



Germany



Germany

12 Order Dice

1100 pts

Platoon #1

Rifle Platoon

Required

Platoon Commander (Leutnant, Oberleutnant)

Inexperienced (25pts)

Composition: 1 Officer

Special Rules: Assault

Gebirgsjäger Squad (Late War)

Veteran (160pts)

Composition: 1 NCO + 9 Soldiers

Special Rules: Fieldcraft, Tank Hunters, Winter Equipment

Gebirgsjäger Squad (Late War)

Veteran (144pts)

Composition: 1 NCO + 8 Soldiers

Special Rules: Fieldcraft, Tank Hunters, Winter Equipment

Optional

Spähtruppen Squad (Gebirgsjäger)

Veteran (64pts)

Composition: 1 NCO + 3 Soldiers

Special Rules: Assault, Fieldcraft, Infiltrator

Gebirgsjäger Squad (Late War)

Veteran (144pts)

Composition: 1 NCO + 8 Soldiers

Special Rules: Fieldcraft, Tank Hunters, Winter Equipment

Sniper Team

Regular (52pts)

Composition: 2 Soldiers

Special Rules: Infiltrator, Sniper, Team Weapon

Panzerschreck Anti-Tank Team

Regular (80pts)

Composition: 2 Soldiers

Special Rules: Shaped Charge, Team Weapon

Light Mortar Team

Inexperienced (21pts)

Composition: 2 Soldiers

Special Rules: HE 1", Indirect Fire, No Smoke Rounds, Team Weapon

Light Mortar Team

Inexperienced (21pts)

Composition: 2 Soldiers

Special Rules: HE 1", Indirect Fire, No Smoke Rounds, Team Weapon

Kettenkrad

Regular (18pts)

Damage Value: All soft-skinned vehicles (6+)

Transport: 3

Tow: Medium AT gun, Light AT gun, Light howitzer, Light anti-aircraft gun

Special Rules: Tracked Bike

Platoon #2

Armoured Platoon

Required

Hetzer

Veteran (256pts)

Damage Value: Medium tank (9+)

Special Rules: Command Vehicle, HE 2" , Hitler's Buzz Saw, Weak Sides

Bogward Wanze Ausf C

Regular (115pts)

Damage Value: Armoured car/carrier (7+)

Special Rules: Open-Topped, Shaped Charge