Order Dice: 13

Total Points: 1000

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German Reinforced Platoon AleKonfliktspel

First Lesterant (numies of Germany page 19)				OFFIC	ER			
First Leasenane	Firs	t Lieutenant (Armies of Germany page 19)					Regular	75
with Riffe with Pottod	Qty	Weapons	Range	Shots	Pen	Special		
With Parel With Submachine gan With Assault rathe With Submachine gan S	1	First Lieutenant						
with Submachine gan		with Rifle						
Weak		with Pistol				Assault		
Part		with Submachine gun				Assault		
Here Greenadies Manuale Armise of Germany page 23) Page 24 1 170		with Assault rifle				Assault		
Note			INFA	NTRY	SQU.	ADS		
1	Hee	r Grenadier squad (Armies of Germany page 23)					Regular	93
N.CO with Submachine gam 12" 2 n/s Assault	Qty		0	Shots		Special		
Infantry with Light Machine gan (requires loader) 36" 5" n's	5	-		1	n/a			
Regular Space Sp	1	-			n/a	Assault		
Name			36"	5	n/a			
1							Regular	93
1 NCO with Submachine gun (requires loader) 30° 5 76°	- •	•	U			Special		
Infiantry with Light Machine gun (requires loader)		-						
Heer Grenadier squad (Armies of Germany page 23) Range Shots Pen Special	1	5				Assault		
New Formatics squad (Armies of Germany page 23)	1	Infantry with Light Machine gun (requires loader)						
Range Shots Pen Special	TT			INFAN'.	IRY		D. 1	02
5			n	CI. 4	n	6 . 1	Regular	93
1	_	-	8			Special		
Infantry with Light Machine gun (requires loader) 36" 5" 7" 7" 7" 7" 7" 7" 7		-				A 1,		
New Separate Sep		-				Assault		
Qty Weapons Range Shots Pen Special 5 Infantry with Rifle 24" 1 n/a 1 NCO with Submachine gun 12" 2 n/a Assault Her with Light Machine gun (requires loader) 36" 5" n/a Assault Weapons Range Shots Pen Special NCO with Submachine gun 12" 2 n/a Assault Weapons Range Shots Pen Special Medium Mortar team (Armies of Germany page 36) Range Shots Pen Special Special Regular 60 Medium Mortar team (Armies of Germany page 36) Pen Special Special 50 Special Spotter Special 50 Pen Special 50 Spotter Regular 50 Pen Special 50 Pen Special 50 Pen Special 50 </td <td></td> <td></td> <td>36"</td> <td>3</td> <td>n/a</td> <td></td> <td>D. I</td> <td>02</td>			36"	3	n/a		D. I	02
5 Infantry with Rifle		•	Danga	Chata	Dom	Chasial	Regular	93
1	-	_	0			Special		
Infantry with Light Machine gun (requires loader) 36" 5 n/a		-				A gazzilt		
New Pione	1	-				Assaun		
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1 NCO with Submachine gun 12" 2 n/a Assault Total faintry with Submachine gun Total faintry with Submachine gun 12" 2 n/a Assault Total faintry with Submachine gun Regular Total Faintry Wegular			Danga	Chota	Don	Special	veteran	112
6 Infantry with Submachine gun 12" 2 n/a Assault Medium Mortar team (Armies of Germany page 36) Regular 60 Oty Weapons Range Shots Pen Special Medium Mortar team (Armies of Germany page 35) Negular Spotter Substitution Spotter Substitution Spotter Substitution Spotter Substitution Spotter Substitution Spotter Substitution Spotter Substitution Spotter Substit	Qıy 1	-	_					
Modium Mortar team (Armies of Germany page 36)	6	-						
Medium Mortar team (Armies of Germany page 36)		manu y with Stomachine gun	12			Assault		
Qty Weapons Range Shots Pen Special 1 Medium Mortar team 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2") Spotter Spotter Sniper team (Armies of Germany page 35) Regular 50 Qty Weapons Range Shots Pen Special Telamethrower team (Armies of Germany page 35) Regular 50 Qty Weapons Range Shots Pen Special 1 Flamethrower (infantry) team 6" D6 + 3 Team (2 men), Flamethrower Panzerschreck team (Armies of Germany page 33) Range Shots Pen Special 1 Pen Special 1 + 6 Team (2 men), Shaped Charge Artill LERY 1 Pen <	Med	lium Mortar team (Armies of Germany page 36)		MORI	TII		Regular	60
1 Medium Mortar team 12"-60" 1 HE Team (3 men), Fixed, Indirect fire, HE (2") 1 Spotter Spotter Spotter Spotter Soliper team (Armies of Germany page 35) Range Shots Pen Special FLAWETHROWER Flamethrower team (Armies of Germany page 35) Range Shots Pen Special 1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower AVIIIIAND Panzerschreck team (Armies of Germany page 33) Range Nots Pen Special Qty Weapons Range Shots Pen Special Panzerschreck team (Armies of Germany page 33) Range Special Qty Weapons Range Shots Pen Special 1 +6 Team (2 men), Shaped Charge ARILLERY 1 Regular 65 Qty No Pen Special		, , ,	Range	Shots	Pen	Special		
Spotter Spot		-	_			-	Indirect fire, HE (2")	
Soliper team (Armies of Germany page 35) Regular 50	1	Spotter					, , ,	
Qty Weapons Range Shots Pen Special 1 Sniper team 36" 1 n/a Team (2 men), Sniper Flamethrower team (Armies of Germany page 35) Example 1 Range Shots Pen Special 1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower Very Weapons Range Shots Pen Special 1 Panzerschreck team ANTILLERY 1 Panzerschreck team 24" 1 +6 Team (2 men), Shaped Charge ARTILLERY 150mm Nebelwerfer 41 (Armies of Germany page 39) Range Shots Pen Special				SNIPI	ER			
Sniper team 36" 1	Snip	per team (Armies of Germany page 35)					Regular	50
Flamethrower team (Armies of Germany page 35) Qty Weapons Range Shots Pen Special Flamethrower (infantry) team 6' D6 +3 Team (2 men), Flamethrower	Qty	Weapons	Range	Shots	Pen	Special		
Flamethrower team (Armies of Germany page 35) Qty Weapons Range Shots Pen Special 1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower	1	Sniper team	36"	1	n/a	Team (2 men), Sniper	r	
Qty Weapons Range Shots Pen Special 1 Flamethrower (infantry) team 6" D6 +3 Team (2 men), Flamethrower 24NTI-TANK Panzerschreck team (Armies of Germany page 33) Regular 80 Qty Weapons Range Shots Pen Special 1 Panzerschreck team 24" 1 +6 Team (2 men), Shaped Charge ARTILLERY 150mm Nebelwerfer 41 (Armies of Germany page 39) Regular 65 Qty Weapons Range Shots Pen Special			FLA	METH	ROW	/ER		
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ANTI-TANK Panzerschreck team (Armies of Germany page 33) Qty Weapons Range Shots Pen Special 1 Panzerschreck team (2 men), Shaped Charge ARTILLERY 150mm Nebelwerfer 41 (Armies of Germany page 39) Range Shots Pen Special 65 Range Shots Pen Special	Qty	Weapons	Range	Shots	Pen	Special		
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Qty Weapons Range Shots Pen Special 1 Panzerschreck team 24" 1 +6 Team (2 men), Shaped Charge *** ARTILLERY* 150mm Nebelwerfer 41 (Armies of Germany page 39) Regular 65 Qty Weapons Pen Special			1	ANTI-T	ANK			
1 Panzerschreck team 24" 1 +6 Team (2 men), Shaped Charge ARTILLERY 150mm Nebelwerfer 41 (Armies of Germany page 39) Regular 65 Qty Weapons Range Shots Pen Special	Pan	zerschreck team (Armies of Germany page 33)					Regular	80
ARTILLERY 150mm Nebelwerfer 41 (Armies of Germany page 39) Qty Weapons Range Shots Pen Special 65	Qty	Weapons	Range	Shots	Pen	Special		
150mm Nebelwerfer 41 (Armies of Germany page 39) Qty Weapons Range Shots Pen Special 65	1	Panzerschreck team	24"	1	+6	Team (2 men), Shape	ed Charge	
Qty Weapons Range Shots Pen Special			1	ARTILL	ERY			
	150r	nm Nebelwerfer 41 (Armies of Germany page 39)					Regular	65
1 150mm Nebelwerfer 41 12"-72" 1 HE Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher	Qty	_	O	Shots		-		
	1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indire	ct fire, HE (3"), Fixed, Multiple launcher	

TANKS AND SP GUNS							
Renault UE (Wurfrahmen 40) (Armies of Germany page 64)				Regular	115		
Vehicle Qty Weapons	Type Range	Trans Shots	DV Pen Special				
1 Renault UE (Wurfrahmen 40)	Tracked	-	7+				
Forward facing multiple rocket launcher	12"-72"	1	HE Front arc, Indirect fire, Multiple launcher				
TRANSPORTS							
Kübelwagen (Armies of Germany page 75)				Regular	21		
Vehicle Qty Weapons	Type Range	Trans Shots	DV Pen Special				

SPECIAL RULES

3

6+

Assault

1

Kübelwagen

(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.

Wheeled

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.

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.

Indirect fire

(p71)

Multiple launcher

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

Shaped Charge

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

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.

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 150mm Nebelwerfer 41	1
German First Lieutenant	1

German Flamethrower (infantry) team	1
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	20
German Infantry with Submachine gun	6
German Kübelwagen	1
German Medium Mortar team	1
German NCO with Submachine gun	5
German Panzerschreck team	1
German Renault UE (Wurfrahmen 40)	1
German Sniper team	1
German Spotter	1