

Germany

14 Order Dice

1100 pts

Platoon #1

Rifle Platoon

Required

Platoon Commander (Leutnant, Oberleutnant) (Waffen-SS)

Regular (100pts)

Composition: 1 Officer + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
5 x Submachine gun (SMG)	12	2	-	Assault

Options: Additional men x 4, Equip the Officer with an SMG, Submachine gun (SMG) x 4, Defend the Fatherland! (Waffen-SS)

Special Rules: Assault, Fanatics, Mixed Quality

Panzergranadier Squad

Regular (118pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
2 x German light machine gun (LMG)	36	5	-	Team Weapon, Hitler's Buzz Saw

Options: Squad: German light machine gun (LMG) x 2, Additional men x 3

Special Rules: Hitler's Buzz Saw, Mechanised Infantry, Team Weapon

Panzergranadier Squad

Regular (118pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
2 x German light machine gun (LMG)	36	5	-	Team Weapon, Hitler's Buzz Saw

Options: Squad: German light machine gun (LMG) x 2, Additional men x 3

Special Rules: Hitler's Buzz Saw, Mechanised Infantry, Team Weapon

Optional

Panzergranadier Squad

Regular (118pts)

Composition: 1 NCO + 7 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
6 x Rifle	24	1	-	-
2 x German light machine gun (LMG)	36	5	-	Team Weapon, Hitler's Buzz Saw

Options: Additional men x 3, Squad: German light machine gun (LMG) x 2

Special Rules: Hitler's Buzz Saw, Mechanised Infantry, Team Weapon

Begleit - StuG Escort Infantry Squad*Regular (100pts)***Composition:** 1 NCO + 7 Soldiers

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

Options: Additional men x 3, NCO: Submachine gun (SMG), Squad: Submachine gun (SMG) x 4**Special Rules:** Assault, StuG Riders**Medic***Regular (23pts)***Composition:** 1 Soldier

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

Special Rules: Medic**Sniper Team***Regular (52pts)***Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
2 x Rifle	24	1	-	-
2 x Pistol	6	1	-	-

Special Rules: Infiltrator, Sniper, Team Weapon**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

Platoon #2

Armoured Platoon

Required

Sdkfz 251/9 Stummel

Regular (103pts)

Damage Value: Armoured car/carrier (7+)

Transport: 8

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 Forward-facing light howitzer	48 (or 30-60)	1	-	Howitzer, HE 2"

Options: Command Vehicle

Special Rules: Command Vehicle, HE 2" , Howitzer, Open-Topped

Sdkfz 251/9 Stummel

Regular (93pts)

Damage Value: Armoured car/carrier (7+)

Transport: 8

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 Forward-facing light howitzer	48 (or 30-60)	1	-	Howitzer, HE 2"

Special Rules: HE 2" , Howitzer, Open-Topped

Platoon #3

Heavy Weapons Platoon

Required

Platoon Commander (Leutnant, Oberleutnant)

Regular (90pts)

Composition: 1 Officer + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
5 x Submachine gun (SMG)	12	2	-	Assault

Options: Additional men x 4, Submachine gun (SMG) x 4, Equip the Officer with an SMG

Special Rules: Assault

Medium Mortar Team

Regular (55pts)

Composition: 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

Options: Add Spotter

Special Rules: Fixed, HE 2" , Indirect Fire, Spotter, Team Weapon

Medium Mortar Team

Regular (55pts)

Composition: 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

Options: Add Spotter

Special Rules: Fixed, HE 2" , Indirect Fire, Spotter, Team Weapon

Optional

Medium Machine Gun Team

Regular (50pts)

Composition: 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x German medium machine gun (MMG)	36	7	-	Team Weapon, Hitler's Buzz Saw, Fixed

Special Rules: Fixed, Hitler's Buzz Saw, Team Weapon

Name	Page	Description
Assault	p96	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Command Vehicle	p149	Command Vehicles direct squadrons of vehicles into battle.
Fanatics	p120	Fanatics are unwilling to give in and will die fighting rather than flee or surrender.
Fixed	p155	Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal. Run order as normal.
HE n"	p97	This weapon fires an explosive shot n" in diameter.
Hitler's Buzz Saw	p201	German light and medium machine guns fire one extra shot. This is reflected in stat block.
Howitzer	p100	When firing directly it has no minimum range. When indirect fire, has a minimum range (shown on the weapon chart). If switching from indirect to direct and then returning to indirect, always against the same target, the zeroing-in sequence is reset.
Indirect Fire	p101	The 'Indirect Fire' special rule refers to weapons that shoot HE shells 'indirectly', lobbing a shot high in the air to land on top of a target.
Infiltrator	p120	Units with the 'Infiltrator' special rule deploy ahead of the main force, like scouts, snipers, and other small specialist teams.
Mechanised Infantry	p31 (Armies of Germany)	Panzer Grenadiers re-roll any failed order test to mount or dismount a transport. If their transport vehicle is destroyed, Panzer Grenadier units suffer D3 hits rather than D6 hits.
Medic	p113	These invaluable individuals can save lives and even put a man straight back into action if his injuries are slight.
Mixed Quality	p26 (Armies of Germany)	Inexperienced only. On failed order test roll a D6 - 1-2: Go down, D3 pins. 3-4: Go down. 5-6: Run order towards nearest visible enemy unit. If none visible, Go Down.
Open-Topped	p149	Open-topped armoured vehicles are pinned by hits from small arms in the same way as soft-skinned infantry. If assaulted by infantry, open-topped armoured vehicles are destroyed automatically if the vehicle is damaged. Hits against the top armour add an additional +1 to damage result rolls.
Sniper	p122	Sniper units have a rifle with a high-power telescopic sight.
Spotter	p102	A spotter is always a single, unarmed, model. The spotter is part of the mortar or artillery unit, but is always treated separately and is not one of the crew. His role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line.
StuG Riders	p36 (Armies of Germany)	StuG riders may ride Stugs for transport purposes. See full entry for details.
Team Weapon	p103	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.