

# German Reinforced Platoon

German

Order Dice: 14

Platoon #1				
Second Lieutenant (page: 20)			Veteran	78
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	36"	5	n/a	
4 Infantry with Rifle	24"	1	n/a	
Heer Veteran Infantry squad (page: 21)			Veteran	101
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	36"	5	n/a	
4 Infantry with Rifle	24"	1	n/a	
Infantry				
Heer Veteran Infantry squad (page: 21)			Veteran	101
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Submachine gun	12"	2	n/a	Assault
1 Infantry with Light Machine gun (requires loader)	36"	5	n/a	
4 Infantry with Rifle	24"	1	n/a	
Heer Veteran Infantry squad (page: 21)			Veteran	98
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 NCO with Rifle	24"	1	n/a	
1 Infantry with Light Machine gun (requires loader)	36"	5	n/a	
4 Infantry with Rifle	24"	1	n/a	
Machine Gun				
Medium Machine Gun team (page: 30)			Regular	50
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed
Mortar				
Medium Mortar team (page: 32)			Regular	50
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
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
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Qty	Vehicle	Type	Transport	Damage	Value	Special Rules
		Range	Shots	Penetration		
1	Motorcycle with Machine-gun sidecar	Wheeled	-	6+	Recce, Turn on the spot	
	<i>Forward facing MMG</i>	36"	6	n/a	<i>Front arc</i>	

### Tanks and SP Guns

Panzer III Ausf E or F (page: 46)		Veteran	162
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Qty	Vehicle	Type	Transport	Damage	Value	Special Rules
		Range	Shots	Penetration		
1	Panzer III Ausf C or D	Tracked	-	8+		
	<i>Turret-mounted light anti-tank gun</i>	48"	1	+4	<i>HE (1")</i>	
	<i>Co-axial MMG</i>	36"	6	n/a		
	<i>Hull-mounted MMG</i>	36"	6	n/a	<i>Front arc</i>	

### Tows

Heavy Field Car (page: 66)		Regular	27
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Qty	Vehicle	Type	Transport	Damage	Value	Special Rules
		Range	Shots	Penetration		
	Heavy Field car	Wheeled	up to 6	6+		
<i>Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns</i>						

### Transports

Truck (page: 64)		Regular	39
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Qty	Vehicle	Type	Transport	Damage	Value	Special Rules
		Range	Shots	Penetration		
1	Truck	Wheeled	up to 12	6+		
<i>Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun</i>						

Truck (page: 64)		Regular	39
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Qty	Vehicle	Type	Transport	Damage	Value	Special Rules
		Range	Shots	Penetration		
1	Truck	Wheeled	up to 12	6+		
<i>Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun</i>						

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.