

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 Entire squad is Stubborn	24"	1	n/a	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 Entire squad are Shirkers	24"	1	n/a	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	Range	Shots	Pen	Special
1	Kugelblitz 2 paired turret-mounted heavy automatic cannon Forward facing MMG	Tracked	-	9+				Flak
					72"	4	+3	Flak, HE (1") each
					36"	6	n/a	Front arc

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

Qty	Vehicle	Type	Trans	DV	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**

Qty	Vehicle	Type	Trans	DV	Special
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 flamethrower, 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

DV
9+

MOBILITY: Tracked

TRANSPORT : -

SPECIAL: Flak

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

17
POINTS

INEXPERIENCED

DV
6+

MOBILITY: Wheeled

TRANSPORT : 3

SPECIAL:



Qty	Weapons	Range	Shots	Pen	Special
1	Kübelwagen				

German Reinforced Platoon

Platoon #1

Second Lieutenant

Armies of Germany page 19

60
POINTS

REGULAR



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

35
POINTS

INEXPERIENCED



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



Qty Weapons

- 1 NCO with Submachine gun
- 3 Infantry with Submachine gun
- 1 Infantry with Flamethrower (requires assistant)

Range Shots Pen Special

24"	1	n/a	
12"	2	n/a	Assault
12"	2	n/a	Assault
6"	D6	+3	Team (2 men), Flamethrower

German Reinforced Platoon

Platoon #2

Panzerschreck team

Armies of Germany page 33

REGULAR



Qty Weapons

- 1 Panzerschreck team

Range Shots Pen Special

24"	1	+6	Team (2 men), Shaped Charge
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German Reinforced Platoon

Platoon #2

150mm Nebelwerfer 41

Armies of Germany page 39

INEXPERIENCED

52 POINTS

Qty Weapons

- 1 150mm Nebelwerfer 41

Range Shots Pen Special

12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher
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German Reinforced Platoon

Platoon #2

Kugelblitz

Armies of Germany page 65

REGULAR

205 POINTS

MOBILITY: Tracked

DV
9+

TRANSPORT : -

SPECIAL: Flak

Qty Weapons

- 1 Kugelblitz
- 2 paired turret-mounted heavy automatic cannon
- Forward facing MMG

Range Shots Pen Special

72"	4	+3	Flak, HE (1") each
36"	6	n/a	Front arc

German Reinforced Platoon

Platoon #2