

PLATOON #1

German Reinforced Platoon
29 Dywizja Piechoty Zmotoryzowanej

OFFICER

Second Lieutenant (Armies of Germany page 19) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault

INFANTRY SQUADS

Heer Pioneer squad (Armies of Germany page 24) **Veteran** **110**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower

INFANTRY

Heer Grenadier squad (Armies of Germany page 23) **Regular** **80**

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

Heer Grenadier squad (Armies of Germany page 23) **Regular** **80**

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

Heer Grenadier squad (Armies of Germany page 23) **Regular** **80**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
6	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) **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) **Regular** **50**

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

Motorcycle with Machine-gun sidecar (Armies of Germany page 71) **Regular** **40**

Qty	Vehicle	Type	Trans	DV	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

Panzer III Ausf F (Armies of Germany page 47) **Regular** **140**

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Panzer III Ausf F	Tracked	-	8+	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Hull-mounted MMG	36"	6	n/a	Front arc
	Co-axial MMG	36"	6	n/a	
	Co-axial MMG	36"	6	n/a	

TRANSPORTS

Heavy Field Car (Armies of Germany page 77) **Inexperienced** 22

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Heavy Field car	Wheeled	6	6+	
	Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns				
	0			+0	

Kübelwagen (Armies of Germany page 75) **Inexperienced** 17

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Kübelwagen	Wheeled	3	6+	

PLATOON #2

German Reinforced Platoon
29 Dywizja Piechoty Zmotoryzowanej

INFANTRY SQUADS

Ostruppen squad (Armies of Germany page 29) **full strength** **Inexperienced** 60

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

Ostruppen squad (Armies of Germany page 29) **full strength** **Inexperienced** 60

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

TANKS AND SP GUNS

Panzer III Ausf E or F (Armies of Germany page 47) **Regular** 140

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Panzer III Ausf E or F	Tracked	-	8+	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Hull-mounted MMG	36"	6	n/a	Front arc
	Co-axial MMG	36"	6	n/a	
	Co-axial MMG	36"	6	n/a	

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

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.

Shirkers

(p91) Shirkers must always take an order test when given an order, even where they are not pinned, and always count pinned markers as double.

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.

Turn on the spot

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

Pick List	
German Heavy Field car	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	35
German Infantry with Submachine gun	3
German Kübelwagen	1
German Light howitzer	1
German Light machine gun team	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	6
German Motorcycle with Machine-gun sidecar	1
German NCO with Rifle	5
German NCO with Submachine gun	1
German Panzer III Ausf E or F	1
German Panzer III Ausf F	1
German Second Lieutenant	1
German Sniper team	1