

German Reinforced Platoon

German

Order Dice: 14

| Platoon #1 | | | | |
|---|--------------|--------------|--------------------|---|
| Second Lieutenant (page: 20) | | | Veteran | 78 |
| Qty Weapons | Range | Shots | Penetration | Special Rules |
| 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 | | | | |
| Heer Veteran Infantry squad (page: 21) | | | Veteran | 101 |
| Qty Weapons | Range | Shots | Penetration | Special Rules |
| 1 NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 1 Infantry with Light Machine gun (requires loader) | 36" | 5 | n/a | Team (2 men) |
| 4 Infantry with Rifle | 24" | 1 | n/a | |
| Heer Veteran Infantry squad (page: 21) | | | Veteran | 101 |
| Qty Weapons | Range | Shots | Penetration | Special Rules |
| 1 NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 1 Infantry with Light Machine gun (requires loader) | 36" | 5 | n/a | Team (2 men) |
| 4 Infantry with Rifle | 24" | 1 | n/a | |
| Infantry | | | | |
| Heer Veteran Infantry squad (page: 21) | | | Veteran | 101 |
| Qty Weapons | Range | Shots | Penetration | Special Rules |
| 1 NCO with Submachine gun | 12" | 2 | n/a | Assault |
| 1 Infantry with Light Machine gun (requires loader) | 36" | 5 | n/a | Team (2 men) |
| 4 Infantry with Rifle | 24" | 1 | n/a | |
| Heer Veteran Infantry squad (page: 21) | | | Veteran | 98 |
| Qty Weapons | Range | Shots | Penetration | Special Rules |
| 1 NCO with Rifle | 24" | 1 | n/a | |
| 1 Infantry with Light Machine gun (requires loader) | 36" | 5 | n/a | Team (2 men) |
| 4 Infantry with Rifle | 24" | 1 | n/a | |
| Machine Gun | | | | |
| Medium Machine Gun team (page: 30) | | | Regular | 50 |
| Qty Weapons | Range | Shots | Penetration | Special Rules |
| 1 Medium Machine gun team | 36" | 6 | n/a | Team (3 men), Fixed |
| Mortar | | | | |
| Medium Mortar team (page: 32) | | | Regular | 50 |
| Qty Weapons | Range | Shots | Penetration | Special Rules |
| 1 Medium Mortar team | 12"-60" | 1 | HE | Team (3 men), Fixed, Indirect fire, HE (2") |
| Anti-tank | | | | |
| Anti-tank rifle team (page: 30) | | | Regular | 30 |
| Qty Weapons | Range | Shots | Penetration | Special Rules |
| 1 Anti-tank rifle team | 36" | 1 | +2 | Team (2 men) |
| Artillery | | | | |
| 50mm Pak 38 (page: 41) | | | Regular | 75 |

| Qty | Weapons | Range | Shots | Penetration | Special Rules |
|-----|-----------------|-------|-------|-------------|--|
| 1 | 50mm Pak 38 gun | 60" | 1 | +5 | Team (3 men), Gun shield, Fixed, HE (1") |

Armoured Cars

| | | | |
|---|--|---------|----|
| Motorcycle with Machine-gun sidecar (page: 0) | | Veteran | 48 |
|---|--|---------|----|

| Qty | Vehicle | Type | Transport | Damage | Value | Special Rules |
|-----|-------------------------------------|---------|-----------|-------------|-------------------------|---------------|
| | | Range | Shots | Penetration | | |
| 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 E or F (page: 46) | | Veteran | 162 |
|-----------------------------------|--|---------|-----|

| Qty | Vehicle | Type | Transport | Damage | Value | Special Rules |
|-----|------------------------------------|---------|-----------|-------------|-----------|---------------|
| | | Range | Shots | Penetration | | |
| 1 | Panzer III Ausf C or D | Tracked | - | 8+ | HE (1") | |
| | Turret-mounted light anti-tank gun | 48" | 1 | +4 | HE (1") | |
| | Co-axial MMG | 36" | 6 | n/a | | |
| | Hull-mounted MMG | 36" | 6 | n/a | Front arc | |

Tows

| | | | |
|----------------------------|--|---------|----|
| Heavy Field Car (page: 66) | | Regular | 27 |
|----------------------------|--|---------|----|

| Qty | Vehicle | Type | Transport | Damage | Value | Special Rules |
|-----|-----------------|---------|-----------|-------------|-------|---------------|
| | | Range | Shots | Penetration | | |
| | Heavy Field car | Wheeled | up to 6 | 6+ | | |

Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns

Transports

| | | | |
|------------------|--|---------|----|
| Truck (page: 64) | | Regular | 39 |
|------------------|--|---------|----|

| Qty | Vehicle | Type | Transport | Damage | Value | Special Rules |
|-----|---------|---------|-----------|-------------|-------|---------------|
| | | Range | Shots | Penetration | | |
| 1 | Truck | Wheeled | up to 12 | 6+ | | |

Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun

| | | | |
|------------------|--|---------|----|
| Truck (page: 64) | | Regular | 39 |
|------------------|--|---------|----|

| Qty | Vehicle | Type | Transport | Damage | Value | Special Rules |
|-----|---------|---------|-----------|-------------|-------|---------------|
| | | Range | Shots | Penetration | | |
| 1 | Truck | Wheeled | up to 12 | 6+ | | |

Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun

| | |
|-----------------|-----|
| Platoon Points: | 999 |
|-----------------|-----|



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Special Rules

Recce
(p118)

Team (2 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 (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.

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

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.

Turn on the spot

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

Indirect fire

(p71)

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.

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.