

PLATOON #1

Late-War Fallschirmjäger (Panzer support)
Battle of the Bulge

OFFICER

Second Lieutenant (Armies of Germany page 19)

Veteran

65

Qty	Weapons	Range	Shots	Pen	Special
1	Second 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)

Veteran

158

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
2	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
2	Infantry with Assault rifle	18"	2	n/a	Assault
2	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

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

Veteran

151

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Assault rifle	18"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

INFANTRY

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

Veteran

111

Qty	Weapons	Range	Shots	Pen	Special
4	Infantry with Rifle	24"	1	n/a	
	Entire squad is Stubborn				Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Assault rifle	18"	2	n/a	Assault

SNIPER

Sniper team (Armies of Germany page 35)

Veteran

65

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

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

75mm Pak 40 (Armies of Germany page 43)

Regular

110

Qty	Weapons	Range	Shots	Pen	Special
1	75mm Pak 40 gun	72"	1	+6	Team (4 men), Gun shield, Fixed, HE (2")

TRANSPORTS

SdKfz 251/10 half-track (Armies of Germany page 73)

Regular

156

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	SdKfz 251/10 half-track with rear pintle-mount MMG	Half-track	8	7+	Open-topped, Command vehicle
	Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun				
	Forward facing light anti-tank gun	48"	1	+4	Front arc, HE (1")
	Rear pintle-mounted MMG	36"	6	n/a	Rear arc, Flak

SdKfz 251/1 half-track (Armies of Germany page 72)

Regular

104

Qty	Vehicle	Type	Trans	DV	
	Weapons	Range	Shots	Pen	Special
1	SdKfz 251/1 half-track with rear pintle-mount MMG	Half-track	12	7+	Open-topped
	Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun				

Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak
Rear pintle-mounted MMG	36"	6	n/a	Rear arc, Flak

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.

Command vehicle

(p118) Adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice)

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.

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Gun shield

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

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

Open-topped

(p118) 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. 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

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.

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 (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 75mm Pak 40 gun	1
German Infantry with Assault rifle	6
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	8
German men have Panzerfaust in addition to other weapons	2
German NCO with Rifle	1
German NCO with Submachine gun	2
German Panzerschreck team	1
German SdKfz 251/1 half-track with rear pintle-mount MMG	1
German SdKfz 251/10 half-track with rear pintle-mount MMG	1

German Second Lieutenant	1
German Sniper team	1