

## PLATOON #1

German Reinforced Platoon

## OFFICER

|  |  |  |  |  |                |           |
|--|--|--|--|--|----------------|-----------|
| <b>Second Lieutenant (Armies of Germany page 19)</b> |  |  |  |  | <b>Regular</b> | <b>50</b> |
|--|--|--|--|--|----------------|-----------|

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

## INFANTRY SQUADS

|   |  |  |  |  |                |            |
|---|--|--|--|--|----------------|------------|
| <b>Heer Veteran Grenadier squad (Armies of Germany page 23) full strength</b> |  |  |  |  | <b>Veteran</b> | <b>178</b> |
|---|--|--|--|--|----------------|------------|

| 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 |

|   |  |  |  |  |                |            |
|---|--|--|--|--|----------------|------------|
| <b>Heer Veteran Grenadier squad (Armies of Germany page 23) full strength</b> |  |  |  |  | <b>Veteran</b> | <b>178</b> |
|---|--|--|--|--|----------------|------------|

| 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

|   |  |  |  |  |                |            |
|---|--|--|--|--|----------------|------------|
| <b>Heer Veteran Grenadier squad (Armies of Germany page 23)</b> |  |  |  |  | <b>Veteran</b> | <b>113</b> |
|---|--|--|--|--|----------------|------------|

| 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 |

|  |  |  |  |  |                |           |
|--|--|--|--|--|----------------|-----------|
| <b>Heer Infantry squad (Armies of Germany page 20)</b> |  |  |  |  | <b>Regular</b> | <b>60</b> |
|--|--|--|--|--|----------------|-----------|

| Qty | Weapons             | Range | Shots | Pen | Special |
|-----|---------------------|-------|-------|-----|---------|
| 1   | NCO with Rifle      | 24"   | 1     | n/a |         |
| 5   | Infantry with Rifle | 24"   | 1     | n/a |         |

## MACHINE GUN

|   |  |  |  |  |                |           |
|---|--|--|--|--|----------------|-----------|
| <b>MG34 LMG team (Western Desert page 92)</b> |  |  |  |  | <b>Regular</b> | <b>50</b> |
|---|--|--|--|--|----------------|-----------|

| Qty | Weapons       | Range | Shots | Pen | Special      |
|-----|---------------|-------|-------|-----|--------------|
| 1   | MG34 LMG team | 36"   | 5     | n/a | Team (3 men) |

## SNIPER

|  |  |  |  |  |                |           |
|--|--|--|--|--|----------------|-----------|
| <b>Sniper team (Armies of Germany page 35)</b> |  |  |  |  | <b>Veteran</b> | <b>65</b> |
|--|--|--|--|--|----------------|-----------|

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

## ANTI-TANK

|   |  |  |  |  |                |           |
|---|--|--|--|--|----------------|-----------|
| <b>Panzerschreck team (Armies of Germany page 33)</b> |  |  |  |  | <b>Regular</b> | <b>80</b> |
|---|--|--|--|--|----------------|-----------|

| Qty | Weapons            | Range | Shots | Pen | Special                     |
|-----|--------------------|-------|-------|-----|-----------------------------|
| 1   | Panzerschreck team | 24"   | 1     | +6  | Team (2 men), Shaped Charge |

## ARMoured CARS

|  |  |  |  |  |                |            |
|--|--|--|--|--|----------------|------------|
| <b>SdKfz 250/10 half-track (Armies of Germany page 71)</b> |  |  |  |  | <b>Regular</b> | <b>135</b> |
|--|--|--|--|--|----------------|------------|

| 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

|   |  |  |  |  |                |            |
|---|--|--|--|--|----------------|------------|
| <b>Panzer 38(t) (Armies of Germany page 46)</b> |  |  |  |  | <b>Veteran</b> | <b>132</b> |
|---|--|--|--|--|----------------|------------|

| 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

107

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