

1944 - Normandy

German

Western Front 1943-44

Order Dice: 11

Platoon #1				
First Lieutenant (page: 20)			Veteran	103
Qty Weapons	Range	Shots	Penetration	Special Rules
1 First 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
1 Infantry (equipped as modeled)		-	-	
Infantry Squads				
Fallschirmjäger squad (late-war) (page: 24)			Veteran	95
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Assault rifle	18"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	36"	5	n/a	Team (2 men)
3 Infantry with Rifle	24"	1	n/a	
Entire squad is Stubborn				Stubborn
Fallschirmjäger squad (late-war) (page: 24)			Veteran	140
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	36"	5	n/a	Team (2 men)
6 Infantry with Rifle	24"	1	n/a	
1 men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
Entire squad is Stubborn				Stubborn
Infantry				
Heer Veteran Grenadier squad (page: 22)			Veteran	132
Qty Weapons	Range	Shots	Penetration	Special Rules
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	36"	5	n/a	Team (2 men)
6 Infantry with Rifle	24"	1	n/a	
1 men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
Medium Machine Gun team (page: 30)			Regular	50
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed
Medium Mortar team (page: 32)			Inexperienced	45
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Spotter				
1 Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
Panzerschreck team (page: 30)			Veteran	104
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Panzerschreck team	24"	1	+6	Team (2 men), Shaped Charge
Sniper team (page: 32)			Veteran	65
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Sniper team (rifle)	36"	1	n/a	Team (2 men), Sniper
Artillery				
75mm Pak 40 (page: 42)			Regular	110

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	75mm Pak 40 gun	72"	1	+6	Team (4 men), Gun shield, Fixed, HE (2")

Armoured Cars					
SdKfz 222 Light Armoured Car (page: 59)			Regular		95
Qty	Vehicle	Type	Transport	Damage	Value
	Weapons	Range	Shots	Penetration	Special Rules
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	

Transports					
SdKfz 250/1 half-track (page: 64)			Inexperienced		60
Qty	Vehicle	Type	Transport	Damage	Value
	Weapons	Range	Shots	Penetration	Special Rules
1	SdKfz 250/1 half-track	Half-track	up to 5	7+	Open-topped
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak
Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun					
Platoon Points:					999

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Special Rules

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-skinned infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skinned. 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)

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. 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.

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.

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.

HE (1")

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go down to halve the hits taken

HE (2")

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go down to halve the hits taken

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.

Indirect fire

(p71)

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.

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 sight ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

Fixed

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Can move normal 12" when given Run order.

Pick List

German

75mm Pak 40 gun	1
First Lieutenant	1
Infantry (equipped as modeled)	1
Infantry with Rifle	15
Light Machine gun (requires loader)	3
Medium Machine gun team	1
Medium Mortar team	1
men have Panzerfausts	2
NCO with Assault rifle	1
NCO with Submachine gun	2
Panzerschreck team	1
SdKfz 222 Light Armoured Car	1
SdKfz 250/1 half-track	1
Sniper team (rifle)	1
Spotter	1