

**PLATOON #1**

German Reinforced Platoon  
BGT 2021 v2

**OFFICER**

**Second Lieutenant (Armies of Germany page 19)** **Veteran** **78**

Qty	Weapons	Range	Shots	Pen	Special
1	Second Lieutenant with Rifle				
	with Pistol				Assault
	with Submachine gun				Assault
	with Assault rifle				Assault
1	Infantry (equipped as modeled)		-	-	

**INFANTRY SQUADS**

**Heer Veteran Grenadier squad (Armies of Germany page 23)** **Veteran** **154**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**Heer Veteran Grenadier squad (Armies of Germany page 23)** **Veteran** **154**

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
5	Infantry with Rifle	24"	1	n/a	
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

**MEDIC**

**Medic (Armies of Germany page 19)** **Veteran** **30**

Qty	Weapons	Range	Shots	Pen	Special
1	Medic with Pistol				Assault

**INFANTRY**

**Heer Veteran Grenadier squad (Armies of Germany page 23)** **Veteran** **154**

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Assault rifle	18"	2	n/a	Assault
6	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

**Begleit - StuG Escort Infantry Squad (Armies of Germany page 0)** **Regular** **91**

Qty	Weapons	Range	Shots	Pen	Special
	Assault gun riders				Assault gun riders
1	NCO with Submachine gun	12"	2	n/a	Assault
6	Infantry with Submachine gun	12"	2	n/a	Assault

**MORTAR**

**Medium Mortar team (Armies of Germany page 36)** **Veteran** **75**

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

**SNIPER**

**Sniper team (Armies of Germany page 35)** **Veteran** **65**

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team	36"	1	n/a	Team (2 men), Sniper

**ARTILLERY**

**150mm Nebelwerfer 41 (Armies of Germany page 39)** **Veteran** **78**

Qty	Weapons	Range	Shots	Pen	Special
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

**ARMoured CARS**

**SdKfz 234/4 Heavy Armoured Car (Armies of Germany page 70)** **Regular** **180**

Qty	Vehicle	Type	Trans	DV
1	SdKfz 234/4 Heavy Armoured Car	Wheeled	-	7+ Recce, Open-topped

Platform-mounted forward facing heavy antitank gun	72"	1	+6	HE (2"), front arc
Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak

### TANKS AND SP GUNS

StuH 42 (Armies of Germany page 54)

Regular

190

Qty	Vehicle	Type	Range	Trans	DV
Weapons				Shots	Pen Special
1	StuH 42	Tracked		-	9+
	Forward facing medium howitzer		60"(30-72)	1	HE Front arc, Howitzer, HE (3")
	Vehicle Medium Machine Gun		36"	6	n/a 360 degree arc

### SPECIAL RULES

#### 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.

#### Assault gun riders

An assault gun rider unit can mount or dismount from an assault gun or tank destroyer counting it as a transport for these purposes. Once dismounted, the unit is replaced by a few assault gun rider models placed on the assault gun itself. One unit of assault gun riders can ride upon one assault gun or tank destroyer. As with other transported units the assault gun riders cannot be targeted whilst they ride upon their assault gun; however, unlike with other troops, assault gun riders must immediately disembark if the assault gun they are riding upon is shot at. Regardless of what kind of weapon is shooting at the assault gun, as long as the firer is within range of the assault gun the assault gun riders disembark when the shot is declared and before rolling the dice to determine hits. Units disembarking in this way immediately go 'down' or remain 'down' if they are down already.

#### 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.

#### 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)

#### 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. 10+ hits on building collapses it and kills all inside.

#### Howitzer

(p71) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

#### Indirect fire

(p71)

#### Multiple launcher

(p72) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6. All units with 6" of the target and not entirely within the weapon's minimum range can be hit.

#### 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

#### Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins.

If hit by indirect fire then add +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

#### Recce

(p118)

#### 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.

#### Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

**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.

**Team (4 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.

Pick List	
German 150mm Nebelwerfer 41	1
German Infantry (equipped as modeled)	1
German Infantry with Assault rifle	6
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	11
German Infantry with Submachine gun	6
German Medic	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	7
German NCO with Assault rifle	1
German NCO with Rifle	2
German NCO with Submachine gun	1
German SdKfz 234/4 Heavy Armoured Car	1
German Second Lieutenant	1
German Sniper team	1
German Spotter	1
German StuH 42	1