

PLATOON #1

German Reinforced Platoon

OFFICER**Waffen-SS Second Lieutenant (D-Day: US Sector page 143)****Regular****45****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**Waffen-SS squad (late-war) (Armies of Germany page 28)****Veteran****105****Qty Weapons****Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
2	Infantry with Rifle	24"	1	n/a	
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Waffen-SS squad (late-war) (Armies of Germany page 28)**Veteran****105****Qty Weapons****Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
2	Infantry with Rifle	24"	1	n/a	
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

MEDIC**Medic (Armies of Germany page 19)****Veteran****30****Qty Weapons****Range Shots Pen Special**

1	Medic				
	with Pistol			Assault	

INFANTRY**Waffen-SS squad (late-war) (Armies of Germany page 28)****Regular****70****Qty Weapons****Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Waffen-SS squad (late-war) (Armies of Germany page 28)**Regular****70****Qty Weapons****Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Waffen-SS squad (late-war) (Armies of Germany page 28)**Veteran****103****Qty Weapons****Range Shots Pen Special**

1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

MORTAR**Medium Mortar team (Armies of Germany page 36)****Inexperienced****35****Qty Weapons****Range Shots Pen Special**

1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
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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
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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
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ARTILLERY**88mm Flak 36 dual purpose AA/AT gun (Armies of Germany page 41)****Regular****170**

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")
1	Spotter				Spotter
TANKS AND SP GUNS					
Panzer III Ausf H or J (Armies of Germany page 48)				Regular	200
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Panzer III Ausf H or J	Tracked	-	9+	Reinforced rear armour
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (1")
	Co-axial MMG	36"	6	n/a	
	Hull-mounted MMG	36"	6	n/a	Front arc
TRANSPORTS					
Truck (Armies of Germany page 74)				Regular	54
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
Kübelwagen (Armies of Germany page 75)				Inexperienced	17
Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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.

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)

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)

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

Reinforced rear armour

The Ausf H and J treat hits against the rear armour as hits against the side armour (i.e. +1 penetration modifier rather than +2)

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 (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")

Pick List	
German 88mm Flak 36 dual purpose AA/AT gun	1
German Infantry with Light Machine gun (requires loader)	5
German Infantry with Rifle	18
German Kübelwagen	1
German Medic	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	5
German NCO with Rifle	5
German Panzer III Ausf H or J	1
German Panzerschreck team	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German Truck with front pintle-mounted MMG	1