

PLATOON #1

German Reinforced Platoon
WTC Granada

OFFICER

Waffen-SS Second Lieutenant (D-Day: US Sector page 143)

Inexperienced

30

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

INFANTRY SQUADS

Strafbattalion (Road to Berlin page 23) full strength

Regular

84

Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
	Entire squad are Shirkers				Shirkers
2	Infantry with Submachine gun	12"	2	n/a	Assault

Feldgendarmerie Squad (Regular) (Road to Berlin page 22)

Regular

125

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
	Chained Dogs				Chained Dogs
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

INFANTRY

Waffen-SS Pioneers (Late-War) (D-Day: US Sector page 144)

Veteran

133

Qty	Weapons	Range	Shots	Pen	Special
2	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
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Feldgendarmerie Squad (Regular) (Road to Berlin page 22)

Regular

70

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

Strafbattalion (Road to Berlin page 23)

Regular

49

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
	Entire squad are Shirkers				Shirkers

Spähtruppen squad (Battle of France page 92)

Regular

69

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

MACHINE GUN

German LMG team (Battle of France page 91)

Regular

35

Qty	Weapons	Range	Shots	Pen	Special
1	Light machine gun team	36"	5	n/a	Team (3 men)

MORTAR

Medium Mortar team (Armies of Germany page 36)

Inexperienced

35

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

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						
37mm Flakzwillig 43 (D-Day: British & Canadian Sectors page 175)					Regular	75
Qty	Weapons	Range	Shots	Pen	Special	
1	37mm Flakzwillig 43	72"	4	+3	Team (4 men), Fixed, Flak, HE (1")	
	Gun shield				Gun shield	
ARMoured CARS						
Steyr ADGZ M35 Heavy Armoured Car (Germany Strikes! page 25)					Regular	115
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Steyr ADGZ M35 Heavy Armoured Car	Wheeled	-	7+	Recce (dual direction steering)	
	Forward facing MMG	36"	6	n/a	Front arc	
	Rear-facing MMG	36"	6	n/a	Rear arc	
	Turret-mounted light automatic cannon	48"	2	+2	HE (1")	
TANKS AND SP GUNS						
Panzer III Ausf C or D (Armies of Germany page 47)					Regular	140
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Panzer III Ausf C or D	Tracked	-	8+		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")	
	Hull-mounted MMG	36"	6	n/a	Front arc	
	Co-axial MMG	36"	6	n/a		
	Co-axial MMG	36"	6	n/a		
TRANSPORTS						
SdKfz 251/1 half-track (Armies of Germany page 72)					Regular	89
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	SdKfz 251/1 half-track	Half-track	12	7+	Open-topped	
	Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy 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.

Blind Obedience

SS officers do not benefit from the Blitzkrieg Army Special Rule on page 17 of *Armies of German* book.

Chained Dogs

Any Strafbattalion penal squad or Replacement army squads starting a turn within 6" of a Feldgendarmarie or Feldjägerkorps squad will lose the shirkers special rule for that turn only.

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

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 (Dual direction steering)

(p118)

Shaped Charge

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

Shirkers

(p91) Shirkers must always take an order test when given an order, even where they are not pinned, and always count pinned markers as double.

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.

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 37mm Flakzwillig 43	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Rifle	30
German Infantry with Submachine gun	9
German Light machine gun team	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	7
German NCO with Rifle	2
German NCO with Submachine gun	4
German Panzer III Ausf C or D	1
German SdKfz 251/1 half-track	1
German Second Lieutenant	1
German Sniper team	1
German Steyr ADGZ M35 Heavy Armoured Car	1