

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		
FLAMETHROWER							
Flamethrower team (Armies of Germany page 35)						Regular	50
Qty	Weapons	Range	Shots	Pen	Special		
2	Flamethrower (one-shot - single man)	6"	1	+3	Flamethrower		
ARTILLERY							
Schweres Wurfgerats 41 Howling Cow (Armies of Germany page 36)						Inexperienced	42
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		
TANKS AND SP GUNS							
Panzer III Ausf F (Armies of Germany page 47)						Regular	140
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			
TRANSPORTS							
Kübelwagen (Armies of Germany page 75)						Veteran	25
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.

Pick List	
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