

PLATOON #1

German Reinforced Platoon

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

Waffen-SS squad (late-war) (Armies of Germany page 28)

Regular

110

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|-------------------------|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 6 | Infantry with Rifle | 24" | 1 | n/a | |
| 1 | Infantry with Light Machine gun (requires loader) | 36" | 5 | n/a | |
| 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)

Regular

110

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|-------------------------|
| 1 | NCO with Rifle | 24" | 1 | n/a | |
| 6 | Infantry with Rifle | 24" | 1 | n/a | |
| 1 | Infantry with Light Machine gun (requires loader) | 36" | 5 | n/a | |
| 2 | men have Panzerfaust in addition to other weapons | 12" | 1 | +6 | One-shot, Shaped Charge |

INFANTRY

Waffen-SS squad (late-war) (Armies of Germany page 28)

Regular

99

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|-------------------------|
| 5 | Infantry with Rifle | 24" | 1 | n/a | |
| 1 | NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 2 | 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 |

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

Veteran

162

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|---|-------|-------|-----|----------------------------|
| 3 | Infantry with Rifle | 24" | 1 | n/a | |
| 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 |
| 2 | men have Panzerfaust in addition to other weapons | 12" | 1 | +6 | One-shot, Shaped Charge |

MACHINE GUN

Medium Machine Gun team (Armies of Germany page 33)

Inexperienced

35

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|-------------------------|-------|-------|-----|---------------------|
| 1 | Medium Machine gun team | 36" | 6 | n/a | Team (3 men), Fixed |

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 |

ANTI-TANK

Anti-tank rifle team (Armies of Germany page 34)

Regular

30

| Qty | Weapons | Range | Shots | Pen | Special |
|-----|----------------------|-------|-------|-----|--------------|
| 1 | Anti-tank rifle team | 36" | 1 | +2 | Team (2 men) |

ARTILLERY

Medium Artillery (Armies of Germany page 38)

Regular

85

| 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 |

ARMoured CARS

SdKfz 234/2 'Puma' Heavy Armoured Car (Armies of Germany page 70)

Regular

160

| Qty | Vehicle Weapons | Type Range | Trans Shots | DV Pen | Special |
|-----|-------------------------------------|---------------|----------------|-----------|---------------------------------|
| 1 | SdKfz 234/2 Puma Heavy Armoured Car | Wheeled | - | 8+ | Recce (Dual direction steering) |
| | Turret-mounted medium anti-tank gun | 60" | 1 | +5 | HE (1") |
| | Co-axial MMG | 36" | 6 | n/a | |

TANKS AND SP GUNS

| | | |
|---|----------------|------------|
| Panzer III Ausf L, M (Armies of Germany page 49) | Regular | 195 |
|---|----------------|------------|

| Qty | Vehicle Weapons | Type Range | Trans Shots | DV Pen | Special |
|-----|-------------------------------------|---------------|----------------|-----------|-----------|
| 1 | Panzer III Ausf L M | Tracked | - | 9+ | |
| | Turret-mounted medium anti-tank gun | 60" | 1 | +5 | HE (1") |
| | Co-axial MMG | 36" | 6 | n/a | |
| | Hull-mounted MMG | 36" | 6 | n/a | Front arc |

TRANSPORTS

| | | |
|---|----------------|-----------|
| SdKfz 7 half-track (Armies of Germany page 74) | Regular | 44 |
|---|----------------|-----------|

| Qty | Vehicle Weapons | Type Range | Trans Shots | DV Pen | Special |
|-----|--|---------------|----------------|-----------|---------|
| 1 | SdKfz 7 half-track | Half-track | 12 | 6+ | |
| | Tow: Any anti-tank gun, howitzer, or anti-aircraft gun | | | | |
| | 0 | | | +0 | |

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.

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

Recce (Dual direction steering)

(p118)

Shaped Charge

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

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.

| Pick List | |
|--|----|
| German Anti-tank rifle team | 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 | 20 |
| German Infantry with Submachine gun | 6 |
| German Medium howitzer | 1 |
| German Medium Machine gun team | 1 |
| German Medium Mortar team | 1 |
| German men have Panzerfaust in addition to other weapons | 8 |
| German NCO with Rifle | 2 |
| German NCO with Submachine gun | 2 |
| German Panzer III Ausf L M | 1 |
| German SdKfz 234/2 Puma Heavy Armoured Car | 1 |
| German SdKfz 7 half-track | 1 |
| German Second Lieutenant | 1 |
| German Spotter | 2 |