

PLATOON #1

Romanian Reinforced Platoon

OFFICER

Second Lieutenant (Armies of Italy and the Axis page 88)

Inexperienced

35

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol				Assault
	with Submachine gun				Assault
	with Rifle				

INFANTRY SQUADS

Combat Pioneer Section (Fortress Budapest page 132)

Regular

111

Qty	Weapons	Range	Shots	Pen	Special
5	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 Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Combat Pioneer Section (Fortress Budapest page 132)

Regular

108

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

MEDIC

Medic (Armies of Italy and the Axis page 88)

Veteran

30

Qty	Weapons	Range	Shots	Pen	Special
1	Medic				
	with Pistol				Assault

INFANTRY

Combat Pioneer Section (Fortress Budapest page 132)

Regular

108

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Combat Pioneer Section (Fortress Budapest page 132)

Regular

108

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Combat Pioneer Section (Fortress Budapest page 132)

Regular

108

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

MORTAR

Heavy Mortar team (Armies of Italy and the Axis page 90)

Regular

75

Qty	Weapons	Range	Shots	Pen	Special
1	Heavy Mortar	12"-72"	1	HE	Team (4 men), Fixed, Indirect fire, HE (3")
1	Spotter				Spotter

SNIPER

Sniper team (Armies of Italy and the Axis page 90)

Regular

50

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

FREE ARTILLERY

Free 75mm TAC Resita Anti-tank gun (Armies of Italy and the Axis page 92)

Regular

0

Qty	Weapons	Range	Shots	Pen	Special	
1	Heavy anti-tank gun	72"	1	+6	Team (4 men), Gun shield, Fixed, HE (2")	
TOWS						
Horse-drawn limber (Italy: Soft Underbelly page 164)						Inexperienced 8

Qty	Vehicle	Type	Trans	DV	
Qty	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 222 (Romanian) (Armies of Italy and the Axis page 59)						Regular	100
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	SdKfz 222 Light Armoured Car	Wheeled	-	7+	Recce		
	Turret-mounted light automatic cannon	48"	2	+2	Flak, HE (1")		
	Co-axial MMG	36"	5	n/a			

TANKS AND SP GUNS						
Panzer 38(t) (Romanian) (Armies of Italy and the Axis page 45)					Regular	135
Qty	Vehicle	Type	Trans	DV		
	Weapons	Range	Shots	Pen	Special	
1	Panzer 38(t)	Tracked	-	8+		
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")	
	Co-axial MMG	36"	5	n/a		
	Forward-facing hull-mounted MMG	36"	5	n/a	Front arc	

TRANSPORTS							
Miscellaneous Trucks (Armies of Italy and the Axis page 93)						Regular	39
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			

PLATOON #2

German Tank Platoon

VEHICLE							
Panzerwerfer 42 (Armies of Germany page 64)						Regular	135
Qty	Vehicle	Type	Trans	DV			
	Weapons	Range	Shots	Pen	Special		
1	Panzerwerfer 42 with pintle-mounted MMG	Half-track	-	7+	Multiple launcher		
	Multiple rocket launcher	12"-72"	1	HE	Indirect fire, HE (3"), 360 degree arc		
	Pintle-mounted MMG	36"	6	n/a	Flak, 360 degree arc		

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.

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.

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

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

(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.

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 (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 Panzerwerfer 42 with pintle-mounted MMG	1
Romanian Heavy anti-tank gun	1
Romanian Heavy Mortar	1
Romanian Horse-drawn limber	1
Romanian Infantry with Flamethrower (requires assistant)	5
Romanian Infantry with Rifle	29
Romanian Infantry with Submachine gun	1
Romanian Medic	1
Romanian men have Panzerfaust in addition to other weapons	5
Romanian NCO with Submachine gun	5
Romanian Panzer 38(t)	1
Romanian SdKfz 222 Light Armoured Car	1
Romanian Second Lieutenant	1
Romanian Sniper	1
Romanian Spotter	1
Romanian Truck	1