

## PLATOON #1

116th Panzer Division Panzer Grenadier

## OFFICER

<b>Second Lieutenant (Armies of Germany page 19)</b>	<b>Veteran</b>	<b>78</b>
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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

<b>Heer Veteran Grenadier squad (Armies of Germany page 23)</b>	<b>Veteran</b>	<b>83</b>
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Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

<b>Heer Veteran Grenadier squad (Armies of Germany page 23)</b>	<b>Veteran</b>	<b>111</b>
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Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
2	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

## INFANTRY

<b>Heer Veteran Grenadier squad (Armies of Germany page 23)</b>	<b>Veteran</b>	<b>83</b>
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Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

<b>Heer Veteran Grenadier squad (Armies of Germany page 23)</b>	<b>Veteran</b>	<b>111</b>
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Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
2	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

<b>Heer Veteran Grenadier squad (Armies of Germany page 23)</b>	<b>Veteran</b>	<b>111</b>
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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
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

<b>Waffen-SS squad (late-war) (Armies of Germany page 28)</b>	<b>Regular</b>	<b>90</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
2	Infantry with Rifle	24"	1	n/a	
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

## ARTILLERY

<b>150mm Nebelwerfer 41 (Armies of Germany page 39)</b>	<b>Regular</b>	<b>65</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

## TANKS AND SP GUNS

<b>SdKfz 251/16 Flammpanzerwagen (Armies of Germany page 60)</b>	<b>Regular</b>	<b>110</b>
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Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	SdKfz 251/16 Flammpanzerwagen	Half-track	-	7+	Open-topped, Multiple flamethrowers, Internal volatile fuel tanks
	Vehicle front and left arc flamethrower	12"	D6+1	+3	Front arc, Left arc, Flamethrower
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak
	Vehicle front and right arc flamethrower	12"	D6+1	+3	Front arc, Right arc, Flamethrower

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	SdKfz 251/16 Flammpanzerwagen	Half-track	-	7+	Open-topped, Multiple flamethrowers, Internal volatile fuel tanks				
	Vehicle front and left arc flamethrower	12"	D6+1	+3	Front arc, Left arc, Flamethrower				
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak				
	Vehicle front and right arc flamethrower	12"	D6+1	+3	Front arc, Right arc, Flamethrower				

**TRANSPORTS**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Truck	Wheeled	12	6+					
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun								
	0			+0					

Qty	Vehicle	Type	Trans	DV	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				

Qty	Vehicle	Type	Trans	DV	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				

**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.

**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)

**Internal volatile fuel tanks**

Flame-throwing vehicles are more likely to be destroyed by damage, as explained on page 68 of the rulebook

**Multiple flamethrowers**

May only use one flamethrower per turn.

**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

### **Shaped Charge**

(p73) Never suffer the -1 penetration modifier for firing at long range.

### **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.

## **116th Panzer Division Panzer Grenadier**

### **SELECTOR SPECIAL RULES**

#### **Panzer Elite**

No unit in this selector may be Inexperienced.

#### **Motorised Division**

Enough transport and/or tows must be included for all infantry and artillery units in this platoon. Non-SS units gain the following special rule: This unit can re-roll any failed order test that is required to mount or dismount a transport vehicle.

#### **SS Support**

Any infantry or artillery unit may be upgraded to Fanatics for +3pts per man, if this option is taken the unit counts as an SS unit for the purposes of the Motorised Division special rule.

#### **Hedgerow Ambush**

Any Infantry squad or headquarters unit may be upgraded for +3pts per man. Any medium machine gun, panzerschreck team, or anti-tank gun may be upgraded for +10pts. Inexperienced units may not upgrade to Hedgerow Ambush. No unit with a flamethrower may be given this rule. Units with this rule may deploy in the same manner as observers and snipers, however, they must be deployed in cover. In addition, the unit start any game Hidden and may elect to start the game in Ambush.

### **Pick List**

German 150mm Nebelwerfer 41	1
German Infantry (equipped as modeled)	1
German Infantry with Assault rifle	5
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	23
German men have Panzerfaust in addition to other weapons	10
German NCO with Assault rifle	3
German NCO with Rifle	1
German NCO with Submachine gun	2
German SdKfz 251/16 Flammpanzerwagen	2
German Second Lieutenant	1
German Truck	1
German Truck with front pintle-mounted MMG	2