

## PLATOON #1

Late-War Fallschirmjäger (Independent)  
Battle of the Bulge

## OFFICER

**First Lieutenant (Armies of Germany page 19)** **Veteran** **90**

| Qty | Weapons                        | Range | Shots | Pen | Special |
|-----|--------------------------------|-------|-------|-----|---------|
| 1   | First Lieutenant<br>with Rifle |       |       |     |         |
|     | with Pistol                    |       |       |     | Assault |
|     | with Submachine gun            |       |       |     | Assault |
|     | with Assault rifle             |       |       |     | Assault |

## INFANTRY SQUADS

**Fallschirmjäger squad (late-war) (Armies of Germany page 26)** **Veteran** **179**

| Qty | Weapons   | Range | Shots | Pen | Special                 |
|-----|---|-------|-------|-----|-------------------------|
| 6   | Infantry with Rifle<br>Entire squad is Stubborn   | 24"   | 1     | n/a | Stubborn                |
| 1   | NCO with Submachine gun                           | 12"   | 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** **189**

| Qty | Weapons   | Range | Shots | Pen | Special                 |
|-----|---|-------|-------|-----|-------------------------|
| 4   | Infantry with Rifle<br>Entire squad is Stubborn   | 24"   | 1     | n/a | 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 |                         |
| 2   | men have Panzerfaust in addition to other weapons | 12"   | 1     | +6  | One-shot, Shaped Charge |

## HIGHER OFFICER

**Captain (Armies of Germany page 19)** **Veteran** **125**

| Qty | Weapons               | Range | Shots | Pen | Special |
|-----|-----------------------|-------|-------|-----|---------|
| 1   | Captain<br>with Rifle |       |       |     |         |
|     | with Pistol           |       |       |     | Assault |
|     | with Submachine gun   |       |       |     | Assault |
|     | with Assault rifle    |       |       |     | Assault |

## MEDIC

**Medic (Armies of Germany page 19)** **Veteran** **30**

| Qty | Weapons              | Range | Shots | Pen | Special |
|-----|----------------------|-------|-------|-----|---------|
| 1   | Medic<br>with Pistol |       |       |     | Assault |

## FORWARD OBSERVER

**Air Force Forward Observer (Armies of Germany page 19)** **Veteran** **90**

| Qty | Weapons                                  | Range | Shots | Pen | Special |
|-----|--|-------|-------|-----|---------|
| 1   | Air Force Forward Observer<br>with Rifle |       |       |     |         |
|     | with Pistol                              |       |       |     | Assault |
|     | with Submachine gun                      |       |       |     | Assault |
|     | with Assault rifle                       |       |       |     | Assault |

## INFANTRY

**Fallschirmjäger squad (late-war) (Armies of Germany page 26)** **Veteran** **189**

| Qty | Weapons   | Range | Shots | Pen | Special                 |
|-----|---|-------|-------|-----|-------------------------|
| 4   | Infantry with Rifle<br>Entire squad is Stubborn   | 24"   | 1     | n/a | 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 |                         |
| 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** **189**

| Qty   | Weapons   | Range   | Shots | Pen | Special                                     |  |                |            |
|---|---|---------|-------|-----|---|--|----------------|------------|
| 4   | Infantry with Rifle<br>Entire squad is Stubborn   | 24"     | 1     | n/a |   |  |                |            |
| 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 |   |  |                |            |
| 2   | men have Panzerfaust in addition to other weapons | 12"     | 1     | +6  | One-shot, Shaped Charge                     |  |                |            |
| <b>Fallschirmjäger squad (late-war) (Armies of Germany page 26)</b> |   |         |       |     |   |  | <b>Veteran</b> | <b>189</b> |
| Qty   | Weapons   | Range   | Shots | Pen | Special                                     |  |                |            |
| 4   | Infantry with Rifle<br>Entire squad is Stubborn   | 24"     | 1     | n/a |   |  |                |            |
| 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 |   |  |                |            |
| 2   | men have Panzerfaust in addition to other weapons | 12"     | 1     | +6  | One-shot, Shaped Charge                     |  |                |            |
| <b>Fallschirmjäger squad (late-war) (Armies of Germany page 26)</b> |   |         |       |     |   |  | <b>Veteran</b> | <b>189</b> |
| Qty   | Weapons   | Range   | Shots | Pen | Special                                     |  |                |            |
| 4   | Infantry with Rifle<br>Entire squad is Stubborn   | 24"     | 1     | n/a |   |  |                |            |
| 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 |   |  |                |            |
| 2   | men have Panzerfaust in addition to other weapons | 12"     | 1     | +6  | One-shot, Shaped Charge                     |  |                |            |
| <b>MORTAR</b>   |   |         |       |     |   |  |                |            |
| <b>Medium Mortar team (Armies of Germany page 36)</b>               |   |         |       |     |   |  | <b>Veteran</b> | <b>75</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>SNIPER</b>   |   |         |       |     |   |  |                |            |
| <b>Sniper team (Armies of Germany page 35)</b>                      |   |         |       |     |   |  | <b>Veteran</b> | <b>65</b>  |
| Qty   | Weapons   | Range   | Shots | Pen | Special                                     |  |                |            |
| 1   | Sniper team                                       | 36"     | 1     | n/a | Team (2 men), Sniper                        |  |                |            |
| <b>FLAMETHROWER</b>   |   |         |       |     |   |  |                |            |
| <b>Flamethrower team (Armies of Germany page 35)</b>                |   |         |       |     |   |  | <b>Veteran</b> | <b>65</b>  |
| Qty   | Weapons   | Range   | Shots | Pen | Special                                     |  |                |            |
| 1   | Flamethrower (infantry) team                      | 6"      | D6    | +3  | Team (2 men), Flamethrower                  |  |                |            |
| <b>ANTI-TANK</b>  |   |         |       |     |   |  |                |            |
| <b>Panzerschreck team (Armies of Germany page 33)</b>               |   |         |       |     |   |  | <b>Veteran</b> | <b>104</b> |
| Qty   | Weapons   | Range   | Shots | Pen | Special                                     |  |                |            |
| 1   | Panzerschreck team                                | 24"     | 1     | +6  | Team (2 men), Shaped Charge                 |  |                |            |
| <b>ARTILLERY</b>  |   |         |       |     |   |  |                |            |
| <b>75mm Pak 40 (Armies of Germany page 43)</b>                      |   |         |       |     |   |  | <b>Veteran</b> | <b>132</b> |
| Qty   | Weapons   | Range   | Shots | Pen | Special                                     |  |                |            |
| 1   | 75mm Pak 40 gun                                   | 72"     | 1     | +6  | Team (4 men), Gun shield, Fixed, HE (2")    |  |                |            |
| <b>TANKS AND SP GUNS</b>  |   |         |       |     |   |  |                |            |
| <b>StuG III Ausf G, H (Armies of Germany page 54)</b>               |   |         |       |     |   |  | <b>Regular</b> | <b>240</b> |
| Qty   | Vehicle   | Type    | Trans | DV  |   |  |                |            |
| Qty   | Weapons   | Range   | Shots | Pen | Special                                     |  |                |            |
| 1   | StuG III Ausf G or H with Schürzen                | Tracked | -     | 9+  | Schürzen                                    |  |                |            |
|   | Forward facing heavy anti-tank gun                | 72"     | 1     | +6  | Front arc, HE (2")                          |  |                |            |
|   | Vehicle Medium Machine Gun                        | 36"     | 6     | n/a | 360 degree arc                              |  |                |            |

**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 (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

**Schürzen**

Anti-tank rifles and shaped charges never get the +1 penetration bonus for hitting the vehicle on the side.

**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).

**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.

**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.

| <b>Pick List</b>   |    |
|--|----|
| German 75mm Pak 40 gun                                   | 1  |
| German Air Force Forward Observer                        | 1  |
| German Captain   | 1  |
| German First Lieutenant                                  | 1  |
| German Flamethrower (infantry) team                      | 1  |
| German Infantry with Assault rifle                       | 10 |
| German Infantry with Light Machine gun (requires loader) | 12 |
| German Infantry with Rifle                               | 26 |
| German Medic   | 1  |
| German Medium Mortar team                                | 1  |
| German men have Panzerfaust in addition to other weapons | 12 |
| German NCO with Submachine gun                           | 6  |
| German Panzerschreck team                                | 1  |
| German Sniper team                                       | 1  |
| German Spotter   | 1  |
| German StuG III Ausf G or H with Schürzen                | 1  |