


RAM KANGAROO 10
1944 VEHICLE — TANK

SPEED 4	DEFENSE 5/4	ATTACKS		
		Short 0-1	Medium 2-4	Long 5-8
	6	6	4	
	2	2	2	

Transport — This unit can carry one Soldier. (A friendly Soldier can board or dismount this unit instead of moving during your movement phase.)

Fighting Platform — A Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.

Kangaroos were armored vehicles converted to personnel carriers. Ram tanks were often used, providing excellent protection and mobility for the Canadian infantry.



Axis & Allies
MINIATURES 1/60 ★

HOTCHKISS H-39 11
1940 VEHICLE — TANK

SPEED 3	DEFENSE 4/4	ATTACKS		
		Short 0-1	Medium 2-4	Long 5-8
	6	6	4	
	9	7	6	

After the Hotchkiss H-35 proved to be underpowered and difficult to steer, it was upgraded to an engine with fifty percent more horsepower and given a higher-velocity main gun.



Axis & Allies
MINIATURES 2/60 ★

HOTCHKISS MG TEAM 7
1940 SOLDIER

SPEED 1	DEFENSE 4/4	ATTACKS		
		Short 0-1	Medium 2-4	Long 5-8
	8	7	6	
	3	3	2	

Double Shot — This unit can make two attacks in your assault phase. When making a defensive-fire attack, this unit makes two attack rolls against the unit that provoked the attack.




The Hotchkiss machine gun was a reliable but very heavy weapon that served the French Army through both world wars.

Axis & Allies
MINIATURES 3/60 ◆

CHURCHILL IV 28
1942 VEHICLE — TANK

SPEED 2	DEFENSE 7/6	ATTACKS		
		Short 0-1	Medium 2-4	Long 5-8
	7	7	6	
	11	9	8	

Superior Armor 2 — An attack must beat this unit's defense by 2 or more in order to score two hits against it.



The Churchill had a long service life with many variations thanks to its combination of heavy armor and a large interior.

Axis & Allies
MINIATURES 4/60 ★

ENTRENCHED ANTI-TANK GUN 7
1942 SOLDIER — ARTILLERY

SPEED 0	DEFENSE 3/3	ATTACKS		
		Short 0-1	Medium 2-4	Long 5-8
	3	3	3	
	11	9	8	

Relocate 2 — This unit has speed 2 during your assault phase.

Entrenched — Until this unit moves, it gets +1/+1 defense.



Cover and concealment were key to the survivability of small units like anti-tank crews.

Axis & Allies
MINIATURES 5/60 ●

SHERMAN VC FIREFLY 24
1944 VEHICLE — TANK

SPEED 4	DEFENSE 5/4	ATTACKS		
		Short 0-1	Medium 2-4	Long 5-8
	7	7	6	
	15	13	11	

The combination of a 17-pounder anti-tank gun fitted to a Sherman M4 tank produced the most powerfully armed British tank of WW II.



Axis & Allies
MINIATURES 6/60 ★

STAGHOUND 15
1943 VEHICLE — ARMORED CAR

SPEED 4	DEFENSE 4/2	ATTACKS		
		Short 0-1	Medium 2-4	Long 5-8
	8	7	6	
	9	7	5	

High Gear 2 — If this unit makes its entire move along a road, it gets +2 speed.

Strike and Fade 1 — In your assault phase, this unit can move at speed 1 after attacking.



Designed as a medium armored car, the T17E1 wasn't accepted by the U.S. Army. The British valued the heavier armor and ordered 2,000 units, calling them the "Staghound."

Axis & Allies
MINIATURES 7/60 ◆

JEEP 3
1941 VEHICLE — CAR

SPEED 5	DEFENSE 1/1	ATTACKS		
		Short 0-1	Medium 2-4	Long 5-8
	—	—	—	
	—	—	—	

High Gear 2 — If this unit makes its entire move along a road, it gets +2 speed.

Transport — This unit can carry one Soldier. (A friendly Soldier can board or dismount this unit instead of moving during your movement phase.)



Exactly how this little 4x4 reconnaissance car ended up with the name "Jeep" has never really been determined.

Axis & Allies
MINIATURES 8/60 ◆

M12 GMC 28
1944 VEHICLE — ARTILLERY

SPEED 3	DEFENSE 4/3	ATTACKS		
		Short 0-1	Medium 2-4	Long 5-8
	10	10	9	
	12	10	9	

Fixed Howitzer — This unit can attack only units in front of it.

Indirect Fire — If a friendly spotter is within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Enhanced Range 16 — This unit's long range is 5–16 hexes.

Bombardment

Blast

Open Back — Enemy units can use their anti-Soldier attack values when attacking this unit from behind.



Axis & Allies
MINIATURES 9/60 ★

M3A5 LEE 28
1942 VEHICLE — TANK

SPEED 3 DEFENSE 5/4	ATTACKS 	Short 0-1	Medium 2-4	Long 5-8
		9	9	7
		9	7	5

Additional Hull-Mounted Cannon — In your assault phase, this unit can make an extra attack at 12/10/8. The target must be a Vehicle in front of this unit.

Tall Silhouette — This unit fails cover rolls.



Over 5,000 M3s were made in various versions. After Sherman tanks went into mass production, the Lees were sent to the Pacific theatre and performed well there.

Axis & Allies
MINIATURES 10/60 ★

LEND LEASE HALF-TRACK 8
1943 VEHICLE — HALF-TRACK

SPEED 4 DEFENSE 2/2	ATTACKS 	Short 0-1	Medium 2-4	Long 5-8
		8	7	6
		3	3	3

Gun Transport — This unit has the Transport ability. It can carry non-Large Artillery.

High Gear 2 — If this unit makes its entire move along a road, it gets +2 speed.

Fighting Platform — A non-artillery Soldier carried by this unit can attack during your assault phase if this unit doesn't move during that phase.



The U.S. delivered over 175 million tons of aid to the Soviet Union between 1941 and 1945.

Axis & Allies
MINIATURES 11/60 ◆

M5A1 15
1942 VEHICLE — TANK

SPEED 5 DEFENSE 4/3	ATTACKS 	Short 0-1	Medium 2-4	Long 5-8
		9	9	7
		9	7	5

Robust — This unit gets +1 on movement rolls. While disrupted, this unit has speed 1.



Powered by twin Cadillac engines, this improved version of the Stuart light tank performed admirably and was nicknamed "Honey" by the British.

Axis & Allies
MINIATURES 12/60 ◆

U.S. ENGINEER 6
1942 SOLDIER

SPEED 1 DEFENSE 4/4	ATTACKS 	Short 0-1	Medium 2-4	Long 5-8
		8	6	—
		2	—	—

Close Assault 10 — This unit has an attack value of 10 against Vehicles in its hex. This attack ignores cover.

Bridge Demolition — This unit may attempt to destroy a bridge or obstacle in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4 or higher, destroy the bridge or obstacle. (Units now need to make a movement roll to cross the stream or obstacle, and the road is broken at that point.)

Engineers normally built airfields, bridges, and other major projects. But they also had to deal with obstacles and minefields at the front line, often while under enemy fire.



Axis & Allies
MINIATURES 13/60 ◆

76.2MM MODEL 1942 9
1941 SOLDIER — ARTILLERY

SPEED 0 DEFENSE 3/3	ATTACKS 	Short 0-1	Medium 2-4	Long 5-8
		7	7	6
		13	11	9

Relocate 1 — This unit has speed 1 during your assault phase.

Extended Range 10 — This unit's long range against Vehicles is 5-10 hexes.



Over 100,000 of these general-purpose artillery pieces were made by the end of WW II.

Axis & Allies
MINIATURES 14/60 ◆

BA-64 8
1942 VEHICLE — ARMORED CAR

SPEED 4 DEFENSE 2/2	ATTACKS 	Short 0-1	Medium 2-4	Long 5-8
		7	6	4
		2	2	2

High Gear 3 — If this unit makes its entire move along a road, it gets +3 speed.

Aggression 2 — In your assault phase, this unit can move at speed 2 before attacking.



Fast and mobile, the BA-64 reconnaissance vehicle was an effective two-man vehicle.

Axis & Allies
MINIATURES 15/60 ◆

FANATICAL SNIPER 8
1941 SOLDIER — SNIPER

SPEED 1 DEFENSE 3/3	ATTACKS 	Short 0-1	Medium 2-4	Long 5-8
		5	5	5
		1	1	1

Crack Shot — This unit gets +1 on each attack die.

SS Hunter — This unit rolls two extra attack dice when attacking an SS unit.

Superior Camouflage — While this unit has cover, enemy units can't attack this unit at medium or long range.

Lyudmila Mikhailovna Pavlichenko recorded 309 confirmed kills during the war—including thirty-six enemy snipers—using her Mosin-Nagant rifle fitted with a 4-power scope.



Axis & Allies
MINIATURES 16/60 ◆

IS-2 VETERAN 67
1944 VEHICLE — TANK

SPEED 3 DEFENSE 7/7	ATTACKS 	Short 0-1	Medium 2-4	Long 5-8
		8	8	7
		18	15	12

Superior Armor 2 — An attack must beat this unit's defense by 2 or more in order to score two hits against it.

Veteran Guard — After rolling attack dice for this unit, you may reroll up to two die results of 1. While disrupted, this unit can still move and doesn't suffer the -1 penalty to each attack die. (It still suffers the -1 penalty to defense and can't make defensive-fire attacks.)

Extended Range 10 — This unit's long range against Vehicles is 5-10 hexes.



Axis & Allies
MINIATURES 17/60 ★

ISU-122 43
1944 VEHICLE — TANK DESTROYER

SPEED 3 DEFENSE 6/6	ATTACKS 	Short 0-1	Medium 2-4	Long 5-8
		8	8	7
		16	14	11

Fixed Howitzer — This unit can attack only units in front of it.

Heavy Armor — Ignore the first Damaged counter this unit receives each game.

ISU-122s were generally assigned to Independent Heavy Self-Propelled Artillery Regiments as dedicated tank destroyers and mobile artillery.



Axis & Allies
MINIATURES 18/60 ★

KV-85 35
1943 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	9	9	7
	14	12	10

SPEED 3
DEFENSE 6/6

Heavy Armor — Ignore the first Damaged counter this unit receives each game.



Delays in the development of a new heavy tank led the Soviets to produce this improved version of the KV-1.

Axis & Allies
MINIATURES 19/60 ★

PPSH-41 SMG 3
1941 SOLDIER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	10	5	—
	2	—	—

SPEED 1
DEFENSE 4/4

Limited Range 2 — This unit can attack Soldiers only at ranges of 2 or less.



Over six million of these sturdy submachine guns were manufactured by the Soviets.

Axis & Allies
MINIATURES 20/60 ●

PTRD-41 ANTITANK RIFLE 4
1941 SOLDIER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	5	5	4
	5	4	2

SPEED 1
DEFENSE 4/4



This single-shot rifle fired a big 14.5mm bullet powerful enough to punch through many German light tanks at close range. While the slug rarely destroyed a tank, a lucky hit sometimes struck fuel or ammunition and knocked out the target.

Axis & Allies
MINIATURES 21/60 ●

SOVIET-POLISH INFANTRY 3
1943 SOLDIER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	8	6	—
	2	—	—

SPEED 1
DEFENSE 4/4

Close Assault 6 — This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.



In 1943, the Soviets organized the Polish People's Army (the LWP). Eventually, it numbered over 200,000 personnel.

Axis & Allies
MINIATURES 22/60 ●

T-34/76 MODEL 1942 30
1942 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	7	6
	13	11	10

SPEED 4
DEFENSE 6/5

Exposed Transport — This unit can carry one Soldier. That Soldier can be attacked while it's boarded on this transport.

Superior Armor 2 — An attack must beat this unit's defense by 2 or more in order to score two hits against it.



The T-34, considered one of the best tanks at the start of WW II, was produced in various versions with each new version an improvement over the last.

Axis & Allies
MINIATURES 23/60 ★

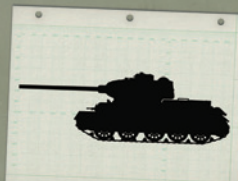
T-34/85 32
1944 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	7	6
	14	12	10

SPEED 4
DEFENSE 6/5

Exposed Transport — This unit can carry one Soldier. That Soldier can be attacked while it's boarded on this transport.

Superior Armor 2 — An attack must beat this unit's defense by 2 or more in order to score two hits against it.



Once the 76.2mm gun on the T-34 proved to be inadequate, it was upgraded to a high-velocity 85mm gun.

Axis & Allies
MINIATURES 24/60 ★

T-70 MODEL 1942 12
1942 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	5	5	4
	9	7	6

SPEED 5
DEFENSE 4/3

Undermanned — This unit can't attack while disrupted.



Equipped with twin engines and a 45mm main gun, the T-70 was quickly overshadowed by the larger T-34.

Axis & Allies
MINIATURES 25/60 ◆

VALENTINE VI 16
1941 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	5	5	4
	9	8	6

SPEED 3
DEFENSE 5/5

Robust — This unit gets +1 on movement rolls. While disrupted, this unit has speed 1.



The Valentine VI was the Canadian-built version. Almost all models of the Valentine were sent to Russia as part of the Lend Lease program to aid in the Soviet war effort.

Axis & Allies
MINIATURES 26/60 ◆

VETERAN NCO 6
1942 SOLDIER — COMMANDER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	8	7	—
	2	—	—

SPEED 1
DEFENSE 4/4

Limited Range 2 — This unit can attack Soldiers only at ranges of 2 or less.

Hand to Hand 9 — This unit has an attack value of 9 against Soldiers in its hex. This attack ignores cover.

COMMANDER ABILITIES
Initiative +2
Fearless — Friendly soldiers adjacent to this unit get +1/+1 defense against defensive-fire attacks.

The battle of Stalingrad had nearly six months of bitter street-to-street and even house-to-house conflict.




Axis & Allies
MINIATURES 27/60 ◆

FINNISH INFANTRY 3
1939 SOLDIER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	8	6	—
	2	—	—

SPEED 1
DEFENSE 4/4

Close Assault 6 – This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.



The Soviet Union attacked Finland on November 30th, 1939. A peace treaty was agreed to in March 1940. After the Germans attacked the Soviet Union, the war between Finland and Russia resumed.

Axis Allies
MINIATURES 28/60

FINNISH MG TEAM 9
1939 SOLDIER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	9	8	7
	3	3	2

SPEED 1
DEFENSE 4/4

Double Shot – This unit can make two attacks in your assault phase. When making a defensive-fire attack, this unit makes two attack rolls against the unit that provoked the attack.



Finland used a variety of machine guns during the war, including the Maxim.

Axis Allies
MINIATURES 29/60


FINNISH OFFICER 6
1939 SOLDIER — COMMANDER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	5	—
	2	—	—

SPEED 1
DEFENSE 4/4

Hand to Hand 9 – This unit has an attack value of 9 against Soldiers in its hex. This attack ignores cover.

COMMANDER ABILITIES
Initiative +2
Terrain Expert – Friendly soldiers adjacent to this unit get +1/+1 defense against long-range attacks.



The Finns successfully fought the Soviet forces for years in spite of being greatly outnumbered in both manpower and resources.

Axis Allies
MINIATURES 30/60


STUG-III AUSF. G 19
1944 VEHICLE — TANK DESTROYER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	7	6
	15	13	11

SPEED 3
DEFENSE 5/3

No Turret – This unit can attack Vehicles only if they are in front of this unit.

Sideskirts – This unit gets +1/+1 defense against units that have the close assault ability.



In 1943 and 1944, Finland received several shipments of StuG-IIIIs from Germany.

Axis Allies
MINIATURES 31/60

88 W/GUN SHIELD 20
1939 SOLDIER — ARTILLERY

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	7	6
	18	15	13

SPEED 0
DEFENSE 3/3

Large – This unit is treated as a Vehicle for stacking purposes.

Anti-air – This unit ignores the -1 penalty on each attack die when attacking Aircraft. If an enemy Aircraft is placed in a hex adjacent to this unit, this unit may make a defensive-fire attack against it.

Gun Shield – This unit gets +1/+1 defense against Soldiers at long range.

Large Silhouette – This unit gets -1 on cover rolls.

Extended Range 20



Axis Allies
MINIATURES 32/60

FLAMMENWERFER 5
1939 SOLDIER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	10	—	—
	7	—	—

SPEED 1
DEFENSE 4/4

Flamethrower – This unit's short-range attack ignores cover. If this unit rolls three or more 6s on a short-range attack, the target is destroyed immediately.



At the beginning of the war, this standard German flamethrower could carry over 11 liters of fuel.

Axis Allies
MINIATURES 33/60

HUMMEL 30
1943 VEHICLE — ARTILLERY

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	10	10	9
	12	10	9

SPEED 3
DEFENSE 3/3

Fixed Howitzer – This unit can attack only units in front of it.

Indirect Fire – If a friendly spotter is within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.

Enhanced Range 16 – This unit's long range is 5-16 hexes.

Bombardment – This unit can't attack Aircraft. This unit's attacks ignore cover.

Blast – When this unit attacks, make a separate attack roll against each unit in the target hex. (This includes friendly units.)



Axis Allies
MINIATURES 34/60

JAGDPANZER IV/70 (V) 25
1944 VEHICLE — TANK DESTROYER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	5	5	4
	16	14	12

SPEED 3
DEFENSE 5/3

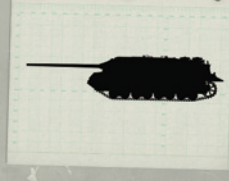
No Turret – This unit can attack Vehicles only if they are in front of this unit.

Hard to Spot – This unit gets +1 on cover rolls.

Sideskirts – This unit gets +1/+1 defense against units that have the close assault ability.

Superior Frontal Armor 2 – An attack against this unit's front defense must beat it by 2 or more in order to score two hits against it.

This unit changed to a longer-barreled 75mm gun, which necessitated replacing its front two rubber wheels with steel wheels.



Axis Allies
MINIATURES 35/60

KING TIGER 62
1944 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	7	6
	18	15	13

SPEED 3
DEFENSE 8/6

Extended Range 12 – This unit's long range against Vehicles is 5-12 hexes.

Superior Armor 2 – An attack must beat this unit's defense by 2 or more in order to score two hits against it.



The Königstiger was first encountered by the Allies on the Eastern Front in May 1944.

Axis Allies
MINIATURES 36/60

+ **MARDER III AUSF. M** **17**
1943 VEHICLE — TANK DESTROYER

SPEED 4	ATTACKS	Short 0-1	Medium 2-4	Long 5-8
		6	5	4
DEFENSE 3/2		0-1	2-4	5-8
		15	13	11

No Turret — This unit can attack Vehicles only if they are in front of this unit.

Robust — This unit gets +1 on movement rolls. While disrupted, this unit has speed 1.

Extended Range 10 — This unit's long range against Vehicles is 5-10 hexes.

The Marder III performed very well within its limitations of having light armor and a relatively high silhouette.

Axis & Allies
MINIATURES 37/60

+ **NEBELWERFER 41** **11**
1941 SOLDIER — ARTILLERY

SPEED 0	ATTACKS	Short 0-1	Medium 2-4	Long 5-8
		7	13	10
DEFENSE 3/3		0-1	2-4	5-8
		7	7	7

Enhanced Range 16 — This unit's long range attack is 5-16 hexes.

Inaccurate 1 — This unit gets -1 on each attack die.

Bombardment Blast

Rocket Salvo — Once per game, instead of rolling this unit's attack against an enemy Soldier or Vehicle, you can declare you are using a rocket salvo. If you do, roll 10 attack dice against each Soldier adjacent to the target and 5 attack dice against each Vehicle adjacent to the target. (This includes the target unit and friendly units.)

Axis & Allies
MINIATURES 38/60

+ **PAK 35/36 ANTI-TANK GUN** **5**
1939 SOLDIER — ARTILLERY

SPEED 0	ATTACKS	Short 0-1	Medium 2-4	Long 5-8
		3	3	3
DEFENSE 3/3		0-1	2-4	5-8
		9	7	5

Relocate 2 — This unit has speed 2 during your assault phase.

Light Artillery — This unit can be carried by units with the transport ability.

This light gun performed well in the Spanish Civil War, but was insufficient to deal with the Soviet armor.

Axis & Allies
MINIATURES 39/60

+ **PANTHER AUSF. A** **37**
1943 VEHICLE — TANK

SPEED 4	ATTACKS	Short 0-1	Medium 2-4	Long 5-8
		7	7	6
DEFENSE 6/4		0-1	2-4	5-8
		16	14	11

Extended Range 12 — This unit's long range against Vehicles is 5-12 hexes.

Superior Armor 2 — An attack must beat this unit's defense by 2 or more in order to score two hits against it.

The Panther A model featured several slight improvements to the effective Panther D design.

Axis & Allies
MINIATURES 40/60

+ **PANZER II AUSF. F** **8**
1940 VEHICLE — TANK

SPEED 3	ATTACKS	Short 0-1	Medium 2-4	Long 5-8
		6	6	4
DEFENSE 3/2		0-1	2-4	5-8
		4	3	2

Excellent Suspension — This unit can enter hill hexes as though they were clear hexes.

Double Shot — This unit can make two attacks in your assault phase. When making a defensive-fire attack, this unit makes two attack rolls against the unit that provoked the attack.

Kept in production as a reconnaissance tank, the Panzer II couldn't stand up to any serious antitank weapon. However, its mobility and small size proved useful in its new role.

Axis & Allies
MINIATURES 41/60

+ **PANZER IV AUSF. E** **14**
1941 VEHICLE — TANK

SPEED 3	ATTACKS	Short 0-1	Medium 2-4	Long 5-8
		7	7	6
DEFENSE 4/3		0-1	2-4	5-8
		10	9	8

The Panzer IV Ausf. E was armed with a 75mm L/24-caliber main gun, which proved insufficient when it encountered the T-34 on the Russian steppes.

Axis & Allies
MINIATURES 42/60

+ **PANZER IV AUSF. G (EARLY)** **22**
1942 VEHICLE — TANK

SPEED 3	ATTACKS	Short 0-1	Medium 2-4	Long 5-8
		7	7	6
DEFENSE 5/3		0-1	2-4	5-8
		15	13	11

Extended Range 10 — This unit's long range against Vehicles is 5-10 hexes.

Over 8,500 Panzer IVs were produced in a wide variety of models and roles. Over 1,500 of the Panzer IVs were Panzer IV Gs.

Axis & Allies
MINIATURES 43/60

+ **PIONEERS** **7**
1939 SOLDIER

SPEED 1	ATTACKS	Short 0-1	Medium 2-4	Long 5-8
		7	5	—
DEFENSE 4/4		0-1	2-4	5-8
		2	—	—

Close Assault 12 — This unit has an attack value of 12 against Vehicles in its hex. This attack ignores cover.

Bridge Demolition — This unit may attempt to destroy a bridge or obstacle in its hex instead of moving or attacking in your assault phase. Roll a die. If you roll a 4 or higher, destroy the bridge or obstacle. (Units now need to make a movement roll to cross the stream or obstacle, and the road is broken at that point.)

Pioneers, another name for engineers, were responsible for construction on the battlefield. They built and destroyed bridges, fortifications, and other obstacles.

Axis & Allies
MINIATURES 44/60

+ **Sd Kfz 234/4** **24**
1945 VEHICLE — ARMORED CAR

SPEED 5	ATTACKS	Short 0-1	Medium 2-4	Long 5-8
		7	6	4
DEFENSE 3/2		0-1	2-4	5-8
		15	13	11

High Gear 2 — If this unit makes its entire move along a road, it gets +2 speed.

Strike and Fade 1 — In your assault phase, this unit can move at speed 1 after attacking.

Extended Range 10

No Turret — This unit can attack Vehicles only if they are in front of this unit.

The Pak 40 75mm antitank gun mounted on this armored vehicle made it a very mobile platform and a dangerous opponent for the Allies.

Axis & Allies
MINIATURES 45/60

SGrW 34 81MM MORTAR **11**
1939 SOLDIER — ARTILLERY

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	3	8	8
	—	6	5

SPEED 0
DEFENSE 3/3

Indirect Fire — If a friendly spotter is within 8 hexes of an enemy Soldier and has line of sight to it, this unit's attack against that Soldier ignores line of sight.


Enhanced Range 16 — This unit's long range is 5-16 hexes.

Inaccurate 1 — This unit gets -1 on each attack die.

Shrapnel 2 — Each success this unit rolls against a Soldier counts as two successes.

Relocate 2 — This unit has speed 2 during your assault phase.

Axis & Allies
MINIATURES 46/60



SS-JAGDPANTHER **42**
1944 VEHICLE — TANK DESTROYER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	6	6	4
	18	15	13

SPEED 4
DEFENSE 6/4

No Turret — This unit can attack Vehicles only if they are in front of this unit.

SS Determination — This unit can move while disrupted.

Extended Range 12 — This unit's long range against Vehicles is 5-12 hexes.

Superior Armor 2 — An attack must beat this unit's defense by 2 or more in order to score two hits against it.

The first Jagdpanters on the Western Front were assigned to the 654th Panzerjägerabteilungen.

Axis & Allies
MINIATURES 47/60



SS-PANZERGRENADIER **7**
1940 SOLDIER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	10	8	—
	2	—	—

SPEED 1
DEFENSE 5/5

Ruthless — This unit gets +1 on each attack die against disrupted and damaged units.

Close Assault 7 — This unit has an attack value of 7 against Vehicles in its hex. This attack ignores cover.

The Waffen SS was created in 1940 and became a second German Army that fought alongside the Wehrmacht. It eventually grew to a force of 600,000 elite soldiers.

Axis & Allies
MINIATURES 48/60



TIGER I **56**
1942 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	7	6
	17	15	12

SPEED 3
DEFENSE 7/6

Overrun — Once per phase, when this unit moves into a hex, you may disrupt one Soldier in that hex.

Extended Range 10 — This unit's long range against Vehicles is 5-10 hexes.

Heavy Armor — Ignore the first Damaged counter this unit receives each game.

The Tiger's large size, heavy armor, and imposing appearance gave it a fearsome reputation among the Allied troops.

Axis & Allies
MINIATURES 49/60



WEHRMACHT OBERLEUTNANT **12**
1943 SOLDIER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	6	—	—
	10	6	—

SPEED 1
DEFENSE 4/4


Close Assault 11 — This unit has an attack value of 11 against Vehicles in its hex. This attack ignores cover.

Limited Range 2 — This unit can attack only at ranges of 2 or less.

COMMANDER ABILITIES
Initiative +2

Angriff — In your assault phase, friendly Soldiers adjacent to this unit can move into an enemy unit's hex and then attack that unit. They get +1 on each attack die for that attack.

Axis & Allies
MINIATURES 50/60



8MM HUZAGOL 35M **3**
1941 SOLDIER


ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	8	5	—
	2	—	—

SPEED 1
DEFENSE 4/4

Close Assault 6 — This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

Coerced by threats and promises, as well as influenced by the alleged Soviet bombing of the city of Kassa, Hungary entered the war in support of Germany.

Axis & Allies
MINIATURES 51/60



PzKpfW 38(T) **10**
1942 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	7	6
	8	7	5

SPEED 4
DEFENSE 3/2

Robust — This unit gets +1 on movement rolls. While disrupted, this unit has speed 1.

Hungary bought additional tanks from Germany after sustaining heavy losses at the start of WW II, including the PzKpfw.

Axis & Allies
MINIATURES 52/60



BRIXIA M35 45MM MORTAR **4**
1939 SOLDIER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	3	5	—
	—	4	—

SPEED 1
DEFENSE 3/3


Inaccurate 1 — This unit gets -1 on each attack die.

Shrapnel 2 — Each success this unit rolls against a Soldier counts as two successes.

Rapid Fire — In your assault phase, this unit can make an additional attack. If this unit rolls any 1s during the additional attack, put a face-up Disrupted counter on it. This counter isn't removed at the beginning of the next casualty phase.

Experienced Brixia users could fire as many as eighteen rounds per minute with this small but complicated mortar.

Axis & Allies
MINIATURES 53/60



L6/40 **8**
1940 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	6	5	4
	4	3	2

SPEED 4
DEFENSE 3/2

Double Shot — This unit can make two attacks in your assault phase. When making a defensive-fire attack, this unit makes two attack rolls against the unit that provoked the attack.

Armed with a 20mm cannon, the L6/40 was a light tank in every sense. Unfortunately for the Italians, sometimes it was the only tank available.

Axis & Allies
MINIATURES 54/60



VETERAN CARRO ARMATO M13/40 14
1940 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	8	8	6
	10	8	6

SPEED 3
DEFENSE 4/3

Overlapping Fire — This unit can make defensive-fire attacks against Soldiers.

Highly Flammable — When this unit receives a Damaged counter, roll a die. On a 3 or higher, destroy it immediately.

Veteran Crew — While disrupted, this unit can still move and doesn't suffer the -1 penalty to each attack die. (It still suffers the -1 penalty to defense and can't make defensive-fire attacks.)

The Carro Armato was the main tank used by the Italian forces during the war and it performed well when properly deployed.

Axis & Allies
MINIATURES 55/60 ★



ANTI-TANK GRENADEIER 4
1941 SOLDIER


ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	5	—
	2	—	—

SPEED 1
DEFENSE 4/4

Close Assault 9 — This unit has an attack value of 9 against Vehicles in its hex. This attack ignores cover.

On June 22, 1941, German armies with Romanian support attacked the Soviet Union. After recovering Bessarabia, Romanian units fought with the Germans onward to Odessa, Sevastopol, and Stalingrad. The Romanian contribution of troops was enormous, exceeding all of Germany's other allies combined.

Axis & Allies
MINIATURES 56/60



R-35 9
1941 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	6	6	4
	8	7	5

SPEED 2
DEFENSE 4/4

Trench Crossing — This unit can cross streams without making a movement roll.

Romania bought forty-one R-35s from France and acquired thirty-four Polish R-35s from units that retreated into Romania.

Axis & Allies
MINIATURES 57/60 ♦



ROMANIAN INFANTRY 3
1941 SOLDIER


ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	8	6	—
	2	—	—

SPEED 1
DEFENSE 4/4

Close Assault 6 — This unit has an attack value of 6 against Vehicles in its hex. This attack ignores cover.

The typical Romanian soldier was equipped with a Czech ZB model-1924 rifle, chambered for 7.92mm rounds.

Axis & Allies
MINIATURES 58/60 ●



T-4 MEDIUM TANK 23
1942 VEHICLE — TANK

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	7	6
	15	13	11

SPEED 3
DEFENSE 5/3

Extended Range 10 — This unit's long range against Vehicles is 5-10 hexes.

Sideskirts — This unit gets +1/+1 defense against units that have the close assault ability.

Romania obtained over 150 Panzer IVs in various versions during the latter half of the war. The Romanians designated them T-4s.

Axis & Allies
MINIATURES 59/60 ★



VIGILANT LIEUTENANT 8
1941 SOLDIER — COMMANDER

ATTACKS	Short	Medium	Long
	0-1	2-4	5-8
	7	5	—
	2	—	—

SPEED 1
DEFENSE 4/4

Limited Range 2 — This unit can attack Soldiers only at ranges of 2 or less.

COMMANDER ABILITIES
Initiative +2
Defensive Preparation — Friendly Artillery adjacent to this unit get +1/+1 defense.

Romania had nineteen active infantry divisions when it entered the war. It also used cavalry and mountain units that proved valuable in the battles of Crimea and Ukraine.

Axis & Allies
MINIATURES 60/60 ♦

