



# STUIG33B

## ASSAULT TANK PLATOON



### MOTIVATION

**CONFIDENT 4+**

SP Gun  
**Counterattack 5+**

Third Reich  
**Last Stand 3+**

### SKILL

**VETERAN 3+**

SP Gun  
**Assault 4+**

• TANK UNIT • STORMTROOPERS •



### IS HIT ON

**AGGRESSIVE 3+**

### ARMOUR

FRONT **7**

SIDE & REAR **4**

TOP **1**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	3+

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
StuIG (15cm gun)	56"/140CM	ARTILLERY		3	2+	Forward Firing
or Direct Fire	16"/40CM	1	1	7	AUTO	Brutal, Forward Firing, Slow Firing
StuIG (MG)	16"/40CM	3	2	2	6	



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## STUIG33B ASSAULT TANK PLATOON

4x StuIG (15cm)

40 POINTS

3x StuIG (15cm)

30 POINTS

2x StuIG (15cm)

20 POINTS

### HOW TO FIELD

**You may field a:** StuIG33B Assault Tank Platoon as a Support Unit instead of a StuG (Early) Assault Gun Platoon (MG221) in Iron Cross, or instead of a Brumbär Assault Tank Platoon (MG254) in Ghost Panzers.

### SPECIAL RULES

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Slow Firing:** +1 To Hit for Moving ROF.

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.