

## PLATOON #1

German Reinforced Platoon  
German reinforced Berlin 1945

## OFFICER

Second Lieutenant (Armies of Germany page 19)

Veteran

78

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
1	Infantry (equipped as modeled)	-	-		

## INFANTRY SQUADS

Volkssturm squad (Armies of Germany page 31) full strength

Inexperienced

99

Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle Volkssturm units are Green	24"	1	n/a	Green
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Submachine gun	12"	2	n/a	Assault
4	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Kriegsmarine squad (Armies of Germany page 32) full strength

Inexperienced

106

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	Infantry 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

## INFANTRY

33rd Waffen-SS 'Charlemagne' squad (Armies of Germany page 0)

Veteran

172

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle No way out Entire squad are Fanatics	24"	1	n/a	No way out Fanatics
2	Infantry with Submachine gun	12"	2	n/a	Assault
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	12"	1	+6	One-shot, Shaped Charge

Hitler Youth squad (Armies of Germany page 31)

Inexperienced

74

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle Hitler Youth use Party Indoctrination	24"	1	n/a	Party Indoctrination
1	NCO with Submachine gun	12"	2	n/a	Assault
3	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Volkssturm squad (Armies of Germany page 31)

Inexperienced

62

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

## MACHINE GUN

Medium Machine Gun team (Armies of Germany page 33)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed

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

Medium Artillery (Armies of Germany page 38)					Regular	85
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Qty	Weapons	Range	Shots	Pen	Special	
1	Medium howitzer	60"(30-72)	1	HE	Team (4 men), Gun shield, Fixed, Howitzer, HE (3")	
1	Spotter				Spotter	

TANKS AND SP GUNS						
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Panzer IV Ausf H, J (Armies of Germany page 50)					Regular	235
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Qty	Vehicle	Type	Trans	DV		
	Weapons	Range	Shots	Pen	Special	
1	Panzer IV Ausf H J	Tracked	-	9+	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						
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Truck (Armies of Germany page 74)					Regular	39
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Qty	Vehicle	Type	Trans	DV		
	Weapons	Range	Shots	Pen	Special	
1	Truck	Wheeled	12	6+		
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun					
	0			+0		

SPECIAL RULES						
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#### 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.

#### 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.

#### 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.

#### 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.

#### Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### Indirect fire

(p71)

### No way out

Charlemagne SS units have the Fanatics special rule, except that even if they are left with a single man, no Morale test is taken! In addition, they automatically pass morale checks for being assaulted by enemy tanks

### 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

### Party Indoctrination

Squad is Green (p90) and must test when they first suffer a casualty. If uprated to Regular when testing for Green, roll a further die and on a roll of 5 or 6 they become Fanatics

### 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 (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 Flamethrower (infantry) team	1
German Infantry (equipped as modeled)	1
German Infantry with Assault rifle	3
German Infantry with Light Machine gun (requires loader)	1
German Infantry with Rifle	27
German Infantry with Submachine gun	5
German Medium howitzer	1
German Medium Machine gun team	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	15
German NCO with Assault rifle	1
German NCO with Rifle	1
German NCO with Submachine gun	3
German Panzer IV Ausf H J	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German Truck	1