CORRECT STUG CARD

Unfortunately the profile card included in the current edition for the Stug III is wrong. The correct card is the one below.

There is also another minor inaccuracy in the card for the PzKpfw V Panther which shows an Ausf. F instead of a G. The F was an upgrade proposed for the Panther that never entered service. It was nearly identical and it doesn't makes any difference in game terms.



Please note that the rules refers in a couple of places to the need for a "clear LOS" to the target. This is wrong. It should be a "valid LOS".

Loader (C)

STANDARD ROUND:
Pzgr 39 APCBC
Shots 1 | H12 | S3 | r2

or

SPECIAL ROUND:
Pzgr 40 APCR
Shots 1/2 | H15 | S4 | r2

or

SPECIAL ROUND:
7.5 cm Sprgr.Patr. 34 (HE)
Shots 1/2 | H3 | S7 | r3

Gunner (B)

MAIN GUN:
7.5 cm StuK 40 (L/48)
3
2

Commander (A)

2

Driver (D)

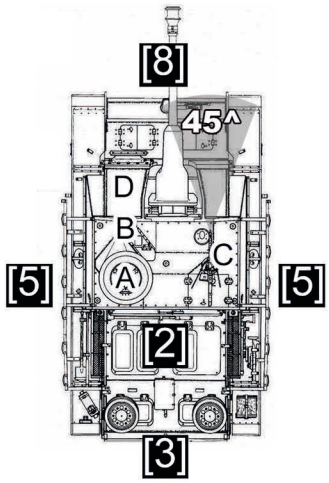
3

Loader (C)

Alternate position
(can not use if loading the main gun)

Top MG34
Shots 3 | H2 | S3

3



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1-48 TACTIC

NOT SECRET

QUICK REFERENCE SHEET

All measurements are in units (u): 1 u = 1 inch or 2.5 cm. as you prefer, just agree on that before the game starts!
For light infantry weapons: S (Short) range is within or exactly at 10u; beyond that is L (Long) range. For heavy weapons: H (Hard) is the number of dice rolled against armored targets; S (Soft) is for all other targets.
The full AT cost for every Actions must be paid immediately as soon as it is declared.

Firing heavy weapons: Lay one turn, fire next.
HE: Attack everything in range (the r value) hit on a 4,5 or 6. A double 6 is always a critical hit: destroys all positions and wound all Characters within range.
AP: Attack one target only. Hit on a 4,5 or 6. A double 6 is always a critical hit: destroys the entire vehicle immediately killing everyone inside. Partial Cover does protect from HE and AP blast and shrapnel.

Symbol	Ability	AT cost	Effect
	ARMOR	0	A Character with this ability can use any AFV position without penalty.
	ENGINEER	0	A Character with this ability can safely operate any demolition and construction equipment, including (but not limited to) the clearing of mines, using flamethrowers, placing demolition charges, bangalore torpedo, booby traps, etc.
	HIGH PENETRATION	0	All shots with this Ability ignore the first Partial Cover. They can also AIM and, if they have valid LOS to the target, declare that they are trying to hit a vulnerable spot. Only one dice is rolled and only a 6 counts as a hit in this case, but the armor rating of the target is ignored.
	LOAD	0	Heavy weapons can only be loaded from the positions with this symbol. If the position is unmanned or unoperable the weapon can not be loaded.
	NEGATE	0	Can not perform the indicated Action while using it.
	SHARP EYE	0	When a target is shot at by a Character with the Sharp Eye Ability it can not Take Cover. In addition an attack by a Character with this Ability negates the effect of a target that has CAMOUFLAGE Ability.
	SINGLE-USE	0	Can only be used once in a game. Discard after use.
	SPOTTING	0	Any friendly Character in base to base contact will get a +1 OF and SF range increase and in addition any attack supported by a spotter ignores and deny the effect of a target that has CAMOUFLAGE Ability.
	TOW	0	All vehicles that have a towing symbol on their card are allowed to tow trailers and wheeled weapons. Please refer to historical data to see what a given vehicle could realistically tow.
	TRAVERSE	0	Heavy weapons can only be traversed if there is at least one position with this symbol operable and manned. Otherwise the weapon can not change the position of the target marker any more, although it can continue to fire at it.
	UNRELIABLE	0	All weapons with this unfortunate trait will jam any time they score a double 1 in a single attack. Will then miss a turn before returning to operate normally in the following turn. No un-jamming action is required.

A Vehicle or a Heavy Weapon can never perform in a single turn more Actions than the maximum number of permitted Actions indicated on its stat card, unless a Character with a suitable Command ability level (or higher) is in the Commander position.

When a vehicle position is hit it gets a “position inoperable” marker, it is permanently destroyed and all associated functionality is lost.
When all positions are hit, the vehicle or Heavy Weapon is destroyed and its full AP value is added to the score of the opposing player.

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