

## PLATOON #1

German Reinforced Platoon

## OFFICER

<b>Second Lieutenant (Armies of Germany page 19)</b>					<b>Regular</b>	<b>60</b>
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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
1	Infantry (equipped as modeled)	-	-		

## INFANTRY SQUADS

<b>Heer Veteran Grenadier squad (Armies of Germany page 23)</b>					<b>Veteran</b>	<b>103</b>
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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	
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)</b>					<b>Veteran</b>	<b>103</b>
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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	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

## INFANTRY

<b>Sturmpanziere (Assault Engineer) Squad (Armies of Germany page 25)</b>					<b>Veteran</b>	<b>88</b>
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Qty	Weapons	Range	Shots	Pen	Special
3	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	Team (2 men), Flamethrower

<b>Sturmpanziere (Assault Engineer) Squad (Armies of Germany page 25)</b>					<b>Veteran</b>	<b>88</b>
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Qty	Weapons	Range	Shots	Pen	Special
3	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	Team (2 men), Flamethrower

<b>Schützen squad (Western Desert page 93)</b>					<b>Regular</b>	<b>100</b>
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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	
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

## MORTAR

<b>Medium Mortar team (Armies of Germany page 36)</b>					<b>Inexperienced</b>	<b>35</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

## SNIPER

<b>Sniper team (Armies of Germany page 35)</b>					<b>Regular</b>	<b>50</b>
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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>
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Qty	Weapons	Range	Shots	Pen	Special
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge

## ARTILLERY

<b>Medium Artillery (Armies of Germany page 38)</b>					<b>Regular</b>	<b>85</b>
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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

## TOWS

<b>Horse-drawn limber</b> (Armies of Germany page 78)	<b>Inexperienced</b>	<b>8</b>
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Horse-drawn limber	Wheeled	-	3+					Slow (only when towing)
	<b>Tow:</b> Any gun or howitzer								
	0			+0					

**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	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>Panzer IV Ausf H, J</b> (Armies of Germany page 50)	<b>Regular</b>	<b>235</b>
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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**

<b>Truck</b> (Armies of Germany page 74)	<b>Regular</b>	<b>54</b>
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Truck with front pintle-mounted MMG	Wheeled	12	6+					
	<b>Tow:</b> Light howitzer; light or medium anti-tank gun; light anti-aircraft gun								
	Front pintle-mounted MMG	36"	6	n/a					Front arc, Flak

<b>Kübelwagen</b> (Armies of Germany page 75)	<b>Regular</b>	<b>21</b>
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Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Kübelwagen	Wheeled	3	6+					

**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 (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)

**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 (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 Horse-drawn limber	1
German Infantry (equipped as modeled)	1
German Infantry with Flamethrower (requires assistant)	2
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	19
German Kübelwagen	1
German Medium howitzer	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	2
German Motorcycle with Machine-gun sidecar	1
German NCO with Rifle	3
German NCO with Submachine gun	2
German Panzer IV Ausf H J	1
German Panzerschreck team	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German Truck with front pintle-mounted MMG	1