

German Reinforced Platoon

German

German #6

Order Dice: 5

Platoon #1				
First Lieutenant (page: 20)			Regular	85

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	24"	2	n/a	Assault
1	Infantry (equipped as modeled)		-	-	

Infantry Squads

Volks Grenadier squad (page: 28)			Inexperienced	94
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Assault rifle	24"	2	n/a	Assault
4	Infantry with Assault rifle	24"	2	n/a	Assault
3	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
Volks Grenadier are Mixed Quality					Mixed Quality

Volks Grenadier squad (page: 28)			Inexperienced	94
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Assault rifle	24"	2	n/a	Assault
4	Infantry with Assault rifle	24"	2	n/a	Assault
3	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
Volks Grenadier are Mixed Quality					Mixed Quality

Infantry

Volks Grenadier squad (page: 28)			Inexperienced	94
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Assault rifle	24"	2	n/a	Assault
4	Infantry with Assault rifle	24"	2	n/a	Assault
3	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
Volks Grenadier are Mixed Quality					Mixed Quality

Tanks and SP Guns

Panzer IV Ausf H, J (page: 47)			Regular	235
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Qty	Vehicle	Type	Transport	DamageValue	
	Weapons	Range	Shots	Penetration	Special Rules
1	Panzer IV Ausf H J	Tracked	-	9+	
	Turret-mounted heavy anti-tank gun	72"	1	+6	HE (D3)
	Co-axial MMG	36"	4	n/a	
	Hull-mounted MMG	36"	4	n/a	Front arc

Platoon Points:				602
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Special Rules

Mixed Quality

If uprated to Regular when testing for Green, roll a further die and on a roll of 5 or 6 they are uprated again to veterans

One-shot

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

Shaped Charge

-1 'to hit' penalty. Never suffer the -1 penetration modifier for firing at long range.

Assault

This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry armed with an assault weapon can make two attacks in close quarter fighting against other infantry and artillery units - see p55. Note being armed in this way does not confer two attacks against vehicles at close quarters

HE (D3)

PIN: 1, PEN: +1 - Infantry and artillery can go down to halve the hits taken

Pick List

German

First Lieutenant	1
Infantry (equipped as modeled)	1
Infantry with Assault rifle	12
Infantry with Rifle	9
men have Panzerfausts	3
NCO with Assault rifle	3
Panzer IV Ausf H J	1