

PLATOON #1

German Reinforced Platoon

OFFICER

Second Lieutenant (Armies of Germany page 19)	Regular	60
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Qty	Weapons	Range	Shots	Pen	Special
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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)	Veteran	91
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	

Schützen squad (Western Desert page 93)	Veteran	91
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Rifle	24"	1	n/a	
6	Infantry with Rifle	24"	1	n/a	

CHAPLAIN

Chaplain (Battle of the Bulge page 55)	Inexperienced	20
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Qty	Weapons	Range	Shots	Pen	Special
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1	Chaplain				
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INFANTRY

Brandenburgers - Special Forces squad (Battleground Europe page 0)	Veteran	115
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Qty	Weapons	Range	Shots	Pen	Special
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	Brandenburgers				Fanatics, Behind enemy lines, Sabotage!, Paranoia
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Sturmpioniere (Assault Engineer) Squad (Armies of Germany page 25)	Veteran	101
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Qty	Weapons	Range	Shots	Pen	Special
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2	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	Team (2 men), Flamethrower
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Waffen-SS squad (late-war) (Armies of Germany page 28)	Veteran	90
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Qty	Weapons	Range	Shots	Pen	Special
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1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

MORTAR

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

Flamethrower team (Armies of Germany page 35)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
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1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower
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ARTILLERY

37mm Flak 36 (Armies of Germany page 40)	Regular	65
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Qty	Weapons	Range	Shots	Pen	Special
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1	37mm Flak 36 with Gun Shield	72"	2	+3	Team (4 men), Fixed, Flak, HE (1"), Gun shield
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ARMoured CARS

SdKfz 250/9 half-track (Armies of Germany page 71)	Regular	95
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Vehicle	Type	Trans	DV
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Qty	Weapons	Range	Shots	Pen	Special
1	SdKfz 250/9 half-track	Half-track	-	7+	Recce
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	6	n/a	

TANKS AND SP GUNS

Polizei M15/42 Tank (PZ KPFW M15/42 738(I)) (Fortress Budapest page 109) **Regular** **145**

Qty	Weapons	Range	Shots	Pen	Special
1	Polizei M15/42 Tank (PZ KPFW M15/42 738(I))	Tracked	-	8+	Italian machine guns
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Co-axial MMG	36"	5	n/a	
	Twin Forward facing hull-mounted MMGs	36"	10	n/a	Front arc
	Co-axial MMG	36"	5	n/a	

TRANSPORTS

SdKfz 251/1 half-track (Armies of Germany page 72) **Regular** **89**

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

Kettenkrad (Armies of Germany page 76) **Regular** **26**

Qty	Weapons	Range	Shots	Pen	Special
1	Kettenkrad	Half-track	3	6+	Tracked bike
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun				
	0			+0	

SdKfz 250/1 half-track (Armies of Germany page 73) **Regular** **75**

Qty	Weapons	Range	Shots	Pen	Special
1	SdKfz 250/1 half-track	Half-track	5	7+	Open-topped
	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.

Behind enemy lines

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

Chaplain

-Self-defence only: Clergymen are not soldiers and will not take part in hostile actions - they cannot fire any weapon, nor assault enemy units. If your chaplain is equipped with a pistol, it can only be used in close quarters if the enemy assaults him (including firing it at the assaulting enemies as a reaction, if applicable).

-Non-combatant: The chaplain is there to support the soldiers, not win battles. A chaplain unit cannot be used to claim or contest objectives.

-Inspiring presence: Upon receiving his order dice (except for Down), a chaplain may select one friendly unit within 6" and roll a D6, applying the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the chaplain may remove 1 pin from the selected unit.

Fanatics

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

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.

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

Indirect fire

(p71)

Italian machine guns

This tank does not benefit from Hitler's Buzzsaw special rule.

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

Paranoia

When the enemy rolls on the Fubar chart, they suffer a -2 modifier to the roll, such is the paranoia induced in the enemy by this squads irregular activities

Recce

(p118)

Sabotage!

Enemy units in Reserve suffer an additional -1 modifier on the test to come on to the table. In addition, outflanking enemy units must take another test when they become available (still with an additional -1 modifier), and if they fail it, they can only be deployed up to 12" from their table edge along the chosen short table edge

Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

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.

Tracked bike

A Kettenkrad moves as a half-track

Pick List	
German 37mm Flak 36 with Gun Shield	1
German Chaplain	1
German Flamethrower (infantry) team	1
German Infantry (equipped as modeled)	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Rifle	14
German Infantry with Submachine gun	9
German Kettenkrad	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	6

German NCO with Rifle	2
German NCO with Submachine gun	3
German Polizei M15/42 Tank (PZ KPFW M15/42 738(I))	1
German SdKfz 250/1 half-track	1
German SdKfz 250/9 half-track	1
German SdKfz 251/1 half-track	1
German Second Lieutenant	1