

PLATOON #1

German Reinforced Platoon

OFFICER

First Lieutenant (Armies of Germany page 19)	Veteran	90
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Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault

INFANTRY SQUADS

Fallschirmjäger squad (early war) (Armies of Germany page 25)	Veteran	103
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Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle Entire squad is Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader) Entire squad equipped with anti-tank grenades	36"	5	n/a	Tank hunters

Fallschirmjäger squad (early war) (Armies of Germany page 25)	Veteran	103
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
2	Infantry with Rifle Entire squad is Stubborn	24"	1	n/a	Stubborn
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader) Entire squad equipped with anti-tank grenades	36"	5	n/a	Tank hunters

INFANTRY

Fallschirmjäger squad (early war) (Armies of Germany page 25)	Veteran	103
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Qty	Weapons	Range	Shots	Pen	Special
3	Infantry with Rifle Entire squad is Stubborn	24"	1	n/a	Stubborn
1	NCO with Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader) Entire squad equipped with anti-tank grenades	36"	5	n/a	Tank hunters

Fallschirmjäger squad (early war) (Armies of Germany page 25)	Veteran	100
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Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
3	Infantry with Rifle Entire squad is Stubborn	24"	1	n/a	Stubborn
1	Infantry with Light Machine gun (requires loader) Entire squad equipped with anti-tank grenades	36"	5	n/a	Tank hunters

MORTAR

Medium Mortar team (Armies of Germany page 36)	Veteran	75
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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

SNIPER

Sniper team (Armies of Germany page 35)	Veteran	65
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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)	Veteran	65
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Qty	Weapons	Range	Shots	Pen	Special
1	Flamethrower (infantry) team	6"	D6	+3	Team (2 men), Flamethrower

ARTILLERY

37mm Pak 36 (Armies of Germany page 42)	Veteran	60
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Qty	Weapons	Range	Shots	Pen	Special
1	37mm PaK 36 gun	48"	1	+4	Team (3 men), Gun shield, Fixed, HE (1")

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.

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)

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).

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.

Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

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 37mm PaK 36 gun	1
German First Lieutenant	1
German Flamethrower (infantry) team	1
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	11
German Infantry with Submachine gun	1
German Medium Mortar team	1
German NCO with Rifle	2
German NCO with Submachine gun	2
German Sniper team	1
German Spotter	1