

PLATOON #1

1944 - Defense of the East
Eastern Front 1943-44

OFFICER

First Lieutenant (Armies of Germany page 20) **Regular** **75**

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

INFANTRY SQUADS

Heer Grenadier squad (Armies of Germany page 22) **full strength** **Regular** **153**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Assault rifle	18"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
4	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Heer Grenadier squad (Armies of Germany page 22) **full strength** **Regular** **153**

Qty	Weapons	Range	Shots	Pen	Special
6	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Assault rifle	18"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
4	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

INFANTRY

Gebirgsjäger squad (late war) (Armies of Germany page 27) **Veteran** **130**

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 Submachine gun	12"	2	n/a	Assault
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Heer Veteran Grenadier squad (Armies of Germany page 22) **Veteran** **167**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
7	Infantry with Assault rifle	18"	2	n/a	Assault
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

MACHINE GUN

Medium Machine Gun team (Armies of Germany page 30) **Regular** **50**

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

MORTAR

Medium Mortar team (Armies of Germany page 32) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

ANTI-TANK

Panzerschreck team (Armies of Germany page 30) **Regular** **80**

Qty	Weapons	Range	Shots	Pen	Special
1	Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge

SNIPER

Sniper team (Armies of Germany page 32) **Regular** **50**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

TRANSPORTS

SdKfz 251/1 half-track (Armies of Germany page 63) **Regular** **89**

Qty	Vehicle	Type	Trans	DV
Qty	Weapons	Range	Shots	Pen Special

SdKfz 251/1 half-track Half-track 12 7+ Open-topped
 Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun
 Front pintle-mounted MMG 36" 6 n/a Front arc, Flak

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.

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)

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

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

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.

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 First Lieutenant	1
German Infantry with Assault rifle	11
German Infantry with Light Machine gun (requires loader)	3
German Infantry with Rifle	18
German Infantry with Submachine gun	1
German Medium Machine gun team	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	10
German NCO with Assault rifle	1
German NCO with Submachine gun	3
German Panzerschreck team	1
German SdKfz 251/1 half-track	1
German Sniper team	1