



1.Estnische.Ale

Reinforced Platoon

1000 pts

13 Order Dice

Platoon #1

Required

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

Inexperienced (37pts)

Composition: 1 Officer + 1 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pistol	6	1	-	Assault
1 x Assault rifle	18	2	-	Assault

Options: Additional Soldiers, Assault rifle

Special Rules: Assault, Blind Obedience

Waffen-SS Squad (Late War)

Regular (95pts)

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
1 x Panzerfaust	12	1	6	One Shot, Shaped Charge

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

Special Rules: Team Weapon, One Shot, Shaped Charge

Waffen-SS Squad (Late War)

Regular (93pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Submachine gun (SMG)	12	2	-	Assault
2 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Light machine gun (LMG) x 2, NCO: Submachine gun (SMG)

Special Rules: Assault, Team Weapon

Infantry

Waffen-SS Squad (Late War)

Regular (95pts)

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
1 x Panzerfaust	12	1	6	One Shot, Shaped Charge

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

Special Rules: Team Weapon, One Shot, Shaped Charge

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 (93pts)

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Submachine gun (SMG)	12	2	-	Assault
2 x Light machine gun (LMG)	36	4	-	Team Weapon

Options: Light machine gun (LMG) x 2, NCO: Submachine gun (SMG)

Special Rules: Assault, Team Weapon

German LMG Team

Inexperienced (20pts)

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")

Gewehr 43 Sniper Team

Regular (55pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
2 x Pistol	6	1	-	Assault

Special Rules: Sniper, Team Weapon, Assault, Gewehr 43

Anti-Tank Rifle Team

Regular (30pts)

Composition: 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	36	1	2	Team Weapon

Special Rules: Team Weapon

Artillery

150mm Nebelwerfer 41

Inexperienced (52pts)

Composition: 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Nebelwerfer	12-72	1	-	Team Weapon, Fixed, Indirect Fire, HE (3")

Special Rules: Team Weapon, Fixed, Multiple Launcher, Indirect Fire, HE (3")

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

Kugelblitz

Regular (205pts)

Damage Value: Medium tank (9+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Double, turret-mounted, 360 degree heavy automatic cannon	72	2	3	HE (1")
1 x Hull-mounted, forward-facing medium machine gun (MMG)	36	5	-	-

Special Rules: Flak, HE (1")

Faction Special Rules

BLITZKRIEG

German officers were expected to act on initiative and take decisions on the field based on their judgment rather than wait for orders or confirmation from HQ. This made them very effective tactical commanders and made the Wehrmacht a formidably reactive force. German officers using the 'You men, snap to action' special rule can take one additional order die from the bag and assign it as normal. In other words, a German Second lieutenant (Leutnant) takes two dice instead of one, a German First lieutenant (Oberleutnant) takes three dice, a captain (Hauptmann) take four and a German major takes five!

INITIATIVE TRAINING

Even at squad level, in the German army every man is trained with some of the skills of his superiors, and encouraged to show initiative and decisiveness rather than just sit and wait to receive orders. If an infantry squad's NCO is killed, roll a D6. On the score of a 1, the NCO is removed as normal. On the roll of a 2 or higher, one of the other troopers takes over the squad and leads it just as effectively as before. To represent this leave the NCO in place and remove any other model instead (it is assumed the new 'squad leader' swaps his weapons with the ones carried by the NCO, if different). If the NCO is successfully replaced the unit does not suffer the usual -1 morale penalty for losing its NCO.

HITLER'S BUZZ SAW

German-made machine guns, but in particular the lethal MG42, are vastly superior to their enemies' and rightly feared by Allied infantrymen. German light and medium machine guns fire one extra shot. Note that this applies to all light and machine guns, both those carried by infantry units and vehicle-mounted ones.

TIGER FEAR

Such was the lethal reputation of Tiger tanks, that often Allied troops were spooked by the appearance of any German heavy armour, mistakenly thinking that any Panzer IV was a Tiger waiting in ambush! All enemy units that have line of sight to one or more German vehicles with the Tiger fear special rule (see the vehicles section of this army list) suffer from Tiger fear. Units suffering from Tiger fear count as having one extra pin marker on them when taking any order test, except if ordered to Fire against a vehicle causing Tiger fear. Note that this penalty also

affects units without any pin marker, which must therefore take an order test on –1 morale to execute orders even if they have no pin markers.

Theatre Special Rules

None

Unit and Weapon Special Rules

Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (see page 91).

Blind Obedience

Whilst the lower educational standards of SS officers made indoctrination easier, it resulted in a lower calibre of leader. SS officers do not benefit from the Blitzkrieg Army Special Rule on page 17 of the Armies of Germany book.

Fixed

This weapon is too heavy and cumbersome to be moved easily, it probably has a substantial mount and the chances are that its ammunition is equally hard to lug about. These weapons are ideally fired from a stationary position once set up, and if moved about their effectiveness is reduced.

The following exceptions apply to fixed weapons. When ordered to Fire, fixed weapons can only target an enemy unit that lies at least partially within their front arc (i.e. within an angle of 45° to each side of their barrel as shown in Diagram 8). Targets outside of this arc cannot be shot at with a Fire order. When ordered to Advance, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal –1 to hit for 'fire on the move'. When ordered to Run, fixed weapons move the normal 12" over open ground or 6" over rough ground, obstacles etc.

Flak

All enemies with the flak special rule automatically fire at an attacking aircraft if the token or model lies within their range and firing arc. Flak units fire regardless of whether they have already taken an action or not that turn. Flak fire does not require an action and takes place outside of the normal turn sequence. See p86 for full details.

Gewehr 43

The Gewehr 43 has the following special rules: Fire and Manoeuvre (page 20, Armies of the United States). Semi-automatic: After resolving shooting. Roll a die, on a result of 4+ a Veteran sniper gets a second shot. On a roll of 5+ a Regular sniper gets a second shot. This second shot is taken at the same target.

HE (1")

The HE rule refers to weapons that can fire a high explosive shot. Some weapons, for instance anti-tank guns, can fire either anti-tank shots (using the Pen value indicated) or HE shots. The player must declare which type of shot the weapon is firing as he declares the target. Some weapons can only fire HE shots and their Pen value is indicated as HE. See p68 for full details.

HE (2")

The HE rule refers to weapons that can fire a high explosive shot. Some weapons, for instance anti-tank guns, can fire either anti-tank shots (using the Pen value indicated) or HE shots. The player must declare which type of shot the weapon is firing as he declares the target. Some weapons can only fire HE shots and their Pen value is indicated as HE. See p68 for full details.

HE (3")

The HE rule refers to weapons that can fire a high explosive shot. Some weapons, for instance anti-tank guns, can fire either anti-tank shots (using the Pen value indicated) or HE shots. The player must declare which type of shot the weapon is firing as he declares the target. Some weapons can only fire HE shots and their Pen value is indicated as HE. See p68 for full details.

Indirect Fire

The indirect fire special rule refers to weapons that shoots HE shells 'indirectly', which is to say they lob a shot high in the air to land on top of the target unit, for example a mortar rather than a rifle that shoots 'directly' at its target. These indirect fire weapons cannot be fired at targets within their minimum range (see weapon profiles), measured from the centre of the weapon itself. If a target is found to be within this minimum range the shot misses automatically and is ignored.

The crew of an indirect firing weapon must still be able to see their target unit to shoot, unless a spotter is employed – see the spotter rule below. However, the crew can direct their fire against a target even if friends are in the way, as shots pass far over the heads of intervening friendly troops because of the high trajectory. When firing HE shells using indirect fire, a 6 is required to hit, regardless of any modifier. In the following turn, if the shooter fires at the same target unit, and if the shooter has not moved from their position (i.e. it receives a Fire order), and if the target unit has not moved from their position (to count as 'moved', the entire unit must be at least 2" away from the area that it was covering before), a hit is scored on a 5+. This represents the shooter adjusting his aim by observing where shots are falling. If the shooter continues to fire under the same conditions explained above, a hit is scored on a 4+ in the next turn, then 3+ and finally 2+ in all subsequent turns. However, if a hit is scored in any turn, the shooter is zeroed in on the target and as long as it does not move, all further shots hit on 2+, even if the target unit is then lost from view (obscured by a moving vehicle, a spotter is killed, etc.).

When fired against vehicles, hits from indirect fire weapons always strike the vulnerable top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the damage results table (see page 108). Weapons cannot be fired indirectly by a unit that was in Ambush that turn – indirect fire takes time. Howitzers and mortars can also fire smoke shells to lay a smoke screen – see page 97 for rules covering this. If a unit includes both normal weapons and indirect firing weapons (such as one or more light mortars inside a unit of riflemen), any mortar in the squad can pick a target individually, regardless of what the rifles and other mortars in the squad are doing. Ranging in is

kept track of separately for each mortar (you might have to write things down...).

Multiple Launcher

This rule describes multi-barrelled rocket firing weapons such as the German Nebelwefer and Wurfrahmen, the Russian Katyusha and US Calliope. A multiple launcher counts as a heavy mortar, but its chance of hitting never gets any better than a 6 (no ranging in). However, every time you fire it, pick the first target unit as normal and then check which other enemy units are within 6" of the original template – these are also targets. If you find that there is a friendly unit within 6" of the original template, you cannot fire and the shot is wasted.

Once the target units have been determined, check if any of these units are within the minimum range – these units are missed automatically. Then roll to hit for all remaining target units, one at a time in any order you prefer, hitting on 6. If you score one or more hits, work out the total of all of the hits inflicted by the salvo on target units, using the relevant templates, and then proceed to roll to damage. When being towed, multiple launchers count as light howitzers.

One Shot

This is a disposable weapon that can be fired only once per game. For example, the panzerfaust is a rocket-propelled anti-tank grenade commonly used by late war German troops. Once fired replace the model with another model that does not carry the disposable weapon. If a unit of infantry includes a proportion of men armed with one-shot weapons, then each of these models is allowed to direct its fire against a separate enemy unit, regardless of the target chosen by the other models in their unit. This enables a unit to split its fire between two or more different enemy units and is therefore an exception to the rule that normally prevents this. Note that you do not have to fire all of a unit's one-shot weapons in the same turn; some can be kept for use in further turns. Declare the targets for all weapons that are firing at a different target from the unit's as you declare the unit's target and before proceeding to roll for all of them separately.

Open-topped

Some armoured vehicles are open-topped – meaning they have open turrets or open fighting compartments as opposed to fully enclosed vehicles such as tanks. Typical open-topped armoured vehicles include half-tracks, most self-propelled artillery pieces, many tank destroyers and some armoured cars. Open-topped armoured vehicles are more vulnerable to HE fire than equivalent fully enclosed vehicles, and are susceptible to close quarter attack by enemy infantry tossing grenades inside an exposed cab. Rules governing open-topped armoured vehicles are included throughout the rules and are repeated here for ease of reference. Open-topped armoured vehicles are pinned by hits from small-arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins. If hit by indirect fire then add +1 to the damage result roll to represent the effect of a shot falling into an open-topped vehicle. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not – so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result.

Recce

Some scout cars and light armoured vehicles operated in a scouting, recon or recce role (short for reconnaissance). Recce vehicles would advance ahead of a formation to probe out the enemy's defences – as such they are super-alert to the enemy presence and prepared to avoid trouble. When reversing, either voluntarily or because of a failed order test (with enemy in its

front arc), a recce vehicle can reverse at its full Advance rate (i.e. 12" or 9") rather than at half rate, and can manoeuvre as if driving forward, i.e. a wheeled vehicle or half-track can make two 90° pivots or and a tracked vehicle can make a single 90° pivot. Some recce vehicles can even reverse at their Run rate if they are especially small and manoeuvrable or if they have dual direction steering – as did some German armoured cars. These exceptions are indicated in the Army Lists. If they fail an order test, these vehicles will always reverse at a Run rate. Recce vehicles will also spot hidden enemy at longer ranges than other vehicles – as noted in the rules for hidden units – see page 131.

Shaped Charge

The warhead of these rocket-propelled grenades can take out any tank it strikes head-on. These are very powerful weapons that don't rely on velocity to penetrate armour, so they never suffer the -1 penetration modifier for firing at long range.

Sniper

A sniper team includes a marksman with a high-power telescopic sight and normally also include an observer or loader (in which case it has the team weapon special rule). When a sniper shoots using a Fire or Ambush order the player can decide to use his scope, in which case the following special rules apply: Rifle range changes to 36". However, if the target is within 12", the shot misses automatically. The shot ignores negative to-hit modifiers, except for pinning markers and for the missing assistant if the sniper is the last man standing (most sniper teams have the team weapon special rule). The shot ignores the gun shield and extra protection rules.

If the sniper successfully rolls to hit and damage, this always counts as exceptional damage (just as if you rolled a 6 to damage), so the firing player can pick any model in the target unit as a casualty. Unlike other units with the team weapon special rule, all members of a sniper team can fire any weapon they are carrying in any turn when the sniper is not using his scope, and in an assault they can use the assault rule from their pistols/submachine guns.

Team Weapon

This special rule (often shortened to just 'team') indicates that the weapon requires two or more men to shoot at full effect. There are three types of team weapons – squadbased team weapons (team weapons imbedded inside infantry squads, like a squad LMG); support team weapons (which form an infantry unit of their own, such as a medium machine gun team or a bazooka team); and artillery team weapons.

We will list here the generic rules that apply to all three, and then list the exceptions that apply to support team weapons and squad-based team weapons. Team weapons normally have a crew of two, three or more members, comprising one man to fire the weapon and a number of loaders or other crewmen to help operate it, move it about, carry ammunition or act as lookouts. All the crew members are fully occupied whether carrying equipment, serving the weapon, or keeping watch. Note that although in reality crewmen often carried small-arms, and many crew models will undoubtedly do so, in the game crews of weapon teams never fire these weapons and are therefore not allocated personal armament in the army lists.

A team weapon shoots at full effectiveness so long as there are at least two men to serve it. A minimum of two crew is always needed to fire at full effect. If only one man remains to serve a

team weapon then the weapon can still be fired but suffers a -1 'to hit' penalty. Remember that sometimes a team weapon and its crew might be mounted on a single base for ease of use. If the crew suffers casualties, simply place a die on the base and rotate it to show how many models have been killed.