

## PLATOON #1

1943-44 - Defense of Italy  
Western Front 1943-44

## 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) full strength

Regular

126

Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry 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) full strength

Regular

126

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

## HIGHER OFFICER

## Captain (Armies of Germany page 19)

Regular

110

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

## MEDIC

## Medic (Armies of Germany page 19)

Veteran

38

Qty	Weapons	Range	Shots	Pen	Special
2	Medic				
	with Pistol				Assault

## FORWARD OBSERVER

## Artillery Forward Observer (Armies of Germany page 19)

Regular

100

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer				
	with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault

## INFANTRY

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

Regular

126

Qty	Weapons	Range	Shots	Pen	Special
7	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry 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) full strength

Regular

126

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

<b>Heer Veteran Grenadier squad (Armies of Germany page 23) full strength</b>						<b>Veteran</b>	<b>156</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
6	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
1	Infantry with Submachine gun	12"	2	n/a	Assault		
2	Infantry with Assault rifle	18"	2	n/a	Assault		
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge		
<b>MACHINE GUN</b>							
<b>Medium Machine Gun team (Armies of Germany page 33)</b>						<b>Regular</b>	<b>50</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed		
<b>MORTAR</b>							
<b>Medium Mortar team (Armies of Germany page 36)</b>						<b>Regular</b>	<b>60</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")		
1	Spotter				Spotter		
<b>ANTI-TANK</b>							
<b>Panzerschreck team (Armies of Germany page 33)</b>						<b>Regular</b>	<b>80</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge		
<b>SNIPER</b>							
<b>Sniper team (Armies of Germany page 35)</b>						<b>Veteran</b>	<b>65</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	Sniper team	36"	1	n/a	Team (2 men), Sniper		
<b>ARTILLERY</b>							
<b>50mm Pak 38 (Armies of Germany page 42)</b>						<b>Regular</b>	<b>75</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>		
1	50mm Pak 38 gun	60"	1	+5	Team (3 men), Gun shield, Fixed, HE (1")		
<b>TRANSPORTS</b>							
<b>SdKfz 251/10 half-track (Armies of Germany page 73)</b>						<b>Regular</b>	<b>156</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>	<b>Special</b>		
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		

**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

**Indirect fire**

(p71)

**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.

**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.

<b>Pick List</b>	
German 50mm Pak 38 gun	1
German Artillery Forward Observer	1
German Captain	1
German First Lieutenant	1
German Infantry with Assault rifle	2
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	34
German Infantry with Submachine gun	5
German Medic	2
German Medium Machine gun team	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	2
German NCO with Submachine gun	5
German Panzerschreck team	1
German SdKfz 251/10 half-track with rear pintle-mount MMG	1
German Sniper team	1
German Spotter	1