

German Reinforced Platoon

German

variation

Order Dice: 8

Platoon #1					
Second Lieutenant (page: 20)			Regular	50	
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
Infantry Squads					
Heer Grenadier squad (page: 22)			Regular	75	
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	
3	Infantry with Rifle	24"	1	n/a	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
Heer Grenadier squad (page: 22)			Regular	78	
Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
2	Infantry with Rifle	24"	1	n/a	
2	Infantry with Assault rifle	18"	2	n/a	Assault
3	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge
Medic					
Medic (page: 20)			Veteran	30	
Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Medic with Pistol	6"	1	n/a	Assault
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")
Sniper					
Sniper team (page: 32)			Regular	50	
Qty	Weapons	Range	Shots	Penetration	Special Rules
1	Sniper team (rifle)	36"	1	n/a	Team (2 men), Sniper
Tanks and SP Guns					
Panther Ausf A, G (page: 48)			Regular	370	

Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	Panther Ausf A or G	Tracked	-	9+	Tiger fear, All shots from front count its damage value as 10+.
	<i>Turret-mounted super-heavy anti-tank gun</i>	<i>84"</i>	<i>1</i>	<i>+7</i>	<i>HE (3")</i>
	<i>Co-axial MMG</i>	<i>36"</i>	<i>6</i>	<i>n/a</i>	
	<i>Hull-mounted MMG</i>	<i>36"</i>	<i>6</i>	<i>n/a</i>	<i>Front arc</i>
	<i>Pintle-mounted MMG</i>	<i>36"</i>	<i>6</i>	<i>n/a</i>	<i>Flak, 360 degree arc</i>
Platoon Points:					753

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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

HE (3")

(p68) PEN: +3, PIN: D3 (2D6 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.

Tiger fear

All enemy units that have line of sight to one or more German vehicles with the Tiger fear special rule count as having one extra pin marker on them when taking any Order test, except if ordered to Fire against a vehicle causing Tiger fear. Test on -1 morale if they have no pin markers (page 17).

Indirect fire

(p71)

Flak

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

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.