

**PLATOON #1**

German Reinforced Platoon  
Cancon Double Dakka Tank

**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 Infantry squad (Armies of Germany page 20) full strength** **Regular** **103**

Qty	Weapons	Range	Shots	Pen	Special
9	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault

**Brandenburgers - Special Forces squad (Battleground Europe page 0)** **Veteran** **125**

Qty	Weapons	Range	Shots	Pen	Special
	Brandenburgers				Fanatics, Behind enemy lines, Sabotage!, Paranoia
1	NCO with Assault rifle	18"	2	n/a	Assault
4	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

**ANTI-TANK**

**Anti-tank rifle team (Armies of Germany page 34)** **Regular** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Anti-tank rifle team	36"	1	+2	Team (2 men)

**TANKS AND SP GUNS**

**Panzer III Ausf F (Armies of Germany page 47)** **Regular** **140**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Panzer III Ausf F	Tracked	-	8+					
	Turret-mounted light anti-tank gun					48"	1	+4	HE (1")
	Hull-mounted MMG					36"	6	n/a	Front arc
	Co-axial MMG					36"	6	n/a	
	Co-axial MMG					36"	6	n/a	

**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**

**Heer Infantry squad (Armies of Germany page 20) full strength** **Regular** **100**

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

**Heer Infantry squad (Armies of Germany page 20) full strength** **Regular** **100**

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

**MORTAR**

**Light Mortar team (Armies of Germany page 35)** **Inexperienced** **24**

Qty	Weapons	Range	Shots	Pen	Special		
1	Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke		
<b>FLAMETHROWER</b>							
<b>Flamethrower team</b> (Armies of Germany page 35)						<b>Regular</b>	<b>50</b>
Qty	Weapons	Range	Shots	Pen	Special		
2	Flamethrower (one-shot - single man)	6"	1	+3	Flamethrower		
<b>ARTILLERY</b>							
<b>Schweres Wurfgerats 41 Howling Cow</b> (Armies of Germany page 36)						<b>Inexperienced</b>	<b>42</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Schweres Wurfgerats 41 Howling Cow	12"-72"	1	HE	Team (2 men), Indirect fire, HE (3"), Fixed, Multiple launcher		
<b>TANKS AND SP GUNS</b>							
<b>Panzer III Ausf F</b> (Armies of Germany page 47)						<b>Regular</b>	<b>140</b>
Qty	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots	Pen	Special		
1	Panzer III Ausf F	Tracked	-	8+			
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")		
	Hull-mounted MMG	36"	6	n/a	Front arc		
	Co-axial MMG	36"	6	n/a			
	Co-axial MMG	36"	6	n/a			
<b>TRANSPORTS</b>							
<b>Kübelwagen</b> (Armies of Germany page 75)						<b>Veteran</b>	<b>25</b>
Qty	Vehicle	Type	Trans	DV			
Qty	Weapons	Range	Shots	Pen	Special		
1	Kübelwagen	Wheeled	3	6+			

## 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

### 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.

### 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 (1")

(p68) PEN: +1, PIN: D2 (D3 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-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

**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

**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.

**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.

<b>Pick List</b>	
German Anti-tank rifle team	1
German Flamethrower (one-shot - single man)	2
German Infantry (equipped as modeled)	2
German Infantry with Assault rifle	4
German Infantry with Rifle	27
German Kübelwagen	1
German Light Mortar team	1
German men have Panzerfaust in addition to other weapons	2
German NCO with Assault rifle	1
German NCO with Rifle	2
German NCO with Submachine gun	1
German Panzer III Ausf F	2
German Schweres Wurfgerats 41 Howling Cow	1
German Second Lieutenant	2