

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)** **Veteran** **88**

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** **88**

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** **88**

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

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)** **Veteran** **65**

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

ARTILLERY**88mm Flak 36 dual purpose AA/AT gun (Armies of Germany page 41)** **Veteran** **202**

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 IV Ausf G (Armies of Germany page 50)** **Regular** **245**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Panzer IV Ausf G with Schürzen	Tracked	-	9+	Schürzen, Tiger fear				
	Turret-mounted heavy anti-tank gun					72"	1	+6	HE (2")
	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

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 (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

Schürzen

Anti-tank rifles and shaped charges never get the +1 penetration bonus for hitting the vehicle on the side.

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.

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).

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)	4
German Infantry with Rifle	19
German Medic	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	6
German NCO with Rifle	5
German Panzer IV Ausf G with Schürzen	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German Truck with front pintle-mounted MMG	1