

# German Reinforced Platoon

German

500 points

Order Dice: 7

Platoon #1				
Second Lieutenant (Armies of Germany page: 20)			Regular	60

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 Grenadier squad (Armies of Germany page: 22)			Regular	108

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	
3 Infantry with Rifle	24"	1	n/a	
2 Infantry with Assault rifle	18"	2	n/a	Assault
1 men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Heer Grenadier squad (Armies of Germany page: 22)			Regular	98
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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	
2 Infantry with Rifle	24"	1	n/a	
2 Infantry with Assault rifle	18"	2	n/a	Assault
1 men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Infantry				
Heer Grenadier squad (Armies of Germany page: 22)			Regular	98

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	
2 Infantry with Rifle	24"	1	n/a	
2 Infantry with Assault rifle	18"	2	n/a	Assault
1 men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

Machine Gun				
Medium Machine Gun team (Armies of Germany 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 (Armies of Germany page: 32)			Inexperienced	35

Qty Weapons	Range	Shots	Penetration	Special Rules
1 Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")

Sniper				
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Sniper team (Armies of Germany page: 32)			Regular	50
<b>Qty Weapons</b>	<b>Range</b>	<b>Shots</b>	<b>Penetration</b>	<b>Special Rules</b>
1 Sniper team (rifle)	36"	1	n/a	Team (2 men), Sniper
			<b>Platoon Points:</b>	<b>499</b>

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### Special Rules

#### One-shot

(p72) 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

(p73) Never suffer the -1 penetration modifier for firing at long range.

#### Sniper

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

#### 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 (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.

#### Indirect fire

(p71)

#### 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.