

## PLATOON #1

German Reinforced Platoon  
Tournament 11

## 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

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Regular** **125**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Assault rifle	18"	2	n/a	Assault
7	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

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Regular** **100**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
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** **126**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower

## MACHINE GUN

**MG34 LMG team (Western Desert page 92)** **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	MG34 LMG 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

## 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

## 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 234/2 'Puma' Heavy Armoured Car (Armies of Germany page 70)** **Regular** **160**

Qty	Weapons	Vehicle	Type	Trans	DV
			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	

## TRANSPORTS

SdKfz 251/10 half-track (Armies of Germany page 73)

Regular

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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	SdKfz 251/10 half-track	Half-track	8	7+	Open-topped, Command vehicle				
	Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun								
	Forward facing light anti-tank gun	48"	1	+4	Front arc, HE (1")				

## 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.

### Command Vehicle

(p118) Adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice)

### 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 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.

### 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 (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.

**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.

<b>Pick List</b>	
German 150mm Nebelwerfer 41	1
German Flamethrower (infantry) team	1
German Infantry with Assault rifle	7
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Rifle	9
German Infantry with Submachine gun	4
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	3
German MG34 LMG team	1
German NCO with Assault rifle	1
German NCO with Rifle	1
German NCO with Submachine gun	1
German Panzerschreck team	1
German SdKfz 234/2 Puma Heavy Armoured Car	1
German SdKfz 251/10 half-track	1
German Second Lieutenant	1
German Sniper team	1