

## PLATOON #1

1943-44 - Defense of Italy  
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

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

Veteran

149

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
3	Infantry with Assault rifle	18"	2	n/a	Assault
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

Luftwaffe Field Division squad (Armies of Germany page 30) full strength

Inexperienced

98

Qty	Weapons	Range	Shots	Pen	Special
8	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green
1	NCO with Submachine gun	12"	2	n/a	Assault
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

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

Veteran

115

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	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

Heer Veteran Grenadier squad (Armies of Germany page 23)

Veteran

144

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
2	Infantry with Assault rifle	18"	2	n/a	Assault
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

Gebirgsjäger squad (late war) (Armies of Germany page 27)

Veteran

144

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
2	Infantry with Assault rifle	18"	2	n/a	Assault
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

## 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

## ANTI-TANK

Panzerschreck team (Armies of Germany page 33)

Regular

80

Qty	Weapons	Range	Shots	Pen	Special
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge

## ARTILLERY

150mm Nebelwerfer 41 (Armies of Germany page 39)					Inexperienced	52
--	--	--	--	--	---------------	----

Qty	Weapons	Range	Shots	Pen	Special
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

#### ARMoured CARS

SdKfz 222 Light Armoured Car (Armies of Germany page 68)					Regular	95
--	--	--	--	--	---------	----

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	SdKfz 222 Light Armoured Car	Wheeled	-	7+ Recce, Open-topped, Flak
	Turret-mounted light autocannon	48"	2	+2 HE (1")
	Co-axial MMG	36"	6	n/a

#### TANKS AND SP GUNS

SdKfz 7/2 half-track (Armies of Germany page 67)					Regular	65
--	--	--	--	--	---------	----

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	SdKfz 7/2 half-track	Half-track	-	6+ FlaK
	Platform-mounted heavy autocannon	72"	2	+3 HE (1")

#### TRANSPORTS

Heavy Field Car (Armies of Germany page 77)					Regular	27
---	--	--	--	--	---------	----

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Heavy Field car	Wheeled	6	6+
	Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns			
	0			+0

Kübelwagen (Armies of Germany page 75)					Regular	21
--	--	--	--	--	---------	----

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Kübelwagen	Wheeled	3	6+

### 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.

#### Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

#### 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

#### HE (3")

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

#### Indirect fire

(p71)

#### Multiple launcher

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

### 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

### Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

### Recce

(p118)

### Shaped Charge

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

### 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.

### Team (4 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 150mm Nebelwerfer 41	1
German Heavy Field car	1
German Infantry with Assault rifle	7
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	20
German Infantry with Submachine gun	3
German Kübelwagen	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	5
German NCO with Assault rifle	3
German NCO with Submachine gun	2
German Panzerschreck team	1
German SdKfz 222 Light Armoured Car	1
German SdKfz 7/2 half-track	1
German Second Lieutenant	1
German Spotter	1