

PLATOON #1

German Reinforced Platoon

OFFICER

First Lieutenant (Armies of Germany page 19)

Regular

75

Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant				
	with Rifle	24"	1	n/a	
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Assault rifle	18"	2	n/a	Assault

INFANTRY SQUADS

Fallschirmjäger squad (late-war) (Armies of Germany page 26) full strength

Veteran

195

Qty	Weapons	Range	Shots	Pen	Special
	Entire squad is Stubborn				Stubborn
1	NCO with Assault rifle	18"	2	n/a	Assault
9	Infantry with Assault rifle	18"	2	n/a	Assault
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Heer Grenadier squad (Armies of Germany page 23) full strength

Regular

135

Qty	Weapons	Range	Shots	Pen	Special
8	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

INFANTRY

Heer Grenadier squad (Armies of Germany page 23) full strength

Regular

135

Qty	Weapons	Range	Shots	Pen	Special
8	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

FLAMETHROWER

Flamethrower team (Armies of Germany page 35)

Veteran

65

Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

ARTILLERY

75mm LG40 (Armies of Germany page 39)

Veteran

54

Qty	Weapons	Range	Shots	Pen	Special
1	75mm LG40	48"(24-60)	1	HE	Team (3 men), Fixed, Howitzer, HE (2")

TANKS AND SP GUNS

Panzer I (Armies of Germany page 44)

Regular

70

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	Pen Special
1	Panzer I	Tracked	-	7+
	Turret-mounted MMG	36"	6	n/a
	Turret-mounted MMG	36"	6	n/a

TRANSPORTS

Kübelwagen (Armies of Germany page 75)

Regular

21

Qty	Vehicle	Type	Trans	DV
	Weapons	Range	Shots	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 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

Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

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

Shaped Charge

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

Stubborn

(p91) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks.

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.

Pick List	
German 75mm LG40	1
German First Lieutenant	1
German Flamethrower (infantry) team	1
German Infantry with Assault rifle	9
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	16
German Kübelwagen	1
German men have Panzerfaust in addition to other weapons	5
German NCO with Assault rifle	3
German Panzer I	1