

## PLATOON #1

German Reinforced Platoon  
Cancon-final-2024

## OFFICER

**Second Lieutenant (Armies of Germany page 19)** **Veteran** **78**

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

**33rd Waffen-SS 'Charlemagne' squad (Armies of Germany page 0)** **Veteran** **137**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
	No way out				No way out
	Entire squad are Fanatics				Fanatics
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

**Heer Veteran Grenadier squad (Armies of Germany page 23)** **Veteran** **98**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	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

## INFANTRY

**Sturmpioniere (Assault Engineer) Squad (Armies of Germany page 25)** **Veteran** **99**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**Heer Infantry squad (Armies of Germany page 20)** **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

## MACHINE GUN

**Medium Machine Gun team (Armies of Germany page 33)** **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed

## 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)** **Veteran** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

## ARTILLERY

**37mm Flakzwillig 43 (D-Day: British & Canadian Sectors page 175)** **Regular** **75**

Qty	Weapons	Range	Shots	Pen	Special
1	37mm Flakzwillig 43	72"	4	+3	Team (4 men), Fixed, Flak, HE (1")
	Gun shield				Gun shield

## TANKS AND SP GUNS

Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Truck with front pintle-mounted MMG	Wheeled	12	6+	
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun				
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak

## 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.

**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.

**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.

**Gun shield**

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

**HE (1")**

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

**HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

**Indirect fire**

(p71)

**No way out**

Charlemagne SS units have the Fanatics special rule, except that even if they are left with a single man, no Morale test is taken! In addition, they automatically pass morale checks for being assaulted by enemy tanks

**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.

**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).

### 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.

### 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 37mm Flakzwillig 43	1
German Infantry (equipped as modeled)	1
German Infantry with Assault rifle	8
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	1
German Infantry with Rifle	5
German Infantry with Submachine gun	2
German Kugelblitz	1
German Medium Machine gun team	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	5
German NCO with Assault rifle	1
German NCO with Rifle	1
German NCO with Submachine gun	2
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German Truck with front pintle-mounted MMG	1