

PLATOON #1

German Reinforced Platoon

OFFICER

Second Lieutenant (Armies of Germany page 19)					Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault

INFANTRY SQUADS

Heer Veteran Grenadier squad (Armies of Germany page 23) full strength					Veteran	178
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Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Heer Veteran Grenadier squad (Armies of Germany page 23) full strength					Veteran	178
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Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

INFANTRY

Heer Veteran Grenadier squad (Armies of Germany page 23)					Veteran	113
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Assault rifle	18"	2	n/a	Assault
5	Infantry with Assault rifle	18"	2	n/a	Assault
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Heer Infantry squad (Armies of Germany page 20)					Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	

MACHINE GUN

MG34 LMG team (Western Desert page 92)					Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	MG34 LMG team	36"	5	n/a	Team (3 men)

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

ANTI-TANK

Panzerschreck team (Armies of Germany page 33)					Regular	80
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Qty	Weapons	Range	Shots	Pen	Special
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge

ARMoured CARS

SdKfz 250/10 half-track (Armies of Germany page 71)					Regular	135
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Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	SdKfz 250/10 half-track	Half-track	-	7+	Open-topped, Command vehicle, Recce
	Forward facing light anti-tank gun	48"	1	+4	Front arc, HE (1")

TANKS AND SP GUNS

Panzer 38(t) (Armies of Germany page 46)					Veteran	132
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Qty	Vehicle	Type	Trans	DV	Special
Qty	Weapons	Range	Shots	Pen	Special
1	Panzer 38(t) (variant)	Tracked	-	8+	
	Turret-mounted light automatic cannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	6	n/a	

TRANSPORTS

SdKfz 251/1 half-track (Armies of Germany page 72)

Veteran

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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	SdKfz 251/1 half-track Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun Front pintle-mounted MMG	Half-track 36"	12 6	7+ n/a	Open-topped 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.

Command Vehicle

(p118) Adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice)

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)

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

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

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Reece

(p118)

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.

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.

Pick List

German Infantry with Assault rifle	5
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	19
German men have Panzerfaust in addition to other weapons	3
German MG34 LMG team	1
German NCO with Assault rifle	1
German NCO with Rifle	1
German NCO with Submachine gun	2
German Panzer 38(t) (variant)	1
German Panzerschreck team	1
German SdKfz 250/10 half-track	1
German SdKfz 251/1 half-track	1

German Second Lieutenant	1
German Sniper team	1