KONFLIKT '47 ARMY LIST

THE AXIS

By early 1944, the signs of an inevitable Axis defeat were there for all to see. German forces were being pushed back on all fronts. In the East, Stalin's inexhaustible supply of men and materials were on the verge of collapsing the German defences whilst to the south the Western Allies were conducting a grinding advance up the spine of Italy. Meanwhile over the Channel, a quarter of a million US and Commonwealth troops were ready to land in France to complete the encirclement of the thousand-year Reich. Then, on 12 March 1944, everything changed as atomic destruction rained down on Dresden, opening a new terrible chapter in the history of conflict.

The old National Socialist leadership was swept away almost overnight and Germany underwent a profound transformation as the triumphant devotees of the *Grünes Gewölbe* (The Green Vault) took power. Society, industry and culture were ruthlessly remodelled and nowhere was that change as great as amongst the Axis armed forces.

The *Waffen* SS was dissolved and its manpower and mechanised assets were sequestered directly by the *Grünes Gewölbe*. Some were merged with the existing *Wehrmacht* and *Volkssturm* forces to become the *Volksarmee* of the *Neue Republik*. The armed forces of the surviving Axis minor powers were co-opted both individually and in entire units to swell the ranks – all would stand or fall together as a single, unified Axis.

The Axis military machine remains on the defensive, but its primary mission has moved from simply fighting in preparation for a last stand to one of preserving the existing borders of Greater Germany and its European vassals. Tasked with being the first line of defence against enemy assaults are the soldats of the rifle infantry, the *Schwertruppen* advanced infantry and pre-Rift modified armoured vehicles. However, it is inevitable that holes may appear in the line which need to be plugged. In these situations a 'fire brigade' of powered armoured *Schwertruppen* heavy infantry and *Panzers* are deployed to shatter enemy breakthrough forces before they can exploit and advance into rear areas.

Axis scientists unravelling the secrets of electro-magnetism and gravity have provided these units with a new family of gravity-harnessing weapons ranging from rail guns to the '*Schwerefeld*' series of gravitic weapons capable of crushing even the most protected infantry and armoured vehicles. These forces are more than capable of fighting toe-to-toe with the best their foes can throw against them, including their latest Rift units.

The most arcane and unsettling gift of the Rift, that of biological manipulation, was also the first encountered by the Allies in the battlefields of France and Russia as early as 1944. It was the massed hordes of the walking dead, the *Totenkorps*, and the feral *Schreckwulfen*, that caused mass panic in the enemy ranks and allowed the Axis to stabilise its collapsing borders. Later abominations produced by this corrupted science include the *Nachtjäger* and *Nachtalben* whose cruel intelligence and mutable, grotesque forms became a deadly threat both on the battlefield and behind the front.

Away from the war-torn borders life for the average *Neue Republik* citizen appears peaceful on the surface, the skies are no longer darkened by bomber armadas, the Soviet hordes are only a distant threat, life proceeds at the unhurried pace of an earlier, more civilised age.

But beneath the dream-like facade a nightmare reality lurks.

Axis soldiers; fathers, brothers, sons, now serve in both life and in death. Dresden is an infernal furnace that burns night and day, and now the great industrial zone of the Ruhr is lit by the same unholy lights. The voices of leaders from the old Reich scream out praise for the *Grünes Gewölbe* and the *Neue Republik* across the radio waves, yet no one truly believes that they are still whole, or sane, or even living. No voice can be raised in dissension, for fear of the dead that walk in the night.

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THE ARMY LIST

This army list describes the troops, equipment, and special abilities available to the Axis in games of *Konflikt '47*. It may be used in conjunction with the Force Selection rules on pages 164-171 of the *Konflikt '47* Rulebook. Each unit entry specifies its type for the purposes of fulfilling the slots in each type of Platoon.

Incorporating Bolt Action Units

If both players agree, they may use units taken from *Bolt Action Armies of Germany: Third Edition* or *Bolt Action Armies of Italy: Third Edition* in their list (see page 164 of the *Konflikt '47* rulebook). It is recommended that any units taken be identified as 'Late War' in *Armies of Germany*, or if taken from *Armies of Italy*, they must be taken from the 'Italian Republican Army – Late War Selection Guide'. Any Infantry units count as Basic Infantry for the purposes of the *Konflikt '47* Platoon Selectors.

With the opening of the Rifts, the nature of warfare has changed. For this reason, any *Bolt Action* units taken do not benefit from the Axis Army Special Rules, **with the exception of Buzz Saw**, nor do they benefit from the Army Special Rules present in *Armies of Germany* or *Armies of Italy*.

ARMY SPECIAL RULES

OUR SALVATION

Axis forces are unified and driven by a singular promise, 'Unsere Rettung' – our salvation. They believe the power of the Rifts is commanded by the Green Vault, and through that power the Axis will rise again to dominate the world. The Axis' mastery of Rift energy lends weight to this belief as it is all too evident on the battlefield.

In the Turn End Phase, when rolling Exhausted Rift Dice, an Axis army may re-roll one result.

HAND OF THE GREEN VAULT

Through the careful placement of its devoted agents throughout the Volksarmee of the Neue Republik, the Green Vault spreads the word of salvation to the common soldier.

At the start of the game, before deployment, choose a **Veteran** Platoon or Company Commander in your force. That Officer immediately gains a point of Rift Mastery. This model may not be a unit from the Heroes section of the Army List.

SCHWEREFELD MASTERY

The Axis were the first to truly unlock the secrets of the Rift, and quickly realised the benefit of retrofitting their already formidable armour with terrifying new gravitic weapons. The best tank and walker commanders are particularly adept at managing their vehicle's power plants to get the most out of such weapons.

One Veteran Axis Vehicle in your force equipped with a Schwerefeld Projektor may deploy with one of its Rift Dice set to Surging.

HARDENED VETERANS

The war has worn on since 1939, and those who have survived post-Dresden have witnessed atrocities that are as living nightmares; yet they endure. Others trust in the newfound safety of their personal power armour to protect them from this new world of horrors.

Veteran Axis units, or any units wearing Powered Armour, never suffer a –1 Morale penalty when the leader of their squad/team is removed as a casualty.

BUZZ SAW

Allied and Soviet soldiers continue to fear the 'ripping cloth' sound which announces the arrival of a rapid fire Axis machine gun. The new MG 44 and its MG 34 and MG 42 forebears are all capable of formidable rates of fire and are an essential element of Axis small unit tactics.

Axis Light and Medium Machine Guns fire one extra Shot. For Vehicle-mounted Machine Guns, first half the number of Shots before adding the extra one.

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SPECIAL AXIS PLATOONS

When building an Axis force, the Platoon listed below can be used in addition to those presented in the *Konflikt '47* rulebook. Rather than identify Unit Types that can be taken in a Platoon, these special Platoons list specific units. These Platoons also confer additional special rules to some or all of the units in that Platoon, as outlined. Only one of each type of Special Platoon may be taken in a force.

TOTENROTTE PLATOON

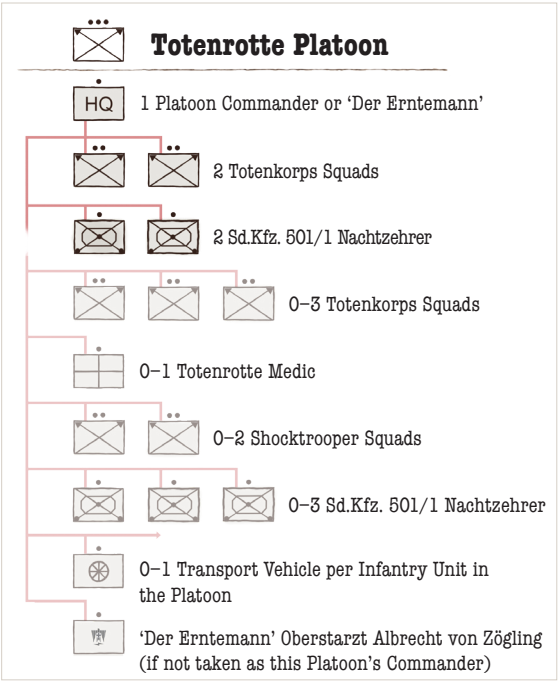
A Totenrotte Platoon may be taken in lieu of an Assault Platoon as the mandatory requirement for an Axis force. If this option is taken, it counts as an Assault Platoon for the purposes of forming additional Platoons as described on page 166 of the *Konflikt '47* rulebook.

MANDATORY UNITS

1 Totenrotte Platoon Commander OR 'Der Erntemann' Oberstarzt Albrecht von Zögling
2 Totenkorps Squads
2 Sd.Kfz. 501/1 Nachtzehrer

OPTIONAL UNITS

0-3 Totenkorps Squads
0-1 Totenrotte Medic
0-2 Shocktrooper Squads
0-3 Sd.Kfz. 501/1 Nachtzehrer
0-1 Transport per Infantry Unit in the Platoon
0-1 'Der Erntemann' Oberstarzt Albrecht von Zögling (if not taken as this Platoon's Commander)



Special Rules:

- Totenkorps units in a Totenrotte Platoon within 6" of a Totenrotte Platoon Commander, Totenrotte Medic, or Nachtzehrer from the same Platoon, lose the Limited Intelligence special rule.
- Totenkorps units in a Totenrotte Platoon within 6" of a Totenrotte Platoon Commander, Totenrotte Medic, or Nachtzehrer from the same Platoon, change their Exhausted penalty to 'None'.

Note that any new Totenkorps units created by the **Leichenernte (Corpse Harvest)** Active Rift Enhancement from Nachtzehrer units in this Platoon count as part of this Platoon for the purposes of its Special Rules.

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HAUPTMANN HEINRICH GROSS

Heinrich Gross was a rising star in the Panzergrenadiers who was singled out for 'special training and re-education' by the Grünes Gewölbe during their takeover of the Axis armed forces. Gross was a hardened fighter in every sense of the word, a veteran of the Ostfront, survivor of Stalingrad and a holder of the Knight's Cross, as tough as they come. Even so, Gross' former comrades were shocked by his appearance when he returned to lead them once more. All traces of warmth and humanity had been snuffed out, the coldly clinical mind left behind was tactically brilliant, brutally efficient and utterly ruthless. His scarred face and icy blue eyes held a murderous promise for anyone or anything that stood between him and final victory.

On the battlefield Gross is seemingly in his true element. He is preternaturally quick and strong with a penchant for hand to hand combat, seeming to relish the opportunity to come to grips with the enemy and prove his superiority. The sheer strength and power of his presence inspires those he leads. Gross' handpicked brigade of Grenadiers moves relentlessly from front to front to wherever the fighting is hardest. Few of Gross' old comrades have endured his punishing pace through the years, but those who have are instilled with an unshakable sense of loyalty to him, to the point that death in his service would be just as glorious as any victory.

Unit Composition:	1 Heroic Officer	**REQUISITION POINTS**
Unit Type:	Hero *(May be used as a Company Commander)*	**170**
Base Size:	25mm	
Standard Weapon:	Schwarzlicht P 08SzL Luger	
Movement Rate:	***Advance*** ***Run***	
Whilst Fast:	8" 16"	
Otherwise:	6" 12"	
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10 (Fearless)	

SPECIAL RULES

- **Advanced Body Armour** – When rolling to damage soldiers wearing Advanced Body Armour with attacks without a Pen value (ranged or at Close Quarters), or with HE attacks, apply a –1 modifier to the roll.
- **Deadly (3)** – *Heinrich Gross Only*
- **Fast**
- **Fearless**

HERO STATISTICS

Guts:	2
Rift Mastery:	2
Luck:	1

RIFT UNIT

Rift Dice:	3 *(including Rift Mastery)*
Active Rift Enhancement:	***Relentless.*** When using the Snap to Action! ability, Gross can issue Orders to units within 6" that have already been assigned an Order Die. For each unit he attempts to Snap to Action! in this way, he must have an Active or Surging Rift Die. Each unit nominated must pass an Order Test, even if they are not Pinned. If they succeed they may execute another Order using their existing Order Die. If they fail, their Order Die is changed to *Down* instead. If Gross uses the Relentless enhancement, after he and all affected units have executed their Orders, exhaust one of his Rift Dice for each unit ordered in this way, whether they were successful or not.
Surging Bonus:	Gain Hard to Kill special rule (applies to whole squad).
Exhausted Penalty:	Lose the Fast special rule.

OPTIONS

	Points per model	*Limit*
Accompanied by a Medic in Advanced Body Armour armed with a Pistol *(Unlike other Rift units, Heinrich Gross' unit benefits from the Medic's special rules)*	41	1
Additional Soldiers in Advanced Body Armour armed with Assault Rifles	30	3
Replace Assault Rifle with Schwarzlicht MP 40SzL Schmeisser	Free	3
Replace Assault Rifle with Rifle and the Sniper special rule	+9	1

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
Panzerfausts	+5

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'DER ERNTEMANN' OBERSTARZT ALBRECHT VON ZÖGLING

Albrecht von Zögling is the Axis' custodian of the Totenkorps programme. His obsession with the dead led to years spent studying the texts of the Green Vault's library, and visiting sites of battle or massacre where he would collect corpses to experiment on, earning him the moniker of 'Der Erntemann'. The secrets of the Rift have provided Von Zögling with the means of reanimating the dead on an enormous scale. He often leads his personal Totenrotte to witness his creations in action, wearing a personalised battle harness equipped with a supply of serum to augment his Totenkorps legions.

Unit Composition:	1 Heroic Officer
Unit Type:	Hero *(May be used as a Platoon Commander, Totenrotte Platoons Only)*
Base Size:	'Der Erntemann' – 40mm Totenkorps – 25mm
Standard Weapon:	'Der Erntemann' – Pistol, Medical Implements (+1 Pen at Close Quarters) Totenkorps – Fists
Movement Rate:	***Advance*** ***Run***
Whilst Lumbering:	4" 8"
Otherwise:	6" 12"
Quality:	***Veteran***
Damage Value:	6+
Morale Value:	10 (Fearless)

REQUISITION POINTS
121

SPECIAL RULES

- **Bulky** – 'Der Erntemann' may not be mounted in a Transport.
- **Deadly (2)** – *'Der Erntemann' Only*
- **Fearless**
- **Horror**
- **Lumbering** – Totenkorps have a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order. 'Der Erntemann' loses this rule if he is ever unaccompanied by Totenkorps.
- **Medical Implements** – Whenever 'Der Erntemann' inflicts a casualty in Close Quarters against an enemy Infantry model of a maximum Damage Value of 6+ without the Computational Systems special rule, roll a D6. On a 4+, he may restore one Totenkorps model to the unit previously removed as a casualty. Place the model in coherency with 'Der Erntemann's' unit – this may be in base contact with an enemy model from the unit 'Der Erntemann' is engaged in Close Quarters with. If 'Der Erntemann's' unit is already at its starting number of models, or above, when he successfully inflicts a casualty in Close Quarters and rolls a 4+, the total number of models in the unit is increased by one and a new Totenkorps model joins the unit.
- **Specialist Medic** – Whenever 'Der Erntemann's' unit, or a friendly Totenkorps unit within 6" of 'Der Erntemann', suffers damage from a ranged attack, roll a D6. On a 6, that damage is ignored and does not inflict a casualty. Furthermore, friendly Totenkorps units within 6" of 'Der Erntemann' lose the Limited Intelligence special rule.
- **Tough Fighters**

HERO STATISTICS

Rift Mastery:	2
Luck:	1

RIFT UNIT

Rift Dice:	3 *(including Rift Mastery)*
Active Rift Enhancement:	***Die Ewigen Toten (The Eternal Dead).*** At any time, 'Der Erntemann' can opt to exhaust a Rift Die to return D6 Totenkorps models to his unit previously removed as a casualties. The returning models must be able to be placed in formation with the unit and not within 1" of an enemy unit – note that this means the ability may not be used whilst 'Der Erntemann' is engaged in Close Quarters combat. 'Der Erntemann's' unit may not exceed its maximum number of models using this ability. In addition, friendly Totenkorps units within 6" of 'Der Erntemann' may use one of his Active or Surging Rift Dice for their **Die Toten Erwachen – Wieder! (The Dead Rise – Again!)** Enhancement, rather than their own.
Surging Bonus:	'Der Erntemann's' unit and friendly Totenkorps units within 6" gain +1 Pen at Close Quarters. This is cumulative with their own Surging Bonus.
Exhausted Penalty:	Lose Medical Implements special rule.

OPTIONS

	Points per model	*Limit*
May be accompanied by Totenkorps	21	6

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HQ TEAMS

OFFICERS

The Axis officer cadre are the inheritors of a proud Prussian tradition established in the Napoleonic Wars. After World War I an elite corps of officers held onto lowly ranks as subalterns, corporals, and privates within the highly restricted military dictated by the Allies after their victory. When the arms race for World War II began these veterans transitioned to become the Generals, Colonels, Majors, and Captains of the new-formed divisions, bringing decades of professionalism to the rapidly expanding military. Axis officers have been the glue that prevented their armed forces disintegrating under the thunderous impacts of eight years of non-stop fighting against all-comers. Their enemies have learned to treat Axis officers with wary respect.

COMPANY COMMANDERS

COMPANY COMMANDER – OFFICER

REQUISITION POINTS	
Inexperienced:	42
Regular:	60
Veteran:	78

Unit Composition:	1 Officer		
Unit Type:	Company Commander		
Base Size:	25mm		
Standard Weapon:	Pistol		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS		*Points per model*	*Limit*
· **Additional Soldiers with Pistols** *(No Mixed Quality)*	***Inexperienced***	6	2 per squad
	Regular	9	
	Veteran	12	
· **Replace Pistol with Schwarzlicht P 08SzL Luger**		+3	3 per squad
· **Replace Pistol with SMG**		+5	3 per squad
· **Replace Pistol with Assault Rifle**		+7	3 per squad
· **Replace Pistol with Schwarzlicht MP 40SzL Schmeisser**		+7	3 per squad
· **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Rift Mastery	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*	*Points per model*
· **Panzerfausts**	+5

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COMPANY COMMANDER - SCHWERTRUPPEN OFFICER

REQUISITION POINTS	
Regular:	71
Veteran:	89

Unit Composition:	1 Officer in Grade 1 Heavy Powered Armour	
Unit Type:	Company Commander	
Base Size:	25mm	
Standard Weapon:	Assault Rifle	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	5+	6+
Morale Value:	9	10

SPECIAL RULES

- **Heavy**

OPTIONS

		Points per model	*Limit*
• **Additional Schwertruppen with Assault Rifles** *(No Mixed Quality)*	***Regular***	21	2 per squad
	Veteran	24	
• **Replace Assault Rifle with LMG**		+9	3 per squad
• **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Rift Mastery	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
• **Panzerfausts**	+5
• **Anti-tank Grenades**	+2
• **Fanatics**	+2
• **Stubborn**	+1

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COMPANY COMMANDER - STAHLTRUPPEN OFFICER

REQUISITION POINTS
95

Unit Composition:	1 Officer in Grade 2 Heavy Powered Armour	
Unit Type:	Company Commander	
Base Size:	32mm	
Standard Weapon:	StG 44Z	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Veteran***	
Damage Value:	7+	
Morale Value:	10	

SPECIAL RULES

- **Augmented**
- **Large**
- **Wide Formation**

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Vormarsch!*** When given an *Advance* Order, a Stahltruppen Officer and any additional Stahltruppen who accompany them can opt to pass their Order Test automatically and discard all their Pin Markers. If they do so, exhaust their Rift Die after they have completed their *Advance* Order.
· **Surging Bonus:**	Gain +1 Pen at Close Quarters.
· **Exhausted Penalty:**	Gain Lumbering special rule – Reduced to a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order.

OPTIONS		*Points per model*	*Limit*
· **Additional Stahltruppen armed with StG 44Zs**		30	2 per squad
· **Replace STG 44Z with LMG**		+8	3 per squad
· **Replace StG 44Z with Light Anti-tank Gun**		+35	1 per squad
· **The Officer may take <u>one</u> of the following Hero stat points:**	Guts	+10	1 per Officer
	Rift Mastery	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*	*Points per model*
· **Panzerfausts**	+5
· **Anti-tank Grenades**	+2
· **Fanatics**	+2

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PLATOON COMMANDERS

PLATOON COMMANDER – OFFICER

REQUISITION POINTS	
Inexperienced:	21
Regular:	30
Veteran:	39

Unit Composition:	1 Officer		
Unit Type:	Platoon Commander		
Base Size:	25mm		
Standard Weapon:	Pistol		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS

		Points per model	*Limit*
• **Additional Soldiers armed with Pistols** *(No Mixed Quality)*	***Inexperienced***	6	2 per squad
	Regular	9	
	Veteran	12	
• **Replace Pistol with Schwarzlicht P 08SzL Luger**		+3	3 per squad
• **Replace Pistol with SMG**		+5	3 per squad
• **Replace Pistol with Assault Rifle**		+7	3 per squad
• **Replace Pistol with Schwarzlicht MP 40SzL Schmeisser**		+7	3 per squad
• **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Rift Mastery	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
• **Panzerfausts**	+5

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PLATOON COMMANDER - SCHWERTRUPPEN OFFICER

REQUISITION POINTS	
Regular:	41
Veteran:	50

Unit Composition:	1 Officer in Grade 1 Heavy Powered Armour	
Unit Type:	Platoon Commander	
Base Size:	25mm	
Standard Weapon:	Assault Rifle	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	5+	6+
Morale Value:	9	10

SPECIAL RULES

- **Heavy**

OPTIONS

		Points per model	*Limit*
• **Additional Schwertruppen with Assault Rifles** *(No Mixed Quality)*	***Regular***	21	2 per squad
	Veteran	24	
• **Replace Assault Rifle with LMG**		+9	3 per squad
• **The Officer may take <u>one</u> of the following Hero stat points:**	**Guts**	+10	1 per Officer
	Rift Mastery	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
• **Panzerfausts**	+5
• **Anti-tank Grenades**	+2
• **Fanatics**	+2
• **Stubborn**	+1

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PLATOON COMMANDER - STAHLTRUPPEN OFFICER

REQUISITION POINTS
56

Unit Composition:	1 Officer in Grade 2 Heavy Powered Armour
Unit Type:	Platoon Commander
Base Size:	32mm
Standard Weapon:	StG 44Z
Movement Rate:	***Advance*** 6" ***Run*** 12"
Quality:	***Veteran***
Damage Value:	7+
Morale Value:	10

SPECIAL RULES

- **Augmented**
- **Large**
- **Wide Formation**

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Vormarsch!*** When given an *Advance* Order, a Stahltruppen Officer and any additional Stahltruppen who accompany them can opt to pass their Order Test automatically and discard all their Pin Markers. If they do so, exhaust their Rift Die after they have completed their *Advance* Order.
· **Surging Bonus:**	Gain +1 Pen at Close Quarters.
· **Exhausted Penalty:**	Gain Lumbering special rule – Reduced to a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order.

OPTIONS

		Points per model	*Limit*
· **Additional Stahltruppen armed with StG 44Zs**		30	2 per squad
· **Replace STG 44Z with LMG**		+8	3 per squad
· **Replace StG 44Z with Light Anti-tank Gun**		+35	1 per squad
· **The Officer may take <u>one</u> of the following Hero stat points:**	Guts	+10	1 per Officer
	Rift Mastery	+15	

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
· **Panzerfausts**	+5
· **Anti-tank Grenades**	+2
· **Fanatics**	+2

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SPECIALIST OFFICER - TOTENROTTE PLATOON COMMANDER

REQUISITION POINTS

40

Unit Composition:	1 Specialist Officer in Advanced Body Armour
Unit Type:	Platoon Commander
Base Size:	25mm
Standard Weapon:	Pistol
Movement Rate:	***Advance*** 6" ***Run*** 12"
Quality:	***Veteran***
Damage Value:	5+
Morale Value:	10

SPECIAL RULES

- **Advanced Body Armour** – When rolling to damage soldiers wearing Advanced Body Armour with attacks without a Pen value (ranged or at Close Quarters), or with HE attacks, apply a -1 modifier to the roll.

OPTIONS

	Points per model	*Limit*
• **Additional Soldiers in Advanced Body Armour armed with Pistols**	13	2 per squad
• **Replace Pistol with Schwarzlicht P 08SzL Luger**	+3	3 per squad
• **Replace Pistol with SMG**	+5	3 per squad
• **Replace Pistol with Assault Rifle**	+7	3 per squad
• **Replace Pistol with Schwarzlicht MP 40SzL Schmeisser**	+7	3 per squad
• **The Officer may take <u>one</u> of the following Hero stat points:** Guts	+10	1 per Officer
Rift Mastery	+15	

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MEDICS

Among the vast reorganisation of Axis forces undertaken by the Grünes Gewölbe the medical corps has been left largely intact. Seemingly these men of learning are considered sacrosanct by the new masters of Germany in some way, and their efforts to ameliorate sickness and suffering are allowed to proceed unhindered. However, their ranks have also been bolstered by other, less salubrious individuals from more questionable places of learning.

MEDIC

REQUISITION POINTS

30

Unit Composition:	1 Medic	
Unit Type:	Medic	
Base Size:	25mm	
Standard Weapon:	Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Medic**

OPTIONS

	Points per model	*Limit*
• **Additional Soldiers armed with Pistols**	12	2 per squad
• **Replace Pistol with Assault Rifle** *(additional soldiers only)*	+7	2 per squad

TOTENROTTE MEDIC

REQUISITION POINTS

36

Unit Composition:	1 Specialist Medic in Advanced Body Armour	
Unit Type:	Medic	
Base Size:	25mm	
Standard Weapon:	Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Advanced Body Armour** – When rolling to damage soldiers wearing Advanced Body Armour with attacks without a Pen value (ranged or at Close Quarters), or with HE attacks, apply a –1 modifier to the roll.
- **Specialist Medic** – Whenever a friendly Totenkorps unit within 6" suffers damage from a ranged attack, roll a D6. On a 6, that damage is ignored and does not inflict a casualty.

OPTIONS

	Points per model	*Limit*
• **Additional Soldiers in Advanced Body Armour armed with Pistols**	14	2 per squad
• **Replace Pistol with Assault Rifle** *(additional soldiers only)*	+7	2 per squad

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FORWARD OBSERVERS

The advent of all the new weapons, war machines, and troops after the Rifts has done little to reduce the importance of air and artillery support. However, the Axis is often outnumbered in terms of the sheer numbers of guns or aircraft it can field in comparison to its foes, instead relying on achieving local superiority for long enough to get the job done.

ARTILLERY FORWARD OBSERVER

REQUISITION POINTS	
Regular:	75
Veteran:	90

Unit Composition:	1 Artillery Forward Observer	
Unit Type:	Forward Observer	
Base Size:	25mm	
Standard Weapon:	Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

SPECIAL RULES

- **Infiltrator**

OPTIONS

		Points per model	*Limit*
• **Additional Soldiers armed with Pistols**	***Regular***	9	2 per squad
	Veteran	12	
• **Replace Pistol with Schwarzlicht P 08SzL Luger**		+3	3 per squad
• **Replace Pistol with SMG**		+5	3 per squad
• **Replace Pistol with Assault Rifle**		+7	3 per squad
• **Replace Pistol with Schwarzlicht MP 40SzL Schmeisser**		+7	3 per squad

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AIR FORCE FORWARD OBSERVER

REQUISITION POINTS	
Regular:	75
Veteran:	90

Unit Composition:	1 Air Force Forward Observer	
Unit Type:	Forward Observer	
Base Size:	25mm	
Standard Weapon:	Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

SPECIAL RULES

- **Infiltrator**

OPTIONS

		Points per model	*Limit*
• **Additional Soldiers armed with Pistols**	***Regular***	9	2 per squad
	Veteran	12	
• **Replace Pistol with Schwarzlicht P 08SzL Luger**		+3	3 per squad
• **Replace Pistol with SMG**		+5	3 per squad
• **Replace Pistol with Assault Rifle**		+7	3 per squad
• **Replace Pistol with Schwarzlicht MP 40SzL Schmeisser**		+7	3 per squad

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INFANTRY

BASIC INFANTRY

VOLKSGRENADIER SQUAD

The atomic bombing of Dresden was followed by a rapid and apparently pre-planned reorganisation of the German fighting forces. Wehrmacht and SS infantry formations were dissolved. Officers and men still loyal to the old National Socialist ideals disappeared without trace. The rank and file Landsers and Grenadiers were reformed into Volksgrenadier formations as part of the new Volksarmee. Armies of the European Axis were swept up in the change, unquestioningly blending all their available manpower into the greater, more cohesive whole. Better equipped, supplied and led by officers who share the vision of the Neue Republik, the Volksgrenadiers have become the backbone of the new combined Axis military.

Unit Composition:	1 NCO and 4 Volksgrenadiers		
Unit Type:	Basic Infantry		
Base Size:	25mm		
Standard Weapon:	Rifle		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**35**
Regular:	**50**
Veteran:	**65**

OPTIONS

		Points per model	*Limit*
· **Additional Volksgrenadiers** *(No Mixed Quality)*	***Inexperienced***	7	7 per squad
	Regular	10	
	Veteran	13	
· **Replace Rifle with SMG**		+4	12 per squad
· **Replace Rifle with Assault Rifle**		+6	12 per squad
· **Replace Rifle with LMG**		+15	2 per squad
· **Replace Rifle with Infantry Flamethrower** *(only if Engineers option taken)*		+30	1 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
· **Panzerfausts**	+5
· **Anti-tank Grenades**	+2
· **Stubborn**	+1
· **Engineers**	+1
· **Shirkers** *(Inexperienced squads only)*	–2

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SHOCKTROOPER SQUAD

After the opening of the Dresden Rift, the Waffen SS was dissolved, with the majority of its assets swept under the control of the Volksarmee. Its most valuable assets, however, were sequestered directly by the Grünes Gewölbe. Those who did not see eye-to-eye with the new regime were quietly 'volunteered' for Rift-experimentation, never to be seen again, at least not in human form. The remainder were formed into the new Shocktrooper units, to maximise their fanatical devotion on the front lines. Well-equipped, and sporting advanced body armour, they can often be found at the spearhead of an assault, particularly in operations in which the Green Vault has a particular interest.

Unit Composition:	1 NCO and 4 Shocktroopers	
Unit Type:	Basic Infantry	
Base Size:	25mm	
Standard Weapon:	Assault Rifle	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

REQUISITION POINTS

Regular:	**100**
Veteran:	**115**

SPECIAL RULES

- **Advanced Body Armour** – When rolling to damage soldiers wearing Advanced Body Armour with attacks without a Pen value (ranged or at Close Quarters), or with HE attacks, apply a -1 modifier to the roll.
- **Fanatics**

OPTIONS

		Points per model	*Limit*
• **Additional Shocktroopers** *(No Mixed Quality)*	***Regular***	20	5 per squad
	Veteran	23	
• **Upgrade Assault Rifle with the ability to fire Rifle Grenades**		+6	2 per squad
• **Replace Assault Rifle with LMG**		+9	2 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
• **Panzerfausts**	+5
• **Anti-tank Grenades**	+2

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LEGIO AQUILA SQUAD

The most fanatical and loyal soldiers remaining devoted to Mussolini - the Esercito Nazionale Repubblicano - are trained along the same lines as the Volksgrenadiers. They receive the best equipment and training and are dedicated to the defence of the Gustav line. They are, however, expected to spearhead any counter-attacks along the Gustav Line. Styled after the ancient Romans, the Legio Aquila combines patriotic fervour, dogged resilience, and aggressive tactics to achieve its goals. Though led by experienced NCOs and officers, the effectiveness of the Legion is hampered by its small size, limited mobility, and lack of armoured support.

Unit Composition:	1 NCO and 4 Legionaries	
Unit Type:	Basic Infantry	
Base Size:	25mm	
Standard Weapon:	Rifle	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

REQUISITION POINTS	
Regular:	**60**
Veteran:	**75**

SPECIAL RULES

- **Advanced Body Armour** – When rolling to damage soldiers wearing Advanced Body Armour with attacks without a Pen value (ranged or at Close Quarters), or with HE attacks, apply a -1 modifier to the roll.

OPTIONS

		Points per model	*Limit*
· **Additional Legionaries** *(No Mixed Quality)*	***Regular***	12	5 per squad
	Veteran	15	
· **Replace Rifle with Assault Rifle**		+6	10 per squad
· **Replace Rifle with LMG**		+15	2 per squad
· **Replace Rifle with Infantry Flamethrower** *(only if Engineers option taken)*		+30	1 per squad
· **The NCO may replace their rifle with an SMG**		+4	1 per NCO

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
· **Panzerfausts**	+5
· **Anti-tank Grenades**	+2
· **Stubborn**	+1
· **Engineers**	+1

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ADVANCED INFANTRY

SCHWERTRUPPEN SQUAD

After many years of dogged defence in the East and the recent retreat from France, the new masters of the Axis intended to regain the initiative by creating cadres of heavily armoured troopers trained in the art of attack. Therefore, the best and the brightest of the Volksgrenadiers and Italy's Legio Aquila were selected to form the new Schwer Squads. Equipped with heavy powered armour and advanced firearms these flexible units bulwark the front, forming the speartip of Axis counter-attacks and exploiting the breakthroughs made by the Panzer regiments and Stahltruppen super-heavy infantry.

Unit Composition:	1 NCO and 5 Schwertruppen in Grade 1 Powered Armour	
Unit Type:	Advanced Infantry	
Base Size:	25mm	
Standard Weapon:	Assault Rifle	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	5+	6+
Morale Value:	9	10

REQUISITION POINTS

Regular:	**126**
Veteran:	**144**

SPECIAL RULES

- **Heavy**

OPTIONS

		Points per model	*Limit*
· **Additional Schwertruppen** *(No Mixed Quality)*	***Regular***	21	5 per squad
	Veteran	24	
· **Replace Assault Rifle with LMG**		+9	4 per squad
· **Replace Assault Rifle with Panzerschreck**		+64	1 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*

	Points per model
· **Panzerfausts**	+5
· **Anti-tank Grenades**	+2
· **Fanatics**	+2
· **Stubborn**	+1
· **Engineers**	+1

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ITALIAN CENTURION SQUAD

The Axis have also produced an Italian variant of their Rift-tech derived heavy armour, styled after the ancient Romans as per the troops of the Legio Aquila, imbuing the troops of the Esercito Nazionale Repubblicano with a sense of moral righteousness and ancestral claim against their cousins in the Escercito Cobelligernate Italiano. Somewhat ornate rather than practical, they carry a ballistic shield styled after an ancient scutum. As a result they are not as well equipped as the Schwertruppen squads, but their presence at the Gustav line is appreciated as a heavy assault force for countering or blunting attacks from the south.

Unit Composition:	1 NCO and 4 Centurions in Grade 1 Powered Armour	**REQUISITION POINTS**
Unit Type:	Advanced Infantry	**125**
Base Size:	25mm	
Standard Weapon:	Assault Rifle & Ballistic Shield	
Movement Rate:	***Advance*** 6" ***Run*** 12"	
Quality:	***Veteran***	
Damage Value:	6+	
Morale Value:	10	

SPECIAL RULES

- **Ballistic Shield** – Against Small Arms fire, if a Centurion unit would not receive a Cover Save (including from a *Down* Order), it receives a 5+ Cover Save instead.
- **Heavy**

OPTIONS	*Points per model*	*Limit*
• **Additional Centurions**	25	5 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*	*Points per model*
• **Anti-tank Grenades**	+2
• **Fanatics**	+2

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SPECIALIST INFANTRY

STAHLTRUPPEN SQUAD

Rift-driven technologies created new ballistic resistant materials and power assisted servos made the deployment of a new class of fighting soldier possible, the augmented powered armour trooper. Virtually invulnerable to standard firearms and armed with rapid fire weapons the Stahltruppen proved almost unstoppable. Despite the arrival of United States and British Commonwealth Heavy Infantry to partially counter the threat, these super-heavy armoured warriors are still regarded as the most effective of the Volksarmee's human soldiery.

Unit Composition:	1 NCO and 2 Stalhtruppen in Grade 2 Powered Armour		**REQUISITION POINTS**
Unit Type:	Specialist Infantry		**90**
Base Size:	32mm		
Standard Weapon:	StG 44Z		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Veteran***		
Damage Value:	7+		
Morale Value:	10		

SPECIAL RULES

- **Augmented**
- **Large**
- **Wide Formation**

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Vormarsch!*** When given an *Advance* Order a Stahltruppen Squad can opt to pass an Order Test automatically and discard all its Pin Markers. If it does so, exhaust its Rift Die after it has completed its *Advance* Order.
· **Surging Bonus:**	Gain +1 Pen at Close Quarters.
· **Exhausted Penalty:**	Gain Lumbering special rule – Reduced to a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order.

OPTIONS	***Points per model***	***Limit***
· **Additional Stahltruppen**	30	3 per squad
· **Replace StG 44Z with LMG**	+8	6 per squad
· **Replace StG 44Z with Light Anti-tank Gun**	+35	1 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*	***Points per model***
· **Panzerfausts**	+5
· **Anti-tank Grenades**	+2
· **Fanatics**	+2

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FALLSCHIRMJÄGER FALKE (FALCON) SQUAD

Falcon Troops are elite infantry enhanced with advanced Rift-energy powered Kontragravitation harnesses. These devices grant limited flight capabilities allowing the Falke to bypass difficult terrain. Recruited from former Fallschirmjäger formations, these troops are equipped with advanced automatic weapons. Through the combination of agility, versatility, and striking power the Falke excel in flanking attacks to outmanoeuvre less mobile Allied and Soviet units.

Unit Composition:	1 NCO and 4 Falken	**REQUISITION POINTS**
Unit Type:	Specialist Infantry	**130**
Base Size:	25mm	
Standard Weapon:	Assault Rifle	
Movement Rate:	***Advance***	***Run***
Using Flight:	12"	18"
Not using Flight:	6"	12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Flight**
- **Only Human** – Unlike other Rift units, a Falke squad can benefit from the presence of a nearby Medic.
- **Stubborn**

RIFT UNIT

- **Rift Dice:** 1
- **Active Rift Enhancement:** ***Tauchen Falke (Diving Falcon).*** When given a *Run* Order and declaring an Assault, a Falke squad can opt to move up to 18", ignoring terrain and negating any Defensive Position advantage ordinarily conferred to the defender. If assaulting enemy Infantry or Artillery models in Open Ground, the Falke squad resolves damage from their attacks and removes casualties before the defender rolls for their own attacks. If this enhancement is used, exhaust the unit's Rift Die after the first round of Close Quarters combat has been resolved.
- **Surging Bonus:** None.
- **Exhausted Penalty:** Lose Flight special rule.

OPTIONS	***Points per model***	***Limit***
Additional Falken	26	5 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*	***Points per model***
Panzerfausts	+5
Anti-tank Grenades	+2
Fanatics	+1

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PARACADUTISTI FALCO (FALCON) SQUAD

The Axis also provides their Kontragravitation harnesses to Paracadutisti still loyal to the Axis. However, unlike the Fallschirmjäger units, the Paracadutisti retained their lightweight weaponry, using their newfound mobility to drop in, spray a hail of bullets in brutal, unrefined attacks, before swiftly taking back to the skies.

Unit Composition:	1 NCO and 4 Falchi	**REQUISITION POINTS**
Unit Type:	Specialist Infantry	**125**
Base Size:	25mm	
Standard Weapon:	SMG	
Movement Rate:	***Advance*** ***Run***	
Using Flight:	12" 18"	
Not using Flight:	6" 12"	
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Fanatics**
- **Flight**
- **Only Human** – Unlike other Rift units, a Falco squad can benefit from the presence of a nearby Medic.

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Falco Tuffatore (Diving Falcon).*** When given a *Run* Order and declaring an Assault, a Falco squad can opt to move up to 18", ignoring terrain and negating any Defensive Position advantage ordinarily conferred to the defender. If assaulting enemy Infantry or Artillery models in Open Ground, the Falco squad resolves damage from their attacks and removes casualties before the defender rolls for their own attacks. If this enhancement is used, exhaust the unit's Rift Die after the first round of Close Quarters combat has been resolved.
· **Surging Bonus:**	None.
· **Exhausted Penalty:**	Lose Flight special rule.

OPTIONS	***Points per model***	***Limit***
· **Additional Falchi**	25	5 per squad
· **Replace SMG with LMG**	+11	2 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*	***Points per model***
· **Panzerfausts**	+5
· **Anti-tank Grenades**	+2

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TOTENKORPS SQUAD

The Totenkorps were the first examples of Rift-derived forces encountered by the Allies and Soviets. Immune to pain and fear, they swamp their foes through sheer relentlessness and inhuman resilience. As such the Totenkorps are mostly employed as terror troops, soaking up enemy fire before closing and engaging in brutal close quarters combat. Even defeated Totenkorps can rise again, potentially many times, before being finally laid to rest. Their decayed forms invariably spread fear on the battlefield, making them a profound threat to even the most hardened enemy combatants.

The initial Totenkorps originated from the German dead caught in the vicinity of the opening of the Dresden Rift. In the years since, enigmatic Axis scientist Albrecht von Zögling has perfected a process to replicate the effects on the freshly deceased, and developed the Sd.Kfz. 501/1 Nachtzehrer to apply the process to the dead of the enemy on the battlefield itself, so that they may immediately be employed against their erstwhile allies.

Unit Composition:	6 Totenkorps		**REQUISITION POINTS**
Unit Type:	Specialist Infantry		**126**
Base Size:	25mm		
Standard Weapon:	Fists		
Movement Rate:	***Advance*** 4"	***Run*** 8"	
Quality:	***Veteran***		
Damage Value:	6+		
Morale Value:	10 (Fearless)		

SPECIAL RULES

- **Fearless**
- **Horror**
- **Infiltrator**
- **Limited Intelligence** – Totenkorps may never capture, control, or pick up Objectives (including Intelligence Markers) in scenarios that use them. Their presence still prevents enemy units from capturing or controlling Objectives if within 3".
- **Lumbering** – Totenkorps have a movement rate of 4" on an *Advance* Order and 8" on a *Run* Order.
- **Tough Fighters**

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Die Toten Erwachen – Wieder! (The Dead Rise – Again!)*** At any time, the squad can opt to exhaust a Rift Die to return D6 Totenkorps models to the unit previously removed as casualties. Returning models must be able to be placed in formation with the unit and not within 1" of an enemy unit – note that this means the ability may not be used whilst the Totenkorps unit is engaged in Close Quarters combat. Models which cannot be placed are lost. A Totenkorps unit may not exceed its starting number of models using this ability.
· **Surging Bonus:**	Gain +1 Pen at Close Quarters.
· **Exhausted Penalty:**	May not be given *Run* Orders, including for the purposes of making an Assault.

OPTIONS

	Points per model	*Limit*
· **Additional Totenkorps**	21	6 per squad

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SCHRECKWULFEN SQUAD

The Schreckwulfen are terrifying Axis shock units, a product of twisted biological Rift science. In form they resemble the mythical Werewolf possessing immense strength, speed, and heightened senses. This makes them particularly lethal in hand-to-hand combat. Protected by sinewy muscle and regenerative properties, they are extremely hard to kill and their wolf-like howl strikes fear into those they attack. Schreckwulfen are generally deployed as line breakers or as a rapid counter-attacking reserve. While highly effective when let loose, their animalistic nature makes them hard to control, often expending themselves in berserk frenzies on the battlefield.

Unit Composition:	3 Schreckwulfen	**REQUISITION POINTS**
Unit Type:	Specialist Infantry	**129**
Base Size:	40mm	
Standard Weapon:	Teeth and Claws *(+2 Pen at Close Quarters)*	
Movement Rate:	***Advance*** ***Run***	
Whilst Fast:	8" 16"	
Otherwise:	6" 12"	
Quality:	***Veteran***	
Damage Value:	7+	
Morale Value:	10 (Fearless)	

SPECIAL RULES

- **Deadly (3)**
- **Fast**
- **Fearless**
- **Hard to Kill**
- **Horror**
- **Large**
- **Wide Formation**

RIFT UNIT

Rift Dice:	1
Active Rift Enhancement:	***Den Mond Anheulen (Howl at the Moon).*** Before executing its Order a Schreckwulfen squad can opt to force all enemy units within 8" to take a Morale Check. Any units that pass gain one Pin Marker, any units that fail gain 2 Pin Markers and go *Down*. Any unit that tested for Howl at the Moon will suffer the penalties for a Surprise Charge if charged by the Schreckwulfen unit in the same turn. If a Schreckwulfen unit uses Howl at the Moon exhaust its Rift Die after it has completed its Order.
Surging Bonus:	Increase Damage Value to 8+.
Exhausted Penalty:	Lose Fast special rule.

OPTIONS

	Points per model	*Limit*
Additional Schreckwulfen	43	3 per squad

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NACHTJÄGER SQUAD

When first encountered by Allied and Soviet soldiers these entities were described as demons from the darkest depths of hell; terrifying nocturnal creatures with grotesque, membranous wings, raking talons, and razor sharp teeth. They excel in night operations, using their enhanced senses and a stealthy approach before ripping apart their unsuspecting quarry. Unlike other Axis Horror troops, the Nachtjäger display a keen intelligence and communicate with each other. Dog-tags and other personal effects have been found on their corpses, opening up the terrifying prospect that these winged monstrosities either keep trophies from their kills, or retain memories and keepsakes from their past, human, lives.

Unit Composition:	2 Nachtjäger	**REQUISITION POINTS**
Unit Type:	Specialist Infantry	**60**
Base Size:	40mm	
Standard Weapon:	Talons *(+1 Pen at Close Quarters)*	
Movement Rate:	***Advance*** ***Run***	
Using Flight:	12" 18"	
Not using Flight:	6" 12"	
Quality:	***Veteran***	
Damage Value:	6+	
Morale Value:	10	

SPECIAL RULES

- **Deadly (2)**
- **Fanatics**
- **Flight**
- **Horror**
- **Large**
- **Wide Formation**

RIFT UNIT

Rift Dice:	1
Active Rift Enhancement:	***Geflügelte Wut (Winged Fury).*** When given a *Run* Order and declaring an Assault, a Nachtjäger squad can opt to move up to 18", ignoring terrain. If assaulting enemy Infantry or Artillery models in Open Ground, the Nachtjäger squad resolves damage from their attacks and removes casualties before the defender rolls for their own attacks. If this enhancement is used, exhaust the unit's Rift Die after the first round of Close Quarters combat has been resolved.
Surging Bonus:	Upgrade to Deadly (3), Gain Fearless special rule. Talons become +2 Pen at Close Quarters.
Exhausted Penalty:	Lose Flight special rule.

OPTIONS

	Points per model	*Limit*
Additional Nachtjäger	30	4 per squad

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NACHTALBEN SQUAD

The Nachtalben are one result of human test subjects being exposed to Rift energy, warping them grotesquely whilst leaving them with all their cognitive faculties. Terrifyingly, this means that the test subjects were more than likely voluntary, given their continuing proclivity to military discipline. They are unnaturally fast, with heightened reflexes and unlike other Axis Rift troops carry weapons and fight more like conventional infantry, though they have displayed a limited ability to temporarily shape-shift. As such, Nachtalben specialize in infiltration, ambushes, disrupting enemy lines under the cover of darkness, and moving through tough terrain with unnatural ease.

Unit Composition:	1 NCO and 4 Nachtalben	**REQUISITION POINTS**
Unit Type:	Specialist Infantry	**120**
Base Size:	25mm	
Standard Weapon:	SMG	
Movement Rate:	***Advance***	***Run***
Whilst Fast:	8"	16"
Otherwise:	6"	12"
Quality:	***Veteran***	
Damage Value:	5+	
Morale Value:	10	

SPECIAL RULES

- **Fanatics**
- **Fast**
- **Fieldcraft**
- **Infiltrator**

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	***Schattentanz (Shadow Dance).*** After executing an Order a unit of Nachtalben may exhaust its Rift Die to change their Order Die to *Ambush*.
· **Surging Bonus:**	Gain Deadly (2) special rule.
· **Exhausted Penalty:**	Lose Fast special rule.

OPTIONS	***Points per model***	***Limit***
· **Additional Nachtalben**	24	5 per squad
· **Replace SMG with Schwarzlicht MP 40SzL Schmeisser**	+2	10 per squad
· **Replace SMG with StG 44Z**	+3	10 per squad
· **Replace SMG with LMG**	+11	2 per squad

SQUAD UPGRADES *(Must be applied to entire squad)*	***Points per model***
· **Panzerfausts**	+5
· **Anti-tank Grenades**	+2
· **Engineers**	+1

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INFANTRY TEAMS

MACHINE GUN TEAMS

Axis machine guns, like the MG 34 and MG 42, are highly effective weapons. The MG 42 Medium Machine Gun on its sustained fire mount had an impressive rapid-fire capability earning the nickname 'Buzzsaw'. Currently the Axis armed forces see no reason to replace this dependable weapon.

MMG TEAM

Team Composition:	3 Soldiers		
Unit Type:	Machine Gun Team		
Base Size:	25mm		
Standard Weapon:	1x Medium Machine Gun		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**35**
Regular:	**50**
Veteran:	**65**

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ANTI-TANK TEAMS

The increasing deployment of heavily armoured enemy walkers and tanks on the battlefield prompted the Axis High Command to speed up the production of an improved Panzerschreck to be issued to all units, including to the Schwertruppen infantry divisions.

PANZERSCHRECK TEAM

REQUISITION POINTS	
Regular:	80
Veteran:	104

Team Composition:	2 Soldiers	
Unit Type:	Anti-tank Team	
Base Size:	25mm	
Standard Weapon:	1x Panzerschreck	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

SCHWERTRUPPEN PANZERSCHRECK TEAM

REQUISITION POINTS	
Regular:	96
Veteran:	112

Team Composition:	2 Schwertruppen in Grade 1 Heavy Powered Armour	
Unit Type:	Anti-tank Team	
Base Size:	25mm	
Standard Weapons:	1 Schwertruppen with Panzerschreck	
	1 Schwertruppen with Assault Rifle	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	5+	6+
Morale Value:	9	10

SPECIAL RULES

- **Heavy**

OPTIONS

		Points per model	*Limit*
• **Additional Schwertruppen with Assault Rifles** *(No Mixed Quality)*	***Regular***	21	1 per team
	Veteran	24	
• **Replace Assault Rifle with LMG**		+9	2 per team

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SNIPER TEAMS

In common with their opponents, Axis snipers have begun to adopt the use of new 'anti-machine' rifles derived from obsolete Anti-Tank Rifles. Whilst ineffective against newer armoured vehicles the high calibre rounds are well-suited for penetrating the powered armour that is becoming ever more prevalent on the battlefield.

SNIPER TEAM

REQUISITION POINTS	
Regular:	52
Veteran:	67

Team Composition:	2 Soldiers	
Unit Type:	Sniper Team	
Base Size:	25mm	
Standard Weapon:	Team Leader – Rifle & Pistol Assistant – Pistol	
Movement Rate:	***Advance*** 6"	***Run*** 12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

SPECIAL RULES

- **Infiltrator**
- **Sniper**

OPTIONS

	Points per model
• **Replace the Team Leader's Rifle with an Anti-tank Rifle** *(Retains the benefits of the Sniper rule except that its range remains 48" when using the scope)*	+15
• **Replace the Assistant's Pistol with a Rifle**	+1
• **Replace the Assistant's Pistol with an SMG**	+5
• **Replace the Assistant's Pistol with an Assault Rifle**	+7

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LIGHT MORTAR / MORTAR TEAMS

The Axis army still relies on mortars to provide the majority of its short to medium range indirect fire requirements. Even the most advanced troops are still vulnerable to accurately delivered high explosive rounds. Axis Forces deploy 50mm, 80mm long and short variants, and 120mm heavy mortars.

LIGHT MORTAR TEAM

REQUISITION POINTS	
Inexperienced:	21
Regular:	30
Veteran:	39

Team Composition:	2 Soldiers		
Unit Type:	Light Mortar Team		
Base Size:	25mm		
Standard Weapon:	1x Light Mortar		
Movement Rate:	***Advance*** 6"	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

MEDIUM MORTAR TEAM

REQUISITION POINTS	
Inexperienced:	32
Regular:	45
Veteran:	59

Team Composition:	3 Soldiers		
Unit Type:	Mortar Team		
Base Size:	25mm		
Standard Weapon:	1x Medium Mortar		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS	*Points*
· **If taken as Regular or Veteran, may take a Spotter**	+10

HEAVY MORTAR TEAM

REQUISITION POINTS	
Inexperienced:	42
Regular:	60
Veteran:	78

Team Composition:	4 Soldiers		
Unit Type:	Mortar Team		
Base Size:	25mm		
Standard Weapon:	1x Heavy Mortar		
Movement Rate:	***Advance*** Rotate	***Run*** 12"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS	*Points*
· **If taken as Regular or Veteran, may take a Spotter**	+10

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FLAMETHROWER TEAMS

The flamethrower has remained in use with Axis Forces both in man-portable and vehicle mounted variants since the beginning of the war. Its destructive and morale sapping effects are rarely bettered by anything the Rift currently supplies.

FLAMETHROWER TEAM

REQUISITION POINTS	
Regular:	**50**
Veteran:	**65**

Team Composition:	2 Soldiers	
Unit Type:	Flamethrower Team	
Base Size:	25mm	
Standard Weapon:	Team Leader – Infantry Flamethrower	
	Assistant – Pistol	
Movement Rate:	***Advance***	***Run***
	6"	12"
Quality:	***Regular***	***Veteran***
Damage Value:	4+	5+
Morale Value:	9	10

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ARTILLERY

FIELD ARTILLERY

Long range indirect firepower continues to be provided by traditional howitzers. The Axis forces are plentifully supplied with light, medium, and heavy examples which are deadly to both human and non-human adversaries.

LIGHT ARTILLERY TEAM

Team Composition:	3 Soldiers		
Unit Type:	Field Artillery		
Base Size:	25mm		
Standard Weapon:	1x Light Howitzer		
Movement Rate:	***Advance*** Rotate	***Run*** 6"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**32**
Regular:	**45**
Veteran:	**59**

OPTIONS

	Points
· **Add a Gun Shield**	+5

MEDIUM ARTILLERY TEAM

Team Composition:	4 Soldiers		
Unit Type:	Field Artillery		
Base Size:	25mm		
Standard Weapon:	1x Medium Howitzer		
Movement Rate:	***Advance*** Rotate	***Run*** 6"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**60**
Regular:	**85**
Veteran:	**111**

OPTIONS

	Points
· **If taken as Regular or Veteran, may take a Spotter**	+10
· **Add a Gun Shield**	+5

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HEAVY ARTILLERY TEAM

REQUISITION POINTS	
Inexperienced:	95
Regular:	135
Veteran:	176

Team Composition:	5 Soldiers		
Unit Type:	Field Artillery		
Base Size:	25mm		
Standard Weapon:	1x Heavy Howitzer		
Movement Rate:	***Advance*** Rotate	***Run*** N/A	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

OPTIONS

	Points
· **If taken as Regular or Veteran, may take a Spotter**	+10
· **Add a Gun Shield**	+5

ANTI-TANK GUNS

Before the coming of the Rifts Axis anti-tank guns, the Pak 36, Pak 40, and Pak 43, were pivotal in defeating armoured vehicles. Early models began to struggle against heavy tanks, but later designs, like the Pak 40 (75mm) and Pak 43 (88mm), were highly effective, offering long-range precision and powerful armour-piercing shells. After Dresden, the reconstituted Axis forces began to experiment with and deploy new technology anti-tank weapons such as the Schienenkanone and Schwerefeld Projektor.

LIGHT ANTI-TANK GUN TEAM

REQUISITION POINTS	
Inexperienced:	35
Regular:	50
Veteran:	65

Team Composition:	3 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Light Anti-tank Gun		
Movement Rate:	***Advance*** Rotate	***Run*** 6"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SPECIAL RULES

· **Gun Shield**

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MEDIUM ANTI-TANK GUN TEAM

REQUISITION POINTS	
Inexperienced:	49
Regular:	70
Veteran:	91

Team Composition:	3 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Medium Anti-tank Gun		
Movement Rate:	***Advance*** Rotate	***Run*** 6"	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SPECIAL RULES

- **Gun Shield**

HEAVY ANTI-TANK GUN TEAM

REQUISITION POINTS	
Inexperienced:	70
Regular:	100
Veteran:	130

Team Composition:	4 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Heavy Anti-tank Gun		
Movement Rate:	***Advance*** Rotate	***Run*** N/A	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SPECIAL RULES

- **Gun Shield**

SUPER-HEAVY ANTI-TANK GUN TEAM

REQUISITION POINTS	
Inexperienced:	98
Regular:	140
Veteran:	182

Team Composition:	5 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Super-heavy Anti-tank Gun		
Movement Rate:	***Advance*** Rotate	***Run*** N/A	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

SPECIAL RULES

- **Gun Shield**

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SCHWEREFELD PROJEKTOR TEAM

REQUISITION POINTS	
Inexperienced:	95
Regular:	135
Veteran:	176

Team Composition:	3 Soldiers		
Unit Type:	Anti-tank Gun		
Base Size:	25mm		
Standard Weapon:	1x Schwerefeld Projektor – *Counts as Heavy Artillery for the purposes of being moved by its crew*		
Movement Rate:	***Advance*** Rotate	***Run*** N/A	
Quality:	***Inexperienced***	***Regular***	***Veteran***
Damage Value:	3+	4+	5+
Morale Value:	8	9	10

RIFT UNIT

· **Rift Dice:**	1	Gravity Pulse Weapon *(see Konflikt '47 rulebook, page 83)*

OPTIONS

	Points
· **If taken as Regular or Veteran, upgrade the entire crew to wear Schwertruppen Grade 1 Heavy Powered Armour**	+15

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WALKERS

PZ.KPFL. 1 AUSF. A SPINNE

The Panzerkampfläufer I Ausf. A, named the Spinne ('spider'), was the first combat walker to enter service, debuting during the Ardennes breakthrough in early 1945. The Spinne was a relatively cautious early design derived from the layout of the Sd.Kfz. 222 armoured car with a Rift-technology-based power plant and multiple spider-like legs. Armed with a light anti-tank gun and 20mm autocannon, it proved effective against both lighter vehicles and infantry. The Spinne soon proved itself capable of unprecedented mobility and endurance for an armoured vehicle in the snowbound, densely forested Ardennes region. In Axis service, the Spinne still sees use primarily for reconnaissance and rapid response.

Unit Type:	Light Walker (4 Legs)	
Standard Weapons:	1x Turret-mounted Light Anti-tank Gun and Co-axial Light Automatic Cannon	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**135**
Veteran:	**162**

SPECIAL RULES

- **Flak (Co-axial Light Automatic Cannon)**
- **Multi-legged**
- **Open-topped**
- **Recce**

PZ.KPFL. 1 AUSF. B FLAMMENSPINNE

The Pz.Kpfl. I Ausf. B Flammenspinne variant replaces its autocannon with a flamethrower and has proved adept at prising stubborn infantry out of defensible terrain.

Unit Type:	Light Walker (4 Legs)	
Standard Weapon:	1x Turret-mounted Infantry Flamethrower	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**105**
Veteran:	**126**

SPECIAL RULES

- Multi-legged
- Recce

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PZ.KPFL. II VOGELSPINNE

The Panzerkampfläufer II Vogelspinne started life as an improved 'heavy' variant developed from the Spinne by adding an extra pair of legs to reduce the wear on individual bearings that plagued the Pz.Kpfl. I. The added complication of the drivetrain and gyroscopes necessitated lengthening the hull substantially and the project was dubbed the Pz.Kpfl. II Vogelspinne instead. The Vogelspinne retains the light anti-tank gun and 20mm autocannon weaponry of the Spinne but in a fully-enclosed, armoured turret. Provision has also been made to mount a Rift-powered light Schwerefeld weapon, a Maschinen Schwere, or a twin light flak cannon mounting.

Unit Type:	Light Walker (6 Legs)	
Standard Weapons:	1x Turret-mounted Light Anti-tank Gun and Co-axial Light Automatic Cannon 1x Forward-facing, Hull-mounted MMG	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS	
Regular:	**155**
Veteran:	**186**

SPECIAL RULES

- **Flak (Light Automatic Cannon)**
- **Multi-legged**
- **Recce**

RIFT UNIT (ONLY IF ARMED WITH MASCHINEN SCHWERE)

- **Rift Dice:** 1 Gravity Pulse Weapon *(see Konflikt '47 rulebook, page 83)*

OPTIONS

	Points
• **Replace Turret-mounted Light Anti-tank Gun and Co-axial Light Automatic Cannon with Infantry Flamethrower**	–20
• **Replace Light Anti-tank Gun and Co-axial Light Automatic Cannon with a Maschinen Schwere**	Free
• **Replace Light Anti-tank Gun and Co-axial Light Automatic Cannon with Two Light Automatic Cannons**	Free

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SD.KFZ. 501/1 NACHTZEHRER

The development of a new serum solution by the enigmatic Oberstarzt Albrecht von Zögling, also required the development of a machine to effectively distribute it amongst the freshly dead.

The ultimate design, dubbed the Nachtzehrer (named after the creatures of folklore; revenants said to drag the living to the realm of death), is reminiscent of a hermit crab; it consists of a small crew compartment within which scientists can operate external instruments without exposure, married to an armoured, temperature-controlled canister which houses the highly volatile serum. Large, bladelike forearms inject the serum directly into subject corpses with abject efficiency, and are themselves equally capable of striking down the living, to immediately convert into the walking dead.

Unit Type:	Light Walker (4 Legs)	
Standard Weapons:	1x Forward-facing, Hull-mounted MMG Left and Right Arms	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS	
Regular:	**155**
Veteran:	**186**

SPECIAL RULES

- **Dead Medicine** – When a friendly Totenkorps within 12" rolls for its **The Dead Rise – Again!** Active Rift Enhancement, add one to the result.
- **Medical Implements** – At Close Quarters, a Nachtzehrer's Arms have +2 Pen, rather than +4. Whenever a Nachtzehrer defeats an enemy infantry model of a maximum Damage Value of 6+ that does not have the Computational Systems special rule with Close Quarters attacks from its Arms or Legs, roll a D6. On a 4+ generate a new Totenkorps model. It immediately joins the nearest Totenkorps unit within 12". Note that this can bring a Totenkorps unit above its starting number of models. If no such unit exists, or the new model cannot be placed in formation with the closest Totenkorps unit, then the new model is lost.
- **Multi-legged**
- **Volatile Load** – If a Nachtzehrer is Knocked Out by an enemy shooting attack originating in its Rear Arc, any Infantry or Artillery unit, friend or foe, within 6" of the Nachtzehrer immediately goes *Down* (if they have not yet been issued an Order, retrieve an Order Die from the Dice Bag), and suffers D6 hits at +1 Pen, with no Cover Saves allowed – roll for each affected unit separately. If any Vehicles are affected, the hits apply to their Top Armour. Any casualties caused as a result will not trigger a Morale Check.

RIFT UNIT

· **Rift Dice:**	1
· **Active Rift Enhancement:**	**Leichenernte (Corpse Harvest)** – If an Infantry unit of a maximum Damage Value of 6+ without the Computational Systems special rule, friend or foe, within 6" of the Nachtzehrer is destroyed, it may use this Enhancement. Exhaust the Nachtzehrer's Rift Die. Deploy a new unit of Totenkorps to the battlefield comprising D6 models, as if they were disembarking the Nachtzehrer, except that they are deployed with their Rift Die set to Exhausted. A Nachtzehrer may only use this Enhancement once per Game Turn. Note that only one instance of this Rift Enhancement may be used per Infantry unit destroyed; if multiple Nachtzehrer are in range only one of them may use this Enhancement. If Nachtzehrer from opposing forces are within range of a destroyed Infantry unit and each wishes to use this Enhancement, the players should roll off to determine which Nachtzehrer may use it.
· **Surging Bonus:**	None.
· **Exhausted Penalty:**	May not be given *Advance* or *Run* Orders. Lose Dead Medicine special rule.

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SD.KFZ. 501/4 INFERNOSPINNE

A variant of the Sd.Kfz. 501/1, the 501/4 Infernospinne trades the serum in its temperature-controlled canister for napalm, and its medical implements for a pair of powerful flamethrowers. Though more potent than its Flammenspinne cousin, it is slightly less nimble and somewhat more volatile.

Unit Type:	Light Walker (4 Legs)	
Standard Weapons:	1x Forward-Facing, Hull-mounted MMG 1x Vehicle Flamethrower (mounted across both Arms; an Infernospinne may not make Close Quarters attacks with its Arms)	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	8+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**135**
Veteran:	**162**

SPECIAL RULES

- **Infernofeuer** – The Vehicle Flamethrower may be fired by either Arm, i.e., the Left Arm can fire into the Left arc and the Right Arm can fire into the Right Arc. If fired into the Forward Arc by either Arm and this weapon hits, you may re-roll the result of the D6+1 to see how many total hits it multiples into.
- **Multi-legged**
- **Volatile Load** – If an Infernospinne is Knocked Out by an enemy shooting attack originating in its Rear Arc, any Infantry or Artillery unit, friend or foe, within 6" of the Infernospinne immediately goes *Down* (if they have not yet been issued an Order, retrieve an Order Die from the Dice Bag), and suffers D6 hits at +1 Pen, with no Cover Saves allowed – roll for each affected unit separately. If any Vehicles are affected, the hits apply to their Top Armour. Any casualties caused as a result will not trigger a Morale Check.

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PANZER. IV AUSF. X MIT NACHRÜSTSATZ PANZERLÄUFER

The Panzer IV has served as the Wehrmacht's armoured workhorse for over 10 years. With the birth of Rift-technology and the advent of 'walker warfare', and following the success of the Spinne, the dependable Panzer IV chassis was retrofitted to create a multi-legged variant as a stop-gap measure whilst bespoke walker designs such as the Wotan could be implemented and put into mass production.

Unit Type:	Medium Walker (6 Legs)	
Standard Weapons:	1x Turret-mounted Schwerefeld Projektor	
	1x Forward-facing, Hull-mounted MMG	
Movement Rate:	***Advance*** Up to 6"	***Run*** 6"–12"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**255**
Veteran:	**306**

SPECIAL RULES

- **Multi-legged**
- **Slow**
- **Walker Upgrade** – Shaped Charge weapons do not half their Pen value when rolling to damage this Vehicle.

RIFT UNIT (ONLY IF ARMED WITH SCHWEREFELD PROJEKTOR)

- **Rift Dice:** 1 Gravity Pulse Weapon *(see Konflikt '47 rulebook, page 83)*

OPTIONS

	Points
• **Add a Pintle-mounted MMG**	+15
• **Replace Turret-mounted Schwerefeld Projektor with Heavy Anti-tank Gun and Co-axial MMG**	–30
• **Replace Turret-mounted Schwerefeld Projektor with Light Howitzer and Co-axial MMG**	–80

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PZ.KPFL. VII HEUSCHRECKE

The potency of Axis walkers dominated battlefields in a most satisfactory fashion until the Allies could bring their own walkers into service. Once they did so, however, the rough handling being meted out at close quarters by highly mobile bipedal walkers prompted a re-examination of Axis walker design philosophy. The most promising prototype - the Heuschrecke ('Locust'), clearly inspired by captured examples of the United States Mudskipper – was selected for further trials. The Pz.Kpfl. VII features a so-far unique variant of Axis gravitic technology that allows it to leap like its namesake. This added mobility combined with a bipedal frame has made it a powerful supporting vehicle for Falke and Nachtjäger squads.

Unit Type:	Medium Walker (2 Legs)	
Standard Weapons:	2x Forward-facing, Hull-mounted MMGs	
	1x Forward-facing Light Rocket System	
	Left and Right Arms	
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"
Damage Value:	9+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**185**
Veteran:	**222**

SPECIAL RULES

- **Jump**
- **Two-legged**

OPTIONS

	Points
• **Replace both Forward-facing MMGs with Light Automatic Cannons**	+40
• **Replace Forward-facing Light Rocket System with Medium Anti-tank Gun**	+40

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PZ.KPFL. V AUSF. A THOR

The Pz.Kpfl. V is currently the heaviest Axis walker design in service. The Thor stands on multiple robust, heavily reinforced legs, giving it excellent stability on rough terrain and able to traverse urban rubble with ease. Its main turret is fitted with either a Schwerefeld Projektor or a 15cm howitzer to destroy fortified positions, bunkers, and armoured vehicles. Its secondary armament of a forward firing 20mm autocannon is ideal for dealing with lighter vehicles and infantry. The Thor has very thick armour, capable of withstanding heavy anti-tank rounds and even Tesla fire. The frontal armour is particularly tough, making it an excellent breakthrough vehicle and highly capable in defence, allowing it to spearhead assaults with minimal risk.

Unit Type:	Super-heavy Walker (6 Legs)	
Standard Weapons:	1x Turret-mounted Heavy Howitzer with Co-axial MMG	
	1x Forward-facing, Hull-mounted Light Automatic Cannon	
	1x Pintle-mounted MMG	
Movement Rate:	***Advance*** Up to 6"	***Run*** 6"–12"
Damage Value:	11+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**460**
Veteran:	**552**

SPECIAL RULES

- **Multi-legged**
- **Slow**

OPTIONS

	Points
• **Reinforced Front Armour**	+55

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PZ.KPFL. V AUSF. B WOTAN

In response to improving Allied and Soviet armour a new version of the Pz.Kpfl. V, the Ausf. B 'Wotan', was designed to operate as a tank hunter in challenging terrain. This variant has its turret modified to take the formidable 150mm KwK 44 super-heavy anti-tank gun. With the steady introduction of more reliable vehicle-mounted Rift derived weaponry, new versions of the Pz.Kpfl. V, the Ausf. D and Ausf. E variants, mount the Schienenkanone rail cannon.

Unit Type:	Super-heavy Walker (6 Legs)	
Standard Weapons:	1x Turret-mounted Schienenkanone	
	1x Forward-facing, Hull-mounted Light Automatic Cannon	
	1x Pintle-mounted MMG	
Movement Rate:	***Advance*** Up to 6"	***Run*** 6"–12"
Damage Value:	11+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**500**
Veteran:	**600**

SPECIAL RULES

- **Multi-legged**
- **Slow**

RIFT UNIT (ONLY IF ARMED WITH SCHIENENKANONE)

- **Rift Dice:** 1 Hyper Velocity Weapon *(see Konflikt '47 rulebook, page 84)*

OPTIONS

	Points
Reinforced Front Armour	+55
Replace Turret-mounted Schienenkanone with Super-heavy Anti-Tank Gun and Co-axial MMG	–35

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VEHICLES

PZ.KPFW. IV AUSF. X

The Panzer IV is a versatile medium tank, traditionally armed with various 75mm guns. Though approaching obsolescence, the huge number of chassis available made them prime candidates to be retrofitted with Schwerefeld technology.

Unit Type:	Medium Tank		
Standard Weapons:	1x Turret-mounted Schwerefeld Projektor		
	1x Forward-facing, Hull-mounted MMG		
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"	
Damage Value:	9+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**204**
Regular:	**255**
Veteran:	**306**

RIFT UNIT (ONLY IF ARMED WITH SCHWEREFELD PROJEKTOR)

• **Rift Dice:**	1	Gravity Pulse Weapon *(see Konflikt '47 rulebook, page 83)*

OPTIONS

	Points
• **Add a Pintle-mounted MMG**	+15
• **Replace Turret-mounted Schwerefeld Projektor with Heavy Anti-tank Gun and Co-axial MMG**	–30
• **Replace Turret-mounted Schwerefeld Projektor with Light Howitzer and Co-axial MMG**	–80
• **Add Schürzen Armoured Skirts** *(Anti-tank Rifles and any Weapon with the Shaped Charge rule do not get a +1 Pen modifier when hitting the Vehicle's Side Armour)*	+10

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PZ.KPFW. V PANTHER AUSF. X

The Panther tank is an Axis medium tank, blending firepower, protection, and mobility. Armed with a powerful Schienenkanone, it has excelled against all Allied tanks. Its sloped armour enhances protection, and a powerful engine provides speed and manoeuvrability, making it still a formidable opponent on the battlefield.

Unit Type:	Medium Tank		
Standard Weapons:	1x Turret-mounted Light Schienenkanone		
	1x Forward-facing, Hull-mounted MMG		
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"	
Damage Value:	9+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**262**
Regular:	**328**
Veteran:	**394**

SPECIAL RULES

- **Light Schienenkanone** *(A Schienenkanone mounted on a Panther may not be Overloaded)*
- **Reinforced Front Armour**

RIFT UNIT (ONLY IF ARMED WITH SCHIENENKANONE OR SCHWEREFELD PROJEKTOR)

- **Rift Dice:** 1
  - Hyper Velocity Weapon *(see Konflikt '47 rulebook, page 84)*
  - Gravity Pulse Weapon – Schwerefeld Projektor only *(see Konflikt '47 rulebook, page 83)*

OPTIONS

	Points
Add a Pintle-mounted MMG	+15
Replace Turret-mounted Schienenkanone with Schwerefeld Projektor and Co-axial MMG	–40
Replace Turret-mounted Schienenkanone with Super-heavy Anti-Tank Gun and Co-axial MMG	–35

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PZ.KPFW. VI KONIGSTIGER AUSF. X

The Tiger II, or King Tiger, is an Axis heavy tank, combining formidable 150mm frontal armour with the potent Schienenkanone Rift weapon. Despite its superior firepower and protection, it is still plagued by mechanical issues and high fuel consumption limiting its mobility and effectiveness on the battlefield. Efforts are currently underway to address these concerns with new Rift technology.

Unit Type:	Super-heavy Tank	
Standard Weapons:	1x Turret-mounted Schienenkanone	
	1x Forward-facing, Hull-mounted MMG	
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"
Damage Value:	11+	
Quality:	***Regular***	***Veteran***
Morale Value:	9	10

REQUISITION POINTS

Regular:	**475**
Veteran:	**570**

RIFT UNIT (ONLY IF ARMED WITH SCHIENENKANONE)

· **Rift Dice:**	1	Hyper Velocity Weapon *(see Konflikt '47 rulebook, page 84)*

OPTIONS

	Points
· **Add a Pintle-mounted MMG**	+15
· **Replace Turret-mounted Schienenkanone with Super Heavy Anti-tank Gun & Co-axial MMG**	–35

SCHWEREFELD PROJEKTOR EMPLACEMENT

Having used Panther tank turrets in concealed defensive positions successfully during the defence of the Rhine, the practice of enhancing prepared positions with modified tank turrets is now considered as routine doctrine. Numerous Rift-tech Schwerefeld Projektor turrets have been installed in defence of vital Axis installations.

Unit Type:	Medium Emplacement *(Counts as Medium Tank)*		
Standard Weapon:	1x Turret-mounted Schwerefeld Projektor		
Movement Rate:	***Advance*** N/A	***Run*** N/A	
Damage Value:	9+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**172**
Regular:	**215**
Veteran:	**258**

SPECIAL RULES

- **Armoured All Round**
- **Emplacement** – The Schwerefeld Projektor Emplacement starts the game with an Immobilised result. In scenarios that do not normally allow units to start on the table, place this unit within 6" of your DZE.

RIFT UNIT

· **Rift Dice:**	1	Gravity Pulse Weapon *(see Konflikt '47 rulebook, page 83)*

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SD.KFZ. 234/X PUMA HEAVY ARMOURED CAR

The Sd.Kfz. 234/X Puma is a highly advanced and versatile armoured car used by the Axis forces. Part of the Sd.Kfz. 234 series, which was more primarily designed for reconnaissance missions, the Puma-X model has been fitted with a powerful Schwerefeld Projektor, making it a potent, and highly mobile, weapons platform effective against all manner of targets.

Unit Type:	Armoured Car		
Standard Weapons:	1x Turret-mounted Schwerefeld Projektor		
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"	
Damage Value:	8+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10

REQUISITION POINTS

Inexperienced:	**172**
Regular:	**215**
Veteran:	**258**

SPECIAL RULES

- **Recce**

RIFT UNIT (ONLY IF ARMED WITH SCHWEREFELD PROJEKTOR)

- **Rift Dice:** 1 Gravity Pulse Weapon *(see Konflikt '47 rulebook, page 83)*

OPTIONS

	Points
• **Replace Turret-mounted Schwerefeld Projektor with Turret-mounted Medium Anti-tank Gun and Co-axial MMG**	–60

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TRANSPORTS & TOWS

Transports remain as relevant as ever, serving vital logistical needs and getting troops where they need to be. The introduction of heavy powered armour, and bulky genetically modified troops, however, has rendered conventional transports somewhat less effective. For now they remain in service. Engineers are hard at work coming up with fresh designs to accommodate the new age of warfare.

SD.KFZ. 251 HALF-TRACK 'HANOMAG'

REQUISITION POINTS	
Inexperienced:	50
Regular:	62
Veteran:	74

Unit Type:	Transport Vehicle		
Standard Weapon:	1x Pintle-mounted MMG (covering the Forward Arc)		
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"	
Damage Value:	7+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 12 Soldiers		
Tow:	Light or Medium Howitzers, Light, Medium, or Heavy or Anti-tank Guns, Light or Heavy Anti-aircraft Guns, or Schwerefeld Projektor		

SPECIAL RULES

- **Open-topped**

OPTIONS

	Points
• **Add an additional Pintle-mounted MMG (covering the rear arc)**	+10

SD.KFZ. 250 HALF-TRACK

REQUISITION POINTS	
Inexperienced:	44
Regular:	55
Veteran:	66

Unit Type:	Transport Vehicle		
Standard Weapons:	1x Pintle-mounted MMG (covering the Forward Arc)		
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"	
Damage Value:	7+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 5 Soldiers		
Tow:	Light Howitzer, Light or Medium Anti-tank Guns, or Light Anti-aircraft Gun		

SPECIAL RULES

- **Open-topped**

OPTIONS

	Points
• **Add an additional Pintle-mounted MMG (covering the rear arc)**	+10

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OPEL BLITZ

REQUISITION POINTS	
Inexperienced:	22
Regular:	27
Veteran:	32

Unit Type:	Transport Vehicle		
Standard Weapons:	None		
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"	
Damage Value:	6+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 12 Soldiers		
Tow:	Light Howitzer, Light or Medium Anti-tank Guns, or Light Anti-aircraft Gun		

OPEL MAULTIER

REQUISITION POINTS	
Inexperienced:	22
Regular:	27
Veteran:	32

Unit Type:	Transport Vehicle		
Standard Weapons:	None		
Movement Rate:	***Advance*** Up to 9"	***Run*** 9"–18"	
Damage Value:	6+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 12 Soldiers		
Tow:	Light or Medium Howitzer, Light, Medium, or Heavy Anti-tank Guns, Light or Heavy Anti-aircraft Gun, or Schwerefeld Projektor		

KUBELWAGEN

REQUISITION POINTS	
Inexperienced:	14
Regular:	18
Veteran:	22

Unit Type:	Transport Vehicle		
Standard Weapons:	None		
Movement Rate:	***Advance*** Up to 12"	***Run*** 12"–24"	
Damage Value:	6+		
Quality:	***Inexperienced***	***Regular***	***Veteran***
Morale Value:	8	9	10
Transport:	Up to 3 Soldiers		

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