

PLATOON #1

German Reinforced Platoon

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

Brandenburgers - Special Forces squad (Battleground Europe page 0)

Veteran

95

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
	Brandenburgers				Fanatics, Behind enemy lines, Sabotage!, Paranoia

Green Fallschirmjäger Squad (late-war) (Armies of Germany page 0) full strength

Inexperienced

100

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
8	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green
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

INFANTRY

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

Veteran

96

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

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

Veteran

85

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 Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower

Volkssturm squad (Armies of Germany page 31) full strength

Inexperienced

75

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

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

FLAMETHROWER

Flamethrower team (Armies of Germany page 35)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

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

37mm Flak 36 (Armies of Germany page 40)						Regular	60
Qty	Weapons	Range	Shots	Pen	Special		
1	37mm Flak 36	72"	2	+3	Team (4 men), Fixed, Flak, HE (1")		
TOWS							
Horse-drawn limber (Armies of Germany page 78)						Inexperienced	8
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			
TANKS AND SP GUNS							
Panther Ausf A, G (Armies of Germany page 51)						Regular	355
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	Panther Ausf A or G	Tracked	-	9+	Tiger fear, All shots from front count its damage value as 10+.		
	Turret-mounted super-heavy anti-tank gun	84"	1	+7	HE (3")		
	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	Type	Trans	DV			
	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		
Schwimmwagen (Armies of Germany page 76)						Regular	26
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	Schwimmwagen	Wheeled	3	6+	Amphibious		
	0			+0			

SPECIAL RULES

Amphibious

(p118) An amphibious vehicle can move directly forward only over otherwise impassible deep water at half speed by means of an Advance action. A vehicle cannot make any other action whilst moving over water, cannot reverse, cannot turn, and will ignore all rules that otherwise oblige it to reverse or go down. A vehicle that is immobilised whilst in the water is destroyed along with any occupants. Vehicles can shoot whilst afloat accept hull mounted weapons on vehicles equipped with floatation screen.

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)

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

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.

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.

Tiger fear

All enemy units that are within 18" of, and have line of sight to, one or more vehicle with the Tiger Fear special rule (see the vehicles section of this army list) suffer from Tiger Fear. Note that the 18" range is measured AFTER you have declared which order you have given to the unit. Units suffering from Tiger Fear count as having one extra pin marker on them when taking any Order test, except if ordered to Fire against a vehicle causing Tiger fear. Test on -1 morale if they have no pin markers (page 17).

Pick List	
German 37mm Flak 36	1
German Anti-tank rifle team	1
German Flamethrower (infantry) team	1
German Horse-drawn limber	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	1

German Infantry with Rifle	30
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	4
German NCO with Rifle	5
German Panther Ausf A or G	1
German Schwimmwagen	1
German Second Lieutenant	1
German Sniper team	1
German Truck with front pintle-mounted MMG	1