

PLATOON #1

German Reinforced Platoon

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**Fallschirmjäger squad (late-war) (Armies of Germany page 26)****Veteran****136**

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

INFANTRY**Replacement Army squad (Armies of Germany page 110)****Inexperienced****20**

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

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

TANKS AND SP GUNS**Kugelblitz (Armies of Germany page 65)****Regular****205**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Kugelblitz	Tracked	-	9+	Flak				
	2 paired turret-mounted heavy automatic cannon	72"	4	+3	Flak, HE (1") each				
	Forward facing MMG	36"	6	n/a	Front arc				

TRANSPORTS**Kübelwagen (Armies of Germany page 75)****Inexperienced****17**

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

PLATOON #2

German Reinforced Platoon

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**Luftwaffe Field Division squad (Armies of Germany page 30)****Inexperienced****35**

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

Entire squad is Green

Green

INFANTRY						
Heer Pioneer squad (Armies of Germany page 24)					Veteran	110
Qty	Weapons	Range	Shots	Pen	Special	
1	Infantry with Rifle	24"	1	n/a		
1	NCO with Submachine gun	12"	2	n/a	Assault	
3	Infantry with Submachine gun	12"	2	n/a	Assault	
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower	
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	
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	
TANKS AND SP GUNS						
Kugelblitz (Armies of Germany page 65)					Regular	205
	Vehicle	Type	Trans	DV		
Qty	Weapons	Range	Shots	Pen	Special	
1	Kugelblitz	Tracked	-	9+	Flak	
	2 paired turret-mounted heavy automatic cannon	72"	4	+3	Flak, HE (1") each	
	Forward facing 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.

Blind Obedience

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

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 *Down*. 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 (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-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

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.

Stubborn

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

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 (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 Infantry (equipped as modeled)	1
German Infantry with Assault rifle	5
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Rifle	10
German Infantry with Submachine gun	3
German Kübelwagen	1
German Kugelblitz	2
German men have Panzerfaust in addition to other weapons	2
German NCO with Rifle	2
German NCO with Submachine gun	2
German Panzerschreck team	1
German Second Lieutenant	2

Waffen-SS Second Lieutenant

D-Day: US Sector page 143

INEXPERIENCED

**30
POINTS**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol	6"	1	n/a	Assault
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault
	with Assault rifle	18"	2	n/a	Assault
	Blind Obedience				Blind Obedience

German Reinforced Platoon

Platoon #1

Fallschirmjäger squad (late-war)

Armies of Germany page 26

VETERAN

**136
POINTS**



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

German Reinforced Platoon

Platoon #1

Replacement Army squad

Armies of Germany page 110

INEXPERIENCED

**20
POINTS**

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

German Reinforced Platoon

Platoon #1

Flamethrower team

Armies of Germany page 35

REGULAR

**50
POINTS**



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

German Reinforced Platoon

Platoon #1

Kugelblitz

Armies of Germany page 65

205
POINTS

REGULAR

MOBILITY: Tracked

TRANSPORT : -

SPECIAL: Flak

DV
9+

Qty	Weapons	Range	Shots	Pen	Special
1	Kugelblitz				
	2 paired turret-mounted heavy automatic cannon	72"	4	+3	Flak, HE (1") each
	Forward facing MMG	36"	6	n/a	Front arc

German Reinforced Platoon

Platoon #1

Kübelwagen

Armies of Germany page 75

INEXPERIENCED

MOBILITY: Wheeled

TRANSPORT : 3

SPECIAL:

DV
6+



17
POINTS



WGB-WM-158
Kübelwagen
and driver

Painted by Troop of Shewe

www.warlordgames.com

Qty	Weapons	Range	Shots	Pen	Special
1	Kübelwagen				

German Reinforced Platoon

Platoon #1

Second Lieutenant

Armies of Germany page 19

REGULAR

60
POINTS



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Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Rifle	24"	1	n/a	
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Assault rifle	18"	2	n/a	Assault
1	Infantry (equipped as modeled)		-	-	

German Reinforced Platoon

Platoon #2

Luftwaffe Field Division squad

Armies of Germany page 30

INEXPERIENCED



35
POINTS



WGB-WM-08
Luftwaffe Field Division Squad

Painted by Andrius Amelin
www.warlordgames.com

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

German Reinforced Platoon

Platoon #2

Heer Pioneer squad

Armies of Germany page 24

VETERAN



110
POINTS

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

German Reinforced Platoon

Platoon #2

Panzerschreck team

Armies of Germany page 33

REGULAR



80
POINTS

Qty Weapons		Range	Shots	Pen	Special
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge

German Reinforced Platoon

Platoon #2

150mm Nebelwerfer 41

Armies of Germany page 39

INEXPERIENCED



52
POINTS

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

German Reinforced Platoon

Platoon #2

Kugelblitz

Armies of Germany page 65

REGULAR

DV
9+

MOBILITY: Tracked
TRANSPORT : -
SPECIAL: Flak

205
POINTS

Qty Weapons		Range Shots Pen Special			
1	Kugelblitz				
	2 paired turret-mounted heavy automatic cannon	72"	4	+3	Flak, HE (1") each
	Forward facing MMG	36"	6	n/a	Front arc

German Reinforced Platoon

Platoon #2