

## PLATOON #1

German Reinforced Platoon

## OFFICER

<b>Waffen-SS Second Lieutenant (D-Day: US Sector page 143)</b>	<b>Inexperienced</b>	<b>30</b>
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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

<b>Brandenburgers - Special Forces squad (Battleground Europe page 0)</b>	<b>Veteran</b>	<b>115</b>
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Qty	Weapons	Range	Shots	Pen	Special
	Brandenburgers				Fanatics, Behind enemy lines, Sabotage!, Paranoia
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

<b>Strafbattalion (Road to Berlin page 23) full strength</b>	<b>Regular</b>	<b>84</b>
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Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
	Entire squad are Shirkers				Shirkers
2	Infantry with Submachine gun	12"	2	n/a	Assault

## INFANTRY

<b>Waffen-SS squad (late-war) (Armies of Germany page 28)</b>	<b>Regular</b>	<b>116</b>
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Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
	Entire squad are Fanatics				Fanatics

<b>Schützen squad (Western Desert page 93)</b>	<b>Regular</b>	<b>60</b>
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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	

<b>Fallschirmjäger (Cassino &amp; Anzio) Squad (Italy Tough Gut page 104)</b>	<b>Veteran</b>	<b>110</b>
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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 Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower, Stubborn, Heroes of Eben Emael

## MACHINE GUN

<b>German LMG team (Battle of France page 91)</b>	<b>Regular</b>	<b>35</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Light machine gun team	36"	5	n/a	Team (3 men)

## MORTAR

<b>Medium Mortar team (Armies of Germany page 36)</b>	<b>Inexperienced</b>	<b>35</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

## SNIPER

<b>Sniper team (Armies of Germany page 35)</b>	<b>Veteran</b>	<b>65</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

## ARTILLERY

<b>37mm Flakzwillig 43 (D-Day: British &amp; Canadian Sectors page 175)</b>	<b>Veteran</b>	<b>87</b>
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Qty	Weapons	Range	Shots	Pen	Special
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1	37mm Flakzwilling 43 Gun shield	72"	4	+3	Team (4 men), Fixed, Flak, HE (1") Gun shield
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### ARMoured CARS

<b>Steyr ADGZ M35 Heavy Armoured Car (Germany Strikes! page 25)</b>					<b>Regular</b>	<b>115</b>
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Qty	Vehicle	Type	Trans	DV	Special
Weapons	Range	Shots	Pen		
1	Steyr ADGZ M35 Heavy Armoured Car	Wheeled	-	7+	Recce (dual direction steering)
	Forward facing MMG	36"	6	n/a	Front arc
	Rear-facing MMG	36"	6	n/a	Rear arc
	Turret-mounted light automatic cannon	48"	2	+2	HE (1")

### TANKS AND SP GUNS

<b>Kugelblitz (Armies of Germany page 65)</b>					<b>Regular</b>	<b>205</b>
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Qty	Vehicle	Type	Trans	DV	Special
Weapons	Range	Shots	Pen		
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

<b>Truck (Armies of Germany page 74)</b>					<b>Veteran</b>	<b>62</b>
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Qty	Vehicle	Type	Trans	DV	Special
Weapons	Range	Shots	Pen		
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

<b>Heavy Field Car (Armies of Germany page 77)</b>					<b>Regular</b>	<b>27</b>
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Qty	Vehicle	Type	Trans	DV	Special
Weapons	Range	Shots	Pen		
1	Heavy Field car	Wheeled	6	6+	
	Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns				
	0			+0	

<b>Mule team (Italy Tough Gut page 158)</b>					<b>Inexperienced</b>	<b>4</b>
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Qty	Vehicle	Type	Trans	DV	Special
Weapons	Range	Shots	Pen		
1	Mule team	Wheeled		3+	Stubborn, Gun assembly

### 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 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

### **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

### **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 (Dual direction steering)**

(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.

### **Shirkers**

(p91) Shirkers must always take an order test when given an order, even where they are not pinned, and always count pinned markers as double.

### **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.

### **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.

### **Heroes of Eben Emael**

1/12th Fallschirmjäger get +1 to hit when firing flamethrowers

