

PLATOON #1

German Reinforced Platoon

OFFICER

Waffen-SS Second Lieutenant (D-Day: US Sector page 143)	Inexperienced	30
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Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Pistol				Assault
	with Rifle				
	with Submachine gun				Assault
	with Assault rifle				Assault
	Blind Obedience				Blind Obedience

INFANTRY SQUADS

Brandenburgers - Special Forces squad (Battleground Europe page 0)	Veteran	115
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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

Schützen squad (Western Desert page 93)	Regular	60
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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	

INFANTRY

Waffen-SS squad (late-war) (Armies of Germany page 28)	Regular	85
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Qty	Weapons	Range	Shots	Pen	Special
1	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
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Green Fallschirmjäger Squad (late-war) (Armies of Germany page 0)	Inexperienced	61
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Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green
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

Sturmpioniere (Assault Engineer) Squad (Armies of Germany page 25)	Veteran	90
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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

MORTAR

Medium Mortar team (Armies of Germany page 36)	Inexperienced	35
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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

Sniper team (Armies of Germany page 35)	Regular	50
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Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

ARTILLERY

37mm Flakzwillig 43 (D-Day: British & Canadian Sectors page 175)	Veteran	82
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Qty	Weapons	Range	Shots	Pen	Special
1	37mm Flakzwillig 43	72"	4	+3	Team (4 men), Fixed, Flak, HE (1")

TOWS

Horse-drawn limber (Armies of Germany page 78)	Inexperienced	8
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Vehicle	Type	Trans	DV

Qty	Weapons	Range	Shots	Pen	Special
1	Horse-drawn limber	Wheeled	-	3+	Slow (only when towing)
	Tow: Any gun or howitzer				
0				+0	

ARMoured CARS

Steyr ADGZ M35 Heavy Armoured Car (Germany Strikes! page 25) **Regular** **115**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Steyr ADGZ M35 Heavy Armoured Car	Wheeled	-	7+	Recce (dual direction steering)				
	Forward facing MMG	36"	6	n/a	Front arc				
	Rear-facing MMG	36"	6	n/a	Rear arc				
	Turret-mounted light automatic cannon	48"	2	+2	HE (1")				

TANKS AND SP GUNS

Kugelblitz (Armies of Germany page 65) **Regular** **205**

Qty	Vehicle	Type	Trans	DV	Weapons	Range	Shots	Pen	Special
1	Kugelblitz	Tracked	-	9+	Flak				
	2 paired turret-mounted heavy automatic cannon	72"	4	+3	Flak, HE (1") each				
	Forward facing MMG	36"	6	n/a	Front arc				

TRANSPORTS

Heavy Field Car (Armies of Germany page 77) **Veteran** **33**

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

Heavy Field Car (Armies of Germany page 77) **Veteran** **33**

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

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.

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 flamerthrower, add +1 to damage effects chart.

Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

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)

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

Recce (Dual direction steering)

(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 (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.

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 37mm Flakzwillig 43	1
German Heavy Field car	2
German Horse-drawn limber	1
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	1
German Infantry with Rifle	11
German Infantry with Submachine gun	10
German Kugelblitz	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	7
German NCO with Rifle	2
German NCO with Submachine gun	3
German Second Lieutenant	1
German Sniper team	1
German Steyr ADGZ M35 Heavy Armoured Car	1

