



Schützenkompanie c
Schützen-Feldersatzkompanie
K.St.N.131c (10.10.1939)

Infantry Platoon

Operation Weserübung

Platoon Force Rating

Regular +5 / Green -1

Command Dice: 5

PLATOON HEADQUARTERS	
Zugführer (Platoon Leader), Pistol & MPi, <i>Senior Leader</i>	
Führer des Zugtrupps und stellv.Zg.Führ. (Command Team Leader and Assistant Platoon Leader), Pistol, <i>Senior Leader</i>	
Melder* (Messenger), carbine	
Melder* (Messenger, trumpeter), carbine	
Melder* (Messenger, blink signaller), carbine	
GRUPPE 1 TO 4	
Gruppenführer, MPi, <i>Junior Leader</i>	
LMG TEAM	RIFLE TEAM
MG34 with two MG Schützen with pistols	6 Schützen with carbines
1 Schütze with carbine	
leichter Granatwerfertrupp	
Führer*, carbine, <i>Inferior Junior Leader</i>	
5 cm le. Gr.Wf with two Granatwerferschützen with pistols	

SUPPORT LIST
LIST ONE
Medical Orderly
Adjutant
Pioneer Mine Clearance Team
Pioneer Wire-Cutting Team
Pioneer Demolition Team
Shabby Nazi Trick
Car with no crew
LIST TWO
Roadblock
5cm mortar Team, two crew and <i>Inferior Junior Leader</i>
Sniper Team
Red Dice
Panzerbüchse 39 Anti-tank Rifle Team
Pre-Game Barrage
LIST THREE
Sd.Kfz 221 or 223 armored car with MG and <i>Junior Leader</i>
Pz.Kpfw I tank with dual MGs and <i>Junior Leader</i>
Off-table Machine Gun Support
LIST FOUR
Pak 36 3.7cm Anti-Tank Gun with five crew and <i>Junior Leader</i>
le.18 7.5cm Infantry Gun with five crew and <i>Junior Leader</i>
Infantry Squad with Junior Leader
MG34 on tripod mount, five crew and <i>Junior Leader*</i>
Pioneer Squad with Junior Leader
Stuka Bombardment
Sd.Kfz 222 Armored Car with 2 cm autocannon, MG and <i>Junior Leader</i>
Sd.Kfz 231 or 232 Armored Car with 2 cm autocannon, MG and <i>Junior Leader</i>
Pz.Kpfw II Tank with 2 cm autocannon, MG and <i>Junior Leader</i>
Kleiner Befehlspanzer with MG and <i>Senior Leader</i>
LIST FIVE
Motorcycle reconnaissance section with three heavy motorcycles, one MG34, eight men and Junior Leader
LIST SIX
Forward Observer with radio and 8cm mortar battery

GERMAN NATIONAL CHARACTERISTICS

Maschinengewehr

The Germans placed much emphasis on the squad machine gun as the weapon of firepower, with the squad leader instructed that in any fight his place was with the LMG directing its fire. When a Leader is attached to a Machine Gun Team and uses two or more Command Initiatives to direct its fire, he may add that many D6 to the Team's Firepower dice.

Handgranaten!

The German soldier is intensely aware of the stormtrooper tactics of his father's war. The signal to attack with a volley of grenades and then get stuck in with the rifle butt, entrenching tool or bayonet was the cry "*Handgranaten!*" from the squad leader.

To reflect this, when a Leader attached to a Team or Squad uses two Command Initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades.

Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a result of 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two grenades hit; on 5 or 6, three grenades hit the target. Roll for the effect of these and the Team or Squad may then move with up to 3D6 to try to initiate Close Combat.

Most of the support options on the list will be self-explanatory and their qualities covered by the National Arsenal Table.

Hand Grenade Availability

German Squads have three hand grenades each and one smoke grenade. Grenades are thrown only when a Leader spends a Command Initiative to initiate this, with one grenade being thrown for each Command Initiative used. This does not affect in any way the national characteristic *Handgranaten!* rule which does not require the tracking of grenades used and may be used irrespective of grenade supply.

5 cm Mortar

The German 5cm mortar has unlimited High Explosive rounds but has no smoke rounds. It has no theoretical minimum range, but at under 12" the crew would normally use their rifles to avoid being hit by shrapnel from their own rounds.

Off-Table Machine Gun

An off-table machine gun is available to shoot-in an attack from, as the name suggests, a position off table. The weapon activates on a Command Dice roll of 5, firing with 10D6 and hitting as though at long range. When this weapon first fires, the German player must

place a marker on the table edge. This may not be moved for the rest of the game and all firing uses this as the point from which there must be a Line of Sight to the target and determines what cover the target is in from that point. When the Off-Table Machine Gun is activated on a 5, the dice may not be used to increase the number of Chain of Command points.

Red Dice

Some high-quality units have a support option of a "red die" which allows them to have an additional Command Die if they select three or more support units (inanimate objects such as wire, entrenchments do not count to this total). See the 1940 Blitzkrieg Handbook Additional Rules section for full details.

Stuka Bombardment

The Germans placed much emphasis on preparing enemy positions for attack by using airpower as mobile artillery. The Stuka bombardment is a variation on the Pre-Game bombardment, happening immediately before the tabletop game begins. The Stuka attack affects not just enemy troops but also buildings and vehicles.

Motorcycle Reconnaissance Section

This section is composed of a Junior Leader with MP38, an MG34 with three Maschinengewehrschützen as crew and a team of five Schützen with carbines. They ride in three BMW motorcycles with sidecars.

They must deploy onto the table edge if mounted. If they have dismounted to fight, they may use Jump-Off Points, adding an addition 3" to the distance from the Jump-Off Point they may deploy. So, Regular troops may deploy up 9" away. Troops dismounting from motorcycles may do so at no penalty. Troops mounting motorcycles require one Action to do so.

Troops on motorcycles may never fire any weapon while moving unless it is a light machine gun mounted on a sidecar. This fires in the same manner as any vehicle mounted LMG. Other troops must dismount in order to fire their weapons. Troops on motorcycles engaged in Close Combat will count as being hit in the rear and will not gain any advantage for SMGs or LMGs in the first phase of combat. After the first phase they will automatically dismount to fight.

Forward Observer and 8cm Mortar Section

The German Forward Observer Team of this period may be either radio equipped or, less likely, have a fixed line telephone link. This will be shown on the support lists. With two mortars present in the section, a German mortar bombardment covers a square area 14" by 14" with the aiming point at the center.

NATIONAL ARSENAL TABLE					
INFANTRY WEAPONS					
Weapon	Firepower	Close	Effective	NOTES	
Kar98k Carbine	1	0-18"	Over 18"	Standard WWII bolt-action rifle	
MP38 SMG	4 / 2 / 1	0-6"	6-12" / 12-24"		
MG34 LMG	8	0-18"	Over 18"		
MG34 MMG (on tripod)	10	0-24"	Over 24"	Cannot move and shoot during same Phase. Reduce to eight dice when reduced to one crew	
Sniper Rifle	1	All		See Sniper rules	
9mm Pistol	1	0-9"			
Grenade	2 in open, 3 in enclosed	4-11"		Reduce cover by 1	
50mm Mortar	2	Within LOS	No LOS	Reduce cover by 1 unless has overhead cover	
8 cm Mortar	4		Any Range	Dice for hits on all Teams within barrage area. All units Pinned. LOS blocked.	
ARMORED VEHICLES					
VEHICLE	ARMOR	A.P.	H.E.	SPEED	NOTES
Pz.Kpfw I ausf B	2	-	MG 8d6 Close 0-18"	Average	Small, Low Profile
Pz.Kpfw II ausf C	2	3	6 Close 0-24" Reduce Cover by 1	Average	Low Profile
Kleiner Panzerbefehlswagen	2	-	MG 6d6	Average	Small, Low Profile
SCOUT VEHICLES					
Sd.Kfz 221 or 223 with MG	2	-	MG 6d6 Close 0-18"	Wheeled	Small, Low Profile, Open Top (unless screens closed)
Sd.Kfz 222 with 20mm Automatic Cannon and co-axial MG	2	3	6 Close 0-24" Reduce Cover by 1	Wheeled	Small, Low Profile, Open Top (unless screens closed)
Sd.Kfz 231 or 232 with 20mm Automatic Cannon and co-axial MG	2	3	6 Close 0-24" Reduce Cover by 1	Wheeled	
BMW Motorcycle with Sidecar	-	-	MG 6d6 (one per section)	Wheeled	Small, Open Top
ANTI TANK AND OTHER GUNS					
Pak 36 3.7 cm Anti-Tank Gun	Gunshield	4	3		
le.18 7.5 cm Infantry Gun	Gunshield	3	6		
Panzerbüchse 39		3	1		Anti-tank Rifle