

# Brandenburger Special Rules

In addition to all the normal German Special Rules, Brandenburgers also use the following:

## Friend or Foe?

During many of their missions the Brandenburgers would wear captured enemy uniforms over their Wehrmacht ones, only revealing their true uniforms before shooting. Using their language skills and local knowledge they would often be able to infiltrate through enemy positions, often deceiving enemy into helping them in their tasks.

*Any enemy Platoon which has not been shot at during the game must pass a Skill test the first time they shoot at a Brandenburger Platoon.*

*If they pass the Skill test they shoot as normal.*

*If they fail the Skill test they don't shoot, assuming the Brandenburgers Platoon to be friends. They may test again in subsequent turns.*

*The Friend or Foe? Special rule does not affect Defensive Fire in Assaults.*



# Brandenburger Kompanie

(INFANTRY COMPANY)

A force based around a Brandenburger Kompanie must contain:

- A Company HQ, and
- two to three Brandenburger Platoons

## Motivation and Skill

The men of the Brandenburger Kompanie are highly skilled commandos taking on dangerous missions deep into enemy territory. A Brandenburger Kompanie is rated as **Fearless Veteran**.

# HEADQUARTERS

## 1 Company HQ

### Headquarters

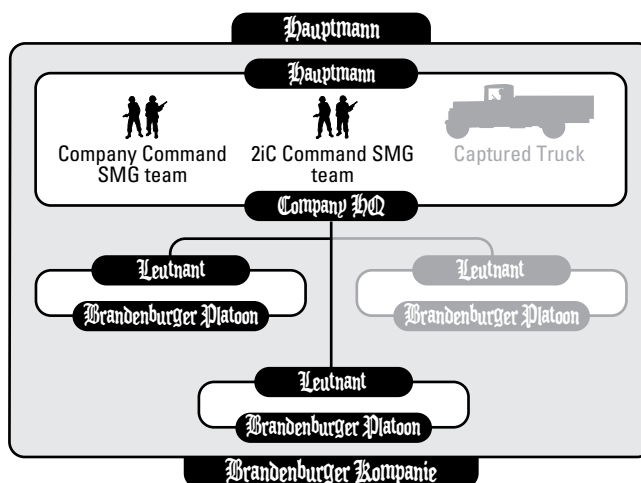
Company HQ 50 points

### Option

- Replace either or both Command SMG teams with Command Panzerknacker SMG team for +5 points.
- Add Captured Truck for +5 points.

Often lead by daring and bold leaders such as Baron Adrian von Fölkersam the Brandenburgers were far ahead of the main army acting on their own initiative to complete their missions.

*A Company HQ is a Reconnaissance Platoon.*

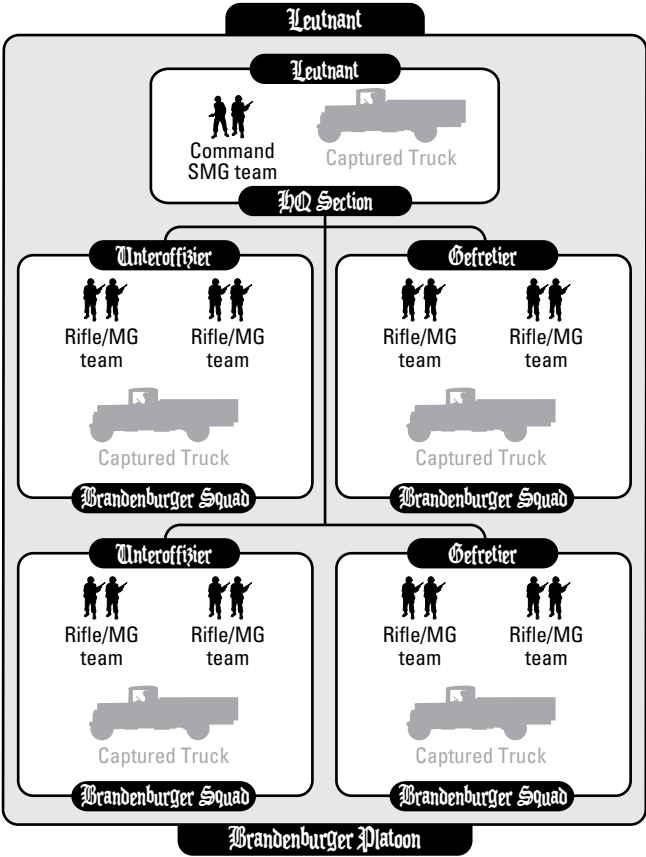




COMBAT PLATOONS



2 to 3 Brandenburg Platoons



Platoon

4 Brandenburg Squads	315 points
3 Brandenburg Squads	245 points
2 Brandenburg Squads	175 points

Option

- Replace Command Rifle team with a Command Panzerknacker SMG team for +5 points.
- Replace all Rifle/MG teams with SMG teams at no cost.
- Replace all Rifle/MG teams with Assault Rifle teams for +15 points per squad.
- Add a Captured Truck per Brandenburg Squad for +5 points per truck.

The Brandenburgers are highly skilled in stealth, subterfuge and possess excellent local knowledge and language skills. Using these skills they penetrate deep into enemy territory to carry out sabotage, seize objectives and aid the way for the advancing Panzers.

*A Brandenburg Platoon is a Reconnaissance Platoon.*

