

## PLATOON #1

German Reinforced Platoon  
AleKonfliktspel

## OFFICER

First Lieutenant (Armies of Germany page 19)

Regular

75

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

## INFANTRY SQUADS

Heer Grenadier squad (Armies of Germany page 23)

Regular

93

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Heer Grenadier squad (Armies of Germany page 23)

Regular

93

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5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

## INFANTRY

Heer Grenadier squad (Armies of Germany page 23)

Regular

93

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5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Heer Grenadier squad (Armies of Germany page 23)

Regular

93

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Heer Pioneer squad (Armies of Germany page 24)

Veteran

112

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Submachine gun	12"	2	n/a	Assault
6	Infantry with Submachine gun	12"	2	n/a	Assault

## 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 Spotter

## 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

## FLAMETHROWER

Flamethrower 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

## ANTI-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
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

## TANKS AND SP GUNS

<b>Renault UE (Wurffrahmen 40)</b> (Armies of Germany page 64)	<b>Regular</b>	<b>115</b>
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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	Renault UE (Wurffrahmen 40)	Tracked	-	7+
	Forward facing multiple rocket launcher	12"-72"	1	HE Front arc, Indirect fire, Multiple launcher

## TRANSPORTS

<b>Kübelwagen</b> (Armies of Germany page 75)	<b>Regular</b>	<b>21</b>
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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	Kübelwagen	Wheeled	3	6+

## 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 flamethrower, 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