

PLATOON #1

German Reinforced Platoon
Taddeo Spain Mega

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

Schützen squad (Western Desert page 93) **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Schützen squad (Western Desert page 93) **Regular** **60**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

INFANTRY

Brandenburgers - Special Forces squad (Battleground Europe page 0) **Veteran** **115**

Qty	Weapons	Range	Shots	Pen	Special
	Brandenburgers				Fanatics, Behind enemy lines, Sabotage!, Paranoia
1	NCO with Assault rifle	18"	2	n/a	Assault
4	Infantry with Assault rifle	18"	2	n/a	Assault

Waffen-SS Cavalry squads (Armies of Germany page 28) **Veteran** **108**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Cavalry Carbine				
5	Infantry with Cavalry Carbine				
	Cavalry Carbine as Pistol				Assault
	Cavalry Carbine as Rifle				
	Entire squad mounted upon horses				Cavalry
	Entire squad are Fanatics				Fanatics

Spähtruppen squad (Battle of France page 92) **Regular** **44**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Entire squad mounted upon bicycles				Bicycles
	Forward deployment				Forward deployment

MACHINE GUN

German LMG team (Battle of France page 91) **Regular** **35**

Qty	Weapons	Range	Shots	Pen	Special
1	Light machine gun team	36"	5	n/a	Team (3 men)

MORTAR

Medium Mortar team (Armies of Germany page 36) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

SNIPER

GEWEHR 42 Sniper team (Tough Gut page 104) ****Updated Points and Special rules to reflect** **Veteran** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	Gewehr 43 Sniper Team	36"	1	n/a	Team (2 men), Sniper, Gewehr 43, Fire and Manoeuvre, Semi-Automatic

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

Anti-tank rifle team (*Armies of Germany* page 34)

Regular

30

Qty Weapons

Range Shots Pen Special

1 Anti-tank rifle team 36" 1 +2 Team (2 men)

ARTILLERY

Schweres Wurfgerats 41 Howling Cow (*Armies of Germany* page 36)

Inexperienced

42

Qty Weapons

Range Shots Pen Special

1 Schweres Wurfgerats 41 Howling Cow 12"-72" 1 HE Team (2 men), Indirect fire, HE (3"), Fixed, Multiple launcher

ARMoured CARS

Aufklärungs Gruppe (*Western Desert* page 93)

Regular

180

Vehicle

Type Trans DV

Qty Weapons

Range Shots Pen Special

1 Aufklärungs Command Kübelwagen Wheeled - 6+ Aufklärungs command vehicle, Recce, Open-topped

Two rifles 24" 1 n/a 360-degree arc of fire

3 Aufklärungs MG Kübelwagen Wheeled - 6+ Flak, Recce, Open-topped

Pintle-mounted MMG 36" 6 n/a Flak, 360 degree arc

1 Aufklärungs Kübelwagen Wheeled - 6+ Recce, Open-topped

Two rifles 24" 1 n/a 360-degree arc of fire

TANKS AND SP GUNS

Kugelblitz (*Armies of Germany* page 65)

Regular

205

Vehicle

Type Trans DV

Qty Weapons

Range Shots Pen Special

1 Kugelblitz Tracked - 9+ Flak

2 paired turret-mounted heavy automatic cannon 72" 4 +3 Flak, HE (1") each

Forward facing MMG 36" 6 n/a Front arc

TRANSPORTS

Kübelwagen (*Armies of Germany* page 75)

Regular

21

Vehicle

Type Trans DV

Qty Weapons

Range Shots Pen Special

1 Kübelwagen Wheeled 3 6+

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.

Aufklärungs command vehicle

+1 morale bonus to any Kradschützen, or Aufklärungs unit within 6". **Add 1 additional Order Dice for the Kübelwagen and one for each MG Kübelwagen selected. **Updated OD limit on top to reflect

Behind enemy lines

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

Bicycles

(p89) When moving on roads, they double their Run move to 24" (cannot be used to Assault). The first time they receive an order other than Run, or if they receive a Pin marker, they dismount and abandon their bicycles for the rest of the game

Blind Obedience

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

Cavalry

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recce vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

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)

Famethrower

(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.

Forward deployment

Counts as Observers/Snipers for Set-Up purposes (see page 118 of the Bolt Action rulebook)

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.

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

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

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.

Pick List

German Anti-tank rifle team	1
German Aufklärungs Command Kübelwagen	1
German Aufklärungs Kübelwagen	1
German Aufklärungs MG Kübelwagen	3
German Flamethrower (infantry) team	1
German Infantry with Assault rifle	4
German Infantry with Cavalry Carbine	5
German Infantry with Light Machine gun (requires loader)	2

German Infantry with Rifle	11
German Kübelwagen	1
German Kugelblitz	1
German Light machine gun team	1
German Medium Mortar team	1
German NCO with Assault rifle	1
German NCO with Cavalry Carbine	1
German NCO with Rifle	3
German Schweres Wurfgerats 41 Howling Cow	1
German Second Lieutenant	1
German Sniper team	1