

PLATOON #1

1942 - Stalingrad, Death on the Volga
Blitzkrieg 1939-42

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 Pioneer squad (Armies of Germany page 24) **Veteran** **88**

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

Strafbattalion (Road to Berlin page 23) **Inexperienced** **35**

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

INFANTRY

Strafbattalion (Road to Berlin page 23) full strength **Regular** **105**

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

Strafbattalion (Road to Berlin page 23) full strength **Regular** **105**

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

Heer Infantry squad (Armies of Germany page 20) full strength **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	

Brandenburgers - Special Forces squad (Battleground Europe page 0) **Veteran** **103**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle Brandenburgers	24"	1	n/a	Fanatics, Behind enemy lines, Sabotage!, Paranoia
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault

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")

FLAMETHROWER

Flamethrower team (Armies of Germany page 35) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

Flamethrower team (Armies of Germany page 35) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

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

ANTI-TANK

Anti-tank rifle team (Armies of Germany page 34)						Regular	30
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Qty	Weapons	Range	Shots	Pen	Special
1	Anti-tank rifle team	36"	1	+2	Team (2 men)

ARTILLERY

Light Artillery (Armies of Germany page 37)						Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2")

ARMoured CARS

Motorcycle with Machine-gun sidecar (Armies of Germany page 71)						Regular	40
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Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen Special	
1	Motorcycle with Machine-gun sidecar	Wheeled	-	6+	Recce, Turn on the spot
	Forward facing MMG	36"	6	n/a	Front arc

TANKS AND SP GUNS

Panzer III Ausf E or F (Armies of Germany page 47)						Regular	140
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Qty	Vehicle	Type	Trans	DV	
Qty	Weapons	Range	Shots	Pen Special	
1	Panzer III Ausf E or 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

Kübelwagen (Armies of Germany page 75)						Regular	21
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Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Kübelwagen	Wheeled	3	6+

Kübelwagen (Armies of Germany page 75)						Regular	21
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Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Kübelwagen	Wheeled	3	6+

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

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

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.

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

Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

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

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.

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.

Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Pick List	
German Anti-tank rifle team	1
German Flamethrower (infantry) team	2
German Heavy Field car	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Rifle	35
German Infantry with Submachine gun	3
German Kübelwagen	2
German Light howitzer	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	2
German Motorcycle with Machine-gun sidecar	1
German NCO with Rifle	4
German NCO with Submachine gun	2
German Panzer III Ausf E or F	1
German Second Lieutenant	1

