

PLATOON #1

1941 - Operation Barbarossa
Blitzkrieg 1939-42

OFFICER

Second Lieutenant (Armies of Germany page 19)

Regular

50

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

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	

FORWARD OBSERVER

Air Force Forward Observer (Armies of Germany page 19)

Regular

75

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

INFANTRY

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

63

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

MACHINE GUN

Medium Machine Gun team (Armies of Germany page 33)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed

MORTAR

Light Mortar team (Armies of Germany page 35)

Inexperienced

24

Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke

ANTI-TANK

Anti-tank rifle team (Armies of Germany page 34)

Regular

30

Qty	Weapons	Range	Shots	Pen	Special
1	Anti-tank rifle team	36"	1	+2	Team (2 men)

ARTILLERY

37mm Pak 36 (Armies of Germany page 42)

Regular

50

Qty	Weapons	Range	Shots	Pen	Special
1	37mm PaK 36 gun	48"	1	+4	Team (3 men), Gun shield, Fixed, HE (1")

ARMoured CARS

Sdkfz 222 Light Armoured Car (Armies of Germany page 68)

Regular

95

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	SdKfz 222 Light Armoured Car	Wheeled	-	7+ Recce, Open-topped, Flak
	Turret-mounted light autocannon	48"	2	+2 HE (1")
	Co-axial MMG	36"	6	n/a

TANKS AND SP GUNS

Panzer III Ausf E or F (Armies of Germany page 47)

Regular

140

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	Panzer III Ausf E or F	Tracked	-	8+
	Turret-mounted light anti-tank gun	48"	1	+4 HE (1")
	Hull-mounted MMG	36"	6	n/a Front arc
	Co-axial MMG	36"	6	n/a
	Co-axial MMG	36"	6	n/a

TRANSPORTS

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

Regular

141

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special
1	SdKfz 251/10 half-track	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")

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

Indirect fire

(p71)

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

Recce

(p118)

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 Air Force Forward Observer	1
German Anti-tank rifle team	1
German Infantry with Light Machine gun (requires loader)	3
German Infantry with Rifle	20
German Light Mortar team	1
German Medium Machine gun team	1
German NCO with Submachine gun	4
German Panzer III Ausf E or F	1
German SdKfz 222 Light Armoured Car	1
German SdKfz 251/10 half-track	1
German Second Lieutenant	1

Second Lieutenant

Armies of Germany page 19

REGULAR

50
POINTS



402612014
Blitzkrieg German HQ
www.warlordgames.com

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

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

Heer Infantry squad

Armies of Germany page 20

REGULAR

93
POINTS



402612003
German Heer (Winter) Starter Army
www.warlordgames.com

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	

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

Heer Infantry squad

Armies of Germany page 20

REGULAR

93
POINTS



402612003
German Heer (Winter) Starter Army
www.warlordgames.com

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	

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

Air Force Forward Observer

Armies of Germany page 19

REGULAR

75
POINTS



WGB-LSS-02

Waffen-SS Forward Observer team
(1943-45)

Painted by Andrés Amián

www.warlordgames.com

Qty	Weapons	Range	Shots	Pen	Special
1	Air Force Forward Observer				
	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

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

Heer Infantry squad

Armies of Germany page 20

REGULAR



93
POINTS

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	

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

Heer Infantry squad

Armies of Germany page 20

REGULAR



63
POINTS

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

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

Medium Machine Gun team

Armies of Germany page 33

REGULAR



50
POINTS

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

Light Mortar team

Armies of Germany page 35

INEXPERIENCED



24
POINTS

Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

Anti-tank rifle team

Armies of Germany page 34

REGULAR

30
POINTS



4300005
Blitzkrieg German anti-tank rifle team (1939-42)
www.warlordgames.com

Qty	Weapons	Range	Shots	Pen	Special
1	Anti-tank rifle team	36"	1	+2	Team (2 men)

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

37mm Pak 36

Armies of Germany page 42

REGULAR

50
POINTS



403012006
Blitzkrieg German PaK 36
anti-tank gun (1939-1942)
www.warlordgames.com

Qty	Weapons	Range	Shots	Pen	Special
1	37mm PaK 36 gun	48"	1	+4	Team (3 men), Gun shield, Fixed, HE (1")

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

SdKfz 222 Light Armoured Car

Armies of Germany page 68

REGULAR

95
POINTS

MOBILITY: Wheeled

DV
7+

TRANSPORT: -

SPECIAL: Recce, Open-topped, Flak



402112004
German Sd.Kfz 222 armoured car
www.warlordgames.com

Qty	Weapons	Range	Shots	Pen	Special
1	SdKfz 222 Light Armoured Car				
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	6	n/a	

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

Panzer III Ausf E or F

Armies of Germany page 47

REGULAR

140
POINTS

MOBILITY: Tracked

DV
8+

TRANSPORT: -

SPECIAL:

Qty	Weapons	Range	Shots	Pen	Special
1	Panzer III Ausf E or F				
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Hull-mounted MMG	36"	6	n/a	Front arc
	Co-axial MMG	36"	6	n/a	
	Co-axial MMG	36"	6	n/a	

1941 - Operation Barbarossa Blitzkrieg 1939-42

Platoon #1

SdKfz 251/10 half-track

Armies of Germany page 73

141
POINTS

REGULAR

MOBILITY: Half-track

DV
7+

TRANSPORT : 8

SPECIAL: Open-topped, Command vehicle

Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun

Qty	Weapons	Range	Shots	Pen	Special
1	SdKfz 251/10 half-track				
	Forward facing light anti-tank gun	48"	1	+4	Front arc, HE (1")

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