

Order Dice: 17

Total Points: 1716

**PLATOON #1**

German Reinforced Platoon

**OFFICER****First Lieutenant (Armies of Germany page 19)**

Qty	Weapons	Range	Shots	Pen	Special	Regular	85
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****Schützen squad (Western Desert page 93)**

Qty	Weapons	Range	Shots	Pen	Special	Regular	103
5	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a			

**Schützen squad (Western Desert page 93)**

Qty	Weapons	Range	Shots	Pen	Special	Regular	103
5	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a			

**MACHINE GUN****Medium Machine Gun team (Armies of Germany page 33)**

Qty	Weapons	Range	Shots	Pen	Special	Regular	50
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed		

**MORTAR****Medium Mortar team (Armies of Germany page 36)**

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

**ARTILLERY****88mm Flak 36 dual purpose AA/AT gun (Armies of Germany page 41)**

Qty	Weapons	Range	Shots	Pen	Special	Regular	170
1	88mm Flak 36 dual purpose AA/AT gun	84"	1	+7	Team (7 men), Gun shield, Fixed, Flak, Versatile (medium), HE (3")		
	Spotter				Spotter		

**TOWS**

<b>SdKfz 7 half-track (Armies of Germany page 74)</b>				<b>Regular</b>		<b>44</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>		
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
1	SdKfz 7 half-track	Half-track	12	6+		

Tow: Any anti-tank gun, howitzer, or anti-aircraft gun

#### ARMoured CARS

<b>SdKfz 222 Light Armoured Car (Armies of Germany page 68)</b>				<b>Regular</b>		<b>100</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>		
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
1	SdKfz 222 Light Armoured Car	Wheeled	-	7+	Recce, Flak	
	Turret-mounted light autocannon	48"	2	+2	HE (1")	
	Co-axial MMG	36"	6	n/a		

#### TANKS AND SP GUNS

<b>Panzer IV Ausf B C D E F (Armies of Germany page 50)</b>				<b>Regular</b>		<b>175</b>
<b>Qty</b>	<b>Vehicle</b>	<b>Type</b>	<b>Trans</b>	<b>DV</b>		
	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
1	Panzer IV Ausf B C D E	Tracked	-	9+		
	Turret-mounted light howitzer	48"(24-60)	1	HE	Howitzer, HE (2")	
	Co-axial MMG	36"	6	n/a		
	Hull-mounted MMG	36"	6	n/a	Front arc	

#### PLATOON #2

German Reinforced Platoon

#### OFFICER

<b>Second Lieutenant (Armies of Germany page 19)</b>				<b>Regular</b>		<b>60</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
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	
1	Infantry (equipped as modeled)		-	-		

#### INFANTRY SQUADS

<b>Schützen squad (Western Desert page 93)</b>				<b>Regular</b>		<b>103</b>
<b>Qty</b>	<b>Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Pen</b>	<b>Special</b>	
5	Infantry with Rifle	24"	1	n/a		
1	NCO with Submachine gun	12"	2	n/a	Assault	
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a		

**Schützen squad (Western Desert page 93)**

		Regular			103
Qty	Weapons	Range	Shots	Pen	Special
5	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

**ARMoured CARS****Motorcycle with Machine-gun sidecar (Armies of Germany page 71)**

		Regular			40
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Motorcycle with Machine-gun sidecar				
		Wheeled	-	6+	Recce, Turn on the spot
	Forward facing MMG	36"	6	n/a	Front arc

**TANKS AND SP GUNS****Panzer III Ausf H or J (Armies of Germany page 48)**

		Regular			200
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Panzer III Ausf H or J				
		Tracked	-	9+	Reinforced rear armour
	Turret-mounted medium anti-tank gun	60"	1	+5	HE (1")
	Co-axial MMG	36"	6	n/a	
	Hull-mounted MMG	36"	6	n/a	Front arc

**PLATOON #3**

Italian Reinforced Platoon

**OFFICER****Second Lieutenant (Armies of Italy and the Axis page 13)**

		Regular			60
Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant				
	with Pistol	6"	1	n/a	Assault
	with Submachine gun	12"	2	n/a	Assault
	with Rifle	24"	1	n/a	
1	Infantry (equipped as modeled)		-	-	

**INFANTRY SQUADS****Colonial Troops Infantry Section (Armies of Italy and the Axis page 18)**

		Inexperienced			80
Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
9	Infantry with Rifle	24"	1	n/a	
	Tough Fighters				Tough Fighters

**X Arditi Section (Italy: Soft Underbelly page 82) full strength**

		Veteran			180
Qty	Weapons	Range	Shots	Pen	Special
	X Arditi				Tough Fighters, Behind enemy lines, Forza d animo
1	NCO with Submachine gun	12"	2	n/a	Assault
9	Infantry with Submachine gun	12"	2	n/a	Assault

### **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.

### **Behind enemy lines**

When Outflanking, ignore the -1 modifier to the Order test for coming onto the table

### **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)

### **Forza d animo**

Italian artillery, self-propelled artillery, Folgore Paracadutisti infantry, and all X Reggimento Arditi units remove D2 pins whenever they pass an order test.

### **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

### **HE (2")**

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

### **HE (3")**

(p68) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

### **Howitzer**

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### **Indirect fire**

(p71)

### **Recce**

(p118)

### **Reinforced rear armour**

The Ausf H and J treat hits against the rear armour as hits against the side armour (i.e. +1 penetration modifier rather than +2)

### Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

### 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.

### Team (7 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.

### Tough Fighters

(p91) When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

### Turn on the spot

Can execute a full speed run rate 'reverse' finishing the move facing in direction of travel.

### Versatile (medium)

Can also fire as a medium howitzer 60"(30-72), HE (3")

### PickList

German 88mm Flak 36 dual purpose AA/AT gun	1
German First Lieutenant	1
German Infantry (equipped as modeled)	2
German Infantry with Light Machine gun (requires loader)	8
German Infantry with Rifle	20
German Medium Machine gun team	1
German Medium Mortar team	1
German Motorcycle with Machine-gun sidecar	1
German NCO with Submachine gun	4
German Panzer III Ausf H or J	1
German Panzer IV Ausf B C D E	1
German SdKfz 222 Light Armoured Car	1
German SdKfz 7 half-track	1
German Second Lieutenant	1
German Spotter	2
Italian Infantry (equipped as modeled)	1

Italian Infantry with Rifle	9
Italian Infantry with Submachine gun	9
Italian NCO with Rifle	1
Italian NCO with Submachine gun	1
Italian Second Lieutenant	1

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