

PLATOON #1

1944 - Normandy
Western Front 1943-44

OFFICER

Second Lieutenant (Armies of Germany page 19)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault

INFANTRY SQUADS

Heer Grenadier squad (Armies of Germany page 23)

Regular

115

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Heer Grenadier squad (Armies of Germany page 23)

Regular

115

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

INFANTRY

Sturmpanziere (Assault Engineer) Squad (Armies of Germany page 25)

Veteran

147

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
5	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Waffen-SS squad (late-war) (Armies of Germany page 28)

Regular

85

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
7	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

MORTAR

Medium Mortar team (Armies of Germany page 36)

Regular

60

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

SNIPER

Sniper team (Armies of Germany page 35)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

ARTILLERY

20mm Flakvierling 38 (Armies of Germany page 40)

Regular

140

Qty	Weapons	Range	Shots	Pen	Special
1	20mm Flakvierling 38 with Gun Shield	48"	8	+2	Team (3 men), Flak, Fixed, HE (1"), Gun shield

ARMoured CARS

SdKfz 234/2 'Puma' Heavy Armoured Car (Armies of Germany page 70)

Regular

160

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	SdKfz 234/2 Puma Heavy Armoured Car	Wheeled	-	8+	Recce (Dual direction steering)
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (1")
	Co-axial MMG	36"	6	n/a	

TANKS AND SP GUNS

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Panzer II Ausf L (Luchs)	Tracked	-	8+	Recce
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	6	n/a	

TRANSPORTS

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Truck with front pintle-mounted MMG	Wheeled	12	6+	
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun				
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak

SPECIAL RULES

Assault

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Flamethrower

(p67) Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamerthrower, add +1 to damage effects chart.

Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

Indirect fire

(p71)

One-shot

(p72) This is a disposable weapon that can be fired only once per game. Once fired replace the model with another model that does not carry the disposable weapon

Recce

(p118)

Recce (Dual direction steering)

(p118)

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

Sniper

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Pick List	
German 20mm Flakvierling 38 with Gun Shield	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	22
German Infantry with Submachine gun	5
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	4
German NCO with Rifle	3
German NCO with Submachine gun	1
German Panzer II Ausf L (Luchs)	1
German SdKfz 234/2 Puma Heavy Armoured Car	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German Truck with front pintle-mounted MMG	1