

## PLATOON #1

1940 - The Battle of France  
Blitzkrieg 1939-42

## OFFICER

**First Lieutenant (Armies of Germany page 19)** **Veteran** **103**

Qty	Weapons	Range	Shots	Pen	Special
1	First Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
1	Infantry (equipped as modeled)		-	-	

## INFANTRY SQUADS

**Heer Infantry squad (Armies of Germany page 20)** **Regular** **93**

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

**Heer Infantry squad (Armies of Germany page 20)** **Regular** **93**

Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO 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** **110**

Qty	Weapons	Range	Shots	Pen	Special
1	Artillery Forward Observer with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
1	Infantry (equipped as modeled)		-	-	

## INFANTRY

**Waffen-SS squad (early war) (Armies of Germany page 27)** **Veteran** **146**

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

**Waffen-SS squad (early war) (Armies of Germany page 27)** **Veteran** **87**

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

**Heer Infantry squad (Armies of Germany page 20) full strength** **Regular** **123**

Qty	Weapons	Range	Shots	Pen	Special		
8	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a			
<b>Heer Infantry squad (Armies of Germany page 20)</b>						<b>Regular</b>	<b>93</b>
Qty	Weapons	Range	Shots	Pen	Special		
8	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
<b>MACHINE GUN</b>							
<b>Medium Machine Gun team (Armies of Germany page 33)</b>						<b>Regular</b>	<b>50</b>
Qty	Weapons	Range	Shots	Pen	Special		
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>
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		
<b>ANTI-TANK</b>							
<b>Anti-tank rifle team (Armies of Germany page 34)</b>						<b>Regular</b>	<b>30</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	Anti-tank rifle team	36"	1	+2	Team (2 men)		
<b>ARTILLERY</b>							
<b>37mm Pak 36 (Armies of Germany page 42)</b>						<b>Regular</b>	<b>50</b>
Qty	Weapons	Range	Shots	Pen	Special		
1	37mm PaK 36 gun	48"	1	+4	Team (3 men), Gun shield, Fixed, HE (1")		

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## 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.

### **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)

### **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 37mm PaK 36 gun	1
German Anti-tank rifle team	1
German Artillery Forward Observer	1
German Captain	1
German First Lieutenant	1
German Infantry (equipped as modeled)	2
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	34
German Infantry with Submachine gun	4
German Medic	2
German Medium Machine gun team	1
German Medium Mortar team	1
German NCO with Submachine gun	6
German Spotter	1