

## PLATOON #1

German Reinforced Platoon  
Kumpfgruppe Nationale Liste

## OFFICER

**Waffen-SS Second Lieutenant (D-Day: US Sector page 143)** **Inexperienced** **37**

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
1	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

**Schützen squad (Western Desert page 93)** **Regular** **70**

Qty Weapons		Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	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** **70**

Qty Weapons		Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	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** **135**

Qty Weapons		Range	Shots	Pen	Special
1	Infantry with Rifle Brandenburgers	24"	1	n/a	Fanatics, Behind enemy lines, Sabotage!, Paranoia
2	Infantry with Submachine gun	12"	2	n/a	Assault
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

**Sturmpioniere (Assault Engineer) Squad (Armies of Germany page 25)** **Veteran** **99**

Qty Weapons		Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower
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)** **Inexperienced** **49**

Qty Weapons		Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	

## 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)** **Regular** **50**

Qty Weapons		Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

## FLAMETHROWER

**Flamethrower team (Armies of Germany page 35)** **Veteran** **65**

Qty Weapons		Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

## ARTILLERY

**150mm Nebelwerfer 41 (Armies of Germany page 39)** **Inexperienced** **52**

Qty	Weapons	Range	Shots	Pen	Special
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

#### ARMoured CARS

<b>SdKfz 234/2 'Puma' Heavy Armoured Car</b> (Armies of Germany page 70)					<b>Regular</b>	<b>160</b>
--	--	--	--	--	----------------	------------

Qty	Vehicle	Type	Trans	DV	Special
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

<b>Hotchkiss H35 and H39 (Panzer 35H/38H) (D-Day: Overlord page 149)</b>					<b>Regular</b>	<b>155</b>
--	--	--	--	--	----------------	------------

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Hotchkiss H35 and H39 (Panzer 35H/39H) (SA38) with multiple launcher	Tracked	-	8+	One-man Turret
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	
	Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (3"), Front arc, Multiple Launcher

#### TRANSPORTS

<b>SdKfz 250/1 half-track</b> (Armies of Germany page 73)					<b>Regular</b>	<b>75</b>
---	--	--	--	--	----------------	-----------

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	SdKfz 250/1 half-track	Half-track	5	7+	Open-topped
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun				
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak

<b>Kübelwagen</b> (Armies of Germany page 75)					<b>Regular</b>	<b>21</b>
---	--	--	--	--	----------------	-----------

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Kübelwagen	Wheeled	3	6+	

<b>Heavy Field Car</b> (Armies of Germany page 77)					<b>Regular</b>	<b>27</b>
--	--	--	--	--	----------------	-----------

Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Field car	Wheeled	6	6+	
	Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns				
	0			+0	

#### 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.

##### Behind enemy lines

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

##### Blind Obedience

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

##### 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)

##### 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 flamethrower, add +1 to damage effects chart.

### **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

### **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.

### **One-man Turret**

Must make an order test when issuing an Advance order, even if the tank is not pinned

### **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

### **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 (Dual direction steering)**

(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

### **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.

### **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 150mm Nebelwerfer 41	1
German Flamethrower (infantry) team	1
German Heavy Field car	1
German Hotchkiss H35 and H39 (Panzer 35H/39H) (SA38) with multiple launcher	1
German Infantry (equipped as modeled)	1

German Infantry with Assault rifle	2
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	18
German Infantry with Submachine gun	4
German Kübelwagen	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	2
German NCO with Assault rifle	1
German NCO with Rifle	3
German NCO with Submachine gun	1
German SdKfz 234/2 Puma Heavy Armoured Car	1
German SdKfz 250/1 half-track	1
German Second Lieutenant	1
German Sniper team	1