



THE DESERT FOX

GENERALFELDMARSCHALL
ERWIN ROMMEL, WEHRMACHT



13

DESERT FOX: Any Unit reactivated by Rommel using Get Moving You Monkeys gains At the Double for that Activation.

GENERAL: Rommel may take a free Officer Special Action (see page 94 of the rulebook) each time he Activates and, if Joined to a Unit with an Officer, rolls two dice when attempting Officer Special Actions.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

LASER: When hits, roll again scoring another hit on . Continue rolling until fail to hit.

TX194
2014



THE DESERT FOX

GENERALFELDMARSCHALL
ERWIN ROMMEL, WEHRMACHT

- DESERT FOX • GENERAL • OFFICER •
- LASERPISTOLE B: LASER •

2 5 1

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	1/1	1/1	1/1	1/1	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1

HERO

4



TINA AND HYANE

MAJOR TINA BAUMANN, NDAK



80

EXECUTION: Can take Execute Special Action to eliminate chosen Soldier within Range 1 from a Unit with a Stunned token.

FIRST STRIKE: Resolve Close-Combat Attacks before target resolves theirs. Does not apply to Units Joined.

INTERROGATE: If Tina or a Unit she Joins uses a Close-Combat Weapon to eliminate a Hero or Officer, or Executes a Hero or Officer, roll four dice for Initiative at the start of each turn for the rest of the game.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

GRAPPLE: Target hit by Hyena Bite gains Stunned token.

SAVAGE ANIMAL: Hits on as well as .

TX195
2014

TINA AND HYANE

MAJOR TINA BAUMANN, NDAK

2 5 1



- EXECUTION • FIRST STRIKE •
- INTERROGATE • OFFICER •
- HYENA BITE: GRAPPLE, SAVAGE ANIMAL •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x LUGER PISTOL														
2 3/1 2/1 1/1					2/1									
B 1x HYENA BITE														
C 1/2 1/2 1/2 1/1														

HERO



6



12

A B

ROLF

LEUTNANT ROLF SAMMT, LUFTWAFFE

BIG GUNS: Hero may only use one of their Ranged weapons in each Attack action.

EXPERT - FLIEGERFAUST: Hit on rolls of \oplus as well as \otimes . Does not apply to Units Joined.

INFANTRY ACE: When the Infantry Ace Activates, roll a die. On a \otimes or \oplus Unit gains a third Action.

SALVO: May double the number of Combat Dice rolled. If you do so, remove the Loaded token. Weapon cannot attack until Unit regains its Loaded token by performing a Reload Action.

WA229
2014ROLF
LEUTNANT ROLF SAMMT,
LUFTWAFFE

• BIG GUNS • EXPERT - FLIEGERFAUST •
INFANTRY ACE • FLIEGERFAUST: SALVO •



2 5 1



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x FLIEGERFAUST													
6	5/2	5/2	4/2	3/1	3/2	2/1	1/1	-	-	-	-	-	3/2	2/2	1/1
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	2/1	2/1	-

HERO



4



ANGELA

ANGELA WOLF, BLUTKREUZ KORPS SPY



88

- EXPERT - PISTOL:** Hit on rolls of as well as .
- KILLING SPREE:** When Hero hits with Ranged Weapon, roll again scoring another hit on . Continue rolling until fail to hit.
- LONER:** May not Join a Unit.
- HEAD SHOT:** Choose the enemy Soldiers hit with this weapon. Place Stunned token on Unit hit by this weapon.
- SPY:** Not placed at the start of the game. Each time Spy is Activated while off table, roll two dice. If any are rolled, place Spy within 1 of an enemy Unit and then perform one Action for each rolled.

TX238
2014

ANGELA

ANGELA WOLF,
BLUTKREUZ KORPS SPY

- EXPERT - PISTOL.
- KILLING SPREE.
- LONER.
- SPY.
- MAUSER PISTOL.
- HEAD SHOT.



RANGE	1	2	3	4	4	1	2	3	3	4	5	6	7	7	1	2	3
2	3/2	2/2	1/2	1/1	2/1	2/1	-	-	-	-	-	-	-	-	-	-	-

HERO





AFRICAN LIONS

NDAK TANK-HUNTER GRENADIER SQUAD

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



TX197
2014



AFRICAN LIONS

NDAK TANK-HUNTER GRENADIER SQUAD

• PANZERFAUST 100: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 5x MP 46 SUBMACHINE-GUN	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
B 5x PANZERFAUST 100 (LIMITED AMMO)	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/5	1/4	1/4	1/4	1/3	-	-





SANDSTORM

NDAK MORTAR SQUAD

ARTILLERY: Can fire under control of an Artillery Observer.

**5**TA201
2014

SANDSTORM

NDAK MORTAR SQUAD

• 12CM sGW 47 • ARTILLERY •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	TURRET
A 1x 12CM sGW 47	↓/1	↓/1	↓/1	↓/1	↓/2	↓/1	↓/1	↓/1	↓/1	-	-	-	-	-	-
B 3x MP 46 SUBMACHINE-GUN	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	-
C 1x LUGER PISTOL	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-	-

**4**



SAND VIPERS

NDAK BATTLE GRENADEIER SQUAD



TX196
2014



SAND VIPERS

NDAK BATTLE GRENADEIER SQUAD



2 5 1



RANGE	1	2	3	4	5	6	7	1	2	3
	A 2x MG 48									
6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	3/1	2/1
4	4/1	3/1	2/1	1/1	2/1	-	-	-	2/1	1/1

B 3x STG 47 ASSAULT RIFLE



TOMB CLEANERS

NDAK SECURITY GRENADEIER SQUAD

FLAME: Targets get no Saves from this weapon and are Suppressed.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX236
2014


TOMB CLEANERS

NDAK SECURITY GRENADEIER SQUAD

- FLAMMENWERFER 44: FLAME •
- PANZERFAUST: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	2x	PANZERFAUST (LIMITED AMMO )													
3	1/4	1/4	1/4	1/4	1/4	1/4	1/5	1/4	1/4	1/3	1/3	-	-	-	
3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	
2	6/1	5/1	3/1	-	-	-	-	-	-	-	-	-	-	-	
1	1/4	1/4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	





HEINRICH (TROP)

PANZERSPÄHLÄUFER I-E (LIGHT FLAK)

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.



60

TX264
2014


HEINRICH (TROP)

PANZERSPÄHLÄUFER I-E (LIGHT FLAK)

• SCOUT •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A 1x QUAD 3CM FLAKV 43 GUNS														
8	9/3	9/3	9/3	7/2	5/3	5/2	3/2	1/1	1/1	1/1	-	-	4/2	3/2	1/1
	B 1x MG 44														
6	7/1	6/1	4/1	3/1	4/1	4/1	-	-	-	-	-	-	-	-	-
	FRONT														
	FRONT														





HERMANN (TROP)

PANZERSPÄHLÄUFER I-D (LASER)



60

TX218
2014

RELOAD: When this weapon performs an attack, remove Loaded token. Weapon cannot attack until this Unit regains Loaded token by performing a Reload Action.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

LASER: When this weapon hits, roll hits again scoring another hit on . Continue rolling until re-roll fails to hit.

HERMANN (TROP)

PANZERSPÄHLÄUFER I-D (LASER)



- SCOUT • RELOAD •
- LEICHTE LASERKANONE: LASER, RELOAD •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	FRONT
A	5/1	5/1	4/1	4/1	4/1	12/1	11/1	10/1	9/1	8/1	7/1	6/1	-	-	-
B	7/1	6/1	4/1	3/1	4/1	4/1	4/1	-	-	-	-	-	-	-	FRONT





LEOPOLD (TROP)

PANZERKAMPFLÄUFER II-C (FLAK)

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting as when rolling for number of Actions. Does not apply to Units joined.

TA203
2014



11



LEOPOLD (TROP)

PANZERKAMPFLÄUFER II-C (FLAK)

• ADVANCED REACTIVE FIRE •

2 4 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	1x QUAD 3.7cm FLAKV 43 GUNS													
10	9/2	9/2	9/2	8/2	5/2	5/3	4/2	2/2	1/1	-	-	4/3	3/3	2/2
	1x MG 44													
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
	1x MG 44													
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-

5



12

LOTH (TROP)
PANZERKAMPFLÄUFER II-F
 (ENGINEER)

- CHARGE:** May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.
- ENGINEER VEHICLE:** Take an Engineering Action to destroy fortifications and obstacles.
- MECHANIC:** Perform a Makeshift Repair Action to roll five dice. Cancel one point of damage on adjacent vehicle for each rolled. Does not apply to Units Joined.
- GRAPPLE:** Any target hit by this weapon loses one Action in its next Activation (unless this Unit Activates first).

TX220
2014



LOTH (TROP)
PANZERKAMPFLÄUFER II-F
 (ENGINEER)

- CHARGE • ENGINEER VEHICLE • MECHANIC •
- PAIRED KAMPFZANGE CLAWS: GRAPPLE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2/3	2/3	2/3	2/3	2/3	2/3	2/2	2/1	2/1	2/1	2/1	-	-	-
B	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
C	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-



5



JAGDLÜTHER

PANZERKAMPFLÄUFER IV-A
(TANK HUNTER)

14

TX148
2014

JAGDLÜTHER

PANZERKAMPFLÄUFER IV-A
(TANK HUNTER)



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x DUAL 7.5CM FPKZW GUNS													
18															FRONT
	B	1x MG 44													
6															FRONT



7



STURMLEOPOLD
PANZERKAMPFLÄUFER IV-F
(FLAK)



15

TX267
2014



STURMLEOPOLD
PANZERKAMPFLÄUFER IV-F
(FLAK)



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x QUAD 3.7CM FLAKV 43 GUNS													
10	9/2	9/2	9/2	8/2	5/3	5/3	4/2	2/2	1/1	-	-	4/3	3/3	2/2
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-
	B	1x MG 44												



7



18

JAGDWOTAN

PANZERKAMPFLÄUFER IV-E (LASER)

LASER: When this weapon hits, roll hits again scoring another hit on . Continue rolling until re-roll fails to hit.

TX219
2014



JAGDWOTAN

PANZERKAMPFLÄUFER IV-E (LASER)

• QUAD V-LASERKANONE: LASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A 1x QUAD V-LASERKANONE														
10	7/1	7/1	6/1	5/1	15/1	14/1	13/1	12/1	11/1	10/1	9/1	-	-	-	
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	
	B 1x MG 44														
	FRONT														
	FRONT														



7



STÜMMEL

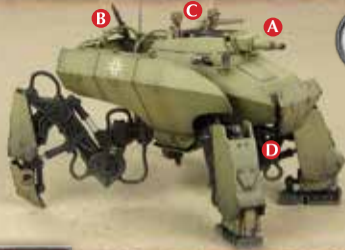
SCHÜTZENPANZERLÄUFER VI-G
(CLOSE SUPPORT)

PASSENGERS (6): Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

TANK RIDERS (6): Can carry Passengers on its outside. Tank Riders are eliminated on ☒ if vehicle is hit.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX199
2014



12



STÜMMEL

SCHÜTZENPANZERLÄUFER VI-G
(CLOSE SUPPORT)

- PASSENGERS (6) • TANK RIDERS (6)
- 10.5CM KWK 46 GUN • GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x 10.5CM KWK 46 GUN													
8	↘/3	↘/2	↘/1	↘/1	1/☒	1/☒	1/4	1/4	1/4	1/3	1/3	1/2	-	-	
6	B	1x MG 44													
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
	C	1x MG 44													
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	
6	D	1x TWIN MG 44Z													
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	

LARGE VEHICLE



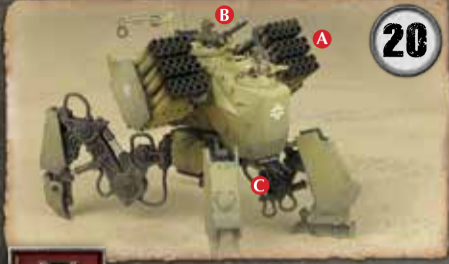
6



KÖNIGSLOTHAR
SCHWERER PANZERKAMPFLÄUFER VI E
(ROCKET)

ARTILLERY: Can fire under control of an Artillery Observer.

TX168
2014



20



KÖNIGSLOTHAR

SCHWERER
PANZERKAMPFLÄUFER VI E (ROCKET)

• DUAL NEBELWERFER 47
ROCKET LAUNCHERS: ARTILLERY.



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	A	1x DUAL NEBELWERFER 47 ROCKET LAUNCHERS													
4-14	↖3	↖2	↖1	↖1	↖3	↖2	↖2	↖1	↖1	↖1	↖1	↖1	↖1	↖1	
	B	1x MG 44													
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	2/1	2/1	
	C	1x TWIN MG 44Z													
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	

LARGE VEHICLE



8