

German Tank Platoon

German

2. Panzerdivision Leichte Panzer Platoon, May 1940

Order Dice: 16

Platoon #1				
Panzer II Ausf A, B, C, F (page: 45)			Regular	105
Qty Vehicle	Type	Transport	DamageValue	
Weapons	Range	Shots	Penetration	Special Rules
1 Panzer II Ausf A B C F	Tracked	-	8+	
<i>Turret-mounted light autocannon</i>	48"	2	+2	HE (1")
<i>Co-axial MMG</i>	36"	6	n/a	
Cmd Vehicle Options				
Cmd Vehicle Options (page: 0)				0

(Command Vehicle special rule already included)

Vehicle				
Panzer I (page: 44)			Regular	70
Qty Vehicle	Type	Transport	DamageValue	
Weapons	Range	Shots	Penetration	Special Rules
1 Panzer I	Tracked	-	7+	
<i>Turret-mounted MMG</i>	36"	6	n/a	
<i>Turret-mounted MMG</i>	36"	6	n/a	
Panzer II Ausf A, B, C, F (page: 45)			Regular	105
Qty Vehicle	Type	Transport	DamageValue	
Weapons	Range	Shots	Penetration	Special Rules
1 Panzer II Ausf A B C F	Tracked	-	8+	
<i>Turret-mounted light autocannon</i>	48"	2	+2	HE (1")
<i>Co-axial MMG</i>	36"	6	n/a	
Panzer I (page: 44)			Regular	70
Qty Vehicle	Type	Transport	DamageValue	
Weapons	Range	Shots	Penetration	Special Rules
1 Panzer I	Tracked	-	7+	
<i>Turret-mounted MMG</i>	36"	6	n/a	
<i>Turret-mounted MMG</i>	36"	6	n/a	

Infantry				
Heer Infantry squad (page: 20)			Regular	93
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	
5 Infantry with Rifle	24"	1	n/a	
Heer Infantry squad (page: 20)			Regular	93
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	
5 Infantry with Rifle	24"	1	n/a	

Mortar				
Light Mortar team (page: 32)			Regular	35
Qty Weapons	Range	Shots	Penetration	Special Rules
1 Light Mortar team	12"-24"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke

Transports				
Truck (page: 64)			Regular	54

Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	Truck with front pintle-mounted MMG <i>Front pintle-mounted MMG</i>	Wheeled 36"	up to 12 6	6+ n/a	<i>Front arc, Flak</i>
<i>Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun</i>					
Truck (page: 64)				Regular	54

Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	Truck with front pintle-mounted MMG <i>Front pintle-mounted MMG</i>	Wheeled 36"	up to 12 6	6+ n/a	<i>Front arc, Flak</i>
<i>Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun</i>					

Platoon #2					
Panzer III Ausf E or F (page: 46)				Regular	135

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

Cmd Vehicle Options					
Cmd Vehicle Options (page: 0)					0

(Command Vehicle special rule already included)

Vehicle					
Panzer III Ausf E or F (page: 46)				Regular	135

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

Panzer IV Ausf B C D E F (page: 47)				Regular	175
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Qty	Vehicle	Type	Transport	DamageValue	
	<i>Weapons</i>	<i>Range</i>	<i>Shots</i>	<i>Penetration</i>	<i>Special Rules</i>
1	Panzer IV Ausf B C D E <i>Turret-mounted light howitzer</i> <i>Co-axial MMG</i> <i>Hull-mounted MMG</i>	Tracked 48"(24-60) 36" 36"	- 1 6 6	9+ HE n/a n/a	<i>Howitzer, HE (2")</i> <i>Front arc</i>

Infantry					
Heer Infantry squad (page: 20)				Regular	93

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	
5	Infantry with Rifle	24"	1	n/a	

Heer Pioneer squad (page: 23)				Veteran	104
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Qty	Weapons	Range	Shots	Penetration	Special Rules
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Rifle	24"	1	n/a	
1	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Flamethrower

Transports					
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SdKfz 251/1 half-track (page: 63)		Regular	89
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
Weapons		Range	Shots	Penetration	
1	SdKfz 251/1 half-track	Half-track	up to 12	7+	Open-topped
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak
<i>Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun</i>					

SdKfz 251/1 half-track (page: 63)		Regular	89
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Qty	Vehicle	Type	Transport	DamageValue	Special Rules
Weapons		Range	Shots	Penetration	
1	SdKfz 251/1 half-track	Half-track	up to 12	7+	Open-topped
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak
<i>Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun</i>					

Platoon Points:	1499
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Special Rules

Open-topped

(p118) Pinned by hits from small arms in the same way as soft-skinned 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-skinned. 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

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.

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.

Indirect fire

(p71)

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.

Flamethrower

(p67). Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle with flamethrower, add +1 to damage effects chart.

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 sight ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)