP

CCV	GM/PIN	Points
MP	7/3	13

Add "To Hit" result to **HE** (to hit must 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/HE
CLOSE	0-3	-0-1	4/1
MEDIUM	0-1	2	4/1
LONG	-	-	-
EXTREME	-	-	-



GERMAN

PANZERSCHRECK

GUN CREWMAN

PANZERSCHRECK



Morale/Panic  
2/2

VOLKSGRENADIER



Morale/Panic  
3/3

VOLKSGRENADIER



GERMAN

MMG



Morale/Panic  
3/3

VOLKSGRENADIER

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



Morale/Panic  
3/3

VOLKSGRENADIER

LMG

GERMAN



Volksgrenadier

CCV	GM/PIN	WF/REP	Points
LMG	4/0	-7(-5)/2+	47

CCV	GM/PIN	WF/REP	Points
MMG	3/0	-7(-5)/1+	84

CCV	GM/PIN	Points
Rifle	7/2	8

CCV	GM/PIN	WF/REP	Points
PzSk	3/0	-2(0)/4+	58