KOMMANDOTRUPP

SPECIAL ABILITIES

Command Squad, Additional Support, Artillery Strike (Radioman only), Mechanic (Mechanic only), Medic (Medic only), Radioman (Radioman only)

6 2 1

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
StG 47 (4)	16”	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
MG 48 (1)	16”	6/1	3/1	1/1	-	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1
Knife (5)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

HEAVY KOMMANDOTRUPP

SPECIAL ABILITIES

Command Squad, Additional Support, Damage Resilient, Artillery Strike (Schwer Officer only), Mechanic (Schwer Mechanic only), Medic (Schwer Medic only), Radioman (Schwer Officer only)

SPECIAL WEAPON ABILITIES

Fliegerfaust: Burst

6 3 1

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
MG 44 Zwei (2)	16”	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	-	3/1	3/1	-
Fliegerfaust (1)	16”	6/1	3/1	2/1	1/1	3/1	3/1	2/1	-	-	-	-	3/1	3/1	2/1
Combat Knife (3)	C	4/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

STURMPIONIERE

SPECIAL ABILITIES

Command Squad, Additional Support, Fast

SPECIAL WEAPON ABILITIES

Flammenwerfer 40: Burst, Spray

Panzerfaust: Reload

6 2 1

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
StG 47 (4)	16”	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
Flammenwerfer 40 (1)	6”	🔥/1	🔥/1	🔥/1	🔥/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-
Panzerfaust (3)	12”	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Knife (5)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

BATTLE GRENADIERS

SPECIAL WEAPON ABILITIES

Panzerfaust: Reload

6	2	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
StG 47 (4)	16”		2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
Panzerschreck (1)	16”		2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-
Panzerfaust (2)	12”		2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Knife (5)	C		2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

LASER GRENADIERS

SPECIAL WEAPON ABILITIES

Laser-Gewehr: Laser

Laser-Werfer: Laser

6	2	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
Laser–Gewehr (4)	12”		2/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-
Laser–Werfer (1)	16”		2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/1	1/1	-	-	-
Knife (5)	C		2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

RECON GRENADIERS

SPECIAL WEAPON ABILITIES

Panzerfaust: Reload

6	2	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
StG 47 (4)	16”		2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
MG 48 (1)	16”		6/1	3/1	1/1	-	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1
Panzerfaust (3)	12”		2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Knife (5)	C		2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

AXIS ZOMBIES

SPECIAL ABILITIES

Blutkreuz Zombie, Damage Resilient, Fast

6	2	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
Panzer Glove (10)	C		4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

SNIPER GRENADIER TEAM

SPECIAL ABILITIES

Agile, Sniper (Sniper only), Spotter (Spotter only), Team

SPECIAL WEAPON ABILITIES

Grenades: Grenade

6	2	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
StG 47 (1)	16”	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
Sniper Gewehr PSG1 (1)	36”	1/1	1/1	1/1	-	1/1	1/1	-	-	-	-	-	-	-	-
Knife (2)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-
Grenades (2)	6”	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

BEOBACHTER TEAM

SPECIAL ABILITIES

Artillery Strike, Radioman, Team

6	2	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
StG 47 (2)	16”	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
Knife (2)	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

AXIS GORILLAS

SPECIAL ABILITIES

Blutkreuz Ape, Fast

6	3	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
Panzer Glove (6)		C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

HEAVY RECON GRENADIERS

SPECIAL ABILITIES

Damage Resilient

6	3	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
MG 44 Zwei (3)		16”	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	-	3/1	3/1	-
Combat Knife (3)		C	4/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

HEAVY LASER GRENADIERS

SPECIAL ABILITIES

Damage Resilient

SPECIAL WEAPON ABILITIES

Schwer Laser-Werfer: Laser

6	3	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
Schwer Laser-Werfer (3)		16”	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-
Combat Knife (3)		C	4/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

HEAVY FLAK GRENADIERS

SPECIAL ABILITIES

Damage Resilient

SPECIAL WEAPON ABILITIES

Fliegerfaust: Burst

6	3	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
Fliegerfaust (3)		16”	6/1	3/1	2/1	1/1	3/1	3/1	2/1	-	-	-	-	3/1	3/1	2/1
Combat Knife (3)		C	4/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

JAGDGRENADIERE

SPECIAL ABILITIES

Damage Resilient

6	3	3													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
Caseless PaK 7.5 cm (1)		36”	4/1	2/1	1/1	1/1	5/1	5/1	4/1	4/1	3/1	1/1	1/1	-	-	-
MG 44 Zwei (1)		16”	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	-	3/1	3/1	-
Combat Knife (3)		C	4/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

LASER-JAGDGRENADIERE

SPECIAL ABILITIES

Damage Resilient, Supercharged

SPECIAL WEAPON ABILITIES

Laser–Kanone: Laser

6	3	3													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
Laser–Kanone (1)		24”	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-
MG 44 Zwei (1)		16”	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	-	3/1	3/1	-
Combat Knife (3)		C	4/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

BLUTKREUZ KORPS ÜBERTOTEN ASSAULT SQUAD

SPECIAL ABILITIES

Blutkreuz Übertoten, Damage Resilient

SPECIAL WEAPON ABILITIES

Panzerfaust: Reload

6	2	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
MP 46 (4)		12”	4/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-
MG 48 (1)		16”	6/1	3/1	1/1	-	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1
Panzerfaust 100 (1)		16”	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Panzerfaust (4)		12”	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Knife (5)		C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

BLUTKREUZ KORPS ÜBERTOTEN SUICIDE SQUAD

SPECIAL ABILITIES

Blutkreuz Übertoten, Damage Resilient

SPECIAL WEAPON ABILITIES

Magnetic Mine: Tank Killer

6	2	1													
			1	2	3	4	1	2	3	4	5	6	7	1	2	3
Panzerfaust 100 (5)		16”	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Magnetic Mine (5)		6”	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Knife (5)		C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

LIGHT PANZER WALKER HEINRICH, HERMANN, HANS

SPECIAL ABILITIES

Scout Vehicle (Hans only)

SPECIAL WEAPON ABILITIES

Laser–Kanone: Laser

Granatwerfer: Spray, Indirect Fire

Panzerfaust-Werfer: Tank Killer

6 3 3

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
2cm Flak-Vierling	30”	10/1	5/1	3/1	2/1	5/1	4/1	3/1	-	-	-	-	5/1	5/1	4/1
Laser–Kanone	24”	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-
Granatwerfer	16”	1/1	1/1	1/1	1/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	-	-	-
Panzerfaust–Werfer	16”	2/1	1/1	1/1	1/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-

MEDIUM PANZER WALKER II LUTHER, LUDWIG, LOTHAR, LOTH

SPECIAL ABILITIES

Charge (Luther and Loth only),

SPECIAL WEAPON ABILITIES

Kampfzange: Self Repair, Mechanic, Obstacle Clearing

Nebelwerfer 42: Artillery, Spray, Reload

6 4 4

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
MG 44	16”	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-
5cm Flak 43	36”	8/1	5/1	3/1	2/1	3/1	3/1	2/1	2/1	-	-	-	3/1	3/1	3/1
Kampfzange	C	8/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	-	-	-
8.8cm Doppel-FPK	36”	8/1	4/1	2/1	2/1	8/1	8/1	7/1	7/1	6/1	6/1	5/1	-	-	-
Nebelwerfer 42	A	1/1	1/1	1/1	1/1	6/1	6/1	6/1	6/1	6/1	6/1	6/1	-	-	-

MEDIUM PANZER WALKER III WOTAN, FLAMM-LUTHER

SPECIAL ABILITIES

Assault (Flamm-Luther only),
Combined Shots: Schwer Flammenwerfer (Flamm-Luther only)

SPECIAL WEAPON ABILITIES

Schwer Laser Kanone Zwei: Laser

Schwer Flammenwerfer: Burst, Spray, Tank Killer

6 5 6

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Schwer Flammenwerfer	8”	1/1	1/1	1/1	1/1	1/6	1/6	1/5	1/5	1/5	1/4	1/4	-	-	-
Schwer Laser Kanone Zwei	36”	4/2	2/1	2/1	2/1	2/5	2/5	2/4	2/4	2/4	2/3	2/3	-	-	-
MG 44	16”	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-

HEAVY PANZER WALKER KÖNIGSLUTHER, STURMKÖNIG

SPECIAL WEAPON ABILITIES

17.3cm FPK Zwei: Penetrator

6 7 10

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
MG 44 Zwei	16”	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	-	3/1	3/1	-
17.3cm FPK Zwei	36”	10/1	5/1	3/1	3/1	11/1	11/1	9/1	9/1	8/1	8/1	7/1	-	-	-
12.8cm Flak-Vierling	36”	10/1	8/1	6/1	4/1	9/1	8/1	7/1	6/1	5/1	4/1	3/1	9/1	9/1	8/1

AXIS ARMORED TRANSPORT PRINZLUTHER, STURMPRINZ

SPECIAL ABILITIES

Carry Capacity 6, Tank Riders 6

6 4 6

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
2cm Flak 30L/55	36”	4/1	2/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1
MG 44	16”	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-
30mm ZwillingsFlak	36”	8/1	3/1	2/1	2/1	4/1	4/1	3/1	-	-	-	-	4/1	4/1	3/1
MG 44 Zwei	16”	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	-	3/1	3/1	-

HORTEN HO-347 FLEDERMAUS III, FLEDERMAUS IV

SPECIAL ABILITIES

Air Superiority

SPECIAL WEAPON ABILITIES

BK 75mm Kanone: Penetrator

150kg Bomb: Bomb, Burst, Tank Killer

12 2 6

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Vier 20mm MK 47	16”	8/1	6/1	4/1	3/1	6/1	5/1	4/1	3/1	2/1	1/1	-	6/1	6/1	5/1
BK 75mm Kanone	24”	5/1	3/1	2/1	1/1	5/1	5/1	4/1	4/1	3/1	2/1	1/1	-	-	-
150kg Bomb	B	7/1	5/1	3/1	1/1	5/1	5/1	4/1	4/1	3/1	3/1	2/1	-	-	-

SIGRID

SPECIAL ABILITIES

Leader, Berserk

SPECIAL WEAPON ABILITIES

Laser-Pistole B: Laser

6 2 4

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Laser–Pistole B	12”	6/1	3/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-
Knife	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

LARA

SPECIAL ABILITIES

Leader, Assault, Damage Resilient

6 3 4

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
MG 44 Zwei (2)	16”	8/1	4/1	2/1	-	3/1	2/1	-	-	-	-	-	3/1	3/1	-
Combat Knife	C	4/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

GRENADIER X

SPECIAL ABILITIES

Assault, Blutkruez Zombie, Damage Resilient

6 2 4

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Circular Saw	C	8/1	8/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	-	-	-

MARKUS

SPECIAL ABILITIES

Leader, Blutkreuz Ape, Charge, Fast

6 3 6

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Schwerer Panzer Glove (2)	C	4/1	2/1	1/1	1/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1	-	-	-

PANZERPRINZ

SPECIAL ABILITIES

Leader, Pilot – Vehicle (not Aircraft), Panzer Ace – Pilot, Schwerpunkt – Pilot

SPECIAL WEAPON ABILITIES

Laser-Pistole B: Laser

6 2 4

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Luger	8”	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-
Hunting Knife	C	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-	-

MANFRED

SPECIAL ABILITIES

Leader, Unlimited Panzerfaust, Assault

6 2 5

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
StG 47	16”	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
Panzerfaust	12”	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Knife	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

ANGELA

SPECIAL ABILITIES

Frenzy, Sniper

6 2 3

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
20mm Solothurn	36”	2/1	1/1	1/1	1/1	3/1	3/1	2/1	2/1	1/1	-	-	-	-	-
Mauser	6”	2/1	1/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-
Kick & Punch	C	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-	-

STEFAN

SPECIAL ABILITIES

Leader, Tactical Brilliance, Assault

SPECIAL WEAPON ABILITIES

Flammenwerfer 40: Spray, Burst

6 2 4

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
Flammenwerfer 40	6”	/1	/1	/1	/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-
Knife	C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

TOTENMIESTER

SPECIAL ABILITIES

Leader, Blutkreuz Zombie, Damage Resilient, Wiederbelebungsserum

6 2 4

		1	2	3	4	1	2	3	4	5	6	7	1	2	3
“Blut Kreuz”	C	8/1	6/1	4/1	3/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	-	-	-