

PLATOON #1

German Reinforced Platoon
E5. Reinforced

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

Waffen-SS squad (late-war) (Armies of Germany page 28) **Veteran** **108**

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	
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** **108**

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	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

INFANTRY

Heer Pioneer squad (Armies of Germany page 24) **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 Pioneer squad (Armies of Germany page 24) **Veteran** **108**

Qty	Weapons	Range	Shots	Pen	Special
2	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	
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower

Croatian Legion squad (Stalingrad page 127) **Regular** **70**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle Croatian Pride	24"	1	n/a	Croatian Pride
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

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")

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

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
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 234/2 'Puma' Heavy Armoured Car (Armies of Germany page 70)	Regular	160
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Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	SdKfz 234/2 Puma Heavy Armoured Car	Wheeled	-	8+ Recce (Dual direction steering)
	Turret-mounted medium anti-tank gun	60"	1	+5 HE (1")
	Co-axial MMG	36"	6	n/a

TANKS AND SP GUNS

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

Kübelwagen (Armies of Germany page 75)	Regular	21
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Qty	Vehicle	Type	Trans	DV
Weapons	Range	Shots	Pen	Special
1	Kübelwagen	Wheeled	3	6+

Truck (Armies of Germany page 74)	Regular	54
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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

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.

Croatian Pride

Croatian units use all German Army Special Rules, except that instead of the 'Initiative Training' Army Special Rule, all Croatian Legion units have 'Croatian Pride': When this unit passes any 'You Men, Snap to Action!' Order, they remove two pins instead of one.

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.

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)

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

Recce (Dual direction steering)

(p118)

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.

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 Horse-drawn limber	1
German Infantry with Flamethrower (requires assistant)	2
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	14
German Infantry with Submachine gun	3
German Kübelwagen	1
German Kugelblitz	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	4
German NCO with Rifle	3
German NCO with Submachine gun	2
German Panzerschreck team	1
German SdKfz 234/2 Puma Heavy Armoured Car	1
German Second Lieutenant	1
German Truck with front pintle-mounted MMG	1