

## PLATOON #1

German Reinforced Platoon

## OFFICER

Waffen-SS Second Lieutenant (D-Day: US Sector page 143)

Inexperienced

37

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol with Rifle with Submachine gun with Assault rifle Blind Obedience				Assault  Assault Assault Blind Obedience
1	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

Waffen-SS Cavalry squads (Armies of Germany page 28)

Veteran

110

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Cavalry Carbine				
4	Infantry with Cavalry Carbine Cavalry Carbine as Pistol Cavalry Carbine as Rifle				Assault
1	Infantry with Light Machine gun (requires loader) Entire squad mounted upon horses	36"	5	n/a	Cavalry

Sturmpanziere (Assault Engineer) Squad (Armies of Germany page 25)

Veteran

90

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

## INFANTRY

Brandenburgers - Special Forces squad (Battleground Europe page 0)

Veteran

115

Qty	Weapons	Range	Shots	Pen	Special
	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

Hitler Youth squad (Armies of Germany page 31)

Inexperienced

53

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle Hitler Youth use Party Indoctrination	24"	1	n/a	Party Indoctrination
1	NCO 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

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

## SNIPER

Sniper team (Armies of Germany page 35)

Veteran

65

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

## ARTILLERY

Light Artillery (Armies of Germany page 37)

Inexperienced

40

Qty	Weapons	Range	Shots	Pen	Special
1	Light howitzer	48"(24-60)	1	HE	Team (3 men), Gun shield, Fixed, Howitzer, HE (2")

## ARMOURED CARS

SdKfz 250/9 half-track (Armies of Germany page 71)

Regular

95

Qty	Vehicle	Type	Trans	DV	
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****Elephant** (Armies of Germany page 57)**Regular****510**

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Elephant	Tracked	-	11+	Tiger fear, Slow, Unreliable
	Forward facing super-heavy anti-tank gun	84"	1	+7	Front arc, HE (3")
	Hull-mounted MMG	36"	6	n/a	Front arc

**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

**Blind Obedience**

SS officers do not benefit from the Blitzkrieg Army Special Rule on page 17 of *Armies of German* book.

**Cavalry**

(p89) Moves 9" at Advance, 18" at Run. Cannot enter buildings unless they have dismounted. Can dismount as part of Advance move - cannot remount. Cannot go Down. Can Escape as a recce vehicle (at normal speed, not double speed)(p98). Can only fire pistol or carbine (rifle) when mounted. While mounted, cavalry have tough fighters special rule (p90- When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll). Can regroup up to 2D6".

**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.

**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 (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

**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

**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

**Party Indoctrination**

Squad is Green (p90) and must test when they first suffer a casualty. If uprated to Regular when testing for Green, roll a further die and on a roll of 5 or 6 they become Fanatics

**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.

**Slow**  
(p119) A vehicle designated as slow has a basic move rate of 6" when Advancing and 12" at a Run

**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.

**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).

**Unreliable**  
If the vehicle suffers one or more pin markers as a result of an enemy attack, it automatically suffers one additional pin marker

Pick List	
German Elephant	1
German Infantry (equipped as modeled)	1
German Infantry with Cavalry Carbine	4
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	1
German Infantry with Rifle	7
German Infantry with Submachine gun	4
German Light howitzer	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	5
German NCO with Cavalry Carbine	1
German NCO with Rifle	1
German NCO with Submachine gun	2
German SdKfz 250/9 half-track	1
German Second Lieutenant	1
German Sniper team	1