

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 |