

Germany

15 Order Dice

1099 pts

Platoon #1

Armoured Platoon

Required

Panzer III Ausf E, F

Regular (155pts)

Damage Value: Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted light AT gun	48	1	4	HE 1"
2 x Coaxial german medium machine gun (MMG)	36	4	-	Hitler's Buzz Saw
1 x Hull-mounted, forward-facing german medium machine gun (MMG)	36	4	-	Hitler's Buzz Saw

Options: Command Vehicle, Add a second co-axial MMG

Special Rules: Command Vehicle, HE 1", Hitler's Buzz Saw

Panzer I Ausf C

Regular (100pts)

Damage Value: Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted EW 141 experimental gun	36	2	2	Squeeze-bore (18"), Experimental
1 x Coaxial german medium machine gun (MMG)	36	4	-	Hitler's Buzz Saw

Special Rules: Experimental, Hitler's Buzz Saw, Squeeze-bore (18")

Optional

Panzer I Ausf C*Regular (100pts)***Damage Value:** Light tank (8+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Turret-mounted EW 141 experimental gun	36	2	2	Squeeze-bore (18"), Experimental
1 x Coaxial german medium machine gun (MMG)	36	4	-	Hitler's Buzz Saw

Special Rules: Experimental, Hitler's Buzz Saw, Squeeze-bore (18")

Platoon #2

Rifle Platoon

Required

Platoon Commander (Leutnant, Oberleutnant)

Regular (30pts)

Composition: 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-

Panzergrenadier Squad (Waffen-SS)

Veteran (182pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
4 x Rifle	24	1	-	-
4 x Assault rifle	18	2	-	Assault
2 x Panzerfaust	12	1	6	One Shot, Shaped Charge

Options: Additional men x 3, Squad: Panzerfaust x 2, NCO: Assault rifle, Defend the Fatherland! (Waffen-SS), Squad: Assault rifle x 3

Special Rules: Assault, Fanatics, Mechanised Infantry, Mixed Quality, One Shot, Shaped Charge

Spähtruppen Squad (Gebirgsjäger)

Veteran (64pts)

Composition: 1 NCO + 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault

Options: Defend the Fatherland! (Gebirgsjäger), NCO: Submachine gun (SMG), Add Infiltrators

Special Rules: Assault, Fieldcraft, Infiltrator

Optional

Anti-Tank Rifle Team*Regular (25pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

Special Rules: Team Weapon**Light Mortar Team***Inexperienced (21pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

Special Rules: HE 1", Indirect Fire, No Smoke Rounds, Team Weapon**Light Mortar Team***Inexperienced (21pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

Special Rules: HE 1", Indirect Fire, No Smoke Rounds, Team Weapon**Sdkfz 251/1 Half-Track 'Hanomag'***Inexperienced (50pts)*

Damage Armoured car/carrier
Value: (7+)

Transport: 12

Tow: Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium
 howitzer, Light anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted german medium machine gun (MMG) covering the front arc	36	4	-	Hitler's Buzz Saw, Flak

Special Rules: Flak, Hitler's Buzz Saw, Open-Topped

Platoon #3

Rifle Platoon

Required

Platoon Commander (Leutnant, Oberleutnant)

Regular (30pts)

Composition: 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-

Panzergrenadier Squad (Waffen-SS)

Veteran (182pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
4 x Rifle	24	1	-	-
4 x Assault rifle	18	2	-	Assault
2 x Panzerfaust	12	1	6	One Shot, Shaped Charge

Options: NCO: Assault rifle, Squad: Panzerfaust x 2, Additional men x 3, Defend the Fatherland! (Waffen-SS), Squad: Assault rifle x 3

Special Rules: Assault, Fanatics, Mechanised Infantry, Mixed Quality, One Shot, Shaped Charge

Spähtruppen Squad (Gebirgsjäger)

Veteran (64pts)

Composition: 1 NCO + 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault

Options: Defend the Fatherland! (Gebirgsjäger), NCO: Submachine gun (SMG), Add Infiltrators

Special Rules: Assault, Fieldcraft, Infiltrator

Optional

Anti-Tank Rifle Team*Regular (25pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

Special Rules: Team Weapon**Sdkfz 251/1 Half-Track 'Hanomag'***Inexperienced (50pts)***Damage** Armoured car/carrier**Transport:** 12**Value:** (7+)**Tow:** Heavy AT gun, Medium AT gun, Light AT gun, Light howitzer, Medium howitzer, Light anti-aircraft gun, Heavy anti-aircraft gun

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted german medium machine gun (MMG) covering the front arc	36	4	-	Hitler's Buzz Saw, Flak

Special Rules: Flak, Hitler's Buzz Saw, Open-Topped

Faction Special Rules

HITLER'S BUZZ SAW

German light and medium machine guns fire one extra shot. Note that this applies to all light and machine guns, both those carried by infantry units and vehicle-mounted ones (for vehicle-mounted ones, first halve the number of shots they roll, then add +1 to the halved number).

BLITZKRIEG

Regular and Veteran German officers may take 1 additional order dice from the bag when making a "You men, snap to action"

INITIATIVE TRAINING

Regular and Veteran German units are not affected by the -1 morale penalty for losing the squad/team leader.

PANZER ACE

Although the term Tank Ace is from contemporary use, many German Tank commanders and their feats have attained an almost mythical status - partly through propaganda, but also through sheer skill in battle. A single veteran vehicle in your Force (among those that have this option in their vehicle entry) may be designated as a Panzer Ace. When using its main gun it received an additional +1 Pen modifier on the roll to damage all enemy vehicles, as well as an additional +1 modifier when rolling on the damage tables. This does not apply to co-axial weapons.

Theatre Special Rules

None

Unit and Weapon Special Rules

Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.

Tough Fighters

When a unit with the 'Tough Fighters' special rule fails to damage units in close quarters it can reroll the failed rolls to damage.

Command Vehicle

Command vehicles are equipped with two-way radios that enable them to direct squadrons of tanks, tank destroyers and other armoured vehicles into battle. The command vehicle adds a morale bonus of +1 to itself and to any other friendly vehicle within 12". In addition, when it activates, it can use one 'Snap to action' extra die onto any one friendly vehicle within 12", except for other Command Vehicles. Command vehicles count as Platoon Commanders for the purpose of receiving orders from other Officers (see Officers, on page 112).

Experimental

The relatively high rate of fire combined with the larger calibre round wore out the barrel quite quickly. When rolling to hit, if a double 1 is rolled, reduce the gun's Shots value to 1 for the rest of the game.

Fanatics

Fanatics are unwilling to give in and will die fighting rather than flee or surrender. If forced to take a morale check, they ignore negative morale modifiers from pin markers, so long as the unit includes at least two men. Should the unit be reduced to one man, he must make the check as normal. Remember that order tests are not morale checks, and are therefore modified as normal.

Fanatic units with at least two men left are not routed and destroyed when they have a number of pin markers equal to or higher than their morale value. Of course, such a unit is not very likely to be able to do anything until it manages to Rally.

When a fanatics unit is defeated in close quarters fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatics unit wins, is completely wiped out or is defeated and left with a single model, in which case it is destroyed.

Fieldcraft

These units are rigorously trained and equipped for traversing different types of difficult terrain, and therefore treat rough ground as open ground instead.

Flak

All enemies with the Flak special rule automatically fire at the attacking aircraft if the token or model lies within their range and firing arc (nothing can block line of sight to the target because the target is plainly visible in the sky). Flak units fire regardless of whether they have already taken an action or not that turn. Flak fire does not require an action and takes place outside of the normal turn sequence. See page 117 for full details

HE n"

The HE rule refers to weapons that can fire a high explosive shot. Some weapons can only fire HE shots and their Pen value is indicated as HE. Some weapons, for instance anti-tank guns, can fire either anti-tank shots (using the Pen value indicated) or HE shots. If the target is an infantry or artillery unit, the weapon must fire HE, but against vehicles (either armoured or soft-skinned), the player must declare which type of shot the weapon is firing as he declares the target.

The number in bracket after the HE shows how powerful the shell is and therefore how large its explosion is going to be, rated from 1"– 4" in diameter (see the chart on page 99).

Hitler's Buzz Saw

German light and medium machine guns fire one extra shot. Note that this applies to all light and machine guns, both those carried by infantry units and vehicle-mounted ones. This is reflected in the stat block

Indirect Fire

The Indirect Fire special rule refers to weapons that shoot HE shells 'indirectly', which is to say they lob a shot high in the air to land on top of the target unit, for example a mortar rather than a rifle that shoots 'directly' at its target.

These indirect fire weapons cannot hit targets within their minimum range (see

weapon profiles), measured from the centre of the weapon itself. If a target is found to be within this minimum range the shot misses automatically and is ignored.

The crew of an indirect-firing weapon must still be able to see their target unit to shoot, unless a spotter is employed – see the Spotter rule below. However, the crew can direct their fire against a target even if friends are in the way, as shots pass far over the heads of intervening friendly troops because of the high trajectory.

When firing using indirect fire, a 6 is required to hit, regardless of any modifier. In the following turn, if the shooter receives a Fire order and if the target unit has not moved from their position, a hit is scored on a 5+ (to count as 'moved', every model in the unit must end its move at least 2" away from the position of any models in the unit in the previous turn). This represents the shooter adjusting his aim by observing where shots are falling. If the shooter continues to fire under the same conditions given above (i.e. shooter Fires and target does not move), a hit is scored on a 4+ in the next turn, then 3+ and finally 2+ in all subsequent turns. If the shooter receives any order other than Fire or the target moves, the ranging in process is reset.

However, if a hit is scored in any turn, the shooter is zeroed in on the target and, as long as the conditions given above continue, all further shots hit on 2+, even if the target unit is then lost from view (obscured by a moving vehicle, a spotter is killed, etc.).

Units hit by indirect fire receive no cover saves of any kind. However, if the target unit is or goes Down when shot at with indirect fire, the number of hits suffered is still halved.

When fired against vehicles, hits from indirect fire weapons always strike the vulnerable top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Damage Results table (see page 140-141).

Weapons cannot be fired indirectly by a unit that was in Ambush that turn – indirect fire takes time. Howitzers and mortars can also fire smoke shells to lay a smoke screen – see page @@ for rules covering this.

If a unit includes both normal weapons and indirect firing weapons (such as one or more light mortars inside a unit of riflemen), any mortar in the squad can pick a target individually, regardless of what the rifles and other mortars in the squad are doing. Ranging in is kept track of separately for each mortar (you might have to write things down...).

Infiltrator

This covers both small units trained to deploy ahead of the main force, like scouts, as well as snipers and other small teams that were adept at disguising themselves and other stealth-based operations. If the unit takes a cover save while it does not have an Advance or Run order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).

Mechanised Infantry

Panzergranadier squads can re-roll any failed order test that is required to mount or dismount a transport vehicle. In addition, if their transport vehicle is destroyed, Panzergranadier units suffer D3 hits rather than D6 hits.

Mixed Quality

(Inexperienced only)

Throughout the war the Waffen-SS were quite different from the idealised army of supermen, that propaganda made them out to be, there were certainly elite and battle-hardened outfits, but given the lack of manpower available, strict recruitment guidelines were soon dropped. In certain cases, such as with the 12th SS Hitlerjugend, indoctrination could lead to acts of sheer suicidal fury in the face of the enemy.

Any time an order test is failed, roll a D6 and apply the following:

- 1–2: the unit immediately goes Down, and in addition it takes D3 pins
2. 3–4: the unit immediately goes Down as normal
3. 5–6: The unit immediately makes a Run order towards the nearest visible enemy unit (or Advance if slowed by terrain). If this Run/Advance move would bring them into contact with that unit, it counts as an assault into close quarters. If there is no visible enemy unit, react as if a 3–4 had been rolled

No Smoke Rounds

This mortar cannot fire smoke.

One Shot

This is a disposable weapon that can be fired only once per game. For example, the panzerfaust is a rocket-propelled anti-tank grenade commonly used by late war German troops. Once fired, replace the model with another model that does not carry the disposable weapon, armed with either a pistol or a rifle.

If a unit of infantry includes a proportion of men armed with one-shot weapons, then each of these models is allowed to direct its fire against a separate enemy unit, regardless of the target chosen by the other models in their unit. This enables a unit to split its fire between two or more different enemy units and is therefore an exception to the rule that normally prevents this. Note that you do not have to fire all of a unit's one-shot weapons in the same turn; some can be kept for use in further turns.

Declare the targets for all weapons that are firing at a different target from the unit's as you declare the unit's target and before proceeding to roll for all of them separately.

Open-Topped

Some armoured vehicles are open-topped – meaning they have open turrets or open fighting compartments as opposed to fully-enclosed vehicles such as tanks. Typical open-topped armoured vehicles include half-tracks, most self-propelled artillery pieces, many tank destroyers and some armoured cars. Open-topped armoured vehicles are more vulnerable to attacks that hit the top armour, like indirect HE fire, than equivalent fully-enclosed vehicles, and are very susceptible to close quarters attack by enemy infantry tossing grenades inside an exposed cab. Exceptions governing open-topped armoured vehicles are included throughout the rules but the most important ones are repeated here for ease of reference.

Open-topped armoured vehicles are 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 against the top armour then add an additional +1 to the damage result roll to represent the effect of a shot falling into an open-topped vehicle. Note that all hits upon the upper surface of armoured vehicles count the additional +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

The warhead of these rocket-propelled grenades can take out any tank it strikes head-on. These are very powerful weapons that don't rely on velocity to penetrate armour, so they never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.

Squeeze-bore (18")

At ranges of up to 18", its base armour penetration is increased by 1 to a total of +3.

Team Weapon

This special rule (often shortened to just 'team') indicates that the weapon requires two or more men to shoot at full effect. There are three types of team weapons – support team weapons (which form an infantry unit of their own, such as a medium machine gun team or a bazooka team); squad-based team weapons (team weapons imbedded inside infantry squads, like a squad LMG); and artillery weapons. Here, we will list here the rules for support team weapons, and then list the exceptions that apply to squad-based team weapons. Artillery weapons are covered in their own section on page 123.

Support Team Weapons: Support team weapons normally have a crew of two, three or more members, comprising one man to fire the weapon and a number of loaders or other crewmen to help operate it, move it about, carry ammunition and act as lookouts. All the crew members are fully occupied whether carrying equipment, serving the weapon, or keeping watch. Note that although in reality crewmen often carried small arms, and many crew models will undoubtedly do so, in the game crews of weapon teams never fire these weapons and are therefore not allocated personal armament in the Army Lists – they all count as unarmed. Unarmed models fight in close quarters, but have no ranged weaponry.

A team weapon shoots at full effectiveness so long as there are at least two men to serve it. A minimum of two crew is always needed to fire at full effect. If only one man remains to serve a team weapon, then the weapon can still be fired but suffers a -1 'to hit' penalty.

Remember that sometimes a team weapon and its crew might be mounted on a single base for ease of use. If the crew suffers casualties, simply place a die on the base and rotate it to show how many models have been killed.

Squad-Based Team Weapons: The most common team weapon carried by the

typical infantry squad is the light machine gun. If a team weapon is included in an infantry squad, then one of the other infantrymen in the squad becomes its second crewman, for example, a Bren gun team of firer and loader. Choose which model becomes the loader – you can pick any model in the squad, and you must mark this model clearly, so that both you and the opponent can easily recognise it. Then keep the loader within an inch of the weapon-carrying model at all times. When the team weapon is fired, the loader cannot fire his own personal weapon – he is too busy crewing the team weapon. If the loader is killed or is not within an inch of the firer, the weapon suffers a -1 'to hit' penalty as described above.