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Tea Break



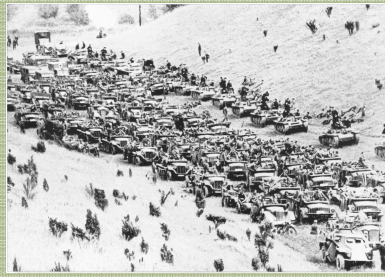
Turn end

All cards are returned to the pack and shuffled. Any unit whose cards were not turned over in that turn may now fire at any short range target, but not move or spot. This is done in the following order.

1. Any unit automatically spotted are deployed
2. Short range firing is calculated.
3. Any reserved dice must now be used or lost.
4. All pins or suppressions are removed.
5. Any relevant cards are added or removed from the deck.



Blinds Move



Move and/or spot with blinds

All blinds have four (4) initiative dice to perform any combination of moving and spotting. A blind may choose to reserve dice for use later in the turn, but these can only be used for spotting.

If platoon on a blind wants to fire, it must deploy it before firing.

Units that voluntarily deploy on the table use their normal number of initiative dice, and their card is added to the deck at the next Tea break.



Hesitant Troop



Next German unit is disoriented

If the next card turned is German unit, that unit will not be able to move, but it may use all of its dice for other purposes, such as firing or spotting.



1st Platoon



Obertlt Garski Zug

This card allows all squad within the named platoon to spot, move, and/or fire. Each section has its own dice; sections may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.



2nd Platoon



Obertlt Hindelang Zug

This card allows all squad within the named platoon to spot, move, and/or fire. Each section has its own dice; sections may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.



3rd Platoon



Obertlt Klemm Zug

This card allows all squad within the named platoon to spot, move, and/or fire. Each section has its own dice; sections may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.



Ger

4th Platoon

Zug Leutnant Meyer

This card allows all sections within the named platoon to spot, move, and/or fire. Each section has its own dice; sections may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

HQ Platoon

Hauptman Greim HQ Zug

This card allows all sections within the named platoon to spot, move, and/or fire. Each section has its own dice; sections may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

Inf. Pionners

Pionier Bataillon 13

This card allows all sections within the named platoon to spot, move, and/or fire. Each section has its own dice; sections may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

HQ Support Weapon

Max range	Strike Dice/Strike
60"	1d6/1

50 mm mortar

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both. German 50mm mortars do not fire smoke shells, only HE.

Support Weapon

Min Range	Strike Dice/Strike
12"	2d6/3

81 mm mortar

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

Support Weapon

MMG

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

Ger

Support Weapon



Min Range

12"

HE Dice/Strike

2d6/3

81 mm mortar

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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Support weapon



HE Dice

1d6

AAA

+2

AT Strike

5

37 mm AA gun

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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Support Weapon



MMG

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

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German Para Platoon



Alexander Turnbull Library

Fallschirm-Jäger zug 10

This card allows all sections within the named platoon to spot, move, and/or fire. Each section has its own dice; sections may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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German Para Platoon



Fallschirm-Jäger zug 11

This card allows all sections within the named platoon to spot, move, and/or fire. Each section has its own dice; sections may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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Recce platoon



Reconnaissance platoon

This card allows all sections within the named platoon to spot, move, and/or fire. Each section has its own dice; sections may reserve some of their dice for spotting or fire later in the turn, but if they wish to move, they must do so when this card is turned. No more than 3 dice may be used for movement.

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Ger

support Weapon

PzB 38-39

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing.

This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a “Big Man” or on a guts test if under fire. It may move OR fire in a turn, never both.

Support Weapon

Panzerknacker Teams

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing.

This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a “Big Man” or on a guts test if under fire. It may move OR fire in a turn, never both.

Support Weapon

Infantry Flamethrower

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing.

This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a “Big Man” or on a guts test if under fire. It may move OR fire in a turn, never both.

AT gun

Direct HE	AAA	AT Strike
1D6	+2	3

20 mm FLAK 38

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing.

This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a “Big Man” or on a guts test if under fire. It may move OR fire in a turn, never both.

AT Gun

Direct HE	Indirect HE	AT Strike
3D6	2D6+1	6

105mm leFH L28 Field Gun

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing.

This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a “Big Man” or on a guts test if under fire. It may move OR fire in a turn, never both.

AT Gun

Direct HE	Indirect HE	AT Strike
1D6	1D6	7

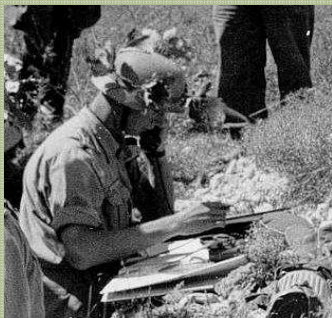
47mm L43.4 PaK (t)

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing.

This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a “Big Man” or on a guts test if under fire. It may move OR fire in a turn, never both.

Ger

Forward observer



Heavy Artillery observer

Forward Observers may control any incoming artillery fire, adding to its effectiveness. Fire thus controlled may only be adjusted when the FO card is turned. An FO figure may not fire any weapon but may move with dice appropriate to his troop type.

100% PAT Land Use

Recce Section



Reconnaissance Section

A specific recce unit may take an additional turn over and above its normal card, moving or spotting, but not firing.

100% PAT Land Use

Anti Tank Gun



Direct HE

1D6

Indirect HE

1D6

AT Strike

7

47 mm AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

100% PAT Land Use

Anti Tank Gun



Direct HE

1D6

Indirect HE

1D6

AT Strike

3/5(>40)

37 mm AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

100% PAT Land Use

Anti Tank Gun



Direct HE

2D6

Indirect HE

1D6

AT Strike

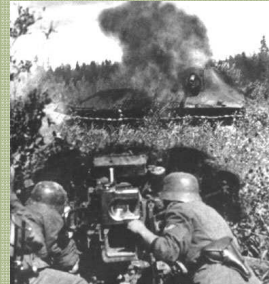
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PAK 40 AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

100% PAT Land Use

Anti Tank Gun



Direct HE

2D6

Indirect HE

1D6

AT Strike

8


PAK 40 AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

100% PAT Land Use

Ger

AFV




	Hard Ground	Broken Terrain
Fast (C)	Dice +2	Dice -1
Average	Dice +1	Dice -1

Pz I

The platoon referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
Pz I A/B	2	Twin MGs
Pz I Befehlswagen	2	Single MG
Pz I C	2	Twin MGs

AFV




	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Pz II

The platoon referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
Pz II B/C	2	3
Pz II F	4	3

AFV




	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Pz Kpfw 35/38 T

The platoon referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
Pz 35 (t)	3	4
Pz 38 (t) A	4	5
Pz 38 (t) E-G	5	6

AFV




	Hard Ground	Broken Terrain
Slow (A)	Dice	Dice -2
Average	Dice +1	Dice -1

Pz IV #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
Pz IV A	2	6
Pz IV B-D	4	6
Pz IV F	6	7
Pz IV F2	6	12

AFV




	Hard Ground	Broken Terrain
Slow (A)	Dice	Dice -2
Average	Dice +1	Dice -1

Pz IV #2

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
Pz IV A	2	6
Pz IV B-D	4	6
Pz IV F	6	7
Pz IV F2	6	12

AFV



	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

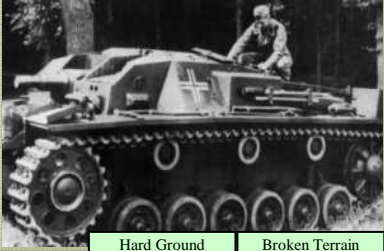
PZ III #1

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
Pz III C-F	3	4
Pz III H	5	7
Pz III 50L60	5	10

Ger

AFV




	Hard Ground	Broken Terrain
Slow (A)	Dice	Dice -2
Average	Dice +1	Dice -1

STUG III

The platoon referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
Stug III A	6	6
Stug III B-E	6	7

AFV




	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

Pz III #2

The platoon referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
Pz III C-F	3	4
Pz III H	5	7
Pz III 50L60	5	10


AFV



Pz V "Panther"

The platoon referenced may use some or all of their initiative dice to move, spot and/or fire.

AFV




	Hard Ground	Broken Terrain
Average	Dice +1	Dice -1

PanzerJagger

The vehicle referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
PanzerJagger I	2	7
PanzerJagger (38t)	3	5

Big man




Dice

Major Kessler

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.

Big man





Dice


Oberleutnant Dibbern

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.

Ger


Big men





Dice


UnterOfficer Beutner

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.




Big men





Dice


Untersturmführer Seitz

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.




Big men



Dice

Hauptman Peiper

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.






Air support



Dice near/hit

2/3

Strike near/hit

4/kill

ACHTUNG STUKA

Any aerial movement or attack will occur when this card is played. This card will only remain in the pack while air support is available. More than one card may be used to differentiate between support if there is more than one plane supporting or more than one type of plane.






Artillery support



Direct HE

3D6

Indirect HE

2D6+1

HE Strike

5

105 mm

This covers artillery fire missions previously requested and remains in the pack only while support is available. More than one card will be used where off table artillery, such as Brigade or Divisional batteries, and on table artillery, such as Company mortars, are available.






Artillery support



Direct HE

4D6

Indirect HE

2D6+3

HE Strike

6

155 mm

This covers artillery fire missions previously requested and remains in the pack only while support is available. More than one card will be used where off table artillery, such as Brigade or Divisional batteries, and on table artillery, such as Company mortars, are available.



Ger

Petrol shortage



Scheiße, mehr Öl

When the card is turned a D6 is rolled. On a 6 one tank has run out of fuel or broken down. Dice for which tank. This card may be removed when all tanks have run out of fuel. An option can be to apply this only to tanks or vehicles that are currently deemed to be moving.

100% FAT Land Use

Machine gun bonus



Fire Bonus

The player may fire any one HMG or MMG of his choice, even if it has already fired this turn.

100% FAT Land Use

Ammunition shortage



Teufel hunds

This card may be used for any force that is running short of ammunition. This can be added to the pack at any time during a game. If the next card turned is a unit of that nation it will be assumed to be running short of ammunition. From this point hence, or until resupply if that is an option within the scenario, it may only fire at short range. If an umpire is available, only the player commanding this unit will be aware of its new status.

100% FAT Land Use

Poor Fire discipline



In the heat of battle some troops find themselves unable to maintain the fire discipline that their commanders expect of them, and open fire on any visible enemy. Once this card is dealt a force with less than perfect fire discipline must test (see p.9). If failed, then one unit of the controlling player's choice that is thus far unspotted, has line of sight to an enemy unit, and is NOT accompanied by a Big Man, will be placed on the table and will open fire on any enemy unit visible to it. Any reserved dice that the unit has will be lost, and should it's own card be dealt later in the turn then it is ignored.

100% FAT Land Use

Rally



Stehen, mit mir vor.

The player may unpin or unsuppress any one of his units that he chooses, rolling 1D6 and removing up to that number of wounds from that one unit. Alternatively he may rally a broken unit without having to be in contact with it..

100% FAT Land Use

Hesitant commander



halten, ohne zurück

If his card has not already been played this turn, the overall force Commander may not physically move this turn. He may, however, spot, rally, co-ordinate artillery or control the fire of any unit he is with..

100% FAT Land Use

Ger

Heroic leader



Obersturmbannführer Wünshe

One "Big Man" may attempt to perform an absurdly heroic action as selected by the player.
The umpire should assess the chances of success before the player rolls against this.
Once used this card is then removed from the pack

100% FAT Lard & Co.
Lard & Co. Lard & Co.

Vehicle breakdown



Schraube gebrochen

When the card is turned a D6 is rolled. On a 6 one tank has broken down. Dice for which tank. This card may be removed when all tanks have broken down. An option can be to apply this only to tanks or vehicles that are currently deemed to be moving.

100% FAT Lard & Co.
Lard & Co. Lard & Co.

Force restriction



Pass mir die Taube

Support weapons, such as anti-tank guns or mortars, may only move when ordered to do so by a "Big Man" who is physically with them.

100% FAT Lard & Co.
Lard & Co. Lard & Co.

AT Gun



Direct HE	Indirect HE	AT Strike
1D6	1D6	10

50 mm AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

100% FAT Lard & Co.
Lard & Co. Lard & Co.

Sniper



Scharfschütze

Representing a single man firing selectively at a specific target. If more than one sniper is present then use multiple cards, with the player choosing the order in which they are activated, as with anti-tank guns.

100% FAT Lard & Co.
Lard & Co. Lard & Co.

Reinforcement



Aeili, Aeilo

A Commander may decide, or scenario dictates, that some troops will arrive during the battle rather than at the start. The turn of arrival will be noted, and the actual arrival dictated by the turn of the cards. This unit will be placed at its point of entry to the table on a 'blind', and will then be activated when the relevant 'Blinds Move' card is turned.

100% FAT Lard & Co.
Lard & Co. Lard & Co.

Ger



Big men



Dice

Hauptman Neve

This card represent a larger-than-life character who stands out under the pressure of the battlefield. A big man can make units move, add his own dice to the total fire roll, spot, or--probably most importantly--reduce the effect of wounds on a unit. When attached to a unit, he moves with it at no cost. He can instead move on his own card with dice appropriate to his troop type. If no FO is present, a Big Man may takes on this role if the correct communication channels are available.



AT bonus Fire

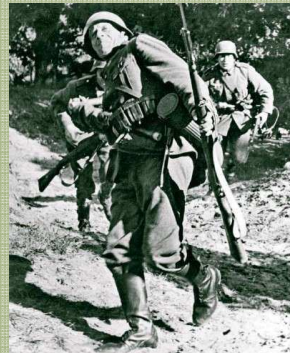


Same player shoot again

The player may fire any one of his own AT guns that he chooses **once**. This may result in double firing, or in a gun that may not otherwise move and fire to do so. His gun is presumed to be aimed rather than snap firing. No actions other than firing are permitted on this card.



Huraaaaahh!



Viktoria

The player may launch an attack with any number of infantry units that he chooses, as long as no unit is further than 6" from any other in the group. This will automatically unpin or unsuppressed any unit taking part. He must use all of his dice for movement. To do this the unit must be accompanied by a Big Man, and the enemy must be within viable charge range. For example, a unit with three dice must start within 18" of the enemy or less if the terrain impedes movement.



Bugle call



Shnell ! Schnell !

May be used if cavalry are present, particularly so with Spahi's formations and other ethnic groups with a strong cavalry tradition.

Acts like Armoured bonus card, but for cavalry. This only applies to cavalry when actually mounted. They may only move on this, not fire, mount, spot or anything else. They may, however, charge.



Dynamic commander



Dort muss man zerstören, schnell!

The overall force commander may make on additional move this turn whether he has already moved or not.



Blitzkrieg



Das ist neu

German player may move (not fire) any of his AFV's that he chooses so long as they form a group not further than 6" apart.



Ger

Rapid deployment



The platoon referenced may use some or all of their initiative dice to move, spot and/or fire.

700PAT Land War

Mortar bonus



The platoon referenced may use some or all of their initiative dice to move, spot and/or fire.

700PAT Land War

Support Weapon



Direct HE	Indirect HE	HE Strike
2D6	1D6	3

IG18 mortar

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

700PAT Land War

AT Gun



Direct HE	AAA	AT Strike
3D6	+3	15

88 mm FLAK18 L56

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

700PAT Land War

AT Gun



Direct HE	Indirect HE	AT Strike
3D6	2D6	15

PAK 43 AT gun

An Anti-Tank Battery is represented by one card for each gun, the player choosing which order the weapons are activated as each card is turned. This represents the greater initiative of an AT gun over an AFV. For some better-trained forces additional cards may be included to represent a greater rate of fire. Light Anti-Tank guns may be moved at half speed.

700PAT Land War

Support Weapon




MG 34

This card allows this weapon to move, spot or fire, however you can choose to reserve dice for later use in the turn, but these may only be used for spotting and firing. This weapon can only move if attached to an infantry unit, or if operating independently when personally commanded by a "Big Man" or on a guts test if under fire. It may move OR fire in a turn, never both.

700PAT Land War


Ger

Civilian move

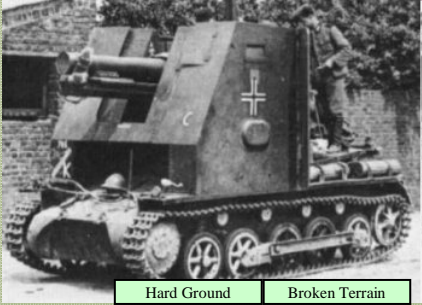


TBD

TBD



AFV




	Hard Ground	Broken Terrain
Slow (A)	Dice	Dice -2

SIG 33 B

The platoon referenced may use some or all of their initiative dice to move, spot and/or fire.

	Armour Class	Weapon Strike
SIG 33 B	2	6



Ger