



# Germany

Reinforced Platoon

1000 pts

13 Order Dice

## Platoon #1

### Required

**Untersturmführer (Waffen-SS Officer (Late-War))**

*Inexperienced (30pts)*

**Composition:** 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Assault rifle	18	2	-	Assault

**Options:** Assault rifle

**Special Rules:** Assault, Blind Obedience

**Waffen-SS Squad (Late War)**

*Regular (90pts)*

**Composition:** 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
2 x Light machine gun (LMG)	36	4	-	Team Weapon

**Options:** Light machine gun (LMG) x 2

**Special Rules:** Team Weapon

**Waffen-SS Squad (Late War)**

*Regular (105pts)*

**Composition:** 1 NCO + 5 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
2 x Light machine gun (LMG)	36	4	-	Team Weapon
1 x Panzerfaust	12	1	6	One Shot, Shaped Charge

**Options:** Light machine gun (LMG) x 2, Panzerfaust, Additional Soldiers

**Special Rules:** Team Weapon, One Shot, Shaped Charge

### Infantry

**German LMG Team**

*Regular (35pts)*

**Composition:** 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light machine gun (LMG)	36	4	-	Team Weapon

**Special Rules:** Team Weapon

### Armoured Cars

**Motorcycle with Machine-gun Sidecar (BMW R75, Zundapp K S750 etc.)**

*Regular (40pts)*

**Damage Value:** All soft-skinned vehicles (6+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Forward-facing medium machine gun (MMG) covering the front arc	36	5	-	-

**Special Rules:** Recce, Turn on the Spot

### Tanks and Tank Destroyers

**Polizei M15/42 Tank (PZ KPFW M15/42 738(I))**

*Regular (145pts)*

**Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted light AT gun	48	1	4	HE (1")
2 x Coaxial medium machine gun (MMG)	36	5	-	-
2 x Hull-mounted medium machine gun (MMG)	36	5	-	-

**Special Rules:** HE (1"), Italian Machine Guns

## Platoon #2

### Required

**Untersturmführer (Waffen-SS Officer (Late-War))**

*Inexperienced (30pts)*

**Composition:** 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Assault rifle	18	2	-	Assault

**Options:** Assault rifle

**Special Rules:** Assault, Blind Obedience

**999th Light Afrika Division (Strafbattalion Squad)**

*Inexperienced (25pts)*

**Composition:** 1 NCO + 9 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
10 x Rifle	24	1	-	-

**Options:** Additional soldiers x 5, Shirkers

**Special Rules:** Shirkers

### Waffen-SS Squad (Late War)

*Regular (100pts)*

**Composition:** 1 NCO + 5 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
2 x Light machine gun (LMG)	36	4	-	Team Weapon

**Options:** Light machine gun (LMG) x 2, Additional Soldiers

**Special Rules:** Team Weapon

## Infantry

### German LMG Team

*Regular (35pts)*

**Composition:** 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light machine gun (LMG)	36	4	-	Team Weapon

**Special Rules:** Team Weapon

### Medium Mortar Team

*Inexperienced (35pts)*

**Composition:** 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE (2")

**Special Rules:** Team Weapon, Fixed, Indirect Fire, HE (2")

## Armoured Cars

**△ SdKfz 222 (SdKfz 221, 222 and 223 Light Armoured Car)**

*Regular (100pts)*

**Damage Value:** Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted light automatic cannon	48	2	2	HE (1")
1 x Coaxial medium machine gun (MMG)	36	5	-	-

**Special Rules:** Open-topped, Recce, Flak, HE (1")

## Tanks and Tank Destroyers

**StuG IV (StuG III and Variants, StuG IV)**

*Regular (230pts)*

**Damage Value:** Medium tank (9+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Casement-mounted, forward-facing heavy AT gun	72	1	6	HE (2")
1 x 360 degree medium machine gun (MMG)	36	5	-	-

**Special Rules:** HE (2")

Name	Description
Assault	No penalty to hit when moving and shooting. Infantry models armed with an assault weapon count as tough fighters.
Blind Obedience	SS officers do not benefit from the Blitzkrieg Army Special Rule on page 17 of the Armies of Germany book.
Blind Obedience	SS officers do not benefit from the Blitzkrieg Army Special Rule on page 17 of the Armies of Germany book.
Fixed	Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal.
Flak	Automatically fires at attacking aircraft it lies within their range and firing arc, regardless of whether they've already taken an action this turn. This doesn't require an action and takes place outside of the normal turn sequence.
HE (1")	Some weapons can fire either anti-tank shots (using Pen value indicated) or HE shots. Player must declare which type of shot the weapon is firing as he declares the target.
HE (2")	Some weapons can fire either anti-tank shots (using Pen value indicated) or HE shots. Player must declare which type of shot the weapon is firing as he declares the target.
Indirect Fire	These indirect fire weapons cannot be fired at targets within their minimum range (see weapon profiles). If a target is within this minimum range the shot misses automatically. Check rulebook/app for full details.
Italian Machine Guns	This tank does not benefit from the Hitler's Buzzsaw special rule on page 17 of Armies of Germany.
One Shot	This is a disposable weapon that can be fired only once per game.
Open-topped	Pinned by hits from small-arms same way as infantry. If assaulted by infantry vehicle is destroyed automatically if damaged. If hit by indirect fire add +1 to damage result roll. All hits upon upper surface of vehicle count +1 penetration and +1 damage result.
Recce	When reversing can reverse at full Advance rate (i.e. 12" or 9") rather than half rate, and manoeuvre as if driving forward.
Shaped Charge	Never suffer -1 penetration modifier for firing at long range.
Shirkers	Must always take order test when given order, even when not pinned, always count pinned markers as double. 1 pin marker is a -2 penalty, 2 is -4 etc.
Team Weapon	Weapon requires two or more men to shoot at full effect. There are three types of team weapons - squadbased team weapons, support team weapons and artillery team weapons. See app/rulebook for full details.
Turn on the Spot	Can turn on the spot to execute a full speed Run rate 'reverse' finishing move facing in direction of travel.