



STUG III AUSF.G



Concussive Fire : vs. when in buildings or bunkers.

No Turret : Re-roll 1 defense die vs. direct vehicle attacks. -3 mp to Fire and Move

Overrun: Move through an enemy hex, pinning all squads present (+1 MP / enemy unit).



Initially intended as a mobile, armoured light gun for infantry support, the StuG was continually modified and was widely employed as a tank destroyer.

Optional - Shürzen: +1 Armour vs. attacks by squads.

December 1942 - April 1945



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