

## PLATOON #1

1939 - The September Campaign  
Blitzkrieg 1939-42

## 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

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

## INFANTRY

Heer Pioneer squad (Armies of Germany page 24)

Veteran

136

Qty	Weapons	Range	Shots	Pen	Special
3	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

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

## 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

## ANTI-TANK

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

Inexperienced

21

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

## ARTILLERY

88mm Flak 36 dual purpose AA/AT gun (Armies of Germany page 41)

Regular

160

Qty	Weapons	Range	Shots	Pen	Special
1	88mm Flak 36 dual purpose AA/AT gun	84"	1	+7	Team (7 men), Gun shield, Fixed, Flak, Versatile (medium), HE (3")

## ARMoured CARS

SdKfz 231 Heavy Armoured Car (6-Rad) (Armies of Germany page 68)

Regular

100

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	SdKfz 231 Heavy Armoured Car (6-Rad)	Wheeled	-	7+	Recce (Dual direction steering)				
	Turret-mounted light autocannon					48"	2	+2	HE (1")
	Co-axial MMG					36"	6	n/a	

## TANKS AND SP GUNS

Panzer II Ausf A, B, C, F (Armies of Germany page 45)

Regular

105

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Panzer II Ausf A B C F	Tracked	-	8+					
	Turret-mounted light autocannon					48"	2	+2	HE (1")

Co-axial MMG 36" 6 n/a

### TOWS

**Horse-drawn limber** (Armies of Germany page 78) **Regular** **10**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	Horse-drawn limber	Wheeled	-	3+ Slow (only when towing)
	Tow: Any gun or howitzer			
0				+0

### TRANSPORTS

**Truck** (Armies of Germany page 74) **Regular** **39**

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	Truck	Wheeled	12	6+
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun			
0				+0

### 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.

#### 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.

#### 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

#### 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)

#### Recce (Dual direction steering)

(p118)

#### Slow (only when towing)

(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run - only applies when towing.

#### 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 (7 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.

**Versatile (medium)**

Can also fire as a medium howitzer 60"(30-72), HE (3")

<b>Pick List</b>	
German 88mm Flak 36 dual purpose AA/AT gun	1
German Anti-tank rifle team	1
German Horse-drawn limber	1
German Infantry (equipped as modeled)	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Rifle	30
German Infantry with Submachine gun	3
German Medium Mortar team	1
German NCO with Submachine gun	4
German Panzer II Ausf A B C F	1
German SdKfz 231 Heavy Armoured Car (6-Rad)	1
German Second Lieutenant	1
German Spotter	1
German Truck	1