



LATVIANS

LATVIANS

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LATVIANS

PLATOON LEADER

SQUAD LEADER

RIFLEMAN

LMG



Morale/Panic  
6/7



Morale/Panic  
5/6



Morale/Panic  
4/5



Morale/Panic  
4/5

VETERANS

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	LM	0/+1/+2
MP	9/5	Pts	56/66/76

CCV	GM/PIN	Points
MP	8/4	51

CCV	GM/PIN	Points
RIFLE	9/5	20
StG 44	8/4	28

CCV	GM/PIN	MAL/REP	Points
LMG	5/1	-7(-5)/2+	72







LATVIANS



MMG

CLOSE	MEDIUM	LONG	EXTREME
+3 (+0)	+3 (+1)	+3 (+1)	+4 (+2)

Morale/Panic **4/5**

VETERAN



CCV	GM/PIN	MAL/REP	Points
MMG	4/0	-5(-2)/3+	129



LATVIANS



FLAMETHROWER

CLOSE
+5

Morale/Panic **4/5**

VETERAN

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

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 #	AP/HE
CLOSE	0-3	0-1
MEDIUM	0-1	2
LONG	-	4/1
EXTREME	-	4/1

PANZERSCHRECK



PANZERSCHRECK




Morale/Panic **4/5**

VETERAN

CCV	GM/PIN	WF/REP	Points
PzSk	4/1	-2(0)/4+	89

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 #	AP/HE
CLOSE	NA	NA
MEDIUM	0-3	0-1
LONG	0-1	1
EXTREME	0	2

5cm MORTAR



5cm MORTAR




Morale/Panic **3/4**

VETERAN

CCV	GM/PIN	MAL/REP	Points
5cm	3/0	-5(-2)/3+	60



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

LATVIANS

Pak 40

GUNCREW

Pak 40



Morale/Panic  
 3/4



Dam/Des  
 5/9





VETERAN

VETERAN

CCV GM/PIN Points  
 RIFLE 8/4 15

WF/REP Points  
 -5/2+ 287



<p>Target Moving: Positive: "To Hit" # Target Acquired: "To Hit" +1 Add "To Hit" result to HE FV (If To Hit inc "0")</p> <table border="1"> <tr><td>EXTREME</td><td>1</td><td>2</td><td>5</td><td>2</td><td>4/1</td></tr> <tr><td>LONG</td><td>0-1</td><td>1</td><td>6</td><td>2</td><td>4/2</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>0-1</td><td>8</td><td>2</td><td>5/2</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>0-3</td><td>10</td><td>2</td><td>5/3</td></tr> </table> <p>RANGE To Hit # AP HE MG CE/BU</p>	EXTREME	1	2	5	2	4/1	LONG	0-1	1	6	2	4/2	MEDIUM	0-3	0-1	8	2	5/2	CLOSE	0-5	0-3	10	2	5/3	<p>Target Moving: Positive: "To Hit" # Target Acquired: "To Hit" +1 Add "To Hit" result to HE FV (If To Hit inc "0")</p> <table border="1"> <tr><td>EXTREME</td><td>1</td><td>2</td><td>7</td><td>2</td><td>4/1</td></tr> <tr><td>LONG</td><td>0-1</td><td>1</td><td>8</td><td>2</td><td>4/2</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>0-1</td><td>10</td><td>2</td><td>5/2</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>0-3</td><td>12</td><td>2</td><td>5/3</td></tr> </table> <p>RANGE To Hit # AP HE MG CE/BU</p>	EXTREME	1	2	7	2	4/1	LONG	0-1	1	8	2	4/2	MEDIUM	0-3	0-1	10	2	5/2	CLOSE	0-5	0-3	12	2	5/3	<p>Target Moving: Positive: "To Hit" # Target Acquired: "To Hit" +1 Add "To Hit" result to HE FV (If To Hit inc "0")</p> <table border="1"> <tr><td>EXTREME</td><td>1</td><td>2</td><td>6</td><td>2</td><td>2/1</td></tr> <tr><td>LONG</td><td>0-1</td><td>1</td><td>7</td><td>2</td><td>2/2</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>0-1</td><td>9</td><td>2</td><td>3/2</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>0-3</td><td>11</td><td>2</td><td>4/3</td></tr> </table> <p>RANGE To Hit # AP HE MG CE/BU</p>	EXTREME	1	2	6	2	2/1	LONG	0-1	1	7	2	2/2	MEDIUM	0-3	0-1	9	2	3/2	CLOSE	0-5	0-3	11	2	4/3	<p>Target Moving: Positive: "To Hit" # Target Acquired: "To Hit" +1 Add "To Hit" result to HE FV (If To Hit inc "0")</p> <table border="1"> <tr><td>EXTREME</td><td>1</td><td>2</td><td>5</td><td>2</td><td>4/1</td></tr> <tr><td>LONG</td><td>0-1</td><td>1</td><td>6</td><td>2</td><td>4/2</td></tr> <tr><td>MEDIUM</td><td>0-3</td><td>0-1</td><td>8</td><td>2</td><td>5/2</td></tr> <tr><td>CLOSE</td><td>0-5</td><td>0-3</td><td>10</td><td>2</td><td>5/3</td></tr> </table> <p>RANGE To Hit # AP HE MG CE/BU</p>	EXTREME	1	2	5	2	4/1	LONG	0-1	1	6	2	4/2	MEDIUM	0-3	0-1	8	2	5/2	CLOSE	0-5	0-3	10	2	5/3
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OVR 4/3 WF/Rep Main (MG) Points	OVR 4/3 WF/Rep Main (MG) Points	OVR 3/2 WF/Rep Main (MG) Points	OVR 4/3 WF/Rep Main (MG) Points																																																																																																
BOG 5/4 -5(-7)/2+ 656	BOG 7/6 -5(-7)/2+ 607	BOG 5/4 -5(-7)/2+ 560	BOG 7/6 -5(-7)/2+ 523																																																																																																



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

RANGE	To Hit #	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	10	2	5/2
MEDIUM	0-3	0-1	8	2	4/2
LONG	0-1	1	6	2	3/1
EXTREME	1	2	5	2	3/0

**StuG III G**

**StuG III G**



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

Morale/CE  
**5/9**

OVR	3/2	WF/Rep	Points
BOG	5/4	Main (MG)	446



**GERMAN**

**SdKfz 251 D**



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

Morale/CE  
**5/9**

CLOSE	MEDIUM	LONG	EXTREME
5	4	4	4

OVR	3	WF/Rep	Points
BOG	5	MG	202

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

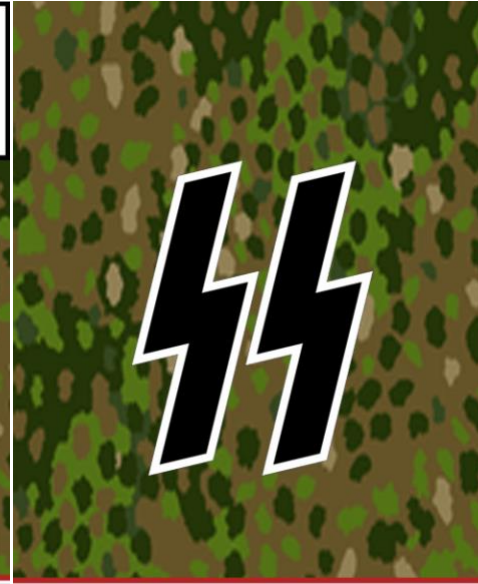
**Pak 40**

**Pak 40**



Dam/Des  
**5/9**

WF/REP	Points
-5/2+	287



**GERMAN**

**GUNCREW**



Morale/Panic  
**3/4**

CCV	GM/PIN	Points
RIFLE	8/4	15



# 44

GERMAN

PLATOON LEADER



# 44

Morale/Panic

6/7

VETERAN

CCV	GM/PIN	LM	0/+1/+2
MP	9/5	Pts	56/66/76

# 44

GERMAN

SQUAD LEADER



# 44

Morale/Panic

5/6

VETERAN

CCV	GM/PIN	Points
MP	8/4	51

# 44

GERMAN

RIFLEMAN



# 44

Morale/Panic

4/5

VETERANS

CCV	GM/PIN	Points
RIFLE	9/5	20
StG 44	8/4	28

# 44

GERMAN

LMG



# 44

Morale/Panic

4/5

VETERAN

CCV	GM/PIN	MAL/REP	Points
LMG	5/1	-7(-5)/2+	72



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

Add "To Hit" result to HB (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
RANGE		crewd/uncrewed	AP/HB
CLOSE	NA	NA	-
MEDIUM	0-3	0-1	0
LONG	0-1	1	0
EXTREME	0	2	0

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

GERMAN

GERMAN

PANZERSCHRECK

5cm MORTAR

MMG

FLAMETHROWER

PANZERSCHRECK

5cm MORTAR

CLOSE	MEDIUM	LONG	EXTREME
+3 (+0)	+3 (+1)	+3 (+1)	+4 (+2)

Morale/Panic  
4/5

CLOSE
+5

Morale/Panic  
4/5

Morale/Panic  
4/5

Morale/Panic  
3/4

VETERAN

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	MAL/REP	Points
MMG	4/0	-5(-2)/3+	129

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

CCV	GM/PIN	WF/REP	Points
PzSk	4/1	-2(0)/4+	89

CCV	GM/PIN	MAL/REP	Points
5cm	3/0	-5(-2)/3+	60