

## PLATOON #1

German Reinforced Platoon  
CAMPEONATO DE ESPAÑA ALTERNATIVA

## OFFICER

Second Lieutenant (Armies of Germany page 19)

Regular

60

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

Schützen squad (Western Desert page 93)

Regular

60

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Schützen squad (Western Desert page 93)

Regular

60

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

Heer Pioneer squad (Armies of Germany page 24)

Veteran

113

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower

Heer Grenadier squad (Armies of Germany page 23)

Regular

65

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

Heer Grenadier squad (Armies of Germany page 23)

Regular

70

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

## MACHINE GUN

German LMG team (Battle of France page 91)

Regular

35

Qty	Weapons	Range	Shots	Pen	Special
1	Light machine gun team	36"	5	n/a	Team (3 men)

## MORTAR

Medium Mortar team (Armies of Germany page 36)

Regular

60

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
1	Spotter				Spotter

## SNIPER

Sniper team (Armies of Germany page 35)

Regular

50

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

## ANTI-TANK

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

#### ARTILLERY

<b>150mm Nebelwerfer 41</b> (Armies of Germany page 39)						<b>Inexperienced</b>	<b>52</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

#### ARMoured CARS

<b>Motorcycle with Machine-gun sidecar</b> (Armies of Germany page 71)						<b>Regular</b>	<b>40</b>
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Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Motorcycle with Machine-gun sidecar	Wheeled	-	6+ Recce, Turn on the spot
	Forward facing MMG	36"	6	n/a Front arc

#### TANKS AND SP GUNS

<b>Panther Ausf D (early)</b> (Armies of Germany page 51)						<b>Regular</b>	<b>320</b>
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Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special
1	Panther AusfD (early)	Tracked	-	9+ Early Panther, Tiger fear
	Turret-mounted super-heavy anti-tank gun	84"	1	+7 HE (3")
	Co-axial MMG	36"	6	n/a
	Hull-mounted MMG	36"	6	n/a Front arc

#### TRANSPORTS

<b>Truck</b> (Armies of Germany page 74)						<b>Regular</b>	<b>54</b>
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Qty	Vehicle	Type	Trans	DV
Qty	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.

##### Early Panther

The Panther must roll a D6 each time it completes a move. On a 2+ it is fine. On a 1 there is a problem, roll again: 1=Abandoned - The Panther breaks down and crew abandon it, running for the rear. It counts as destroyed. 2-3=Breakdown - The Panther breaks down and is immobilised at the end of its move. It may still fire as normal. 4+=Stalled - The Panther is stalled, but the crew will get it running again. It cannot move next turn. After missing a turn it can start moving again.

##### 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 flamethrower, add +1 to damage effects chart.

##### 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.

**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).

**Turn on the spot**

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

Pick List	
German 150mm Nebelwerfer 41	1
German Infantry (equipped as modeled)	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	18
German Infantry with Submachine gun	4
German Light machine gun team	1
German Medic	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	3
German Motorcycle with Machine-gun sidecar	1
German NCO with Rifle	4
German NCO with Submachine gun	1
German Panther Ausf D (early)	1
German Panzerschreck team	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German Truck with front pintle-mounted MMG	1