

PLATOON #1

German Reinforced Platoon
Harper T.España

OFFICER

Waffen-SS Second Lieutenant (D-Day: US Sector page 143)

Inexperienced

30

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

Volkssturm squad (Armies of Germany page 31)

Inexperienced

63

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle Volkssturm units are Green	24"	1	n/a	Green

Waffen-SS squad (late-war) (Armies of Germany page 28)

Regular

121

Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
3	Infantry with Assault rifle	18"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons Entire squad are Fanatics	12"	1	+6	One-shot, Shaped Charge Fanatics

INFANTRY

Brandenburgers - Special Forces squad (Battleground Europe page 0)

Veteran

148

Qty	Weapons	Range	Shots	Pen	Special
	Brandenburgers				Fanatics, Behind enemy lines, Sabotage!, Paranoia
1	NCO with Assault rifle	18"	2	n/a	Assault
5	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

Sturmpioniere (Assault Engineer) Squad (Armies of Germany page 25)

Veteran

110

Qty	Weapons	Range	Shots	Pen	Special
1	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 Grenadier squad (Armies of Germany page 23)

Regular

103

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

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)

Regular

50

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

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)

ARTILLERY

150mm Nebelwerfer 41 (Armies of Germany page 39) **Inexperienced** **52**

Qty	Weapons	Range	Shots	Pen	Special
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

TOWS**Horse-drawn limber (Armies of Germany page 78)** **Inexperienced** **8**

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

ARMoured CARS**SdKfz 250/9 half-track (Armies of Germany page 71)** **Regular** **95**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	SdKfz 250/9 half-track	Half-track	-	7+ Recce
	Turret-mounted light autocannon	48"	2	+2 HE (1")
	Co-axial MMG	36"	6	n/a

TANKS AND SP GUNS**Polizei M15/42 Tank (PZ KPFW M15/42 738(I)) (Fortress Budapest page 109)** **Regular** **145**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Polizei M15/42 Tank (PZ KPFW M15/42 738(I))	Tracked	-	8+ Italian machine guns
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Co-axial MMG	36"	5	n/a
	Twin Forward facing hull-mounted MMGs	36"	10	n/a Front arc
	Co-axial MMG	36"	5	n/a

TRANSPORTS**SdKfz 251/1 half-track (Armies of Germany page 72)** **Regular** **89**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	SdKfz 251/1 half-track	Half-track	12	7+ Open-topped
	Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun			
	Front pintle-mounted MMG	36"	6	n/a Front arc, Flak

Truck (Armies of Germany page 74) **Inexperienced** **46**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	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.

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

Blind Obedience

SS officers do not benefit from the Blitzkrieg Army Special Rule on page 17 of *Armies of German* book.

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.

Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

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)

Italian machine guns

This tank does not benefit from Hitler's Buzzsaw special rule.

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

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

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

Recce

(p118)

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.

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.

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 150mm Nebelwerfer 41	1
German Anti-tank rifle team	1
German Horse-drawn limber	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	17
German Infantry with Submachine gun	3
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	6
German NCO with Assault rifle	2
German NCO with Rifle	1
German NCO with Submachine gun	2
German Polizei M15/42 Tank (PZ KPFW M15/42 738(I))	1
German SdKfz 250/9 half-track	1
German SdKfz 251/1 half-track	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German Truck with front pintle-mounted MMG	1