

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

Vehicle

Type

Trans DV

Qty Weapons

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	141
Qty	Vehicle	Type	Trans	DV	Weapons	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.

Pick List	
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