

PLATOON #1						
1943 - Operation Citadel TNacionalDiegoAlbarran1100						
OFFICER						
Second Lieutenant (Armies of Germany page 19)					Regular	60
Qty	Weapons	Range	Shots	Pen	Special	
1	Second Lieutenant					
	with Rifle					
	with Pistol				Assault	
	with Submachine gun				Assault	
	with Assault rifle				Assault	
1	Infantry (equipped as modeled)		-	-		
INFANTRY SQUADS						
Heer Grenadier squad (Armies of Germany page 23)					Regular	70
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
6	Infantry with Rifle	24"	1	n/a		
Heer Grenadier squad (Armies of Germany page 23)					Regular	70
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
6	Infantry with Rifle	24"	1	n/a		
INFANTRY						
Heer Pioneer squad (Armies of Germany page 24)					Veteran	97
Qty	Weapons	Range	Shots	Pen	Special	
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	
Heer Grenadier squad (Armies of Germany page 23)					Regular	70
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
6	Infantry with Rifle	24"	1	n/a		
Heer Grenadier squad (Armies of Germany page 23)					Regular	70
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
6	Infantry with Rifle	24"	1	n/a		
MACHINE GUN						
Medium Machine Gun team (Armies of Germany page 33)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed	
MORTAR						
Medium Mortar team (Armies of Germany page 36)					Regular	60
Qty	Weapons	Range	Shots	Pen	Special	
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")	
1	Spotter				Spotter	
SNIPER						
Sniper team (Armies of Germany page 35)					Veteran	65
Qty	Weapons	Range	Shots	Pen	Special	
1	Sniper team	36"	1	n/a	Team (2 men), Sniper	
ARTILLERY						
20mm Flak 38 (Armies of Germany page 40)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	
1	20mm Flak 38	48"	2	+2	Team (3 men), Flak, Fixed, HE (1"), Gun shield	
ARMOURED CARS						
SdKfz 250/9 half-track (Armies of Germany page 71)					Regular	90
	Vehicle	Type	Trans	DV		
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						
Marder III Ausf H, M (Armies of Germany page 59)					Regular	165
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Marder III Ausf H	Tracked	-	7+	Open-topped	
	Forward facing heavy anti-tank gun	72"	1	+6	Front arc, HE (2")	
	Forward facing MMG	36"	6	n/a	Front arc	
TOWS						
Truck (Armies of Germany page 74)					Regular	54
	Vehicle	Type	Trans	DV		
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	
TRANSPORTS						
SdKfz 251/1 half-track (Armies of Germany page 72)					Regular	129
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	SdKfz 251/1 half-track with Panzerbüchse 41	Half-track	12	7+	Open-topped	
	Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun					
	Panzerbüchse 41	48"	1	+4	Squeeze-bore, 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.

### 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)

### 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

(p118)

### 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.

### Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

### Squeeze-bore

At ranges of up to 12", its base armour penetration is increased by two to a total of +6, and over half-range armour penetration is reduced by two instead of the usual one to a total of +2

### 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.

Pick List	
German 20mm Flak 38	1
German Infantry (equipped as modeled)	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Rifle	24
German Infantry with Submachine gun	3
German Marder III Ausf H	1
German Medium Machine gun team	1
German Medium Mortar team	1
German NCO with Rifle	4
German NCO with Submachine gun	1
German SdKfz 250/9 half-track	1
German SdKfz 251/1 half-track with Panzerbüchse 41	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German Truck with front pintle-mounted MMG	1