

## PLATOON #1

German Reinforced Platoon  
Nacional 2023

## 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

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Veteran** **124**

Qty	Weapons	Range	Shots	Pen	Special
5	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

**Waffen-SS squad (late-war) (Armies of Germany page 28)** **Veteran** **124**

Qty	Weapons	Range	Shots	Pen	Special
5	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

**Replacement Army squad (Armies of Germany page 110) full strength** **Inexperienced** **40**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Entire squad are Shirkers				Shirkers

**Feldgendarmerie Squad (Regular) (Road to Berlin page 22)** **Regular** **94**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
	Chained Dogs				Chained Dogs
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**Strafbattalion (Road to Berlin page 23)** **Regular** **65**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
	Entire squad are Shirkers				Shirkers
2	Infantry with Submachine gun	12"	2	n/a	Assault

**Spähtruppen squad (Battle of France page 92)** **Regular** **69**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault

## MORTAR

**Medium Mortar team (Armies of Germany page 36)** **Inexperienced** **35**

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

## 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

## ANTI-TANK

**Panzerschreck team (Armies of Germany page 33)** **Regular** **80**

Qty	Weapons	Range	Shots	Pen	Special	
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge	
<b>ARTILLERY</b>						
<b>37mm Flak 36</b> (Armies of Germany page 40)						<b>Regular</b>
<b>65</b>						
Qty	Weapons	Range	Shots	Pen	Special	
1	37mm Flak 36 with Gun Shield	72"	2	+3	Team (4 men), Fixed, Flak, HE (1"), Gun shield	
<b>TOWS</b>						
<b>Horse-drawn limber</b> (Armies of Germany page 78)						<b>Inexperienced</b>
<b>8</b>						
Qty	Weapons	Range	Shots	Pen	Special	
1	Horse-drawn limber	Wheeled	-	3+	Slow (only when towing)	
	<b>Tow:</b> Any gun or howitzer					
	0			+0		
<b>ARMoured CARS</b>						
<b>SdKfz 250/9 half-track</b> (Armies of Germany page 71)						<b>Regular</b>
<b>90</b>						
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		
<b>TANKS AND SP GUNS</b>						
<b>Panzer III Ausf E or F</b> (Armies of Germany page 47)						<b>Regular</b>
<b>140</b>						
Qty	Weapons	Range	Shots	Pen	Special	
1	Panzer III Ausf E or F	Tracked	-	8+		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")	
	Hull-mounted MMG	36"	6	n/a	Front arc	
	Co-axial MMG	36"	6	n/a		
	Co-axial MMG	36"	6	n/a		
<b>TRANSPORTS</b>						
<b>Kübelwagen</b> (Armies of Germany page 75)						<b>Inexperienced</b>
<b>17</b>						
Qty	Weapons	Range	Shots	Pen	Special	
1	Kübelwagen	Wheeled	3	6+		
<b>Truck</b> (Armies of Germany page 74)						<b>Regular</b>
<b>54</b>						
Qty	Weapons	Range	Shots	Pen	Special	
1	Truck with front pintle-mounted MMG	Wheeled	12	6+		
	<b>Tow:</b> 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.

### Blind Obedience

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

### Chained Dogs

Any Strafbattalion penal squad or Replacement army squads starting a turn within 6" of a Feldgendarmerie or Feldjägerkorps squad will lose the shirkers special rule for that turn only.

### 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)

### **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)

### **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)

### **Shaped Charge**

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

### **Shirkers**

(p91) Shirkers must always take an order test when given an order, even where they are not pinned, and always count pinned markers as double.

### **Slow (only when towing)**

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

### **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.

### **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 37mm Flak 36 with Gun Shield	1
German Horse-drawn limber	1
German Infantry with Assault rifle	4
German Infantry with Rifle	34
German Infantry with Submachine gun	4
German Kübelwagen	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	3
German NCO with Assault rifle	2
German NCO with Rifle	1
German NCO with Submachine gun	3
German Panzer III Ausf E or F	1
German Panzerschreck team	1
German SdKfz 250/9 half-track	1
German Second Lieutenant	1
German Sniper team	1
German Truck with front pintle-mounted MMG	1