

PLATOON #1

German Reinforced Platoon

OFFICER

Waffen-SS Second Lieutenant (D-Day: US Sector page 143)	Inexperienced	30
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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

22nd SS Cavalry Division Squad (Fortress Budapest page 106)	Regular	107
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle Home Ground	24"	1	n/a	Home Ground
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

22nd SS Cavalry Division Squad (Fortress Budapest page 106)	Regular	107
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle Home Ground	24"	1	n/a	Home Ground
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

INFANTRY

Sturmpioniere (Assault Engineer) Squad (Armies of Germany page 25)	Veteran	88
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Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower

Sturmpioniere (Assault Engineer) Squad (Armies of Germany page 25)	Veteran	88
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Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower

Brandenburgers - Special Forces squad (Battleground Europe page 0)	Veteran	116
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Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle Brandenburgers	24"	1	n/a	Fanatics, Behind enemy lines, Sabotage!, Paranoia
1	NCO with Assault rifle	18"	2	n/a	Assault
3	Infantry with Assault rifle	18"	2	n/a	Assault
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Spähtruppen squad (Battle of France page 92)	Regular	66
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	

MORTAR

Medium Mortar team (Armies of Germany page 36)	Inexperienced	35
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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)	Veteran	65
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Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

ARTILLERY

150mm Nebelwerfer 41 (Armies of Germany page 39)	Inexperienced	52
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Qty	Weapons	Range	Shots	Pen	Special	
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher	
TOWS						
Horse-drawn limber (Armies of Germany page 78)						Inexperienced
						8
Qty	Weapons	Range	Shots	Pen	Special	
1	Horse-drawn limber	Wheeled	-	3+	Slow (only when towing)	
Tow: Any gun or howitzer						
0				+0		
ARMOURED CARS						
SdKfz 250/9 half-track (Armies of Germany page 71)						Regular
						90
Qty	Weapons	Range	Shots	Pen	Special	
1	SdKfz 250/9 half-track	Half-track	-	7+	Recce	
	Turret-mounted light autocannon	48"	2	+2	HE (1")	
	Co-axial MMG	36"	6	n/a		
TANKS AND SP GUNS						
Panzer III Ausf F (Armies of Germany page 47)						Regular
						140
Qty	Weapons	Range	Shots	Pen	Special	
1	Panzer III Ausf F	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						
Truck (Armies of Germany page 74)						Regular
						54
Qty	Weapons	Range	Shots	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	
Truck (Armies of Germany page 74)						Regular
						54
Qty	Weapons	Range	Shots	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.

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

Blind Obedience

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

Fanatics

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

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 flamethrower, add +1 to damage effects chart.

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.

Home Ground

This unit does not suffer the usual -1 on its roll to come on from reserve or outflank. In addition, if this unit is deploying on the table at the start of the game or in the first wave it may set up after all other units have deployed from both sides (b)

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

Paranoia

When the enemy rolls on the Fubar chart, they suffer a -2 modifier to the roll, such is the paranoia induced in the enemy by this squads irregular activities

Recce

(p118)

Sabotage!

Enemy units in Reserve suffer an additional -1 modifier on the test to come on to the table. In addition, outflanking enemy units must take another test when they become available (still with an additional -1 modifier), and if they fail it, they can only be deployed up to 12" from their table edge along the chosen short table edge

Shaped Charge

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

Slow (only when towing)

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

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 150mm Nebelwerfer 41	1
German Horse-drawn limber	1
German Infantry with Assault rifle	3
German Infantry with Flamethrower (requires assistant)	2

German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	22
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	5
German NCO with Assault rifle	1
German NCO with Rifle	3
German NCO with Submachine gun	2
German Panzer III Ausf F	1
German SdKfz 250/9 half-track	1
German Second Lieutenant	1
German Sniper team	1
German Truck with front pintle-mounted MMG	2