

A German Leopard 2 tank is shown in a field. The tank is dark green and has a miniature village of houses on its turret. The tank is positioned in the center of the frame, facing forward. The background consists of a green field and a line of trees. The text "Modern Combat: German Army" is overlaid on the tank in white, bold, sans-serif font.

Modern Combat: German Army

Creating a German Heer Army

There are six different types of platoons available to the German Heer - Panzergrenadier, Jäger, Fallschirmjäger, Gebirgsjäger and the latest Infanterie der Zukunft (IdZ) units who differ in their entire equipment, as well as an all-Armoured Force.

You must choose one of these platoons and may only include Command and unit Assets available for this type of platoon as described below:

The Panzergrenadier Platoon (Heavy Infantry):

You must obey this structure for every 1,000 points in your force.

- 0-1 Panzergrenadier Command Squad + vehicle they may mount in.
- 1-3 Panzergrenadier Squad(s) + vehicles they may mount in.
- 0-3 units of any kind other than those above (but only one per Panzergrenadier Squad chosen).
- 0-1 Offboard Support Card (requires a Command unit).
- 0-1 Upgrade Card (if available) per unit.

If you select the IdZ upgrade for one or more of your units, you are not allowed to select any unit from Obsolete Units.

The Jäger Platoon (Light Infantry):

You must obey this structure for every 1,000 points in your force.

- 0-1 Jäger Command Team + vehicle they may mount in.
- 1-3 Jäger Squad(s) + vehicles they may mount in.
- 0-3 units of any kind other than those above (but only one per Jäger Squad chosen).
- 0-1 Offboard Support Card (requires a Command unit).
- 0-1 Upgrade Card (if available) per unit.

If you select the IdZ upgrade for one or more of your units, you are not allowed to select any unit from Obsolete Units.

Creating a German Heer Army

The Fallschirmjäger Platoon (Paratroops):

You must obey this structure for every 1,000 points in your force.

- 0-1 Fallschirmjäger Command Team + vehicle they may mount in.
- 1-3 Fallschirmjäger Squad(s) + vehicles they may mount in.
- 0-3 units of any kind other than those above (but only one per Fallschirmjäger Squad chosen).
- 0-1 Offboard Support Card (requires a Command unit).
- 0-1 Upgrade Card (if available) per unit.

If you select the IdZ upgrade for one or more of your units, you are not allowed to select any unit from Obsolete Units.

Airborne: If your force includes only units with the Airborne trait and Air units, you may choose to deploy the entire force using the Parachute Deployment rules as described in the Modern Combat rulebook.

The Gebirgsjäger Platoon (Mountain Infantry):

You must obey this structure for every 1,000 points in your force.

- 0-1 Gebirgsjäger Command Team + vehicle they may mount in.
- 1-3 Gebirgsjäger Squad(s) + vehicles they may mount in.
- 0-3 units of any kind other than those above (but only one per Gebirgsjäger Squad chosen).
- 0-1 Offboard Support Card (requires a Command unit).
- 0-1 Upgrade Card (if available) per unit.

If you select the IdZ upgrade for one or more of your units, you are not allowed to select any unit from Obsolete Units.

Creating a German Heer Army

The Infanterie der Zukunft (IdZ) Platoon (Infantryman of the Future):

You must obey this structure for every 1,000 points in your force.

- 0-1 Jäger Command Squad w/IdZ + vehicle they may mount in.
- 1-3 Jäger Squad(s) w/IdZ + vehicles they may mount in.
- 0-3 units of any kind other than those above (but only one per Jäger Squad w/IdZ chosen).
- 0-1 Offboard Support Card (requires a Command unit).
- 0-1 Upgrade Card (if available) per unit.

An Infanterie der Zukunft (IdZ) Platoon may never include any unit from Obsolete Units.

The Armoured Forces:

You must obey this structure for every 2,000 points in your force.

- 1-2 M577 A3G Gefechtsstandspanzer (or Leopard 2 Tank(s) of any variant + Upgrade Card to create Command unit).
- 2-9 Leopard 2 Tanks - any variant.
- 0-3 units of any kind other than those above (but only one per Leopard 2 chosen).
- 0-1 Offboard Support Card (requires a Command unit)
- 0-1 Upgrade Card (if available) per unit.

If your force includes any Leopard 2 A5, A6, A7 or PSO you are not allowed to select an unit from Obsolete Units.

If you select the IdZ upgrade for one or more of your units, you are not allowed to select any unit from Obsolete Units.

Regular

Units



Dingo

55



Dingo with MG3 MG

Hits/2, Lumbering, Wheels/18"

Size	2	Facing	Target	Save	Kill
Move	9"	Front	6+	3+	8+
CC	2xD10	Side	6+	5+	7+
		Rear	6+	5+	7+

Weapon	Range	Damage	Traits
MG3 MG	30"	2xD6	Auto, Piercing/1

Special Rules:
Transport: The Dingo can carry up to 5 Size points of models (each maximum Size 1).

Options:



Fuchs APC

120



Fuchs with MG3 MG

Hits/2, Multifire/All, Wheels/18", Amphibious/2"

Size	4	Facing	Target	Save	Kill
Move	9"	Front	7+	4+	9+
CC	4xD10	Side	7+	4+	8+
		Rear	6+	5+	7+

Weapon	Range	Damage	Traits
MG3 MG	30"	2xD6	Auto, Piercing/1, Exposed

Special Rules:
Transport: The Fuchs can carry up to 10 Size points of models (each maximum Size 1).

Options:
Add an additional MG 3 MG (FaA) for +5 points .



Fennek

75



Fennek with MG3 MG

Hits/2,
Lumbering,
Wheels/18"

Size	2	Facing	Target	Save	Kill
Move	9"	Front	6+	3+	8+
		Side	6+	3+	7+
CC	2xD10	Rear	6+	4+	7+

Weapon	Range	Damage	Traits
MG3 MG	30"	2xD6	Auto, Piercing/1
HK GMG	36"	2xD6	Artillery, Lethal Zone/2"

Special Rules:
Recon Vehicle: An army with at least one of these units may re-roll its dice for set up and deployment.

Options:
 • Replace MG3 MG with HK GMG for +15 points.



Flakpanzer Gepard A3

275



Gepard with Twin 35 mm Oerlikon KDA

Hits/4,
Lumbering,
Multifire/All,
Tracks/8"

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	4+	10+
		Side	8+	5+	9+
CC	4xD10	Rear	7+	5+	8+

Weapon	Range	Damage	Traits
Twin 35 mm Oerlikon KDA	50"	2xD6+2	AA, Auto, Piercing/1

Special Rules:
 May react against Air units.

Options:



Marder 1A5 IFV

155



Marder 1A5 with
Rh-202 20mm autocannon
MG3 CMG

Hits/3,
Lumbering,
Multifire/All,
Tracks/11"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	8+	4+	10+
		Side	8+	4+	9+
CC	3xD10	Rear	7+	5+	8+

Weapon	Range	Damage	Traits
Rh-202	36"	2xD6+2	Auto, Piercing/2
MG3 MG	30"	2xD6	Auto, Piercing/1, Coaxial/Rh-202
MILAN III AT-GM	12-48"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, ATGM, Exposed

Special Rules:

Transport: The Marder can carry up to 6 Size points of models (each maximum Size 1).

Options:

- Add a MILAN III ATGM for +25 points. You are not allowed to add a MILAN III ATGM, if the transported Panzergrenadier Squad has been upgraded with this weapon.



M577 A3G Gefechtsstandspanzer

115



M577 A3G Gefechtsstands-panzer

Hits/3,
Lumbering,
Tracks/10",
Amphibious/2",
Forward Artillery Observer (FAO),
Forward Air Controller (FAC)

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	4+	9+
		Side	7+	4+	8+
CC	3xD10	Rear	6+	5+	7+

Special Rules:

Field Promotion,
Command Privilege (may purchase off-board support)

Options:

- This unit may only be chosen to perform the role of a Command Unit for an Armoured Force Platoon.



Leopard 2A6

400



Leopard 2A6 with
Rh-M-120 L55
MG3 CMG
MG3 AAMG

Hits/4,
Lumbering,
Multifire/All,
Tracks/12"

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	2+	12+
		Side	8+	2+	11+
CC	4xD10	Rear	8+	3+	10+

Weapon	Range	Damage	Traits
Rh-M-120 L55	72"	D10+6	Lethal Zone/2", Multihit, Piercing/4, Slow
MG3 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Rh-M-120
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:

Options:



Leopard 2A5

370



Leopard 2A5 with
Rh-M-120 L44
MG3 CMG
MG3 AAMG

Hits/4,
Lumbering,
Multifire/All,
Tracks/12"

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	2+	12+
		Side	8+	2+	11+
CC	4xD10	Rear	8+	3+	10+

Weapon	Range	Damage	Traits
Rh-M-120 L44	72"	D10+5	Lethal Zone/2", Multihit, Piercing/4, Slow
MG3 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Rh-M-120
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:

Options:



Panzergrenadier Squad

85



Sergeant w/G36
2xRiflemen w/G36,
Gunner w/MG3 LMG,
Gunner w/G36 and Panzerfaust
3,
Gunner w/G36 and HK-69A1 GL

Traits

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"



Panzergrenadier Command Squad

105



Lieutenant w/G36,
Radio Operator w/G36,
Rifleman w/G36,
Gunner w/MG3 LMG,
Gunner w/G36 and Panzerfaust
3,
Gunner w/G36 and HK-69A1 GL

Forward Artillery Observer
(FAO),
Forward Air Controller (FAC)

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
MG3	30"	2xD6	Auto, Piercing/1, Prone
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG
HK-69A1	24"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
MILAN III ATGM	12-48"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, ATGM

Options:

- Mount in Marder or Puma
- One Rifleman may be replaced with MILAN III Gunner with G36 and MILAN III for +25 points. If this option is selected and the squad is mounted in Marder IFV, the Marder IFV may not be upgraded to carry the MILAN III launcher.
- Equip the squad with IdZ system for +30 points

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
MG3	30"	2xD6	Auto, Piercing/1, Prone
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II
HK-69A1	24"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready

Special Rules:

Field Promotion,
Command Privilege (may purchase off-board support)

Options:

- Mount in Marder or Puma
- Equip the squad with IdZ system for +30 points



Jäger Squad

115



Team 1:
Sergeant w/G36 and UZI,
4xRifleman w/G36,
Grenadier w/G36 and HK-69A1

Team 2:
Gunner w/MG3 LMG,
Rifleman w/G36

Team 3:
Gunner w/Panzerfaust 3 and
G36,
Rifleman w/G36

Traits:
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
UZI	12"	2xD6-1	Auto
HK69A1	24"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
MG3	30"	2xD6	Auto, Piercing/1, Prone
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/3, Slow, HEAT/II, RPG

Special Rules:

Options:

- Mount in Fuchs or Boxer
- Equip the squad with IdZ system for +50 points



Jäger Command Team

145



Team 1:
Lieutenant w/G36 and UZI,
Radioman w/G36,
3xRifleman w/G36,
Grenadier w/G36 and HK-69A1

Team 2:
Gunner w/MG3 LMG,
Rifleman w/G36

Team 3:
Gunner w/Panzerfaust 3 and
G36,
Rifleman w/G36

Forward Artillery Observer
(FAO),
Forward Air Controller (FAC)
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
UZI	12"	2xD6-1	Auto
HK69A1	24"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
MG3	30"	2xD6	Auto, Piercing/1, Prone
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/3, Slow, HEAT/II, RPG

Special Rules:

Field Promotion,
Command Privilege (may purchase off-board sup-
port)

Options:

- Mount in Fuchs or Boxer
- Equip the squad with IdZ system for +50 points



Jäger Sniper Squad

150



Squad Leader w/G36

Team 1:

Sniper w/G22,
2xRifleman w/G36,

Team 2:

Sniper w/G22,
2xRifleman w/G36,

Team 3:

Sniper w/G22,

Traits:
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
G22	40"	D6	Accurate

Special Rules:

Sniper: The Sniper gains a +2 bonus to its Damage Dice when using the G 22 against Size 1 targets.

Stealthy: If the Sniper Squad is within Cover, units beyond 20" may not draw Line Of Sight to it.

Infiltration: When deploying, this unit may be placed anywhere outside the enemy deployment zone, so long as it is not within Line Of Sight of any enemy unit.

Options:

- Equip the squad with IdZ system for +50 points

Airborne
and
Mountain
Units



Fallschirmjäger Squad

125



Team 1:
Sergeant w/G36 and UZI,
4xRifleman w/G36,
Grenadier w/G36 and HK-69A1

Team 2:
Gunner w/MG3 LMG,
Rifleman w/G36

Team 3:
Gunner w/Panzerfaust 3 and
G36,
Rifleman w/G36

Airborne
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
UZI	12"	2xD6-1	Auto
HK69A1	24"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
MG3	30"	2xD6	Auto, Piercing/1, Prone
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Options:

- Mount in Wiesel APC, Dingo or Wolf
- Equip the squad with IdZ system for +50 points



Fallschirmjäger Command Team

155



Team 1:
Lieutenant w/G36 and UZI,
Radioman w/G36,
3xRifleman w/G36,
Grenadier w/G36 and HK-69A1

Team 2:
Gunner w/MG3 LMG,
Rifleman w/G36

Team 3:
Gunner w/Panzerfaust 3 and
G36,
Rifleman w/G36

Airborne,
Forward Artillery Observer
(FAO),
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
UZI	12"	2xD6-1	Auto
HK69A1	24"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
MG3	30"	2xD6	Auto, Piercing/1, Prone
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Field Promotion,
Command Privilege (may purchase off-board sup-
port)

Options:

- Mount in Wiesel APC, Dingo or Wolf
- Equip the squad with IdZ system for +50 points



Fallschirmjäger Sniper Squad

160



Squad Leader w/G36

Team 1:

Sniper w/G22

2xRifleman w/G36,

Team 2:

Sniper w/G22

2xRifleman w/G36,

Team 3:

Airborne
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
G22	40"	D6	Accurate

Special Rules:

Sniper: The Sniper gains a +2 bonus to its Damage Dice when using the G 22 against Size 1 targets.

Stealthy: If the Sniper Squad is within Cover, units beyond 20" may not draw Line Of Sight to it.

Infiltration: When deploying, this unit may be placed anywhere outside the enemy deployment zone, so long as it is not within Line Of Sight of any enemy unit.

Options:



Gebirgsjäger Squad

125



Team 1:
Sergeant w/G36 and UZI,
4xRifleman w/G36,
Grenadier w/G36 and HK69A1

Team 2:
Gunner w/MG3 LMG,
Rifleman w/G36

Team 3:
Gunner w/Panzerfaust 3 and
G36,
Rifleman w/G36

Traits
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
UZI	12"	2xD6-1	Auto
HK69A1	24"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
MG3	30"	2xD6	Auto, Piercing/1, Prone
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Cross-country experience: This unit suffers no penalties when moving into or through difficult terrain.

Options:

- Mount in Fuchs or Boxer
- Equip the squad with IdZ system for +50 points



Gebirgsjäger Command Team

155



Team 1:
Lieutenant w/G36 and UZI,
Radioman w/G36,
3xRifleman w/G36,
Grenadier w/G36 and HK-69A1

Team 2:
Gunner w/MG3 LMG,
Rifleman w/G36

Team 3:
Gunner w/Panzerfaust 3 and
G36

Forward Artillery Observer
(FAO),
Forward Air Controller (FAC)
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
UZI	12"	2xD6-1	Auto
HK69A1	24"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
MG3	30"	2xD6	Auto, Piercing/1, Prone
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Field Promotion,
Command Privilege (may purchase off-board support),
Cross-country experience: This unit suffers no penalties when moving into or through difficult terrain.

Options:

- Mount in Fuchs or Boxer
- Equip the squad with IdZ system for +50 points



Gebirgsjäger Sniper Squad

160



Squad Leader w/G36

Team 1:
Sniper w/G22
2xRifleman w/G36,

Team 2:
Sniper w/G22
2xRifleman w/G36,

Team 3:
Sniper w/G22

Traits
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
G22	40"	D6	Accurate

Special Rules:

Sniper: The Sniper gains a +2 bonus to its Damage Dice when using the G 22 against Size 1 targets.

Stealthy: If the Sniper Squad is within Cover, units beyond 20" may not draw Line Of Sight to it.

Infiltration: When deploying, this unit may be placed anywhere outside the enemy deployment zone, so long as it is not within Line Of Sight of any enemy unit.

Cross-country experience: This unit suffers no penalties when moving into or through difficult terrain.

Options:



Ozelot

85



Ozelot with Stinger SAM
MG3 AAMG

Airborne,
Lumbering,
Multifire/All,
Tracks/14"

Size	2	Facing	Target	Save	Kill
Move	6"	Front	5+	4+	7+
		Side	5+	5+	7+
CC	2xD10	Rear	5+	5+	7+

Weapon	Range	Damage	Traits
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed
Stinger SAM	50"	D10	AA-Only, Piercing/1, Slow

Special Rules:

Options:



Wiesel 20mm

55



Wiesel with Rh-202 20mm autocannon

Airborne,
Lumbering,
Tracks/14"

Size	2	Facing	Target	Save	Kill
Move	6"	Front	5+	4+	7+
		Side	5+	5+	7+
CC	2xD10	Rear	5+	5+	7+

Weapon	Range	Damage	Traits
Rh-202	36"	2xD6+2	Auto, Piercing/2

Special Rules:

Options:



Wiesel 2 APC

60



Wiesel 2 with MG3 AAMG

Airborne,
Tracks/14"

Size	2	Facing	Target	Save	Kill
Move	6"	Front	5+	4+	7+
		Side	5+	5+	7+
CC	2xD10	Rear	5+	5+	7+

Weapon	Range	Damage	Traits
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:
Transport: The Wiesel 2 APC can carry up to 4 Size points of models (each maximum Size 1).

Options:



Wiesel TOW

65



Wiesel with TOW-2 ATGM

Airborne,
Lumbering,
Tracks/14"

Size	2	Facing	Target	Save	Kill
Move	6"	Front	5+	4+	7+
		Side	5+	5+	7+
CC	2xD10	Rear	5+	5+	7+

Weapon	Range	Damage	Traits
TOW-2 ATGM	12-72"	D10+2	Lethal Zone/1", HEAT/II, Piercing/3, Slow, ATGM

Special Rules:

Options:



Wolf

30



Wolf with
MG3 AAMG

Airborne,
Hits/2,
Wheeled/18"

Size	2	Facing	Target	Save	Kill
Move	6"	Front	5+	6+	7+
		Side	5+	6+	7+
CC	2xD10	Rear	5+	6+	7+

Weapon	Range	Damage	Traits
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed



Special Rules:

Transport: The Wolf can carry up to 5 Size points of models (each maximum Size 1).

Multifire: If the Wolf transports other models, it gains the Multifire trait equal to the number of models carried.

Options:

Special

Forces



KSK Team

65



Squad Leader w/MP5SD,
3xRifleman w/MP5SD

Airborne
Stealthy
Elite Training
Infiltration

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
MP5SD	12"	2xD6-1	Auto, Silenced

Special Rules:

Options:

- Mount in AGF, Dingo or Wolf
- Equip the squad with IdZ system for +40 points



KSK Team

65



Squad Leader w/G36C,
Rifleman w/G36C,
Sniper w/G22 and MP7,
Gunner w/MG4

Airborne
Stealthy
Elite Training
Infiltration

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
G36C	24"	D6	Auto
G22	40"	D6	Accurate
MP7	12"	2xD6-1	Auto
MG4	30"	2xD6	Auto, Prone

Special Rules:

Sniper: The Sniper gains a +2 bonus to its Damage Dice when using the G 22 against Size 1 targets.

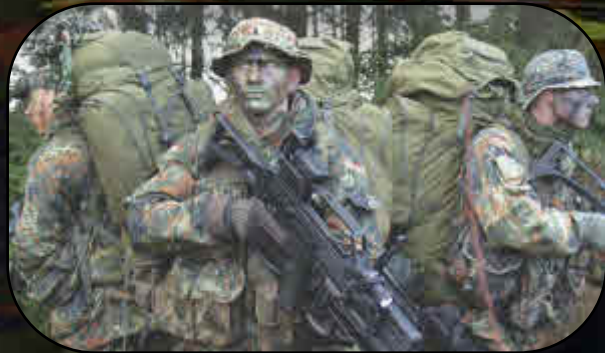
Options:

- Mount in AGF, Dingo or Wolf
- Equip the squad with IdZ system for +40 points



Fernspäher

75



Staff Sergeant w/MP5,
Rifleman w/MP5,
Spotter w/G36C and AG36,
Sniper w/G22

Forward Artillery Observer (FAO),
Forward Air Controller (FAC)
Stealthy
Infiltration
Recon

Target	Save	Kill	Size	CC	Move
4+	6+	6+	1	D6	5"

Weapon	Range	Damage	Traits
MP5	12"	2xD6-1	Auto
G36C	24"	D6	Auto
AG36	16"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
G22	40"	D6	Accurate

Special Rules:

Sniper: The Sniper gains a +2 bonus to its Damage Dice when using the G 22 against Size 1 targets.

Option:

- Equip the squad with IdZ system for +40 points



Aufklärungs- und Gefechtsfahrzeug (AGF)

50



AGF with
M2HB AAMG,
2xMG3 AAMG

Airborne,
Hits/2
Wheeled/18"

Size	2	Facing	Target	Save	Kill
Move	6"	Front	5+	6+	7+
CC	2D10	Side	5+	6+	7+
		Rear	5+	6+	7+

Weapon	Range	Damage	Traits
M2HB AAMG	36"	2xD6+1	Auto, Piercing/1, AA
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA
HK GMG	36"	2xD6	Artillery, Lethal Zone/2"

Special Rules:

Transport: The AGF can carry up to 5 Size points of models (each maximum Size 1).

Multifire: If the AGF transports other models, it gains the Multifire trait equal to the number of models carried.

Options:

- Replace M2HB AAMG with HK GMG for +10 points

Obsolete

Units



Jaguar 1

155



Jaguar 1 with
HOT-3 ATGM,
MG3 AAMG

Hits/4,
Lumbering,
Multifire/All,
Tracks/12"

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	4+	10+
CC	4xD10	Side	8+	5+	9+
		Rear	7+	5+	8+

Weapon	Range	Damage	Traits
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA
HOT-3 ATGM	12-72"	D10+2	Lethal Zone/1", HEAT/II, Piercing/3, Slow, ATGM

Special Rules:

Options:



Jaguar 2

140



Jaguar 2 with
Improved TOW ATGM,
MG3 AAMG

Hits/4,
Lumbering,
Multifire/All,
Tracks/12"

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	4+	10+
CC	4xD10	Side	8+	5+	9+
		Rear	7+	5+	8+

Weapon	Range	Damage	Traits
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA
Improved TOW ATGM	12-72"	D10+2	Lethal Zone/1", HEAT/I, Piercing/2, Slow, ATGM

Special Rules:

Options:



M113A3 APC

115



M113A3 with MG3 AAMG

Hits/3,
Lumbering,
Tracks/10",
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	4+	9+
		Side	7+	4+	8+
CC	3xD10	Rear	6+	5+	7+

Weapon	Range	Damage	Traits
MG3 AAMG	36"	2xD6	Auto, Piercing/1, AA

Special Rules:
Transport: The M113 APC can carry up to 11 Size points of models (each maximum Size 1).

Options:
 • You may mount Jäger Squads, Jäger Command Squads, Gebirgsjäger Squads and Gebirgsjäger Command Squads in a M113



Leopard 2A4

355



Leopard 2A4 with Rh-M-120 L44, MG3 CMG, MG3 AAMG

Hits/4,
Lumbering,
Multifire/All,
Tracks/12"

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	2+	11+
		Side	8+	2+	11+
CC	4xD10	Rear	8+	3+	10+

Weapon	Range	Damage	Traits
Rh-M-120 L44	72"	D10+5	Lethal Zone/2", Multihit, Piercing/4, Slow
MG3 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Rh-M-120
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA

Special Rules:

Options:



Roland 2

155



Roland 2 with Roland 2

Hits/3,
Lumbering,
Tracks/11"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	8+	4+	10+
		Side	8+	4+	9+
CC	3xD10	Rear	7+	5+	8+

Weapon	Range	Damage	Traits
Roland 2	90"	D10+1	AA-Only, Piercing/2, Slow

Special Rules:

Options:



PanzerMörser M113A1G

135



M113A1G with 120mm Tampella Mortar, MG3 AAMG

Hits/3,
Lumbering,
Tracks/10",
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	4"	Front	7+	4+	9+
		Side	7+	4+	8+
CC	3xD10	Rear	6+	5+	7+

Weapon	Range	Damage	Traits
120mm Tampella Mortar	24-72"	D6+1	Artillery, Lethal Zone/3", Piercing/1, Ready
MG3 AAMG	36"	2xD6	Auto, Piercing/1, AA

Special Rules:

Options:



Spähpanzer Luchs

110



Luchs with
Rh-202 20mm autocannon,
MG3 CMG,
MG3 AAMG

Hits/3,
Lumbering,
Multifire/All,
Wheels/16",
Amphibious/2"

Size	3	Facing	Target	Save	Kill
Move	6"	Front	8+	4+	9+
		Side	7+	5+	9+
CC	3xD10	Rear	6+	5+	8+

Weapon	Range	Damage	Traits
Rh-202	36"	2xD6+2	Auto, Piercing/2
MG3 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Rh-202
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:

Recon Vehicle: An army with at least one of these units may re-roll its dice for set up and deployment.

Options:

Future

and

Prototype Units



Leopard 2 PSO

425



Leopard 2PSO with
Rh-M-120 L44,
HK GMG,
MG3 CMG,
MG3 AAMG

Hits/4,
Lumbering,
Multifire/All,
Tracks/10"

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	2+	12+
		Side	8+	2+	12+
CC	4xD10	Rear	8+	3+	11+

Weapon	Range	Damage	Traits
Rh-M-120 L44	72"	D10+5	Lethal Zone/2", Multihit, Piercing/4, Slow
MG3 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Rh-M-120
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA
HK GMG	36"	2xD6	Artillery, Lethal Zone/2"

Special Rules:

Options:



KMW Grizzly

125



KMW Grizzly with
MG3 MG

Hits/3,
Lumbering,
Wheels/18"

Size	3	Facing	Target	Save	Kill
Move	9"	Front	7+	3+	9+
		Side	7+	4+	8+
CC	3xD10	Rear	7+	5+	8+

Weapon	Range	Damage	Traits
MG3 MG	30"	2xD6	Auto, Piercing/1

Special Rules:

Transport: The Grizzly can carry up to 10 Size points of models (each maximum Size 1).

Options:



Leopard 2A7

440



Leopard 2A7 with
Rh-M-140 L37,
MG3 CMG,
MG3 AAMG

Hits/4,
Lumbering,
Multifire/All,
Tracks/12"

Size	4	Facing	Target	Save	Kill
Move	5"	Front	8+	2+	12+
		Side	8+	2+	11+
CC	4xD10	Rear	8+	3+	10+

Weapon	Range	Damage	Traits
Rh-M-140 L37	72"	D10+6	Lethal Zone/2", Multihit, Piercing/5, Slow
MG3 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Rh-M-140
MG3 AAMG	30"	2xD6	Auto, Piercing/1, AA, Exposed

Special Rules:

Options:



GEFAS 4x4

115



GEFAS 4x4 with
MG4 MG

Hits/3,
Lumbering,
Wheels/18"

Size	3	Facing	Target	Save	Kill
Move	9"	Front	7+	3+	9+
		Side	7+	4+	8+
CC	3xD10	Rear	7+	5+	8+

Weapon	Range	Damage	Traits
MG4 MG	30"	2xD6	Auto, Piercing/1

Special Rules:
Transport: The GEFAS 4x4 can carry up to 6 Size points of models (each maximum Size 1).

Options:
• Mount any IdZ equipped squad in GEFAS 4x4



Puma IFV

160



Puma with MK-30-2 30mm autocannon, MG4 CMG

Hits/3, Lumbering, Multifire/All, Tracks/11"

Size	4	Facing	Target	Save	Kill
Move	4"	Front	8+	3+	10+
		Side	8+	3+	9+
CC	4xD10	Rear	7+	4+	8+

Weapon	Range	Damage	Traits
MK-30-2	40	2xD6+2	Auto, Piercing/3
MG4 CMG	30"	2xD6	Auto, Piercing/1, Coaxial/Mk-30-2
Spike LR	12-72"	D10+2	Lethal Zone/1", HEAT/II, I Piercing/3, Slow, ATGM

Special Rules:

Transport: The Puma can carry up to 6 Size points of models (each maximum Size 1).

Options:

- Extra armour that increases the Save to Front 2+ and Rear 3+, may be added for +20 points.
- A Spike LR may be added for +25 points.



Boxer APC

130



Boxer with HK GMG, MG3 MG

Hits/3, Lumbering, Multifire/All, Wheels/18"

Size	4	Facing	Target	Save	Kill
Move	9"	Front	7+	4+	9+
		Side	7+	4+	8+
CC	4xD10	Rear	7+	4+	8+

Weapon	Range	Damage	Traits
MG3 MG	30"	2xD6	Auto, Piercing/1
HK GMG	36"	2xD6	Artillery, Lethal Zone/2"

Special Rules:

Transport: The Boxer can carry up to 10 Size points of models (each maximum Size 1).

Options:



Jäger Squad w/IdZ

180



Team 1:

Sergeant w/G36 and AG36,
Rifleman w/G36
Gunner w/MG4 and MP7 PDW,
Gunner w/Panzerfaust 3 and
G36,
Driver w/G36

Team 1:

Assistant Squad Leader w/G36
and AG36,
Rifleman w/G36
Gunner w/MG4 and MP7 PDW,
Gunner w/Panzerfaust 3 and
G36,
EOR Specialist w/G36

IdZ
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
MP7	12"	2xD6	Auto
MG4	30"	2xD6	Auto, Prone
AG36	16"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

EOR Specialist: As long as this model is alive, this squad will reduce its dice roll for Anti-Vehicle and Anti-Personnel Mines to go off by -1.

Options:

- Mount in Boxer or KMW Grizzly



Jäger Command Squad w/IdZ

210



Team 1:

Lieutenant w/G36 and AG36,
Radioman w/G36
Gunner w/MG4 and MP7 PDW,
Gunner w/Panzerfaust 3 and
G36,
Driver w/G36

Team 1:

Assistant Squad Leader w/G36
and AG36,
Rifleman w/G36
Gunner w/MG4 and MP7 PDW,
Gunner w/Panzerfaust 3 and
G36,
EOR Specialist w/G36

IdZ, Forward Artillery Observer (FAO),
Forward Air Controller (FAC)
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
MP7	12"	2xD6	Auto
MG4	30"	2xD6	Auto, Prone
AG36	16"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
Panzerfaust 3	30"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, RPG

Special Rules:

Field Promotion,
Command Privilege (may purchase off-board support),

EOR Specialist: As long as this model is alive, this squad will reduce its dice roll for Anti-Vehicle and Anti-Personnel Mines to go off by -1.

Options:

- Mount in Boxer or KMW Grizzly



Jäger Sniper Squad w/IdZ

200



Squad Leader w/G36

Team 1:

Sniper w/G82,
2xRifleman w/G36,

Team 2:

Sniper w/G82,
2xRifleman w/G36,

Team 3:

Sniper w/G82,

IdZ
Fireteams

Target	Save	Kill	Size	CC	Move
4+	5+	6+	1	D6	4"

Weapon	Range	Damage	Traits
G36	24"	D6	Auto
G82 12.7mm Sniper Rifle	60"	D6+2	Accurate, Piercing/1

Special Rules:

Stealthy: If the Sniper Squad is within Cover, units beyond 20" may not draw Line Of Sight to it.

Infiltration: When deploying, this unit may be placed anywhere outside the enemy deployment zone, so long as it is not within Line Of Sight of any enemy unit.

Options:

Air Units



PAH-2 Eurocopter TIGER

295



PAH-2 Tiger with
8x PARS 3 LR (FaF),
4x FIM-92 Stinger AAM (FaF)

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	3+/5+	9+	
CC	4xD10					

Weapon	Range	Damage	Traits
PARS 3 LR	72"	D10+5	Accurate, Multihit, Piercing/5, One-Shot, ATGM
FIM-92 Stinger AAM	50"	D10	AA-only, Piercing/1, Slow, One-Shot
SNEB	40"	2xD6	Lethal Zone/4"
12,7mm Gun Pod	36"	2xD6+1	Auto, Piercing/1, AA

Special Rules:

Salvo Fire: If the Tiger moved at V/STOL speed in both, this turn and the last, and did not make a Shoot action in the last turn, it may fire up to four PARS 3 LR missiles in a single Shoot action, each with their own separate Fire Zone. Each Fire Zone may only be attacked by one PARS 3 LR missile. Otherwise, up to two PARS 3 LR missiles may be fired in every Shoot action.

Options:

- Replace four PARS 3 LR missiles with one SNEB Pod (FaF) for +0 points each.
- Replace four PARS 3 LR missiles with a 12,7mm Gun Pod (FaF) for +0 points each.



PAH-1 Bölkow BO-105P

130



PAH-1 Bölkow BO-105P with
6x HOT-3 (FaF)

Size	3	Facing	Target	Save	Kill	Hits/3
Move	V/STOL, Loiter	All	6+	4+/5+	8+	
CC	2xD10					

Weapon	Range	Damage	Traits
HOT-3	72"	D10+2	Lethal Zone/1", HEAT/II, Piercing/3, Slow, One-Shot, ATGM

Special Rules:

Options:



Bell UH-1 D Huey

110



Bell UH-1 D Huey

Size	5	Facing	Target	Save	Kill	Hits/3
Move	V/STOL, Loiter	All	6+	4+/5+	9+	
CC	4xD10					

Special Rules:

Transport: The Huey can carry up to 12 Size points of models (each maximum Size 1).

Options:



NATO Helicopter NH-90

180



NATO Helicopter NH-90

Size	5	Facing	Target	Save	Kill	Hits/4
Move	V/STOL, Loiter	All	6+	4+/5+	9+	
CC	4xD10					

Special Rules:

Transport: The NH-90 can carry up to 20 Size points of models (each maximum Size 1).

Options:



Tornado IDS (Precision Strike)

360



Panavia Tornado IDS with
27mm Mauser cannon (FaF),
2x AIM-9L Sidewinder AAM
(FaF),
2x GBU-24 Paveway III LGB

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Cruise, Burn	All	6+	5+/4+	8+	
CC	4xD10					

Weapon	Range	Damage	Traits
27mm Mauser	30"	3xD6+2	Auto, Piercing/2
AIM-9L Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
GBU-24 LGB	dropped	D10+5	Lethal Zone/4", Multihit, Piercing/4, Guided, One-Shot
AGM-65G Maverick	60"	D10+5	Multihit, Piercing/5, One-Shot

Special Rules:

Sidewinder: Both AIM-9L Sidewinder missiles may be fired in a single Shoot action.

Ordnance: Both GBU-24 Paveway III LGBs may be dropped in one Shoot action.

If the Tornado IDS is equipped with AGM-65G Mavericks, it may fire both missiles in one Shoot action.

Options:

- Replace two GBU-24 Paveway III LGBs with two AGM-65G Mavericks (FaF) for +10 points.



Tornado IDS (Close Air Support)

350



Panavia Tornado IDS with
27mm Mauser cannon (FaF),
2x AIM-9L Sidewinder AAM
(FaF),
6x Mk. 83 bomb

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Cruise, Burn	All	6+	5+/4+	8+	
CC	4xD10					

Weapon	Range	Damage	Traits
27mm Mauser	30"	3xD6+2	Auto, Piercing/2
AIM-9L Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
Mk. 83 bomb	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, One-Shot

Special Rules:

Sidewinder: Both AIM-9L Sidewinder missiles may be fired in a single Shoot action.

Ordnance: Up to two Mk. 83 bombs may be dropped in every Shoot (bomb) action.

Options:



Tornado ECR (S.E.A.D. Strike)

335



Panavia Tornado ECR with
2x AIM-9L Sidewinder AAM
(FaF),
2x AGM-88 HARM (FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Cruise, Burn	All	6+	5+/4+	8+	
CC	4xD10					

Weapon	Range	Damage	Traits
AIM-9L Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
AGM-88 HARM	60"	D10+4	Multihit, Piercing/4, One-Shot, ARM

Special Rules:

Sidewinder: Both AIM-9L Sidewinder missiles may be fired in a single Shoot action.

AGM-88 HARM: Up to two AGM-88 HARM missiles may be fired in a single Shoot action.

Options:

- Add two additional AGM-88 HARM missiles for +20 points.



Tornado IDS (Ground Attack)

350



Panavia Tornado IDS with
27mm Mauser cannon (FaF),
2x AIM-9L Sidewinder AAM
(FaF),
4x Mehrzweckwaffe MW-1

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Cruise, Burn	All	6+	5+/4+	8+	
CC	4xD10					

Weapon	Range	Damage	Traits
27mm Mauser	30"	3xD6+2	Auto, Piercing/2
AIM-9L Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
MW-1	dropped	4xD6+1	Lethal Zone/5", Piercing/1, One-Shot

Special Rules:

Sidewinder: Both AIM-9L Sidewinder missiles may be fired in a single Shoot action.

Options:



F-4 F Phantom II ICE (Interceptor)

400



F-4 F Phantom II with
M61 Vulcan 20mm cannon
(FaF),
4x AIM-9L Sidewinder AAM
(FaF),
4x AIM-120 AMRAAM (FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Cruise, Burn	All	6+	5+/4+	8+	
CC	4xD10					

Weapon	Range	Damage	Traits
M61 Vulcan 20mm	36"	3xD6+1	Auto, Piercing/2
AIM-9L Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
AIM-120 AMRAAM	12"-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

Sidewinder: Up to two AIM-9L Sidewinder missiles may be fired in a single Shoot action.

AMRAAM: Up to two AIM-120 AMRAAM missiles may be fired in a single Shoot action.

Options:



Eurofighter 2000 (Air Superiority)

400



Eurofighter 2000 with
27mm Mauser cannon (FaF),
2x AIM-9L Sidewinder AAM
(FaF),
4x AIM-120 AMRAAM (FaF)

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Cruise, Burn	All	6+	5+/3+	8+	
CC	4xD10					

Weapon	Range	Damage	Traits
27mm Mauser	30"	3xD6+2	Auto, Piercing/2
AIM-9L Sidewinder AAM	60"	D10+2	AA-only, Accurate, Piercing/2, One-Shot
AIM-120 AMRAAM	12"-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
IRIS-T AAM	40"	D10+2	AA-only, Accurate, Piercing/3, One-Shot

Special Rules:

Sidewinder: Up to two AIM-9L Sidewinder missiles may be fired in a single Shoot action.
If the Eurofighter 2000 is equipped with IRIS-T AAMs, it may fire both missiles in one Shoot action.

AMRAAM: Up to two AIM-120 AMRAAM missiles may be fired in a single Shoot action.

Options:

- Replace both AIM-9L Sidewinder AAMs with IRIS-T AAMs (FaF) for +10 points.



Eurofighter 2000 (Air Interdiction)

450



Eurofighter 2000 with
27mm Mauser cannon (FaF),
2x IRIS-T AAM (FaF),
4x AIM-120 AMRAAM (FaF),
4x GBU-16 Paveway II LGB

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Cruise, Burn	All	6+	5+/3+	8+	
CC	4xD10					

Weapon	Range	Damage	Traits
27mm Mauser	30"	3xD6+2	Auto, Piercing/2
AIM-120 AMRAAM	12"-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
IRIS-T AAM	40"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
GBU-16 LGB	dropped	D10+3	Lethal Zone/3", Multihit, Piercing/2, Guided, One-Shot

Special Rules:

IRIS-T: Up to two IRIS-T AAMs may be fired in a single Shoot action.

AMRAAM: Up to two AIM-120 AMRAAM missiles may be fired in a single Shoot action.

Ordnance: Up to two GBU-16 LGB bombs may be

Options:



Eurofighter 2000 (Precision Strike)

460



Eurofighter 2000 with
27mm Mauser cannon (FaF),
2x IRIS-T AAM (FaF),
4x AIM-120 AMRAAM (FaF),
2x GBU-10 Paveway II LGB

Size	5	Facing	Target	Save	Kill	Hits/3
Move	Cruise, Burn	All	6+	5+/3+	8+	
CC	4xD10					

Weapon	Range	Damage	Traits
27mm Mauser	30"	3xD6+2	Auto, Piercing/2
AIM-120 AMRAAM	12"-72"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
IRIS-T AAM	40"	D10+2	AA-only, Accurate, Piercing/3, One-Shot
GBU-10 LGB	dropped	D10+5	Lethal Zone/4", Multihit, Piercing/4, Guided, One-Shot

Special Rules:

IRIS-T: Up to two IRIS-T AAMs may be fired in a single Shoot action.

AMRAAM: Up to two AIM-120 AMRAAM missiles may be fired in a single Shoot action.

Ordnance: Up to two GBU-10 LGB bombs may be

Options:

Offboard

Support



120mm Tampella Mortar Strike

30



Options:

- Purchase up to 2 additional 120mm Tampella Mortar Strikes for +30 points each.

Weapon	Range	Damage	Traits
120mm Tampella Mortar	unlimited	D6+1	Artillery, Lethal Zone/3", Piercing/1, One-Shot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack.



PZH 2000 Artillery Precision Strike

120



Options:

- Purchase up to 2 additional PZH 2000 Artillery Precision Strikes for +120 points each.
- You may choose between Sub-munitions and regular shells before calling in the strike.

Weapon	Range	Damage	Traits
PZH 2000	unlimited	D10+3	Artillery, Lethal Zone/4", Piercing/3, One-Shot, Multihit
PZH 2000 Sub-munitions	unlimited	3xD6+1	Artillery, Lethal Zone/4", Piercing/1, One-Shot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack.

Precision Strike: This attack follows the rules for Artillery Weapons in the Modern Combat rulebook, but instead of a D10 you and your opponent roll a D6 only to determine the final impact



M.A.R.S. Strike

80



Options:

- Purchase up to 3 additional M.A.R.S. Strikes for +80 points each.
- Upgrade the M.A.R.S. Strike to HE-Ammunition for +20 points each.

Weapon	Range	Damage	Traits
M.A.R.S. Sub-munitions	unlimited	3xD6+1	Artillery, Lethal Zone/6", Piercing/1, One-Shot
M.A.R.S. HE-Ammunition	unlimited	D10+2	Artillery, Lethal Zone/2", Piercing/4, One-Shot

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack.

Salvo Fire: If you have more than one M.A.R.S. Strike available you may fire up to two in the same game turn, each creating its own Fire Zone.



M109 A3 G Artillery Strike

80



Options:

- Purchase up to 2 additional M109 A3 G Artillery Strikes for +80 points each.

Weapon	Range	Damage	Traits
M109 A3 G Strike	unlimited	D10+2	Artillery, Lethal Zone/4", Piercing/2, One-Shot, Multihit

Special Rules:

Command Privilege: You may only purchase this offboard support attack if your force contains at least one Command unit.

Forward Artillery Observer: Only a model with this trait may call in this offboard attack.

Upgrades



Command Tank Upgrade

+25



Options:

- In an Armoured Force Platoon up to two Leopard 2 Battle Tanks (any variant) may be upgraded to a Command Tank for every 2,000 points in your force.

Special Rules:

Command Tank: The Command Tank gains the Field Promotion and Command Privilege (may purchase off-board support) special rules. It will also gain the Forward Artillery Observer (FAO) and the Forward Air Controller (FAC) trait.



G22 7.62mm Sniper Rifle Upgrade

+20



Options:

- Any Jäger, Fallschirmjäger or Gebirgsjäger Squad may select this Upgrade. You may replace one G36 Rifle with the G22 7.62mm Sniper Rifle per unit.

Weapon	Range	Damage	Traits
G22	40"	D6	Accurate

Special Rules:



Bunkerfaust Upgrade

+5



Options:

- Any unit equipped with a Panzerfaust 3 may select this Upgrade. You may always choose to fire with Bunkerfaust ammunition rather than the regular warhead.

Weapon	Range	Damage	Traits
Bunkerfaust	30"	D10+2	Lethal Zone/1", Piercing/3, Slow, HEAT/II, RPG

Special Rules:

Bunkerfaust: If a structure is the declared target of this weapon, the Bunkerfaust gains the Multihit trait.



G82 12.7mm Sniper Rifle Upgrade

+10



Options:

- Any unit equipped with a G22 Sniper Rifle may select this Upgrade. You may exchange one G22 Sniper Rifle with the G82 12.7mm Sniper Rifle per unit.

Weapon	Range	Damage	Traits
G82 12.7mm Sniper Rifle	60"	D6+2	Accurate, Piercing/1

Special Rules:



MILAN III ATGM Upgrade

+45



Options:

- Any Jäger, Fallschirmjäger or Gebirgsjäger Squad may select this Upgrade. You may only add one MILAN III ATGM per unit.

Weapon	Range	Damage	Traits
MILAN III ATGM	12-48"	D10+2	Lethal Zone/1", Piercing/2, Slow, HEAT/II, ATGM

Special Rules:

Reference Card

Weapon Traits

APS/I - roll D6 when attacked by ATGM weapon, on 5+ the attack is nullified

APS/II - roll D6 when attacked by ATGM or RPG weapon, on 5+ the attack is nullified

APS/III - roll D6 when attacked by ATGM or RPG, on 4+ the attack is nullified. You may also roll when attacked by other weapons - the attack will be nullified on 6+.

ARM - With this weapon you can only engage non-Air targets with the AA-only trait of Size 2 or bigger.

ATGM - see APS/I, II and III traits

Building Buster: if a structure is the declared target of the weapon, and this structure has already lost at least one hit, roll D10 against its Target score instead of the normal weapon's damage and gain the Killshot trait

Bunker Buster: If a structure is the declared target of this weapon, the weapon gains the Multihit trait.

Coaxial/weapon - this weapon has to use the same firezone as the weapon specified

ERA/I X - re-roll armor save against HEAT/I weapons. The save cannot drop below 6+. X is the list of vehicle's facings the trait applies to.

ERA/II X - re-roll armor save against HEAT/I and HEAT/II weapons. The save cannot drop below 5+. X is the list of vehicle's facings the trait applies to. Against other weapons the save cannot drop below 6+, but you don't get a re-roll.

ERA/III X - re-roll armor save against HEAT/I, HEAT/II. The save cannot drop below 4+. X is the list of vehicle's facings the trait applies to. Against other weapons the save cannot drop below 5+, but you don't get a re-roll.

Exposed - this weapon is affected by the button-up rules

Guided - if dropped ordnance from Air units has this trait and a FAC can draw Line Of Sight onto the target the Air unit intends to attack, the ordnance will only scatter a D6 instead of a D10.

Guided Artillery - This attack follows the rules for Artillery Weapons in the Modern Combat rulebook, but instead of a D10 you and your opponent roll a D6 only to determine the final impact

HEAT/I -see ERA/I, II and III traits

HEAT/II - see ERA/II and III traits

KE/I - kinetic energy weapons will have lesser effect on distant targets, as they lose some speed during flight. KE weapons have -1 Damage modifier against targets more than 50% of their range away

RPG - if firing against a target more than 16" away, you have to roll twice for Damage and choose the worse result. Also, see see APS/II and III traits

Silenced - if unit fires weapons with this trait, it will not lose the benefits of the Stealthy trait

Thermobaric: the weapon ignores cover and armor saves

Top Attack: this weapon ignores target's cover and armor save, unless it has hard overhead cover

Unit Traits

Airborne - if your force includes only units with the Airborne trait and Air units, you may choose to deploy the entire force using the Parachute Deployment rules as described in the Modern Combat rulebook.

Ambush: This unit may be concealed in an area of terrain outside the enemy's deployment zone before the game begins. Note the location of the unit before any models are deployed on the table. You can reveal the ambush by placing the section on the table at any time after a unit (friendly or otherwise) has completed an action. However, the unit must be revealed by the end of turn three

or be counted as destroyed. Ambush may not be used if the unit takes an optional transport vehicle.

Amphibious/X" - while (deep) water will count as Impassable Terrain for most units, the Amphibious/X" trait allows an unit to move through it, with X" being the amount of inches per Move action. To perform Amphibious movement, the unit has to make a Ready action first.

Attachments: Members of this squad may be attached to other squads in the platoon. They will count as members of the squad they were attached to.

Elite Training: Every model gains an extra +1 bonus to its Armour save when in Cover. Each model may also re-roll any Close Combat dice.

Fire Teams: Each team may split to act as a separate unit. Nominate one of the team members to act as the Team Leader..

Flexible Structure: One Soldier may be designated as a Team Leader at the start of any turn. The squad may then be split into two separate units, with the Sergeant leading one, and the Team Leader leading the other. At least two Soldiers must be present in each unit.

Forward Air Controller (FAC) - units with this trait can increase the accuracy of dropped ordnance from Air units. You need Line Of Sight onto a target to do so. See Guided trait.

Forward Artillery Observer (FAO) - units with this trait may spot for Offboard Support Cards and Guided Artillery. You need Line Of Sight onto a target to call in such attacks.

Infanterist der Zukunft (IdZ) - units upgraded or equipped with this trait can use it in combination with their G36 rifles. Any enemy unit targeted with a G36 rifle from this unit will count as being in one level of Cover lower. Those in Light Cover will count as being Obscured. Obscured models still count as Obscured. In addition, all models in the unit can be placed within 12" of the unit leader and remain in command.

Reference Card

Infiltration: When deploying, this unit may be placed anywhere outside of the enemy deployment zone, so long as it is not in Line of Sight of any enemy unit.

Stealthy: If a model from this unit is in Cover and did not make a Shoot action or reaction in the last turn, enemy models more than 20" away may not draw Line of Sight to it. The unit may fire stealthed weapons when in Cover, without enemy models drawing Line of Sight to it.

Vehicles - Button up

Vehicles are immune to suppression. They are, however subject to "Button Up" rule:

If the vehicle is allocated more Damage Dice than its Size score, the crew buttons up. The vehicle will stay buttoned up until the end of its next turn. It may not fire any weapons with the Exposed trait while buttoned-up.