

German Reinforced Platoon

German

88s Flak Batterie

Order Dice: 18

Platoon #1				
Second Lieutenant (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				
Luftwaffe Field Division squad (page: 0)		Inexperienced		65

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	
4	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

Luftwaffe Field Division squad (page: 0)		Inexperienced		65
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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	
4	Infantry with Rifle	24"	1	n/a	
	Entire squad is Green				Green

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

Artillery				
88mm Flak 36 dual purpose AA/AT gun (page: 38)		Regular		160

Qty	Weapons	Range	Shots	Penetration	Special Rules
1	88mm Flak 36 dual purpose AA/AT gun	84"	1	+7	Team (7 men), Gun shield, Fixed, Flak, Versatile (medium), HE (3")

Tows				
SdKfz 7 half-track (page: 64)		Inexperienced		35

Qty	Vehicle	Type	Transport	Damage	Value
	Weapons	Range	Shots	Penetration	Special Rules
1	SdKfz 7 half-track	Half-track	up to 12	6+	

Tow: Any anti-tank gun, howitzer, or anti-aircraft gun

Platoon #2				
Second Lieutenant (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				
Luftwaffe Field Division squad (page: 0)		Inexperienced		65

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	
4	Infantry with Rifle	24"	1	n/a	
Entire squad is Green					Green
Luftwaffe Field Division squad (page: 0)				Inexperienced	65
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	
4	Infantry with Rifle	24"	1	n/a	
Entire squad is Green					Green
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
Artillery					
88mm Flak 36 dual purpose AA/AT gun (page: 38)				Regular	160
Qty Weapons		Range	Shots	Penetration	Special Rules
1	88mm Flak 36 dual purpose AA/AT gun	84"	1	+7	Team (7 men), Gun shield, Fixed, Flak, Versatile (medium), HE (3")
Tows					
SdKfz 7 half-track (page: 64)				Inexperienced	35
Qty Vehicle		Type	Transport	Damage	Value
Weapons		Range	Shots	Penetration	Special Rules
1	SdKfz 7 half-track	Half-track	up to 12	6+	
Tow: Any anti-tank gun, howitzer, or anti-aircraft gun					
Platoon #3					
Second Lieutenant (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					
Luftwaffe Field Division squad (page: 0)				Inexperienced	65
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	
4	Infantry with Rifle	24"	1	n/a	
Entire squad is Green					Green
Luftwaffe Field Division squad (page: 0)				Inexperienced	65
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	
4	Infantry with Rifle	24"	1	n/a	
Entire squad is Green					Green
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
Artillery					
88mm Flak 36 dual purpose AA/AT gun (page: 38)				Regular	160
Qty	Weapons	Range	Shots	Penetration	Special Rules
1	88mm Flak 36 dual purpose AA/AT gun	84"	1	+7	Team (7 men), Gun shield, Fixed, Flak, Versatile (medium), HE (3")
Tows					
SdKfz 7 half-track (page: 64)				Inexperienced	35
Qty	Vehicle	Type	Transport	DamageValue	
	Weapons	Range	Shots	Penetration	Special Rules
1	SdKfz 7 half-track	Half-track	up to 12	6+	
<i>Tow: Any anti-tank gun, howitzer, or anti-aircraft gun</i>					
Platoon Points:					1305

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Special Rules

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.

Team (7 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 (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.

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.

Green

(p90) Green units are inexperienced with morale rating of 8. The first time the unit suffers a casualty roll a die. On a roll of a 1 the unit suffers an additional D6 pin markers and goes Down. On a 2, 3, 4 the unit fights on. On a 5 or 6 the unit is immediately up rated to Regular with morale value 9 for the rest of the battle. There is no further effect.

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.

Versatile (medium)

Can also fire as a medium howitzer 60"(30-72), HE (3")