



TOUJOUR

TACTICS




KOSHKKA
KAPITAN KOSHKKA RUDINOVA,
SMERSH

- ACE PILOT • OFFICER •
- EXPERT - 45MM HOWITZER AND HEAVY SULPHUR JET •
- FIGHTING SPIRIT  •

→ 2
→ 4
→ 2

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

HERO



15

KOSHKKA
KAPITAN KOSHKKA RUDINOVA
SMERSH

ACE PILOT: May mount a Vehicle, using her skills while in the Vehicle. Roll a die when the Vehicle Activates. On a  or  the Vehicle gains a third Action for this Activation.

EXPERT - 45MM HOWITZER AND HEAVY SULPHUR JET: Hit on rolls of  as well as  with VK916 and 45mm Howitzers and Heavy Sulphur Jets.

FIGHTING SPIRIT: Once per game, hit on rolls of  as well as . Applies to Units Joined as well.

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

TS109
2014



RED THUNDER
RED GUARDS ANTI-TANK SQUAD

- PTRS-47 BAZOOKA: GRENADE •
- UNDER-BARREL GRENADE LAUNCHER: GRENADE •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	2x PTRS-47 BAZOOKA														
4	1/3	1/3	1/3	1/3	1/2	1/2	1/4	1/4	1/3	1/3	1/2	-	-	-	
B	3x PPSH-48 SUBMACHINE-GUN														
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	
C	3x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO   )														
3	1/2	1/2	1/2	1/2	1/2	1/3	1/2	1/2	1/1	1/1	-	-	-	-	



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RED THUNDER
RED GUARDS ANTI-TANK SQUAD

GRENADE: Target Infantry Units get no Cover Save (but still have an Infantry Save).

TS115
2014



TOWNSHIP TACTICS



STEEL FIST
STEEL GUARDS
COMMAND SQUAD

• COMMAND SQUAD • STEEL GUARD •

2
3
4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x 20MM SHVAK-47 AUTOGUN													
8	5/2	5/2	5/2	4/1	3/2	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1
B	1x TWIN DSHK 12.7MM													
6	7/2	7/2	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
C	1x KS-47 HEAVY SHOTGUN													
4	9/1	8/1	5/1	3/1	5/1	2/1	-	-	-	-	-	-	-	-
D	3x STEEL GLOVE													
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-



STEEL FIST
STEEL GUARDS
COMMAND SQUAD

20

COMMAND SQUAD: A Command Squad may perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

STEEL GUARD: Steel Guard never has a Cover Save, but always passes their Infantry Save on a roll of  as well as . Only a Steel Guard Hero may Join a Steel Guard Unit.

TS107
2014



STEEL TORNADO
STEEL GUARDS
ASSAULT SQUAD

• STEEL GUARD •

2
3
4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x 20MM SHVAK-47 AUTOGUN													
8	5/2	5/2	5/2	4/1	3/2	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1
B	2x KS-47 HEAVY SHOTGUN													
4	9/1	8/1	5/1	3/1	5/1	2/1	-	-	-	-	-	-	-	-
C	3x STEEL GLOVE													
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-



STEEL TORNADO
STEEL GUARDS
ASSAULT SQUAD

15

STEEL GUARD: Steel Guard never has a Cover Save, but always passes their Infantry Save on a roll of  as well as . Only a Steel Guard Hero may Join a Steel Guard Unit.

TS116
2014



TOUSET TACTICS



RED YANA
SERZHANT DIANA BONDARENKO,
SMERSH

- INFANTRY ACE • LUCKY
- EXPERT - GRENADE LAUNCHER •
- AUTO GRENADE LAUNCHER: GRENADE •

2
4
2

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

HERO

4



RED YANA
SERZHANT DIANA BONDARENKO,
SMERSH

10

INFANTRY ACE: Roll a die when Red Yana activates. On a 1 or 2 she (and any Unit she has Joined) gains a third Action for this Activation.

EXPERT - GRENADE LAUNCHER: Hit on rolls of 1 as well as 2. Does not apply to Units Joined.

LUCKY: Once per game, may re-roll all of the dice for one weapon during their Attack action.

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

TS117
2014



NIKOLAI
POLITRIK KAPITAN NIKOLAI
DIMITRIEVICH STARINOV, NKVD

- OFFICER •
- PILOT • TAKE AIM •

2
4
2

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

HERO

4



NIKOLAI
POLITRIK KAPITAN NIKOLAI
DIMITRIEVICH STARINOV, NKVD

11

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

PILOT: May mount a Vehicle, using his skills while in the Vehicle.

TAKE AIM: Hits on 1 as well as 2 when using Ranged weapons to make a Sustained Attack. Does not apply to Units Joined.

TS111
2014



TOULOUSE

TACTICS



RED COMMISSAR
NKVD POLITICAL COMMISSAR
TANK HUNTER

- BRAVE • COMMISSAR •
- PTRS-47 BAZOOKA: GRENADE •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x PTRS-47 BAZOOKA														
4	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/4	1/4	1/3	1/3	1/2	-	-	-



RED COMMISSAR
NKVD POLITICAL COMMISSAR
TANK HUNTER

3

COMMISSAR: Must be attached to an Infantry Unit for the whole game. A Unit may only have one Commissar attached to it.

BRAVE: Roll three dice when Rallying.

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

TS122
2014



RED BEARS
RED ARMY COMMAND SQUAD

- COMMAND SQUAD •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DPM MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
B	4x PPSH-48 SUBMACHINE-GUN													
3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
C	1x POWER CUTTER													
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-



RED BEARS
RED ARMY COMMAND SQUAD

12

COMMAND SQUAD: A Command Squad may perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

TS123
2014



TOUSET TACTICS



GRAND'MA

KV-47B, SMERSH LIGHT WALKER

- AIRMOBILE • DAMAGE RESILIENT • PILOT: KOSHKKA • SMOKE LAUNCHERS
- VK-916 45MM HOWITZER: GRENADE • HEAVY SULPHUR JET: FLAME •

→ 3

→ 4

→ 3

5

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x VK-916 45MM HOWITZER													
	6	1/1	1/1	1/1	1/1	2/2	2/3	2/2	1/2	1/1	1/1	-	-	-
B	1x HEAVY SULPHUR JET													
	1	1/2	1/2	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

+++++

5



GRAND'MA

KV-47B, SMERSH LIGHT WALKER

AIRMOBILE: Can be carried by an Airlifter.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On a point of Damage is cancelled. Does not apply to Units Joined.

PILOT: KOSHKKA: Koshka is the only Hero that can pilot Grand'ma, although Grand'ma can be fielded without a Hero pilot. Grand'ma is unique, so only one may be fielded.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

GRENADE: Target Infantry get no Cover Save.

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

TS129
2014



STEEL DEATH

STEEL GUARDS SNIPER SQUAD

- STEEL GUARD • SVK-47 HEAVY SNIPER RIFLE: POWER SCOPE, SNIPER •

→ 2

→ 3

→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x SVK-47 HEAVY SNIPER RIFLE													
	10	1/4	1/4	1/4	1/4	1/3	1/2	1/2	1/1	1/1	-	-	-	-
B	2x STEEL GLOVE													
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-



STEEL DEATH

STEEL GUARDS SNIPER SQUAD

STEEL GUARD: Steel Guard never has a Cover Save, but always passes their Infantry Save on a roll of as well as . Only a Steel Guard Hero may join a Steel Guard Unit.

POWER SCOPE: Hits on as well as when making a Sustained Attack.

SNIPER: Choose the enemy Soldiers hit with this weapon.

TS118
2014



TOUSET TACTICS



LAVRENTIY BERIA
IS-488, SUPER-HEAVY TANK

- DAMAGE RESILIENT • TANK RIDERS (6) •
- TRACKED • ATO-45: FLAME •

→ 2
→ 4
→ 7

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x 152MM ML-20T GUN												TURRET	
18	↓ ⁴ / ₄	↓ ³ / ₃	↓ ² / ₂	↓ ¹ / ₁	1 ¹ / ₂	1 ¹ / ₂	1 ¹ / ₂	1 ¹ / ₂	1 ¹ / ₆	1 ¹ / ₆	1 ¹ / ₅	-	-	-
B	1x DSHK 12.7MM												TURRET	
6	5 ² / ₂	5 ² / ₂	4 ¹ / ₁	3 ¹ / ₁	3 ² / ₂	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	2 ² / ₂	1 ² / ₂	1 ¹ / ₁
C	1x ATO-45												FRONT	
1	↓ ² / ₂	↓ ² / ₂	↓ ² / ₂	↓ ² / ₂	↓ ² / ₂	↓ ² / ₂	↓ ² / ₂	↓ ² / ₂	↓ ² / ₂	↓ ² / ₂	↓ ² / ₂	-	-	-
D	1x REAR DSHK 12.7MM												TURRET	
C	3 ¹ / ₁	3 ¹ / ₁	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	-	-	-	-	-	-

LARGE VEHICLE

+++++ +

6



LAVRENTIY BERIA
IS-488, SUPER-HEAVY TANK

23

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On a point of Damage is cancelled. Does not apply to Units Joined.

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

TRACKED: Roll when moving through Terrain, halting on a score of .

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

TS131
2014



KARL MARX
IS-48A, SUPER-HEAVY TESLA TANK

- DAMAGE RESILIENT • TANK RIDERS (6) •
- TRACKED • HEAVY TESLA GUN: TESLA •

→ 2
→ 4
→ 7

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x HEAVY TESLA GUN												TURRET	
10	9 ¹ / ₁	9 ¹ / ₁	9 ¹ / ₁	9 ¹ / ₁	9 ¹ / ₁	9 ¹ / ₁	9 ¹ / ₁	9 ¹ / ₁	9 ¹ / ₁	9 ¹ / ₁	9 ¹ / ₁	-	-	-
B	1x DSHK 12.7MM												TURRET	
6	5 ² / ₂	5 ² / ₂	4 ¹ / ₁	3 ¹ / ₁	3 ² / ₂	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	2 ² / ₂	1 ² / ₂	1 ¹ / ₁
C	1x DSHK 12.7MM												FRONT	
6	5 ² / ₂	5 ² / ₂	4 ¹ / ₁	3 ¹ / ₁	3 ² / ₂	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	-	-	-
D	1x REAR DSHK 12.7MM												TURRET	
C	3 ¹ / ₁	3 ¹ / ₁	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	-	-	-	-	-	-

LARGE VEHICLE

+++++ +

6



KARL MARX
IS-48A, SUPER-HEAVY TESLA TANK

28

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On a point of Damage is cancelled. Does not apply to Units Joined.

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

TRACKED: Roll when moving through Terrain, halting on a score of .

TESLA: Place Stunned token on Unit hit by this weapon. Unit must perform a Nothing Action as its next Action, removing all Stunned tokens. While it has a Stunned token, it rolls a single die when making Reactive Attacks, but removes all Stunned tokens whether it succeeds or fails.

TS130
2014



TOUJOUR TACTICS



MATRIOSKA
KV-3K, HEAVY ANTI-TANK WALKER

→ 2
→ 4
→ 5

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL 152MM ML-20S GUNS												FRONT	
16	↓ ² / ₄	↓ ² / ₃	↓ ² / ₂	↓ ¹ / ₁	2 ² / ₂	2 ² / ₂	2 ² / ₂	2 ² / ₆	2 ² / ₅	2 ² / ₅	1 ¹ / ₄	-	-	-
B	1x DSHK 12.7MM												FRONT	
6	5 ² / ₂	5 ² / ₂	4 ¹ / ₁	3 ¹ / ₁	3 ² / ₂	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	-	-	-
C	1x DSHK 12.7MM												TURRET	
6	5 ² / ₂	5 ² / ₂	4 ¹ / ₁	3 ¹ / ₁	3 ² / ₂	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	2 ² / ₂	1 ¹ / ₂	1 ¹ / ₁

+++++ 7



16

MATRIOSKA
KV-3K, HEAVY ANTI-TANK WALKER

TOUJOUR TACTICS

TS135
2014



MAO ZEDONG
IS-5A, HEAVY ANTI-AIRCRAFT TANK

• ADVANCED REACTIVE FIRE • TRACKED •
• DAMAGE RESILIENT • TANK RIDERS (6) •

→ 2
→ 4
→ 6

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x QUAD 85MM D-5T AA GUNS												TURRET	
14	↓ ² / ₂	↓ ¹ / ₁	↓ ¹ / ₁	↓ ¹ / ₁	4 ² / ₂	4 ² / ₂	4 ² / ₅	3 ¹ / ₄	3 ¹ / ₄	2 ² / ₃	1 ¹ / ₃	4 ¹ / ₄	3 ¹ / ₄	2 ² / ₃
B	1x DSHK 12.7MM												TURRET	
6	5 ² / ₂	5 ² / ₂	4 ¹ / ₁	3 ¹ / ₁	3 ² / ₂	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	2 ² / ₂	1 ¹ / ₂	1 ¹ / ₁
C	1x DSHK 12.7MM												FRONT	
6	5 ² / ₂	5 ² / ₂	4 ¹ / ₁	3 ¹ / ₁	3 ² / ₂	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	-	-	-
D	1x REAR DSHK 12.7MM												TURRET	
6	3 ¹ / ₁	3 ¹ / ₁	2 ¹ / ₁	1 ¹ / ₁	-	-	-	-	-	-	-	-	-	-

LARGE VEHICLE
+++++ 5



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MAO ZEDONG
IS-5A, HEAVY ANTI-AIRCRAFT TANK

TOUJOUR TACTICS

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.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On , a point of Damage is cancelled. Does not apply to Units Joined.

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

TRACKED: Roll when moving through Terrain, halting on a score of .

TS133
2014



TOUSET TACTICS



STRIKER
MIL MI-47A ANTI-TANK HELICOPTER
• HELICOPTER •

6
12
1

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL SHVAK 50MM GUNS													
	FRONT													
3	1/1	1/1	1/1	1/1	2/2	2/2	2/4	2/3	1/3	1/2	1/2	3/3	2/3	1/2
B	1x QUAD DSHK 12.7MM													
	FRONT													
2	9/2	9/2	8/2	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1

HERO

8



16

STRIKER
MIL MI-47A ANTI-TANK HELICOPTER

HELICOPTER: Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Actions.

TOUSET TACTICS

TS101
2014



WINTER CHILD
POLKOVNIK IVAN VASILIEV,
WINTER PROJECT
• DAMAGE RESILIENT • FLYING •
• SUPERHUMAN •
• RADIATION BEAM: RADIATION •

3
6
4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x RADIATION BEAM													
	FRONT													
4	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
B	1x PAIRED STEEL FIST													
	FRONT													
C	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	1/4	1/3

HERO

6



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WINTER CHILD
POLKOVNIK IVAN VASILIEV,
WINTER PROJECT

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On **S**, a point of Damage is cancelled.

FLYING: Ignore terrain.

SUPERHUMAN: Passes Infantry Save on **S** as well as **S**, but never has Cover Save. May not Join a Unit.

RADIATION: Targets re-roll successful Saves against this weapon.

TOUSET TACTICS

TS126
2014





TOUSET

TACTICS





BAZOOKA JOE

LIEUTENANT COLONEL
JOSEPH BROWN, ASOCOM

- BLACK OPS • OFFICER •
- EXPERT - GRENADE LAUNCHER •
- MODIFIED M7 GRENADE LAUNCHER: GRENADE •

 **2**

 **4**

 **2**

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x MODIFIED M7 GRENADE LAUNCHER													
B	1x .45 ACP PISTOL													
	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

HERO


 **4**



12



BAZOOKA JOE

LIEUTENANT COLONEL
JOSEPH BROWN, ASOCOM

BLACK OPS: Roll four dice for Initiative at the start of each turn.

EXPERT - GRENADE LAUNCHER: Hit on rolls of  as well as . Does not apply to Units Joined.

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

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

TOUSET TACTICS

TA006
2014




RHINO

SERGEANT MAJOR WILLIAM
SPRINGFIELD, RANGER FORCE

- BERSERK • CHARGE • OFFICER •
- EXPERT - HEAVY ROCKET PUNCH •
- FIRST STRIKE • FLYING •

 **4**

 **6**

 **3**

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x PAIRED HEAVY ROCKET PUNCH													
C	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	1/4	1/3

HERO


 **4**



17



RHINO

SERGEANT MAJOR WILLIAM SPRINGFIELD,
RANGER FORCE

BERSERK: When Hero hits with a Close-Combat Weapon, roll again scoring another hit on . Continue rolling until fail to hit. Does not apply to Units Joined.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

EXPERT - HEAVY ROCKET PUNCH: Hit on rolls of  as well as . Does not apply to Units Joined.

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

FLYING: Ignore terrain. Does not apply to Units Joined.

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

TOUSET TACTICS

TA22
2014



TOUSET TACTICS



HAMMERS
HEAVY RANGER ASSAULT SQUAD

- CHARGE •
- FIRST STRIKE •
- FLYING •

4
6
3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x PAIRED ROCKET PUNCH													
C	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	1/3	1/2



HAMMERS
HEAVY RANGER ASSAULT SQUAD

10

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

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

FLYING: Ignore terrain. Does not apply to Units Joined.

TA030
2014



THE BIG BOSS
HEAVY RANGER COMMAND SQUAD

- COMMAND SQUAD •
- FLAMETHROWER: FLAME •

2
4
3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x TWIN VICTORY MG													
B	1x FLAMETHROWER													
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-



THE BIG BOSS
HEAVY RANGER COMMAND SQUAD

13

COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

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

TA009
2014



TOUSET TACTICS



TANK BUSTERS
HEAVY RANGER
TANK-HUNTER SQUAD

- FLYING •
- M10 BAZOOKA: GRENADE •

3
6
3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x M10 BAZOOKA														
4	2/3	2/3	2/3	2/3	2/3	2/3	2/4	2/4	2/3	1/3	1/2	-	-	-
B 3x ROCKET PUNCH														
C	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-



TANK BUSTERS
HEAVY RANGER TANK-HUNTER SQUAD

12

FLYING: Ignore terrain. Does not apply to Units Joined.
GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TA025
2014



BOT HUNTERS
RANGER HEAVY WEAPON SQUAD

- M9 BAZOOKA: GRENADE •
- UNDER-BARREL GRENADE LAUNCHER: GRENADE •

2
4
2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x M9 BAZOOKA														
4	1/3	1/3	1/3	1/3	1/3	1/3	1/4	1/4	1/3	1/3	1/2	-	-	-
B 3x M1 AUTOMATIC RIFLE														
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-
C 3x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO)														
3	1/2	1/2	1/2	1/2	1/3	1/3	1/2	1/2	1/1	1/1	-	-	-	-



BOT HUNTERS
RANGER HEAVY WEAPON SQUAD


9

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

TA008
2014



TOUSET TACTICS



GRIM REAPERS
HEAVY RANGER ATTACK SQUAD

• FLYING •

→ 3
→ 6
→ 3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x TWIN VICTORY MG													
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	3/1	2/1	-
B	3x ROCKET PUNCH													
C	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-




11

GRIM REAPERS
HEAVY RANGER ATTACK SQUAD

FLYING: Ignore terrain. Does not apply to Units Joined.

TA014
2014



HONEY
M1C LIGHT ASSAULT WALKER-PHASER

• DUAL 120W PHASER GUNS: PHASER, SALVO •

→ 3
→ 6
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL 120W PHASER GUNS													
8	4/1	4/1	4/1	4/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-

++++

4



9

HONEY
M1C LIGHT ASSAULT WALKER-PHASER

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).


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

TA036
2014



TOUSET

TACTICS



POUNDER
M3C MEDIUM COMBAT WALKER-ANTI-TANK

3
5
4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x 17 PDR GUN														
16	1/2	1/1	1/1	1/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-	-
B 1x .50 CAL MG														
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
C 1x .30 CAL MG														
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

6



POUNDER
M3C MEDIUM COMBAT WALKER-ANTI-TANK

14

TOUSET TACTICS

TA041
2014



STEEL RAIN
M3F MEDIUM COMBAT WALKER ASSAULT ENGINEER

• 4.2" ROCKET: VOLLEY •
• PETARD MORTAR: GRENADE • RELOAD •

3
5
4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 4x 4.2" ROCKET (LIMITED AMMO)														
6	1/3	2/2	1/1	1/1	1/2	1/3	1/3	1/2	1/2	1/1	1/1	-	-	-
B 1x PETARD MORTAR														
4	1/5	1/4	1/3	1/2	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-	-
C 1x .30 CAL MG														
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

6



STEEL RAIN
M3F MEDIUM COMBAT WALKER ASSAULT ENGINEER

15

TOUSET TACTICS

VOLLEY: May fire any or all remaining ammunition at the same target in a single Attack or Sustained Attack Action.
GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).
RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TA046
2014



TOUCHDOWN TACTICS



HOTDOG
M38 MEDIUM COMBAT WALKER-NAPALM

• NAPALM THROWER: FLAME •

→ 3
→ 5
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x NAPALM THROWER															TURRET
2	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘	↘				
B 1x .50 CAL MG															TURRET
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x .30 CAL MG															FRONT
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+++++ +

6



HOTDOG
M38 MEDIUM COMBAT WALKER-NAPALM

13

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

TOUCHDOWN TACTICS

TA037
2014



MICKEY
M3A MEDIUM COMBAT WALKER-CLOSE SUPPORT

• M1 75MM HOWITZER: GRENADE •

→ 3
→ 5
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x M1 75MM HOWITZER															TURRET
8	↘	↘	↘	↘	1/2	1/4	1/3	1/3	1/2	1/2	1/1	-	-	-	
B 1x .50 CAL MG															TURRET
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x .30 CAL MG															FRONT
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+++++ +

6



MICKEY
M3A MEDIUM COMBAT WALKER-CLOSE SUPPORT

13

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

TOUCHDOWN TACTICS

TA039
2014



TOUSET TACTICS



FIREBALL
M7B HEAVY ASSAULT WALKER-NAPALM

- DOZER BLADE •
- PASSENGERS (6) • SMOKE LAUNCHERS
- HEAVY NAPALM THROWER: FLAME •

→ 2
→ 3
→ 7

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x HEAVY NAPALM THROWER												FRONT	
3	☛☛☛	☛☛☛	☛☛☛	☛☛☛	☛☛☛	☛☛☛	☛☛☛	☛☛☛	☛☛☛	☛☛☛	☛☛☛	-	-	-
B	1x TWIN .50 CAL MG												TURRET	
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
C	2x TWIN .30 CAL MG												TURRET	
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-

HUGE VEHICLE

10



FIREBALL
M7B HEAVY ASSAULT WALKER-NAPALM

26

DOZER BLADE: Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.

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

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

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

TA035
2014





TOUSET TACTICS






STEFAN

OBERLEUTNANT STEFAN RETTER,
WEHRMACHT

- AT THE DOUBLE • OFFICER •
- EXPERT - FLAMMENWERFER • LUCKY •
- FLAMMENWERFER 44: FLAME •

→ 2

→ 4

→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	1x FLAMMENWERFER 44														
	1	1	1	1	2	2	2	2	2	2	2	2	-	-	-

HERO

++++

4



13



STEFAN

OBERLEUTNANT STEFAN RETTER,
WEHRMACHT

AT THE DOUBLE: May take a free Move Action after performing a March Move Action. Applies to Units Joined as well.

EXPERT - FLAMMENWERFER: Hit on rolls of ⊕ as well as ⊗. Does not apply to Units Joined.

LUCKY: Once per game, may re-roll all of the dice for one weapon during their Attack action.

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

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

TX077
2014





THE BLOODY BARON

HAUPTMANN KLAUS VON RICHTHOFEN,
BLUTKREUZ KORPS

- ACE AIR PILOT •
- LASERPISTOLE B: LASER •

→ 2

→ 4

→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
	1x LASERPISTOLE B														
	3	1/1	1/1	1/1	1/1	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1

HERO

+++

3



8



THE BLOODY BARON

HAUPTMANN KLAUS VON RICHTHOFEN,
BLUTKREUZ KORPS

ACE AIR PILOT: May pilot an Aircraft, using his skills while in the Aircraft. Roll a die when the Aircraft Activates. On a ⊗ or ⊕ the Aircraft gains a third Action for this Activation.

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

TX065
2014



TOUSET TACTICS



THE GHOSTS
WEHRMACHT
RECON GRENADEIER SQUAD

• SCOUT •
• PANZERFAUST: GRENADE •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MG 48														
6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
B 4x STG 47 ASSAULT RIFLE														
4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
C 3x PANZERFAUST (LIMITED AMMO)														
3	1/4	1/4	1/4	1/4	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-	-



THE GHOSTS
WEHRMACHT RECON GRENADEIER SQUAD

9

→ 2
→ 4
→ 2

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

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

TX073
2014



FACELESS DEATH
BLUTKREUZ KORPS
HEAVY LASER GRENADEIER SQUAD

• DAMAGE RESILIENT •
• SCHWERER STURMLASER: LASER •

→ 2
→ 3
→ 3

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



FACELESS DEATH
BLUTKREUZ KORPS
HEAVY LASER GRENADEIER SQUAD

12

→ 2
→ 3
→ 3

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On \square , a point of Damage is cancelled. Does not apply to Units Joined.

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

TX061
2014



TOTAL WAR TACTICS



DEATH MASKS
BLUTKREUZ KORPS
LASER GRENADEIER SQUAD

- LASERGEWEHR: LASER •
- STURMLASER: LASER •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x STURMLASER													
6	2/1	1/1	1/1	1/1	4/1	3/1	2/1	1/1	1/1	-	-	1/1	1/1	1/1
B	4x LASERGEWEHR													
4	1/1	1/1	1/1	1/1	3/1	2/1	1/1	1/1	-	-	-	1/1	1/1	1/1



DEATH MASKS
BLUTKREUZ KORPS
LASER GRENADEIER SQUAD

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

TX068
2014



ZOMBIES
BLUTKREUZ KORPS
ZOMBIE SQUAD

- MINDLESS •
- ZOMBIE •

→ 2
→ 3
→ 1

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	5x PANZER GLOVES													
C	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	-	-	-



ZOMBIES
BLUTKREUZ KORPS ZOMBIE SQUAD


MINDLESS: Can be led by a Hero with equipped with the BlutKreuz. Cannot take Objectives.


ZOMBIE: Zombies always pass Infantry Saves on ☐ as well as ☒. Zombie are never Suppressed and cannot mount Vehicles or Aircraft. Only a Zombie may Join Zombies.

TX054
2014



TOTAL WAR TACTICS








TOTENMEISTERIN
BLUTKREUZ KORPS
EXPERIMENT NR. 10

• BLUTKREUZ • CHARGE •
• RESURRECTION • ZOMBIE •

→ 3
→ 4
→ 1

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

HERO

++++

4

12





TOTENMEISTERIN
BLUTKREUZ KORPS
EXPERIMENT NR. 10

TACTICS

BLUTKREUZ: All Mindless Zombie Units within Range 1 at the start of their Activation increase their Move to 3, their March Move to 4, and gain Charge.

RESURRECTION: May take Resurrection Action on a Mindless Zombie Unit within Range 1. Unit rolls a die for each Zombie eliminated from the Unit. Each ☒ returns one Zombie to the Unit.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action. Applies to Units Joined as well.

ZOMBIE: Zombies always pass Infantry Saves on  as well as . Zombie are never Suppressed and cannot mount Vehicles or Aircraft.

TX081
2014





GRENADIER X
BLUTKREUZ KORPS
FAILED EXPERIMENT

• CHARGE • ZOMBIE •
• KREISSÄGE CIRCULAR SAW: CUTTING •

→ 3
→ 4
→ 1

														
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x KREISSÄGE CIRCULAR SAW													
C	4/1	4/1	3/1	2/1	4/1	3/1	3/1	2/1	2/1	1/1	1/1	-	-	-

HERO

+++

3

4





GRENADIER X
BLUTKREUZ KORPS
FAILED EXPERIMENT

TACTICS

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action. Applies to Units Joined as well.

ZOMBIE: Zombies always pass Infantry Saves on  as well as . Zombie are never Suppressed and cannot mount Vehicles or Aircraft. Only a Zombie may Join Zombies.

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

TX058
2014



TOUSET TACTICS



ANGELA
ANGELA WOLF
BLUTKREUZ KORPS ASSASSIN

- CAMOUFLAGE • EXPERT - RIFLE •
- KILLING SPREE • LONER • SCOUT •
- 15MM SSG 47 SNIPER RIFLE • SNIPER •

→ 2
→ 4
→ 1

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x 15MM SSG 47 SNIPER RIFLE				1/3	1/2	1/1	1/1	-	-	-	-	-	-	-
B 1x MAUSER PISTOL														
2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-

HERO

+++

⊕ 3



4

ANGELA
ANGELA WOLF
BLUTKREUZ KORPS ASSASSIN

CAMOUFLAGE: Take Camouflage Action. If in Cover, only Units within Range 3 have Line of Sight to this Unit until it takes an Action other than Move, Artillery Observer, or Nothing. Start the game Camouflaged.

EXPERT - RIFLE: 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.

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

SNIPER: Choose the enemy Soldiers hit with this weapon.

TX052
2014



THE OLD MAN
WEHRMACHT COMMAND
GRENADEIER SQUAD

- COMMAND SQUAD •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MG 48														
B 4x STG 47 ASSAULT RIFLE	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	-



13

THE OLD MAN
WEHRMACHT COMMAND
GRENADEIER SQUAD

COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

TX066
2014



TOUSET TACTICS



STURMPIONIERS
WEHRMACHT ASSAULT ENGINEER SQUAD

• AT THE DOUBLE •
• FLAMMENWERFER 44: FLAME •
• PANZERFAUST: GRENADE •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 4x STG 47 ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	2/1	1/1	-
B 3x PANZERFAUST (LIMITED AMMO)	3	1/4	1/4	1/4	1/4	1/4	1/5	1/5	1/4	1/4	1/3	-	-	-
C 1x FLAMMENWERFER 44	1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-



STURMPIONIERS
WEHRMACHT ASSAULT ENGINEER SQUAD

AT THE DOUBLE: May take a free Move Action after performing a March Move Action.

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).

TX079
2014



SHARPSHOOTERS
WEHRMACHT SNIPER SQUAD

• CAMOUFLAGE • SCOUT • SPOTTER •
• SG 45 SNIPER RIFLE: SNIPER •

→ 2
→ 4
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x SG 45 SNIPER RIFLE	8	1/3	1/3	1/2	1/1	1/1	1/1	-	-	-	-	-	-	-
B 1x STG 47 ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	2/1	1/1	-



SHARPSHOOTERS
WEHRMACHT SNIPER SQUAD

CAMOUFLAGE: Take Camouflage Action. If in Cover, only Units within Range 3 have Line of Sight to this Unit until it takes an Action other than Move or Nothing. Start the game Camouflaged. Does not apply to Units Joined.

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

SPOTTER: If Spotter does not use a weapon, each Sniper weapon making a Sustained Attack hits on rolls of 4+ as well as 5+.

SNIPER: Choose the enemy Soldiers hit with this weapon.

TX076
2014



TOUSET TACTICS



TANK KILLERS
WEHRMACHT
TANK-HUNTER GRENADEIER SQUAD
• PÄNZERSCHRECK: GRENADE •

→ 2
→ 4
→ 2


RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	3x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
B	2x PÄNZERSCHRECK													
4	1/3	1/3	1/3	1/3	1/3	1/3	1/4	1/4	1/3	1/3	1/2	-	-	-



TANK KILLERS
WEHRMACHT
TANK-HUNTER GRENADEIER SQUAD

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

TX080
2014



ADLER
HORTEV HO-357
FLEDERMAUS V (MISSILE)
• X-4 MISSILE: WIRE GUIDED •

→ 12
→ 24
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x X-4 MISSILE (LIMITED AMMO <input type="checkbox"/> <input type="checkbox"/>)													
4	1/1	1/1	1/1	1/1	1/3	1/2	1/2	1/1	1/1	-	-	1/8	1/8	1/7
B	1x FOUR 20MM MG 47													
2	7/2	7/2	7/2	6/2	4/3	4/2	3/2	1/1	-	-	-	8/2	5/2	3/1

+++++ +

6



ADLER
HORTEV HO-357
FLEDERMAUS V (MISSILE)

WIRE GUIDED: If Unit attacks with one missile and no other weapons, it re-roll misses for that missile as if making a Sustained Attack.

TX048
2014



TOUSET TACTICS



KÖNIGSLÜTHER
SCHWERER
PANZERKAMPFLÄUFER VI-A
(TANK HUNTER)

→ 2
→ 3
→ 7

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL 12.8cm FPKZW GUNS													
18	↓/4	↓/3	↓/2	↓/1	2/2	2/2	2/2	2/2	2/6	2/6	2/5	-	-	-
B	1x TWIN MG 44Z													
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-

LARGE VEHICLE

+++++ +++++ **10**

20



KÖNIGSLÜTHER
SCHWERER PANZERKAMPFLÄUFER VI-A
(TANK HUNTER)

TOUSET TACTICS

TX096
2014



KÖNIGSLOTHAR
SCHWERER
PANZERKAMPFLÄUFER VI-E (ROCKET)

• DUAL NEBELWERFER 47
ROCKET LAUNCHERS: ARTILLERY •

→ 2
→ 3
→ 6

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	-	-	-
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**

20



KÖNIGSLOTHAR
SCHWERER PANZERKAMPFLÄUFER VI-E
(ROCKET)

ARTILLERY: Can fire under control of an Artillery Observer.

TOUSET TACTICS

TX168
2014



TOUSET TACTICS



LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

• SMOKE LAUNCHERS  •

→ 2
→ 4
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL 8.8cm FPKZW GUNS													
14	↓2	↓1	↓1	↓1	2/2	2/2	2/5	2/4	2/4	1/3	1/3	-	-	-
B	1x MG 44													
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-

+++++  6



LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

12

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TX089
2014



JAGDLÜTHER
PANZERKAMPFLÄUFER IV-D
(TANK HUNTER)

→ 2
→ 4
→ 5

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL 7.5cm FPKZW GUNS													
18	↓2	↓1	↓1	↓1	2/2	2/2	2/2	2/5	2/4	1/4	1/3	-	-	-
B	1x MG 44													
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-

+++++  7



JAGDLÜTHER
PANZERKAMPFLÄUFER IV-D
(TANK HUNTER)

14

TX148
2014



TOUSET TACTICS



LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

• SMOKE LAUNCHERS  •

→ 2
→ 4
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL 8.8cm FPKZW GUNS													
14	↓/2	↓/1	↓/1	↓/1	2/2	2/2	2/5	2/4	2/4	1/3	1/3	-	-	-
B	1x MG 44													
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-

+++++  6



LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TX089
2014



LOTHAR
PANZERKAMPFLÄUFER II-D
(ROCKET)

• SMOKE LAUNCHERS  •
• DUAL NEBELWERFER 42 ROCKET LAUNCHERS: ARTILLERY, RELOAD •

→ 2
→ 4
→ 4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL NEBELWERFER 42 ROCKET LAUNCHERS													
4-14	↓/3	↓/2	↓/1	↓/1	↓/3	↓/2	↓/2	↓/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	-

+++++  6



LOTHAR
PANZERKAMPFLÄUFER II-D
(ROCKET)

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

ARTILLERY: Can fire under control of an Artillery Observer.

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TX088
2014



TOUSET TACTICS



BLITZ
HORTEN HO-357
FLEDERMAUS VII-LASER

• TWIN BORD-LASERKANONE: LASER •

→ 12
→ 24
→ 2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x TWIN BORD-LASERKANONE													
	FRONT													
6	5/1	4/1	4/1	3/1	10/1	9/1	8/1	7/1	6/1	5/1	4/1	-	-	-
B	1x FOUR 20MM MG 47													
	FRONT													
2	7/2	7/2	7/2	6/2	4/3	4/2	3/2	1/1	-	-	-	8/2	5/2	3/1

+++++ +

6



25

BLITZ
HORTEN HO-357
FLEDERMAUS VII-LASER

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

TOUSET TACTICS

TX051
2014



WOTAN
PANZERKAMPFLÄUFER III-A
(LASER)

• DUAL ZW-LASERKANONE: LASER •

→ 2
→ 4
→ 5

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x DUAL ZW-LASERKANONE													
	FRONT													
16	6/1	6/1	5/1	5/1	14/1	13/1	12/1	11/1	10/1	9/1	8/1	-	-	-
B	1x MG 44													
	TURRET													
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-

+++++ +

7



20

WOTAN
PANZERKAMPFLÄUFER III-A
(LASER)

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

TOUSET TACTICS

TX094
2014



