

PLATOON #1

German Reinforced Platoon

OFFICER

Second Lieutenant (Armies of Germany page 19)

Veteran

65

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault

INFANTRY SQUADS

Fallschirmjäger squad (late-war) (Armies of Germany page 26)

Veteran

129

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Fallschirmjäger squad (late-war) (Armies of Germany page 26)

Veteran

105

Qty	Weapons	Range	Shots	Pen	Special
	Entire squad is Stubborn				Stubborn
1	NCO with Assault rifle	18"	2	n/a	Assault
4	Infantry with Assault rifle	18"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

MEDIC

Medic (Armies of Germany page 19)

Veteran

30

Qty	Weapons	Range	Shots	Pen	Special
1	Medic with Pistol				Assault

INFANTRY

Heer Grenadier squad (Armies of Germany page 23)

Regular

115

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
1	Infantry with Assault rifle	18"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Heer Grenadier squad (Armies of Germany page 23)

Regular

115

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
1	Infantry with Assault rifle	18"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

MORTAR

Heavy Mortar team (Armies of Germany page 36)

Regular

75

Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Mortar team	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
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

ARMoured CARS

SdKfz 234/2 'Puma' Heavy Armoured Car (Armies of Germany page 70)

Regular

160

Qty	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	

TANKS AND SP GUNS

Panzer II Ausf L 'Luchs' (Armies of Germany page 45)

Veteran

138

Qty	Vehicle	Type	Trans	DV	Special
	Weapons	Range	Shots	Pen	
1	Panzer II Ausf L (Luchs)	Tracked	-	8+	Recce
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	6	n/a	

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.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 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)

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

Recce

(p118)

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.

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).

Stubborn

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

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 (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 Heavy Mortar team	1
German Infantry with Assault rifle	6
German Infantry with Light Machine gun (requires loader)	3
German Infantry with Rifle	13

German Infantry with Submachine gun	2
German Medic	1
German men have Panzerfaust in addition to other weapons	5
German NCO with Assault rifle	3
German NCO with Rifle	1
German Panzer II Ausf L (Luchs)	1
German SdKfz 234/2 Puma Heavy Armoured Car	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1