

PLATOON #1

ROA Reinforced Platoon
Road to Berlin

OFFICER

Second Lieutenant (Armies of Germany page 19)

Regular

60

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

Heer Grenadier squad (Armies of Germany page 23)

Regular

120

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

INFANTRY

Heer Grenadier squad (Armies of Germany page 23)

Regular

105

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

105

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

105

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

Osttruppen squad (Armies of Germany page 29) 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	
	Osttruppen are Shirkers				Shirkers

FREE INFANTRY SQUAD

Free Czech Partisan Squad (Road to Berlin page 135) full strength

Inexperienced

0

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
8	Infantry with Rifle	24"	1	n/a	
1	Infantry with Panzerfaust	12"	1	+6	One-shot, Shaped Charge
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
	Entire squad equipped with anti-tank grenades				Tank hunters
	Entire squad is Green				Green

MORTAR							
Medium Mortar team (Armies of Germany page 36)						Regular	60
Qty	Weapons	Range	Shots	Pen	Special		
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")		
1	Spotter				Spotter		
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)						Regular	50
Qty	Weapons	Range	Shots	Pen	Special		
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower		
ARMoured CARS							
SdKfz 222 Light Armoured Car (Armies of Germany page 68)						Regular	95
Qty	Vehicle	Type	Trans	DV	Special		
1	SdKfz 222 Light Armoured Car	Wheeled	-	7+	Recce, Open-topped, Flak		
	Turret-mounted light autocannon	48"	2	+2	HE (1")		
	Co-axial MMG	36"	6	n/a			
TANKS AND SP GUNS							
Captured T-34 medium tank (Armies of Germany page 45)						Regular	195
Qty	Vehicle	Type	Trans	DV	Special		
1	Captured T-34 medium tank	Tracked	-	9+			
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (1")		
	Co-axial MMG	36"	6	n/a			
	Forward-facing hull-mounted MMG	36"	6	n/a	Front arc		
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.							
Green							
(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes <i>Down</i> . On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.							
HE (1")							
(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go <i>down</i> to halve the hits taken							
HE (2")							
(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go <i>down</i> 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							

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

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.

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).

Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

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.

Pick List

German Captured T-34 medium tank	1
German Flamethrower (infantry) team	1
German Infantry (equipped as modeled)	1
German Infantry with Light Machine gun (requires loader)	5
German Infantry with Panzerfaust	1
German Infantry with Rifle	49
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	6
German NCO with Assault rifle	1
German NCO with Rifle	5
German NCO with Submachine gun	1
German SdKfz 222 Light Armoured Car	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1