

PLATOON #1						
1943 - Operation Citadel Eastern Front 1943-44						
OFFICER						
Second Lieutenant (Armies of Germany page 19)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	
1	Second Lieutenant					
	with Rifle					
	with Pistol				Assault	
	with Submachine gun				Assault	
	with Assault rifle				Assault	
INFANTRY SQUADS						
Heer Grenadier squad (Armies of Germany page 23) full strength					Regular	120
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
8	Infantry with Rifle	24"	1	n/a		
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a		
Heer Grenadier squad (Armies of Germany page 23) full strength					Regular	120
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
8	Infantry with Rifle	24"	1	n/a		
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a		
INFANTRY						
Heer Pioneer squad (Armies of Germany page 24)					Veteran	98
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
4	Infantry with Rifle	24"	1	n/a		
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower	
MACHINE GUN						
Medium Machine Gun team (Armies of Germany page 33)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed	
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")	
FLAMETHROWER						
Flamethrower team (Armies of Germany page 35)					Regular	50
Qty	Weapons	Range	Shots	Pen	Special	
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower	
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	
TANKS AND SP GUNS						
Tiger I (Armies of Germany page 52)					Regular	410
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Tiger I	Tracked	-	10+	Tiger fear	
	Turret-mounted super-heavy anti-tank gun	84"	1	+7	HE (3")	
	Co-axial MMG	36"	6	n/a		
	Hull-mounted MMG	36"	6	n/a	Front arc	
	Pintle-mounted MMG	36"	6	n/a	Flak, 360 degree arc	
TRANSPORTS						
Truck (Armies of Germany page 74)					Veteran	62
	Vehicle	Type	Trans	DV		
Qty	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		
Truck (Armies of Germany page 74)						Inexperienced	31
	Vehicle	Type	Trans	DV			
Qty	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			

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 (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)

**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.

**Tiger fear**  
All enemy units that are within 18" of, and have line of sight to, one or more vehicle with the Tiger Fear special rule (see the vehicles section of this army list) suffer from Tiger Fear. Note that the 18" range is measured AFTER you have declared which order you have given to the unit. Units suffering from Tiger Fear count as having one extra pin marker on them when taking any Order test, except if ordered to Fire against a vehicle causing Tiger fear. Test on -1 morale if they have no pin markers (page 17).

Pick List	
German Flamethrower (infantry) team	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	20
German Medium Machine gun team	1
German Medium Mortar team	1
German NCO with Rifle	3
German Second Lieutenant	1
German Sniper team	1
German Tiger I	1
German Truck	1

