

WORLD WAR TWO

GERMAN ARMY

GERMAN INFANTRY SQUAD

1x SQUAD LEADER (GRUPPENFÜHRER)

The squad leader is usually an N.C.O., and is armed with a SMG.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| SMG | 1 | 1 | 4 | 6 | - |



1x DEPUTY SQUAD LEADER (TRUPPFÜHRER)

The Deputy Squad Leader is either a junior N.C.O or a senior soldier. The deputy leader will take command of the squad on the death of the squad leader. He is armed with a rifle. If directed by a scenario or upon the agreement of both players, he can be armed with hand grenades.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| Rifle | 3 | 2 | 4 | 4 | 5 |



1x MACHINEGUNNER

Armed with a GPMG and a pistol.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| GPMG | 3 | 2 | 1 | 1 | 2 |
| Pistol | 3 | 5 | 6 | - | - |



1x LOADER

Armed with a pistol, he is the loader for the GPMG. When the gunner is firing the loader remains hidden on the left of the GPMG. He will take over the GPMG if the firer is hit. He will use his pistol if the GPMG is under threat at close quarters.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| Pistol | 3 | 5 | 6 | - | - |



1x ASSISTANT LOADER

The assistant loader carries extra ammunition. He must also remain within 2" of the firer. When the GPMG is firing, the assistant loader goes into hide behind the gunner and loader. He is armed with a rifle. He can join the firefight with his rifle. He takes over the loader's position if the loader is out of action or has taken over the firing role. He is not skilled in using the GPMG and may not take over the firer's position.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| Rifle | 3 | 2 | 4 | 4 | 5 |

5 X RIFLEMEN

Armed with rifles and bayonets, these soldiers can carry grenades if the deputy squad leader has them.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| Rifle | 3 | 2 | 4 | 4 | 5 |



GERMAN INFANTRY SQUADS

Note that only the Gruppenführer has the Assault action. During the war, German infantrymen were noted for their reluctance to get into hand to hand combat, and because of this, the other soldiers in the squad can not make an Assault action unless their Squad Leader makes an Assault action.

GERMAN PANZERGRENADE SQUAD

The Panzer Grenadiers were motorized infantry who accompanied the tank divisions into battle. Most rode in trucks, a minority using the famous Hanomag half tracks. From summer 1944, drop 2 riflemen from every squad, but give the GPMG loaders rifles.

1X SQUAD LEADER (GRUPPENFÜHRER)

The squad leader is usually an N.C.O., and is armed with a SMG.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| SMG | 1 | 1 | 4 | 6 | - |

1X DEPUTY SQUAD LEADER (TRUPPFÜHRER)

The Deputy Squad Leader is either a junior N.C.O or a senior soldier. The deputy leader will take command of the squad on the death of the squad leader. He is armed with a rifle. If directed by a scenario or upon the agreement of both players, he can be armed with hand grenades.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| Rifle | 3 | 2 | 4 | 4 | 5 |

2 X MACHINEGUNNER

Armed with a GPMG and a pistol.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| GPMG | 3 | 2 | 1 | 1 | 2 |
| Pistol | 3 | 5 | 6 | - | - |

2 X LOADER

Armed with a pistol, he is the loader for the GPMG. When the gunner is firing the loader remains hidden on the left of him. He will take over the GPMG if the firer is hit. He will use his pistol if the GPMG is under threat at close quarters. There are no assistant loaders.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| Pistol | 3 | 5 | 6 | - | - |

4 X RIFLEMEN

Armed with rifles and bayonets, these soldiers can carry grenades if the deputy squad leader has them.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| Rifle | 3 | 2 | 4 | 4 | 5 |

GERMAN ARMY

GERMAN ASSAULT SQUAD

At times the German Army, not always the most flexible in adjusting to local conditions, would arm its squads for special duties. Such conditions arose in the battle for Stalingrad, where the combat was close and vicious.

1x SQUAD LEADER (GRUPPENFÜHRER)

The squad leader is usually an N.C.O., and is armed with a SMG, a bayonet and 2 grenades.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| SMG | 1 | 1 | 4 | 6 | - |

1x DEPUTY SQUAD LEADER (TRUPPFÜHRER)

The Deputy Squad Leader is either a junior N.C.O or a senior soldier. The deputy leader will take command of the squad on the death of the squad leader. He is armed with a SMG, 2 grenades and a bayonet.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| SMG | 1 | 1 | 4 | 6 | - |

1 x MACHINEGUNNER

Armed with a GPMG and a pistol.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| GPMG | 3 | 2 | 1 | 1 | 2 |
| Pistol | 3 | 5 | 6 | - | - |

1 x LOADER

Armed with a pistol, he is the loader for the GPMG. When the gunner is firing the loader remains hidden on the left of him. He will take over the GPMG if the firer is hit. He will use his pistol if the GPMG is under threat at close quarters. There is no assistant loader.

Actions Available

Movement// Move Fast// Sneak// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| Pistol | 3 | 5 | 6 | - | - |

6 x RIFLEMEN

Armed with SMGs and bayonets, these soldiers also carry two grenades.

Actions Available

Movement// Move Fast// Move and Fire// Sneak// Assault// Fire// Hide// Cover Fire// Weapon Work.

| Weapon | pb(0-2) | s(2-5) | m(5-15) | l(15-30) | e(30-60) |
|--------|---------|--------|---------|----------|----------|
| SMG | 1 | 1 | 4 | 6 | - |

