

ASSAULT PLATOON

AMERICAN ARMY



MASSIMO TORRIANI – VALENTINO DEL CASTELLO - Copyright 2013

All rights reserved.

No part of this book may be reproduced by any means, including mechanical and/or electronic methods, without the author's prior written permission.

For updates: www.torrianimassimo.it

Version December 2013

**AMERICAN ARMY (1943-1945)
BASIC INFANTRY PLATOON**

The Platoon comprises: 0-1 Infantry HQ Squad (180 points), 2-3 Infantry Squads (370 points each)

INFANTRY HQ SQUAD

Infantry Unit, HQ
Breakpoint: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Lieutenant	M1 semi-automatic carbine, Colt 1911A1 pistol, MKII Pineapple grenades	HQ leader
1	Second Lieutenant	M1 semi-automatic carbine, MKII Pineapple grenades	HQ leader
1	Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	HQ leader
2	Riflemen	Garand M1 semi-automatic rifle, MKII Pineapple grenades	

INFANTRY SQUAD

Infantry Unit
Breakpoint: 5
TV: 3

No.	Model	Weapon	Characteristics
1	Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	leader
1	Corporal	M1 semi-automatic carbine, MKII Pineapple grenades	leader
1	Machine-gunner	BAR M1918A2 automatic rifle, MKII Pineapple grenades	
9	Riflemen	Garand M1 semi-automatic rifle, MKII Pineapple grenades	

SPLITTING UP AN INFANTRY SQUAD

Each Infantry Squad can be split up into two Sections: the first comprising a Sergeant and 6 Riflemen (BRK 3) and the other comprising the Corporal, the Machine-gunner and 3 Riflemen (BRK 2).

VARIANTS:

- ☛ You can add a *radio* to the HQ Squad for +10 points. One of the riflemen in the Squad gets the *radio* characteristic.
- ☛ *Leaders* can replace their M1 semi-automatic carbines with M3A1 Grease Gun sub-machine guns for free.
- ☛ *Leaders* can replace their M1 semi-automatic carbines with Thompson M1 sub-machine guns for +5 points each.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ One rifleman per Platoon can replace his Garand M1 semi-automatic rifle with a Bazooka and a Colt 1911A1 pistol for +90 points.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can eliminate one rifleman from each Squad for -30 points each. The eliminated models count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

INFANTRY PLATOON OPTIONAL UNITS

- If you buy an Infantry HQ Squad and two Infantry Squads you can spend 8 Option Points
- If you buy an Infantry HQ Squad and three Infantry Squads you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Bazooka Section	1	1	150
.30 cal. medium machine gun Section	3	1	185
81mm or 4.2"/106.7mm medium mortar Section	3	1	255
57mm, 37mm or 76mm anti-tank gun Section	3	1	265
Jeep	4	1	90
Dodge Truck	2	1	100
M3A1 "White" Armoured car	1	2	340
M20 Armoured car	2	2	420
M8 Greyhound Armoured Car	3	2	480
M5A1 Tank	4	3	620
M18 Tank	4	3	690
M24 Tank	4	3	720
M4 Tank	4	3	790
M4A3 (76) Tank	1	3	900
M10 Tank	4	3	770
M36 Tank	4	3	920
M4A3 "Jumbo" Tank	1	3	1090
Infantry Platoon	1	8	-

**AMERICAN ARMY (1944-1945)
BASIC MOTORIZED INFANTRY PLATOON**

The Platoon comprises: 0-1 Motorized Infantry HQ Squad (585 points), 2 Motorized Infantry Squads (550 points each), 0-1 Motorized Mortar Squad (285 points), 0-1 Motorized Machine-gun Squad (590 points)

MOTORIZED INFANTRY HQ SQUAD

Infantry Unit, HQ

Breakpoint: 4

TV: 4

Characteristics: loaded on Dodge Truck*

No.	Model	Weapon	Characteristics
1	Lieutenant	M1 semi-automatic carbine, Colt 1911A1 pistol, MKII Pineapple grenades	HQ leader
1	Second Lieutenant	M1 semi-automatic carbine, MKII Pineapple grenades	HQ leader
1	Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	HQ leader
6	Riflemen	Garand M1 semi-automatic rifle, MKII Pineapple grenades	
1	Anti-tank specialist	Bazooka, Colt 1911A1 pistol, MKII Pineapple grenades	

1* Dodge Truck (TV 4) = See Vehicle datasheet (already included in cost)

SPLITTING UP A MOTORIZED INFANTRY HQ SQUAD

Each Motorized Infantry HQ Squad can be split up into two Sections: the first comprising the Lieutenant, the Sergeant and 3 Riflemen (BRK 2) and the other comprising the Second Lieutenant, the Anti-tank specialist and 3 Riflemen (BRK 2).

MOTORIZED INFANTRY SQUAD

Infantry Unit

Breakpoint: 4

TV: 4

Characteristics: loaded on Dodge Truck*

No.	Model	Weapon	Characteristics
1	Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	leader
1	Corporal	M1 semi-automatic carbine, MKII Pineapple grenades	leader
1	Anti-tank specialist	Bazooka, Colt 1911A1 pistol, MKII Pineapple grenades	
7	Riflemen	Garand M1 semi-automatic rifle, MKII Pineapple grenades	

1* Dodge Truck (TV 4) = See Vehicle datasheet (already included in cost)

SPLITTING UP A MOTORIZED INFANTRY SQUAD

Each Motorized Infantry Squad can be split up into two Sections: the first comprising the Sergeant and 4 Riflemen (BRK 2) and the other comprising the Corporal, the Anti-tank specialist and 3 Riflemen (BRK 2).

MOTORIZED MORTAR SQUAD

Support Unit

Breakpoint: 2

TV: 4

Characteristics: loaded on Dodge Truck*

No.	Model	Weapon	Characteristics
1	Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	leader
1	Mortarman	M2 60mm light mortar, Colt 1911A1 pistol, MKII Pineapple grenades	weapon specialist
2	Mortarmen	M1 semi-automatic carbine, MKII Pineapple grenades	

1* Dodge Truck (TV 4) = See Vehicle datasheet (already included in cost)

MOTORIZED MACHINE-GUN SQUAD

Support Unit

Breakpoint: 3

TV: 4

Characteristics: loaded on Dodge Truck*

No.	Model	Weapon	Characteristics
1	Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	leader
1	Corporal	M1 semi-automatic carbine, MKII Pineapple grenades	leader
2	Machine-gunners	M1919A4 .30 cal. medium machine gun, Colt 1911A1 pistol, MKII Pineapple grenades	weapon specialist, tripod
4	Machine-gun crew	Garand M1 semi-automatic rifle, MKII Pineapple grenades	
1*	Dodge Truck (TV 4) = See Vehicle datasheet (already included in cost)		

SPLITTING UP A MOTORIZED MACHINE-GUN SQUAD

The Motorized Machine-gun Squad can be split up into two Sections: the first comprising the Sergeant, a Machine-gunner and 2 Machine-gun crew (BRK 2) and the other comprising the Corporal, a Machine-gunner and 2 Machine-gun crew (BRK 2).

VARIANTI:

- ☛ You can add a *radio* to the HQ Squad for +10 points. One of the riflemen in the Squad gets the *radio* characteristic.
- ☛ *Leaders* can replace their M1 semi-automatic carbines with M3A1 Grease Gun sub-machine guns for free.
- ☛ *Leaders* can replace their M1 semi-automatic carbines with Thompson M1 sub-machine guns for +5 points each.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ One rifleman per Motorized Infantry Squad can replace his Garand M1 semi-automatic rifle with a BAR M1918A2 automatic rifle for +20 points each.
- ☛ Squads can replace their Dodge Trucks with M3A1 Halftracks for +180 points each.
- ☛ Squads can remove their Dodge Trucks for -120 points each. Remove the *Loaded on Dodge Truck* characteristic.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can eliminate one rifleman from each Squad for -35 points each. The eliminated models count towards the *Breakpoint*.
- ☛ All Squads can buy the *Veteran* characteristic by each removing a rifleman, mortarman or machine-gunner. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

MOTORIZED INFANTRY PLATOON OPTIONAL UNITS

- If you buy a Motorized Infantry HQ Squad and two Motorized Infantry Squads you can spend 8 Option Points

- If you buy a Motorized Infantry HQ Squad, two Motorized Infantry Squads and a Motorized Mortar Squad or a Motorized Machine-gun Squad you can spend 12 Option Points

- If you buy a Motorized Infantry HQ Squad, two Motorized Infantry Squads, a Motorized Mortar Squad and a Motorized Machine-gun Squad you can spend 16 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Bazooka Section	1	1	150
81mm or 4.2"/106.7mm medium mortar Section	3	1	255
57mm, 37mm or 76mm anti-tank gun Section	3	1	265
Jeep	4	1	90
M3A1 "White" Armoured car	1	2	340
M20 Armoured car	2	2	420
M8 Greyhound Armoured Car	3	2	480
M5A1 Tank	4	3	620
M18 Tank	4	3	690
M24 Tank	4	3	720
M4 Tank	4	3	790
M4A3 (76) Tank	1	3	900
M10 Tank	4	3	770
M36 Tank	4	3	920
M4A3 "Jumbo" Tank	1	3	1090
Motorized Infantry Platoon	1	8	-

**AMERICAN ARMY (1944-1945)
BASIC RANGER PLATOON**

The Platoon comprises: 0-1 Ranger HQ Squad (190 points), 2 Ranger Squads (450 points each), 0-1 Ranger Mortar Squad (195 points)

RANGER HQ SQUAD

Infantry Unit, HQ
Breakpoint: 2
TV: 4

No.	Model	Weapon	Characteristics
1	Ranger Lieutenant	M1 semi-automatic carbine, Colt 1911A1 pistol, MKII Pineapple grenades	HQ leader, trained with the bayonet
1	Ranger Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	HQ leader, trained with the bayonet
2	Rangers	Garand M1 semi-automatic rifle, MKII Pineapple grenades	trained with the bayonet

RANGER SQUAD

Infantry Unit, HQ
Breakpoint: 5
TV: 4

No.	Model	Weapon	Characteristics
1	Ranger Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	leader, trained with the bayonet
1	Ranger Corporal	M1 semi-automatic carbine, MKII Pineapple grenades	leader, trained with the bayonet
9	Rangers	Garand M1 semi-automatic rifle, MKII Pineapple grenades	trained with the bayonet

SPLITTING UP A RANGER SQUAD

Each Ranger Squad can be split up into two Sections: the first comprising the Ranger Sergeant and 5 Rangers (BRK 2) and the other comprising the Ranger Corporal and 4 Rangers (BRK 2).

RANGER MORTAR SQUAD

Support Unit
Breakpoint: 3
TV: 4

No.	Model	Weapon	Characteristics
1	Ranger Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	leader, trained with the bayonet
1	Ranger Mortarman	M2 60mm light mortar, Colt 1911A1 pistol, MKII Pineapple grenades	weapon specialist, trained with the bayonet
2	Rangers	Garand M1 semi-automatic rifle, MKII Pineapple grenades	trained with the bayonet

VARIANTS:

- ☛ You can add a *radio* to the HQ Squad or to the Mortar Squad for +10 points. One of the rangers in the Squad gets the *radio* characteristic.
- ☛ All models in the Platoon can replace their M1 Semi-automatic carbines with M3A1 Grease gun sub-machine guns at no extra cost.
- ☛ All models in the Platoon can replace their M1 Semi-automatic carbines with M1 Thompson sub-machine guns for +5 points each.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ Up to 2 rangers per Ranger Squad can add N°82 Gammon Grenades to their equipment for +40 points each.
- ☛ One Ranger per Ranger Squad can fit an M7 Grenade-launcher onto his M1 Garand semi-automatic rifle for +50 points each.
- ☛ One Ranger per Ranger Squad can replace his M1 Garand semi-automatic rifle with a BAR M1918A2 automatic rifle for +20 points each.
- ☛ One Ranger per Ranger Squad can replace his M1 Garand semi-automatic rifle with a Bazooka and a Colt 1911A1 pistol for +90 points each.
- ☛ One ranger per Platoon can replace his Garand M1 semi-automatic rifle with a M2 light flamethrower and a Colt 1911A1 pistol for +90 points.
- ☛ A Ranger Squad can buy the *Infiltrator* characteristic for +150 points.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can eliminate one ranger from each Squad for -40 points each. The eliminated models count towards the *Breakpoint*.
- ☛ All Squads can buy the *Veteran* characteristic by each removing a ranger. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

RANGER PLATOON OPTIONAL UNITS

- If you buy a Ranger HQ Squad and two Ranger Squads you can spend 8 Option Points
- If you buy a Ranger HQ Squad, two Ranger Squads and a Ranger Mortar Squad you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	125
Bazooka Section	1	1	170
.30 cal. medium machine gun Section	3	1	225
81mm medium mortar Section	3	1	295
Jeep	4	1	110
Dodge Truck	2	1	120
M20 Armoured car	2	2	420
M8 Greyhound Armoured Car	3	2	480
M5A1 Tank	4	3	620
M18 Tank	4	3	690
M24 Tank	4	3	720
M4 Tank	4	3	790
M4A3 (76) Tank	1	3	900
M10 Tank	4	3	770
M36 Tank	4	3	920
M4A3 "Jumbo" Tank	1	3	1090
Ranger Platoon	1	8	-

**AMERICAN ARMY (1944-1945)
BASIC PARATROOPER PLATOON**

The Platoon comprises: 0-1 Paratrooper HQ Squad (345 points), 2-3 Paratrooper Squads (510 points each), 0-1 Paratrooper Mortar Squad (200 points)

PARATROOPER HQ SQUAD

Infantry Unit, HQ
Breakpoint: 3
TV: 4

No.	Model	Weapon	Characteristics
1	Paratrooper Lieutenant	M1 semi-automatic carbine, Colt 1911A1 pistol, MKII Pineapple grenades	HQ leader, trained with the bayonet
1	Paratrooper Second Lieutenant	M1 semi-automatic carbine, MKII Pineapple grenades	HQ leader, trained with the bayonet
1	Paratrooper Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	HQ leader, trained with the bayonet
1	Paratrooper Corporal	Garand M1 semi-automatic rifle, MKII Pineapple grenades	HQ leader, trained with the bayonet
4	Paratroopers	Garand M1 semi-automatic rifle, MKII Pineapple grenades	trained with the bayonet

SPLITTING UP A PARATROOPER HQ SQUAD

Each Paratrooper HQ Squad can be split up into two HQ Sections: the first comprising the Lieutenant, the Sergeant and 2 Paratroopers (BRK 2) and the other comprising the Second Lieutenant, the Corporal and 2 Paratroopers (BRK 2).

PARATROOPER SQUAD

Infantry Unit, HQ
Breakpoint: 5
TV: 4

No.	Model	Weapon	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	leader, trained with the bayonet
1	Paratrooper Corporal	M1 semi-automatic carbine, MKII Pineapple grenades	leader, trained with the bayonet
1	Paratrooper Machine-gunner	M1919A4 .30 cal. medium machine gun, Colt 1911A1 pistol, MKII Pineapple grenades	trained with the bayonet
9	Paratroopers	Garand M1 semi-automatic rifle, MKII Pineapple grenades	trained with the bayonet

SPLITTING UP A PARATROOPER SQUAD

Each Paratrooper Squad can be split up into two Sections: the first comprising the Sergeant and 7 Paratroopers (BRK 3) and the other comprising the Corporal, the Machine-gunner and 2 Paratroopers (BRK 2).

PARATROOPER MORTAR SQUAD

Support Unit
Breakpoint: 3
TV: 4

No.	Model	Weapon	Characteristics
1	Paratrooper Sergeant	M1 semi-automatic carbine, MKII Pineapple grenades	leader, trained with the bayonet
1	Paratrooper Mortarman	M2 60mm light mortar, M1 semi-automatic carbine, MKII Pineapple grenades	weapon specialist, trained with the bayonet
2	Paratroopers	Garand M1 semi-automatic rifle, MKII Pineapple grenades	trained with the bayonet

VARIANTS:

- ☛ You can add a *radio* to the HQ Squad or to the Mortar Squad for +10 points each. One of the paratroopers in the Squad gets the *radio* characteristic.
- ☛ *Leaders* can replace their M1 semi-automatic carbines with M3A1 Grease Gun sub-machine guns for free.
- ☛ *Leaders* can replace their M1 semi-automatic carbines with Thompson M1 sub-machine guns for +5 points each.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ All machine-gunners can replace their M1919A4 medium machine guns with BAR M1918A2 automatic rifles for -30 points each.
- ☛ Up to 2 paratroopers per Paratrooper Squad can add N°82 Gammon Grenades to their equipment for +40 points each.
- ☛ One paratrooper Paratrooper Squad can fit an M7 Grenade-launcher onto his M1 Garand semi-automatic rifle for +50 points each.
- ☛ One paratrooper per Platoon can replace his Garand M1 semi-automatic rifle with a Bazooka and a Colt 1911A1 pistol for +90 points.
- ☛ One paratrooper per Platoon can replace his Garand M1 semi-automatic rifle with a M2 light flamethrower and a Colt 1911A1 pistol for +90 points.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can eliminate one paratrooper from each Squad for -40 points each. The eliminated models count towards the *Breakpoint*.
- ☛ All Squads can buy the *Veteran* characteristic by each removing a paratrooper. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

PARATROOPER PLATOON OPTIONAL UNITS

- If you buy a Paratrooper HQ Squad and two Paratrooper Squads you can spend 8 Option Points
- If you buy a Paratrooper HQ Squad, three Paratrooper Squads and a Paratrooper Mortar Squad you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	125
Bazooka Section	1	1	170
81mm medium mortar Section	3	1	295
57mm, 37mm or 76mm anti-tank gun Section	3	1	305
Jeep	4	1	110
Dodge Truck	2	1	120
M20 Armoured car	2	2	420
M8 Greyhound Armoured Car	3	2	480
M5A1 Tank	4	3	620
M18 Tank	4	3	690
M24 Tank	4	3	720
M4 Tank	4	3	790
M4A3 (76) Tank	1	3	900
M10 Tank	4	3	770
M36 Tank	4	3	920
M4A3 "Jumbo" Tank	1	3	1090
Paratrooper Platoon	1	8	-

SNIPER SECTION (120 points)

Infantry Unit
Breakpoint: -
TV: 4

No.	Model	Weapon	Characteristics
1	Sniper	M1903 Springfield rifle, MKII Pineapple grenades	silent weapon, sniper, marksman, infiltrator, sight

VARIANTS:

☞ If the unit is an option for a Ranger or Paratrooper Platoon then the model must add the *Trained with the bayonet* characteristic for +5 points.

BAZOOKA SECTION (150 points)

Infantry Unit
Breakpoint: 1
TV: 3

No.	Model	Weapon	Characteristics
1	Infantryman	Bazooka, Colt 1911A1 pistol, MKII Pineapple grenades	
1	Infantryman	Garand M1 semi-automatic rifle, MKII Pineapple grenades	

VARIANTS:

☞ The unit can buy the *Seasoned fighters* characteristic for +20 points.

☞ If the unit is an option for a Ranger or Paratrooper Platoon then all models must have TV 4 and add the *Trained with the bayonet* characteristic for a total cost of +20 points.

.30 cal. MEDIUM MACHINE GUN SECTION (185 points)

Support Unit
Breakpoint: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Corporal	M3A1 Grease Gun sub-machine gun	leader
1	Machine-gunner	M1919A4 .30 cal. medium machine gun, Colt 1911A1 pistol	weapons specialist, tripod
2	Machine-gun crew	M1 semi-automatic carbine	

VARIANTS:

☞ The *leader* can add *binoculars* to his equipment for +30 points.

☞ The unit can buy the *Seasoned fighters* characteristic for +20 points.

☞ If the unit is an option for a Ranger Platoon then all models must have TV 4 for a total cost of +40 points.

81mm MEDIUM MORTAR SECTION (255 points)

Support Unit
Breakpoint: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Corporal	M3A1 Grease Gun sub-machine gun	leader, binoculars
1	Mortarman	81mm medium mortar, Colt 1911A1 pistol	weapons specialist
2	Mortar crew	M1 semi-automatic carbine	

VARIANTS:

☞ You can give a *radio* to a mortar crew for +10 points. Add the *radio* characteristic.

☞ The unit can buy the *Seasoned fighters* characteristic for +20 points.

☞ You can replace the 81mm medium mortar with a 4.2" 106.7mm heavy mortar for +50 points.

☞ If the unit is an option for a Ranger or Paratrooper Platoon then all models must have TV 4 for a total cost of +40 points.

57mm ANTI-TANK GUN SECTION (265 points)

Support Unit

Breakpoint: 2

TV: 3

Characteristics: shield, slow traverse, BV 4/3

No.	Model	Weapon	Characteristics
1	Observer	M3A1 Grease Gun sub-machine gun	leader, binoculars
1	Gunner	57mm gun, Colt 1911A1 pistol	weapons specialist
2	Artillerymen	M1 semi-automatic carbine	

VARIANTS:

- ☛ You can give a *radio* to an artilleryman for +10 points. Add the *radio* characteristic.
- ☛ You can replace the 57mm gun with a 37mm gun (BV 3/1) for -50 points.
- ☛ You can replace the 57mm gun with a 76mm gun (BV 6/3) for +100 points.
- ☛ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☛ If the unit is an option for a Paratrooper Platoon then all models must have TV 4 for a total cost of +40 points.

JEEP (90 points)

Vehicle Type: Car - Unarmoured - Wheeled

Movement: 35 - 45 - 50

TV: 3

Weapon: -

Characteristics: exposed models, open-topped, troop transporter (2)

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	M3A1 Grease Gun sub-machine gun, MKII Pineapple grenades	leader
1	Infantryman	M1 semi-automatic carbine, MKII Pineapple grenades	

VARIANTS:

- ☛ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft) for +70 points.
- ☛ You can add an M2HMG .50 cal. heavy machine gun (anti-aircraft) for +120 points.
- ☛ You can add a *radio* for +10 points.
- ☛ The *leader* can add *binoculars* to his equipment for +30 points.
- ☛ If the vehicle is an option for a Ranger or Paratrooper Platoon then all crew members must have TV 4 for a total cost of +20 points.

DODGE TRUCK (100 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Movement: 30 - 35 - 45

TV: 3

Weapon: -

Characteristics: exposed models, open-topped, six-wheeled vehicle, troop transporter (12)

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	M3A1 Grease Gun sub-machine gun, MKII Pineapple grenades	leader
1	Infantryman	M1 semi-automatic carbine, MKII Pineapple grenades	

VARIANTS:

- ☛ You can add an M2HMG .50 cal. heavy machine gun (anti-aircraft) for +120 points.
- ☛ If the vehicle is an option for a Ranger or Paratrooper Platoon then all crew members must have TV 4 for a total cost of +20 points.

M3A1 HALF-TRACK (310 points)

Vehicle Type: Half-track - Armoured - Wheeled

Movement: 25 - 30 - 40

TV: 4

Weapon: M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)

Characteristics: open-topped, radio, troop transporter (10), AV 1

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	M3A1 Grease Gun sub-machine gun, MKII Pineapple grenades	leader
1	Infantryman	M3A1 Grease Gun sub-machine gun, MKII Pineapple grenades	

VARIANTS:

- ☛ You can replace the M2HMG .50 cal. heavy machine gun with a M1919A4 .30 cal. medium machine gun for -40 points.

M3A1 "WHITE" ARMoured CAR (340 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)**Characteristics:** open-topped, radio, troop transporter (7), AV 1**Crew members**

No.	Model	Weapon	Characteristics
1	Corporal	M3A1 Grease Gun sub-machine gun, MKII Pineapple grenades	leader, binoculars
1	Infantryman	M3A1 Grease Gun sub-machine gun, MKII Pineapple grenades	

M20 ARMoured CAR (420 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)**Characteristics:** bullet-proof tyres, radio, open-topped, recon vehicle, AV 2**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
3	Crew	Colt 1911A1 pistol	

VARIANTS:

- ☉ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +15 points.

M8 GREYHOUND ARMoured CAR (480 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** M6 37mm gun (turret) with coaxial M1919A4 .30 cal. medium machine gun**Characteristics:** bullet-proof tyres, radio, open-topped, recon vehicle, BV 3/1, AV 2**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
3	Crew	Colt 1911A1 pistol	

VARIANTS:

- ☉ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft, exposed) for +70 points.

- ☉ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +15 points.

M5A1 TANK (620 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 25 - 30 - 35**TV:** 3**Weapon:** M6 37mm gun (turret) with coaxial M1919A4 .30 cal. medium machine gun
M1919A4 .30 cal. medium machine gun (lower hull)**Characteristics:** radio, BV 3/1, AV 4**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
3	Crew	Colt 1911A1 pistol	

VARIANTS:

- ☉ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft, exposed) for +70 points.

- ☉ You can add an M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed) for +120 points.

- ☉ You can fit the vehicle with a *gyro-stabiliser* for +50 points.

- ☉ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +15 points.

M18 TANK (690 points)

Vehicle Type: Tank - Armoured - Tracked

Movement: 30 - 35 - 40

TV: 3

Weapon: M1 76mm gun (turret)
M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)

Characteristics: radio, open-topped, BV 6/3, AV 2

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

☉ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

M24 TANK (720 points)

Vehicle Type: Tank - Armoured - Tracked

Movement: 30 - 35 - 40

TV: 3

Weapon: M3 75mm gun (turret) with coaxial M1919A4 .30 cal. medium machine gun
M1919A4 .30 cal. medium machine gun (lower hull)

Characteristics: radio, BV 5/3, AV 3

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

☉ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft, exposed) for +70 points.

☉ You can add an M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed) for +120 points.

☉ You can fit the vehicle with a *gyro-stabiliser* for +50 points.

☉ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

M4 TANK (790 points)

Vehicle Type: Tank - Armoured - Tracked

Movement: 20 - 25 - 30

TV: 3

Weapon: M3 75mm gun (turret) with coaxial M1919A4 .30 cal. medium machine gun
M1919A4 .30 cal. medium machine gun (lower hull)

Characteristics: radio, ronson, BV 5/3, AV 5

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

☉ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft, exposed) for +70 points.

☉ You can add an M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed) for +120 points.

☉ You can increase the vehicle's AV to 6 for +50 points.

☉ You can fit the vehicle with a *gyro-stabiliser* for +50 points.

☉ The vehicle can be given the *wet* characteristic for +10 points.

☉ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

M4A3(76) TANK (900 points)

Vehicle Type: Tank - Armoured - Tracked
Movement: 20 - 25 - 30
TV: 3
Weapon: M3 76mm gun (turret) with coaxial M1919A4 .30 cal. medium machine gun
M1919A4 .30 cal. medium machine gun (lower hull)
Characteristics: gyro-stabiliser, radio, BV 6/3, AV 5

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft, exposed) for +70 points.
- ⊗ You can add an M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed) for +120 points.
- ⊗ You can increase the vehicle's AV to 6 for +50 points.
- ⊗ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

M10 TANK (770 points)

Vehicle Type: Tank - Armoured - Tracked
Movement: 20 - 25 - 30
TV: 3
Weapon: M1A1 76mm gun (turret)
M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)
Characteristics: radio, open-topped, BV 6/3, AV 4

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

- ⊗ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

M36 TANK (920 points)

Vehicle Type: Tank - Armoured - Tracked
Movement: 20 - 25 - 30
TV: 3
Weapon: M3 90mm gun (turret)
M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)
Characteristics: radio, open-topped, BV 8/4, AV 4

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft, exposed) for +70 points.
- ⊗ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

M4A3E2 "JUMBO" TANK (1090 points)

Vehicle Type: Tank - Armoured - Tracked
Movement: 15 - 20 - 25
TV: 3
Weapon: M3 75mm gun (turret) with coaxial M1919A4 .30 cal. medium machine gun
M1919A4 .30 cal. medium machine gun (lower hull)
Characteristics: gyro-stabiliser, radio, BV 5/3, AV 9

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

- ⊗ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft, exposed) for +70 points.
- ⊗ You can add an M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed) for +120 points.
- ⊗ You can replace the M3 75mm gun with a 76mm gun (BV 6/3) for +50 points.
- ⊗ All the crew can replace their Colt 1911A1 pistols with M3A1 Grease Gun sub-machine guns for a total of +20 points.

ASSAULT PLATOON BRITISH ARMY



MASSIMO TORRIANI – VALENTINO DEL CASTELLO - Copyright 2013

All rights reserved.

No part of this book may be reproduced by any means, including mechanical and/or electronic methods, without the author's prior written permission.

For updates: www.torrianimassimo.it

Version December 2013

**BRITISH ARMY (1943-1945)
BASIC INFANTRY PLATOON**

The Platoon comprises: 0-1 Infantry HQ Squad (235 points), 2-3 Infantry Squads (245 points each)

INFANTRY HQ SQUAD

Support Unit, HQ
Breakpoint: 3
TV: 3

No.	Model	Weapon	Characteristics
1	Lieutenant	Mk.V Sten sub-machine gun, Webley Revolver pistol, N°36 Mills Bomb grenades	HQ leader
1	Sergeant	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	HQ leader
1	Mortarman	Mk.VIII 2" light mortar, N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	weapons specialist
4	Riflemen	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	

SPLITTING UP AN INFANTRY HQ SQUAD

The Infantry HQ Squad can be split up into two Sections: the first comprising the Lieutenant and 2 Riflemen (Infantry Unit, BRK 1) and the second comprising the Sergeant, the Mortarman and 2 Riflemen (Support Unit, BRK 2).

INFANTRY SQUAD

Infantry Unit
Breakpoint: 4
TV: 3

No.	Model	Weapon	Characteristics
1	Sergeant	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader
1	Corporal	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	leader
1	Machine-gunner	Bren light machine gun, Colt 1911A1 pistol, N°36 Mills Bomb grenades	
7	Riflemen	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	

SPLITTING UP AN INFANTRY SQUAD

Each Infantry Squad can be split up into two Sections: the first comprising the Sergeant and 6 Riflemen (BRK 3) and the second comprising the Corporal, the Machine-gunner and 1 Rifleman (BRK 1).

VARIANTS:

- ☛ You can add a *radio* to the HQ Squad for +10 Points. One of the riflemen in the Squad gets the *radio* characteristic.
- ☛ The Corporals can replace their N.4 Mk.I Enfield Rifles with Mk.V Sten sub-machine guns for +5 points each.
- ☛ *Leaders* can replace their Mk.V Sten sub-machine guns with Thompson M1 sub-machine guns for +5 points each. (1943 only)
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ One rifleman per Platoon, from a Rifle Squad, can replace his N.4 Mk.I Enfield rifle with a Piat and a Colt 1911A1 pistol for +80 points.
- ☛ You can transform the Infantry Squads into *Marksmen* for +70 points each.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can remove one rifleman from each Squad for -20 points each. The eliminated models count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

INFANTRY PLATOON OPTIONAL UNITS

- If you buy an Infantry HQ Squad and two Infantry Squads you can spend 8 Option Points
- If you buy an Infantry HQ Squad and three Infantry Squads you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Piat Section	1	1	120
Vickers medium machine gun Section	3	1	175
3pdr or 4.2"/106.7mm medium mortar Section	3	1	245
6pdr or 17pdr anti-tank gun Section	3	1	255
Jeep	2	1	85
Bedford Truck	2	1	75
Humber Mk IV Armoured car	2	2	500
T 17E1 Staghound Armoured car	2	2	610
Universal Carrier	4	2	200
Sherman Tank	3	3	790
Sherman VC Firefly Tank	2	3	830
Cromwell Tank	3	3	810
M10 Achille Tank	4	3	820
Churchill Tank	3	3	1040
Infantry Platoon	1	8	-

**BRITISH ARMY (1943-1945)
BASIC GUARDS INFANTRY PLATOON**

The Platoon comprises: 0-1 Infantry HQ Squad (315 points), 2-3 Infantry Squads (345 points each)

GUARD MOTORIZED INFANTRY HQ SQUAD

Support Unit, HQ

Breakpoint: 2

TV: 4

Characteristics: loaded on Bedford Truck*

No.	Model	Weapon	Characteristics
1	Lieutenant	Mk.V Sten sub-machine gun, Webley Revolver pistol, N°36 Mills Bomb grenades	HQ leader
1	Sergeant	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	HQ leader
1	Mortarman	Mk.VIII 2" light mortar, N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	weapons specialist
2	Rifleman	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	

1* Bedford Truck (TV 4) = See Vehicle datasheet (already included in cost)

SPLITTING UP A GUARDS INFANTRY HQ SQUAD

The Guards Infantry HQ Squad can be split up into two Sections: the first comprising the Lieutenant and 1 Rifleman (Infantry Unit, BRK 1) and the second comprising the Sergeant, the Mortarman and 1 Rifleman (Support Unit, BRK 1).

GUARDS INFANTRY SQUAD

Infantry Unit

Breakpoint: 4

TV: 4

Characteristics: loaded on Bedford Truck*

No.	Model	Weapon	Characteristics
1	Sergeant	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader
1	Corporal	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader
1	Machine-gunner	Bren light machine gun, Colt 1911A1 pistol, N°36 Mills Bomb grenades	
5	Rifleman	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	

1* Bedford Truck (TV 4) = See Vehicle datasheet (already included in cost)

SPLITTING UP A GUARDS INFANTRY SQUAD

Each Guards Infantry Squad can be split up into two Sections: the first comprising the Sergeant and 5 Rifleman (BRK 2) and the second comprising the Corporal, the Machine-gunner and 1 Rifleman (BRK 1).

VARIANTS:

- ☛ You can add a *radio* to the HQ Squad for +10 Points. One of the riflemen in the Squad gets the *radio* characteristic.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ One rifleman per Platoon, from a Rifle Squad, can replace his N.4 Mk.I Enfield rifle with a Piat and a Colt 1911A1 pistol for +80 points.
- ☛ Infantry Squads can replace their Bedford Trucks with M3A1 Halftracks for +210 points each.
- ☛ Infantry HQ Squad can replace his Bedford Truck with an M3A1 "White" Armoured car for +240 points.
- ☛ Squads can remove their Bedford Trucks for -95 points each. Remove the *Loaded on Bedford Truck* characteristic.
- ☛ You can transform the Infantry Squads into *Marksmen* for +70 points each.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can remove one rifleman from each Squad for -25 points each. The eliminated models count towards the *Breakpoint*.
- ☛ All Squads can buy the *Veteran* characteristic by each removing a rifleman. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

GUARDS INFANTRY PLATOON OPTIONAL UNITS

- If you buy a Guards Infantry HQ Squad and two Guards Infantry Squads you can spend 8 Option Points
- If you buy a Guards Infantry HQ Squad and three Guards Infantry Squads you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Piat Section	1	1	120
Vickers medium machine gun Section	3	1	175
3pdr or 4.2"/106.7mm medium mortar Section	3	1	245
6pdr or 17pdr anti-tank gun Section	3	1	255
Jeep	2	1	85
Humber Mk IV Armoured car	2	2	500
T 17E1 Staghound Armoured car	2	2	610
Universal Carrier	4	2	200
Sherman Tank	3	3	790
Sherman VC Firefly Tank	2	3	830
Cromwell Tank	3	3	810
M10 Achille Tank	4	3	820
Churchill Tank	3	3	1040
Guard Motorized Infantry Platoon	1	8	-

**BRITISH ARMY (1943-1945)
BASIC COMMANDO PLATOON**

The Platoon comprises: 0-1 Commando HQ Squad (305 points), 2-4 Commando Squads (455 points each), 0-2 Commando Support Squads (190 points each)

COMMANDO HQ SQUAD

**Infantry Unit, HQ
Breakpoint: 2
TV: 4**

No.	Model	Weapon	Characteristics
1	Commando Captain	Thompson M1 sub-machine gun, N°36 Mills Bomb grenades	HQ leader, camouflage, trained with the bayonet
1	Commando Lieutenant	Thompson M1 sub-machine gun, N°36 Mills Bomb grenades	HQ leader, camouflage, trained with the bayonet
1	Commando Sergeant	Piat, Colt 1911A1 pistol, N°36 Mills Bomb grenades	camouflage, trained with the bayonet
2	Commandos	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	camouflage, trained with the bayonet

COMMANDO SQUAD

**Infantry Unit
Breakpoint: 5
TV: 4**

No.	Model	Weapon	Characteristics
1	Commando Sergeant	Thompson M1 sub-machine gun, N°36 Mills Bomb grenades	leader, camouflage, trained with the bayonet
2	Commando Corporals	Thompson M1 sub-machine gun, N°36 Mills Bomb grenades	leader, camouflage, trained with the bayonet
1	Commando Machine-gunner	Bren light machine gun, Colt 1911A1 pistol, N°36 Mills Bomb grenades	camouflage, trained with the bayonet
7	Commandos	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	camouflage, trained with the bayonet

SPLITTING UP A COMMANDO SQUAD

Each Commando Squad can be split up into two Sections: the first comprising the Sergeant, a Corporal and 6 Commandos (BRK 3) and the second comprising a Corporal, the Machine-gunner and 1 Commando (BRK 1).

COMMANDO SUPPORT SQUAD

**Support Unit
Breakpoint: 2
TV: 4**

No.	Model	Weapon	Characteristics
1	Commando Corporal	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	leader, camouflage, trained with the bayonet
1	Commando Mortarman	Mk.VIII 2" light mortar, N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	weapon specialist, camouflage, trained with the bayonet
2	Commandos	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	camouflage, trained with the bayonet

VARIANTS:

- ☛ You can add a *radio* to the Commando HQ Squad or to the Commando Support Squads for +10 points each. One of the commandos in the Squad gets the *radio* characteristic.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ All commandos armed with N.4 Mk.I Enfield rifles can replace their rifles with Mk.V Sten sub-machine guns for +5 points each.
- ☛ Up to 2 commandos per Commando Squad can add N°82 Gammon Grenades to their equipment for +40 points each.
- ☛ One commando per Commando Squad can replace his N.4 Mk.I Enfield rifle with a Piat and a Colt 1911A1 pistol for +80 points.
- ☛ One commando per Platoon can replace his N.4 Mk.I Enfield rifle with an Ack Pac light flamethrower and a Colt 1911A1 pistol for +100 points.
- ☛ You can transform the Commando Squads into *Marksmen* for +70 points each.
- ☛ A Commando Squad can buy the *Infiltrator* characteristic for +150 points.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can remove one commando from each Squad for -35 points each. The eliminated models count towards the *Breakpoint*.
- ☛ All Squads can buy the *Veteran* characteristic by each removing a commando. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

COMMANDO PLATOON OPTIONAL UNITS

- If you buy a Commando HQ Squad and two Commando Squads you can spend 8 Option Points
- If you buy a Commando HQ Squad, two Commando Squads and two Support Squads you can spend 12 Option Points
- If you buy a Commando HQ Squad, four Commando Squads and two Support Squads you can spend 15 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	4	1	125
Piat Section	1	1	150
Infiltrator Section	4	2	180
Vickers medium machine gun Section	3	1	215
3pdr medium mortar Section	3	1	285
Jeep or Jeep (Twin Vickers K)	2	1	105 o 245
Bedford Truck	2	1	95
Humber Mk IV Armoured car	2	2	500
T 17E1 Staghound Armoured car	2	2	610
Universal Carrier	2	3	220
Sherman Tank	3	3	790
Sherman VC Firefly Tank	2	3	830
Cromwell Tank	3	3	810
M10 Achille Tank	4	3	820
Churchill Tank	3	3	1040
Commando Platoon	1	8	-

**BRITISH ARMY (1944-1945)
BASIC "RED DEVILS" PARATROOPER PLATOON**

The Platoon comprises: 0-1 Paratrooper HQ Squad (165 points), 2-3 Paratrooper Squads (350 points each), 0-1 Paratrooper Support Squad (170 points)

PARATROOPER HQ SQUAD

Infantry Unit, HQ

Breakpoint: 2

TV: 4

No.	Model	Weapon	Characteristics
1	Paratrooper Lieutenant	Mk.V Sten sub-machine gun, Webley Revolver pistol, N°36 Mills Bomb grenades	HQ leader, trained with the bayonet
1	Paratrooper Sergeant	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	HQ leader, trained with the bayonet
2	Paratroopers	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	trained with the bayonet

PARATROOPER SQUAD

Infantry Unit

Breakpoint: 4

TV: 4

No.	Model	Weapon	Characteristics
1	Paratrooper Sergeant	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader, trained with the bayonet
1	Paratrooper Corporal	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader, trained with the bayonet
1	Paratrooper Machine-gunner	Bren light machine gun, Colt 1911A1 pistol, N°36 Mills Bomb grenades	trained with the bayonet
7	Paratroopers	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	trained with the bayonet

SPLITTING UP A PARATROOPER SQUAD

Each Paratrooper Squad can be split up into two Sections: the first comprising the Sergeant and 6 Paratroopers (BRK 3) and the second comprising the Corporal, the Machine-gunner and 1 Paratrooper (BRK 1).

PARATROOPER SUPPORT SQUAD

Support Unit

Breakpoint: 2

TV: 4

No.	Model	Weapon	Characteristics
1	Paratrooper Corporal	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	leader, trained with the bayonet
1	Paratrooper Mortarman	Mk.VIII 2" light mortar, N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	weapon specialist, trained with the bayonet
2	Paratroopers	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	trained with the bayonet

VARIANTS:

- ☛ You can add a *radio* to the Paratrooper HQ Squad or to the Paratrooper Support Squad for +10 points each. One of the paratroopers in the Squad gets the *radio* characteristic.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ All paratroopers armed with N.4 Mk.I Enfield rifles can replace their rifles with Mk.V Sten sub-machine guns for +5 points each.
- ☛ Up to 2 paratroopers per Paratrooper Squad can add N°82 Gammon Grenades to their equipment for +40 points each.
- ☛ One paratrooper per Platoon can replace his N.4 Mk.I Enfield rifle with a Piat and a Colt 1911A1 pistol for +80 points.
- ☛ One paratrooper per Platoon can replace his N.4 Mk.I Enfield rifle with an Ack Pac light flamethrower and a Colt 1911A1 pistol for +100 points.
- ☛ You can transform the Paratrooper Squads into *Marksmen* for +70 points each.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can remove one paratrooper from each Squad for -30 points each. The eliminated models count towards the *Breakpoint*.
- ☛ All Squads can buy the *Veteran* characteristic by each removing a paratrooper. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

PARATROOPER PLATOON OPTIONAL UNITS

- If you buy a Paratrooper HQ Squad and two Paratrooper Squads you can spend 8 Option Points
- If you buy a Paratrooper HQ Squad and three Paratrooper Squads you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	125
Piat Section	1	1	140
Sezione Raggruppamento Piat	1	2	420
Vickers Medium Machine-gun Section	3	1	215
3pdr Medium Mortar Section	3	1	285
6pdr Anti-tank Gun Section	3	1	295
Jeep or Jeep (Twin Vickers K)	2	1	105 or 245
Bedford Truck	2	1	95
Humber Mk IV Armoured car	2	2	500
T 17E1 Staghound Armoured car	2	2	610
Universal Carrier	2	3	220
Tetrarch Tank	4	3	435
Sherman Tank	3	3	790
Sherman VC Firefly Tank	2	3	830
Cromwell Tank	3	3	810
M10 Achille Tank	4	3	820
Churchill Tank	3	3	1040
Paratrooper Platoon	1	8	-

SNIPER SECTION (120 points)

Infantry Unit
Breakpoint: -
TV: 4

No.	Model	Weapon	Characteristics
1	Sniper	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	silent weapon, sniper, marksman, infiltrator, sight

VARIANTS:

☉ If the unit is an option for a Commando or Paratrooper Platoon then the model must add the *Trained with the bayonet* characteristic for +5 points.

INFILTRATOR SECTION (180 points)

Infantry Unit
Breakpoint: 1
TV: 4

No.	Model	Weapon	Characteristics
2	Commando	Mk.V Sten sub-machine gun (silent weapon), N°36 Mills Bomb grenades	camouflage, seasoned fighters, stealthy, trained with the bayonet

PIAT SECTION (120 points)

Infantry Unit
Breakpoint: 1
TV: 3

No.	Model	Weapon	Characteristics
1	Infantryman	Piat, Colt 1911A1 pistol, N°36 Mills Bomb grenades	
1	Infantryman	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	

VARIANTS:

- ☉ The unit can buy the *Seasoned fighters* characteristic for +10 points.
- ☉ The infantryman armed with N.4 Mk.I Enfield rifle can replace the rifle with a Mk.V Sten sub-machine gun for +5 points.
- ☉ If the unit is an option for a Commando Platoon then all models must have TV 4 and add the *Camouflage* and *Trained with the bayonet* characteristics for a total cost of +30 points.
- ☉ If the unit is an option for a Paratrooper Platoon then all models must have TV 4 and add the *Trained with the bayonet* characteristic for a total cost of +20 points.

SEZIONE RAGGRUPPAMENTO PIAT (420 points)

Infantry Unit
Breakpoint: 2
TV: 4

No.	Model	Weapon	Characteristics
3	Paratroopers	Piat, Colt 1911A1 pistol, N°36 Mills Bomb grenades	trained with the bayonet
3	Paratroopers	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	trained with the bayonet

VARIANTS:

- ☉ The unit can buy the *Seasoned fighters* characteristic for +30 points.
- ☉ All paratroopers armed with N.4 Mk.I Enfield rifles can replace their rifles with Mk.V Sten sub-machine guns for +5 points each.

VICKERS MEDIUM MACHINE GUN SECTION (175 points)

Support Unit
Breakpoint: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Corporal	Mk.V Sten sub-machine gun	leader
1	Machine-gunner	Vickers medium machine gun, Colt 1911A1 pistol	weapons specialist, tripod
2	Machine-gun crew	N.4 Mk.I Enfield Rifle	

VARIANTS:

- ☉ The *leader* can add *binoculars* to his equipment for +30 points.
- ☉ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☉ If the unit is an option for a Commando or Paratrooper Platoon then all models must have TV 4 for a total cost of +40 points.

3pdr MEDIUM MORTAR SECTION (245 points)

Support Unit
Breakpoint: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Corporal	Mk.V Sten sub-machine gun	leader, binoculars
1	Mortarman	3pdr medium mortar, Colt 1911A1 pistol	weapons specialist
2	Mortar crew	N.4 Mk.I Enfield rifle	

VARIANTS:

- ☉ You can give a *radio* to a mortar crew for +10 points. Add the *radio* characteristic.
- ☉ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☉ You can replace the 3pdr medium mortar with a 4.2" 106.7mm heavy mortar for +50 points.
- ☉ If the unit is an option for a Commando or Paratrooper Platoon then all models must have TV 4 for a total cost of +40 points.

6pdr ANTI-TANK GUN SECTION (255 points)

Support Unit
Breakpoint: 2
TV: 3

Characteristics: shield, slow traverse, BV 4/3

No.	Model	Weapon	Characteristics
1	Observer	Mk.V Sten sub-machine gun	leader, binoculars
1	Gunner	57mm 6pdr gun, Colt 1911A1 pistol	weapons specialist
2	Artillerymen	N.4 Mk.I Enfield rifle	

VARIANTS:

- ☉ You can give a *radio* to an artilleryman for +10 points. Add the *radio* characteristic.
- ☉ You can replace the 57mm 6pdr gun with a 17pdr gun (BV 7/3) for +150 points.
- ☉ The unit can buy the *Seasoned fighters* characteristic for +30 points.
- ☉ If the unit is an option for a Paratrooper Platoon then all models must have TV 4 for a total cost of +40 points.

JEEP (85 points)

Vehicle Type: Car - Unarmoured - Wheeled

Movement: 35 - 45 - 50

TV: 3

Weapon: -

Characteristics: exposed models, open-topped, troop transporter (2)

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader
1	Infantryman	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	

VARIANTS:

- ☉ You can add a Vickers K medium machine gun (anti-aircraft) for +70 points.
- ☉ You can add a *radio* for +10 points.
- ☉ The *leader* can add *binoculars* to his equipment for +30 points.
- ☉ If the vehicle is an option for a Commando or Paratrooper Platoon then all crew members must have TV 4 for a total cost of +20 points.

JEEP (TWIN VICKERS K) (245 points)

Vehicle Type: Car - Unarmoured - Wheeled

Movement: 35 - 45 - 50

TV: 4

Weapon: twin Vickers K medium machine gun

Characteristics: exposed models, open-topped, troop transporter (2)

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader, trained with the bayonet
1	Infantryman	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	trained with the bayonet

VARIANTS:

- ☉ You can add a *radio* for +10 points.
- ☉ The *leader* can add *binoculars* to his equipment for +30 points.

BEDFORD TRUCK (75 points)**Vehicle Type:** Truck - Unarmoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** -**Characteristics:** exposed models, open-topped, troop transporter (12)**Crew members**

No.	Model	Weapon	Characteristics
1	Corporal	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader
1	Infantryman	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	

VARIANTS:

☉ If the unit is an option for a Commando or Paratrooper Platoon then all models must have TV 4 for a total cost of +20 points.

M3A1 HALF-TRACK (305 points)**Vehicle Type:** Half-track - Armoured - Wheeled**Movement:** 25 - 30 - 40**TV:** 4**Weapon:** M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)**Characteristics:** open-topped, radio, troop transporter (10), AV 1**Crew members**

No.	Model	Weapon	Characteristics
1	Corporal	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader
1	Infantryman	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	

VARIANTS:

☉ You can replace the M2HMG .50 cal. heavy machine gun with a M1919A4 .30 cal. medium machine gun for -40 points.

M3A1 "WHITE" ARMoured CAR (335 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)**Characteristics:** open-topped, radio, troop transporter (7), AV 1**Crew members**

No.	Model	Weapon	Characteristics
1	Corporal	Mk.V Sten sub-machine gun, N°36 Mills Bomb grenades	leader, binoculars
1	Infantryman	N.4 Mk.I Enfield rifle, N°36 Mills Bomb grenades	

VARIANTS:

☉ If the vehicle is an option for a Guard Rifle Platoon then all crew members must have TV 4 for a total cost of +20 points.

HUMBER MK IV ARMoured CAR (500 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** 37mm gun (turret) with a coaxial 7.92mm Besa medium machine gun**Characteristics:** radio, recon vehicle, BV 3/1, AV 3**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
2	Crew	Colt 1911A1 pistol	

VARIANTS:

☉ You can add a Bren light machine gun (anti-aircraft, exposed) for +40 points.

☉ All the crew can replace their Colt 1911A1 pistols with Mk.V Sten sub-machine guns for a total of +10 points.

T 17E1 STAGHOUND ARMoured CAR (610 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Movement: 30 - 35 - 45

TV: 3

Weapon: 37mm gun (turret) with coaxial M1919A4 .30 cal. medium machine gun
M1919A4 .30 cal. medium machine gun (lower hull)

Characteristics: radio, recon vehicle, BV 3/1, AV 3

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
3	Crew	Colt 1911A1 pistol	

VARIANTS:

☉ You can fit the vehicle with a *gyro-stabiliser* for +50 points.

☉ All the crew can replace their Colt 1911A1 pistols with Mk.V Sten sub-machine guns for a total of +15 points.

TETRARCH TANK (435 points)

Vehicle Type: Tank - Armoured - Tracked

Movement: 25 - 30 - 35

TV: 4

Weapon: 40mm 2pdr gun (turret) with a coaxial 7.92mm Besa medium machine gun

Characteristics: no HE, radio, BV 3/-, AV 2

Crew members

No.	Model	Weapon	Characteristics
1	Paratrooper Commander	Mk.V Sten sub-machine gun	leader, binoculars
2	Paratroopers	Mk.V Sten sub-machine gun	

UNIVERSAL CARRIER (200 points)

Vehicle Type: Tank - Armoured - Tracked

Movement: 25 - 30 - 35

TV: 3

Weapon: Bren light machine gun (lower hull)

Characteristics: exposed models, open-topped, radio, troop transporter (2), AV 1

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
1	Crew	Colt 1911A1 pistol	

VARIANTS:

☉ You can replace the Bren light machine gun with a Vickers medium machine gun for +30 points.

☉ You can add a Vickers medium machine gun (anti-aircraft) for +70 points.

☉ You can replace the Bren light machine gun with an Heavy flamethrower for +150 points but you lose the *Troop transporter* characteristic (Wasp version).

☉ If the unit is an option for a Commando or Paratrooper Platoon then all models must have TV 4 for a total cost of +20 points.

☉ The crew can replace his Colt 1911A1 pistol with Mk.V Sten sub-machine gun for +5 points.

SHERMAN TANK (790 points)

Vehicle Type: Tank - Armoured - Tracked

Movement: 20 - 25 - 30

TV: 3

Weapon: M3 75mm gun (turret) with coaxial M1919A4 .30 cal. medium machine gun
M1919A4 .30 cal. medium machine gun (lower hull)

Characteristics: radio, ronson, BV 5/3, AV 5

Crew members

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

☉ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft, exposed) for +70 points.

☉ You can add twin Bren light machine guns (anti-aircraft, exposed) for +80 points.

☉ You can add an M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed) for +120 points.

☉ You can increase the vehicle's AV to 6 for +50 points.

☉ You can fit the vehicle with a *gyro-stabiliser* for +50 points.

☉ The vehicle can be given the *wet* characteristic for +10 points.

☉ All the crew can replace their Colt 1911A1 pistols with Mk.V Sten sub-machine guns for a total of +20 points.

SHERMAN VC FIREFLY TANK (830 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 20 - 25 - 30**TV:** 3**Weapon:** 76,2mm 17pdr gun (turret) with coaxial M1919A4 .30 cal. medium machine gun**Characteristics:** radio, BV 7/3, AV 5**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

- ☉ You can add an M1919A4 .30 cal. medium machine gun (anti-aircraft, exposed) for +70 points.
- ☉ You can add twin Bren light machine guns (anti-aircraft, exposed) for +80 points.
- ☉ You can add an M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed) for +120 points.
- ☉ You can increase the vehicle's AV to 6 for +50 points.
- ☉ You can fit the vehicle with a *gyro-stabiliser* for +50 points.
- ☉ All the crew can replace their Colt 1911A1 pistols with Mk.V Sten sub-machine guns for a total of +20 points.

CROMWELL TANK (810 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 25 - 30 - 35**TV:** 3**Weapon:** OQF 75mm gun (turret) with a coaxial 7.92mm Besa medium machine gun
7.92mm Besa medium machine gun (lower hull)**Characteristics:** radio, BV 5/3, AV 5**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

- ☉ You can add twin Bren light machine guns (anti-aircraft, exposed) for +80 points.
- ☉ All the crew can replace their Colt 1911A1 pistols with Mk.V Sten sub-machine guns for a total of +20 points.

M10 ACHILLE TANK (820 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 20 - 25 - 30**TV:** 3**Weapon:** 76,2mm 17pdr gun (turret)
M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)**Characteristics:** radio, open-topped, BV 7/3, AV 4**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

- ☉ All the crew can replace their Colt 1911A1 pistols with Mk.V Sten sub-machine guns for a total of +20 points.

CHURCHILL TANK (1040 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 15 - 20 - 25**TV:** 3**Weapon:** OQF 75mm gun (turret) with a coaxial 7.92mm Besa medium machine gun
7.92mm Besa medium machine gun (lower hull)**Characteristics:** radio, BV 5/3, AV 9**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Colt 1911A1 pistol	leader, binoculars
4	Crew	Colt 1911A1 pistol	

VARIANTS:

- ☉ All the crew can replace their Colt 1911A1 pistols with Mk.V Sten sub-machine guns for a total of +20 points.

ASSAULT PLATOON

RUSSIAN ARMY



MASSIMO TORRIANI – VALENTINO DEL CASTELLO - Copyright 2013

All rights reserved.

No part of this book may be reproduced by any means, including mechanical and/or electronic methods, without the author's prior written permission.

For updates: www.torrianimassimo.it

Version December 2013

**RUSSIAN ARMY (1943-1945)
BASIC RIFLEMAN PLATOON**

The Platoon comprises: 0-1 Rifleman HQ Squad (210 points), 2-3 Rifleman Squads (185 points each)

RIFLEMAN HQ SQUAD

Infantry Unit, HQ

Breakpoint: 2

TV: 3

Characteristics: militia

No.	Model	Weapon	Characteristics
1	Lieutenant	PPSh-41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	HQ leader
1	Political commissar	PPSh-41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	HQ leader, political commissar
2	Infantry-men	PPSh-41/43 sub-machine gun, RGD33 grenades	

RIFLEMAN SQUAD

Infantry Unit

Breakpoint: 3

TV: 3

Characteristics: compact group, militia

No.	Model	Weapon	Characteristics
1	Sergeant	PPSh-41/43 sub-machine gun, RGD33 grenades	leader, poorly trained
1	Machine-gunner	DP light machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	poorly trained
7	Riflemen	Mosin-Nagant 1891/30 rifle, RGD33 grenades	poorly trained

VARIANTS:

☉ One *leader* per Squad can buy some *binoculars* for +30 points each.

☉ You can buy up to 2 *Wait orders* for +50 points each.

RIFLEMEN PLATOON OPTIONAL UNITS

- If you buy a Rifleman HQ Squad and two Rifleman Squads you can spend 8 Option Points

- If you buy a Rifleman HQ Squad and three Rifleman Squads you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Maxim medium machine gun Section	3	1	180
81mm or 120mm medium mortar Section	3	1	250
57mm or 76mm anti-tank gun Section	2	1	260
GAZ-67 Jeep	1	1	90
BA-10 Armoured car	3	2	400
BA-64 Armoured car	3	2	230
SU76 Tank	4	3	560
T34/76 Tank	3	3	840
T34/85 Tank	3	3	1070
SU 85 Tank	4	3	900
SU 100 Tank	4	3	1050
IS2m Tank	2	4	1370
Riflemen Platoon	1	8	-

**RUSSIAN ARMY (1943-1945)
BASIC SHTRAFNIYE ROTI PLATOON**

The Platoon comprises: 0-1 Rifleman HQ Squad (210 points), 2-3 Shtrafniye Roti Squads (100 points each)

RIFLEMAN HQ SQUAD

Infantry Unit, HQ

Breakpoint: 2

TV: 3

Characteristics: militia

No.	Model	Weapon	Characteristics
1	Lieutenant	PPSh-41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	HQ leader
1	Political commissar	PPSh-41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	HQ leader, political commissar
2	Infantry-men	PPSh-41/43 sub-machine gun, RGD33 grenades	

SHTRAFNIYE ROTI SQUAD

Infantry Unit

Breakpoint: 3

TV: 2

Characteristics: compact group, militia

No.	Model	Weapon	Characteristics
1	Sergeant	PPSh-41/43 sub-machine gun	leader
8	Riflemen	Mosin-Nagant 1891/30 rifle	

VARIANTS:

☉ One leader per Squad can buy some *binoculars* for +30 points each.

SHTRAFNIYE ROTI PLATOON OPTIONAL UNITS

- If you buy a Rifleman HQ Squad and two Shtrafniye Roti Squads you can spend 8 Option Points

- If you buy a Rifleman HQ Squad and three Shtrafniye Roti Squads you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Maxim medium machine gun Section	3	1	180
81mm or 120mm medium mortar Section	3	1	250
57mm or 76mm anti-tank gun Section	2	1	260
GAZ-67 Jeep	1	1	90
BA-10 Armoured car	3	2	400
BA-64 Armoured car	3	2	230
SU76 Tank	4	3	560
T34/76 Tank	3	3	840
T34/85 Tank	3	3	1070
SU 85 Tank	4	3	900
SU 100 Tank	4	3	1050
IS2m Tank	2	4	1370
Shtrafniye Roti Platoon	1	8	-

**RUSSIAN ARMY (1943-1945)
BASIC GUARDS RIFLE PLATOON**

The Platoon comprises: 0-1 Guards Rifle HQ Squad (370 points), 1-2 Guards Rifle Squads (515 points each), 1 Guards Assault Squad (535 points), 0-2 Guards Anti-tank Squads (150 points each)

GUARDS RIFLE HQ SQUAD

Infantry Unit, HQ

Breakpoint: 2

TV: 4

Characteristics: seasoned fighters, loaded on GAZ Truck*

No.	Model	Weapon	Characteristics
1	Lieutenant	PPSh-41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	HQ leader
1	Anti-tank specialist	RPG-1, PPSh-41/43 sub-machine gun, RGD33 grenades	
2	Riflemen	Mosin-Nagant 1891/30 rifle, RGD33 grenades	
1*	GAZ Truck (TV 4) = See Vehicle datasheet (already included in cost)		

GUARDS RIFLE SQUAD

Infantry Unit

Breakpoint: 4

TV: 4

Characteristics: seasoned fighters, loaded on GAZ Truck*

No.	Model	Weapon	Characteristics
1	Sergeant	PPSh-41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	leader
1	Anti-tank specialist	RPG-1, STV40 semi-automatic rifle, RGD33 grenades	
5	Riflemen	STV40 semi-automatic rifle, RGD33 grenades	
2	Riflemen	Mosin-Nagant 1891/30 rifle, RGD33 grenades	
1*	GAZ Truck (TV 4) = See Vehicle datasheet (already included in cost)		

SPLITTING UP A GUARDS RIFLE SQUAD

Each Guards Rifle Squad can be split up into two Sections: the first comprising the Sergeant, the Anti-tank specialist and 2 Riflemen armed with Mosin-Nagant 1891/30 (BRK 2) and the other comprising 5 Riflemen armed with STV40 (BRK 2).

GUARDS ASSAULT SQUAD

Infantry Unit

Breakpoint: 4

TV: 4

Characteristics: seasoned fighters, loaded on GAZ Truck*

No.	Model	Weapon	Characteristics
1	Sergeant	PPSh-41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	leader
1	Anti-tank specialist	RPG-1, PPSh-41/43 sub-machine gun, RGD33 grenades	
7	Infantry-men	PPSh-41/43 sub-machine gun, RGD33 grenades	
1*	GAZ Truck (TV 4) = See Vehicle datasheet (already included in cost)		

SPLITTING UP A GUARDS ASSAULT SQUAD

Each Guards Assault Squad can be split up into two Sections: the first comprising the Sergeant and 4 Infantry-men (BRK 2) and the other comprising the Anti-tank specialist and 3 Infantry-men (BRK 2).

GUARDS ANTI-TANK SQUAD

Infantry Unit

Breakpoint: 1

TV: 4

Characteristics: seasoned fighters, loaded on GAZ Truck*

No.	Model	Weapon	Characteristics
1	Anti-tank specialist	RPG-1, PPSh-41/43 sub-machine gun, RGD33 grenades	
1	Infantry-man	PPSh-41/43 sub-machine gun, RGD33 grenades	

VARIANTS:

- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ One rifleman per Guards Rifle Squad can replace his Mosin-Nagant 1891/30 rifle with a DP light machine gun and a Tula Tokarev 1933 pistol for +40 points each.
- ☛ One infantry-man per Guards Assault Squad can replace his PPSH-41/43 sub-machine gun with a DP light machine gun and a Tula Tokarev 1933 pistol for +30 points each.
- ☛ All riflemen armed with Mosin-Nagant 1891/30 rifles can replace their rifles with STV40 semi-automatic rifles for +10 points each.
- ☛ Squads can replace their GAZ Trucks with M3A1 "White" Armoured cars for +270 points each.
- ☛ Squads can replace their GAZ Trucks with M3A1 Halftracks for +220 points each.
- ☛ Squads can remove their GAZ Trucks for -100 points each. Remove the *Loaded on GAZ Truck* characteristic.
- ☛ All Squads can buy the *Tankoviy desant* characteristic for +50 points each.
- ☛ All Squads can buy the *Veteran* characteristic by each removing an infantry-man or a rifleman. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can remove one rifleman from each Squad for -30 points each. The eliminated models count towards the *Breakpoint*.
- ☛ You can remove one infantry-man from each Squad for -40 points each. The eliminated models count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

GUARDS RIFLE PLATOON OPTIONAL UNITS

- If you buy a Guard Rifle HQ Squad, a Guards Rifle Squad and a Guards Assault Squad you can spend 8 Option Points
- If you buy a Guard Rifle HQ Squad, two Guards Rifle Squads and a Guards Assault Squad you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Maxim medium machine gun Section	3	1	240
81mm or 120mm medium mortar Section	3	1	310
57mm or 76mm anti-tank gun Section	2	1	320
GAZ-67 Jeep	1	1	130
BA-10 Armoured car	3	2	490
BA-64 Armoured car	3	2	300
SU76 Tank	4	3	650
T34/76 Tank	3	3	930
T34/85 Tank	3	3	1170
SU 85 Tank	4	3	990
SU 100 Tank	4	3	1140
IS2m Tank	2	4	1460
Guards Rifle Platoon	1	8	-

**RUSSIAN ARMY (1943-1945)
BASIC ASSAULT COMPANY PLATOON**

The Platoon comprises: 0-1 Assault Company HQ Squad (245 points), 3-9 Assault Squads (435 points each)

ASSAULT COMPANY HQ SQUAD

**Infantry Unit, HQ
Breakpoint: 2
TV: 4**

No.	Model	Weapon	Characteristics
1	Captain	PPSh-41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	HQ leader, tankoviy desant
1	Lieutenant	PPSh-41/43 sub-machine gun, RGD33 grenades	HQ leader, tankoviy desant
1	Second Lieutenant	PPSh-41/43 sub-machine gun, RGD33 grenades	HQ leader, tankoviy desant
2	Infantry-men	PPSh-41/43 sub-machine gun, RGD33 grenades	tankoviy desant

ASSAULT SQUAD

**Infantry Unit
Breakpoint: 4
TV: 4**

No.	Model	Weapon	Characteristics
1	Sergeant	PPSh-41/43 sub-machine gun, Tula Tokarev 1933 pistol, RGD33 grenades	leader, tankoviy desant
1	Anti-tank specialist	RPG-1, PPSh-41/43 sub-machine gun, RGD33 grenades	tankoviy desant
7	Infantry-men	PPSh-41/43 sub-machine gun, RGD33 grenades	tankoviy desant

SPLITTING UP A ASSAULT SQUAD

Each Assault Squad can be split up into two Sections: the first comprising the Sergeant and 4 Infantry-men (BRK 2) and the other comprising the Anti-tank specialist and 3 Infantry-men (BRK 2).

VARIANTI:

- ☛ One leader per Squad can buy some *binoculars* for +30 points each.
- ☛ One infantry-man per Assault Squad can replace his PPSh-41/43 sub-machine gun with a DP light machine gun and a Tula Tokarev 1933 pistol for +30 points each.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ All Squads can buy the *Veteran* characteristic by each removing an infantry-man. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can remove one infantry-man from each Squad for -40 points each. The eliminated models count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

ASSAULT COMPANY PLATOON OPTIONAL UNITS

- If you buy three Assault Squads you can spend 8 Option Points
- If you buy an Assault Company HQ Squad and three Assault Squads you can spend 12 Option Points
- If you buy an Assault Company HQ Squad and six Assault Squads you can spend 16 Option Points
- If you buy an Assault Company HQ Squad and nine Assault Squads you can spend 20 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Maxim medium machine gun Section	3	1	220
81mm or 120mm medium mortar Section	3	1	290
57mm or 76mm anti-tank gun Section	2	1	300
GAZ-67 Jeep	1	1	110
GAZ Truck	4	1	100
BA-10 Armoured car	3	2	400
BA-64 Armoured car	3	2	230
SU76 Tank	4	3	560
T34/76 Tank	3	3	840
T34/85 Tank	3	3	1070
SU 85 Tank	4	3	900
SU 100 Tank	4	3	1050
IS2m Tank	2	4	1370
Assault Company Platoon	1	16	-

SNIPER SECTION (120 points)

Infantry Unit
Breakpoint: -
TV: 4

No.	Model	Weapon	Characteristics
1	Sniper	Mosin-Nagant 1891/30 rifle, RGD33 grenades	silent weapon, sniper, marksman, infiltrator, sight

MAXIM MEDIUM MACHINE GUN SECTION (180 points)

Support Unit
Breakpoint: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Corporal	PPSh-41/43 sub-machine gun	leader
1	Machine-gunner	Maxim medium machine gun, Tula Tokarev 1933 pistol	weapons specialist, tripod
2	Machine-gun crew	Mosin-Nagant 1891/30 rifle	

VARIANTS:

- ☛ The *leader* can add *binoculars* to his equipment for +30 points.
- ☛ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☛ If the unit is an option for an Assault Platoon then all models must have TV 4 for a total cost of +40 points.
- ☛ If the unit is an option for a Guards Rifle Platoon then all models must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +60 points.

81mm MEDIUM MORTAR SECTION (250 points)

Support Unit
Breakpoint: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Corporal	Mitra PPSH-41/43	leader, binoculars
1	Mortarman	81mm medium mortar, Tula Tokarev 1933 pistol	weapons specialist
2	Mortar crew	Mosin-Nagant 1891/30 rifle	

VARIANTS:

- ☛ You can give a *radio* to a mortar crew for +10 points. Add the *radio* characteristic.
- ☛ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☛ You can replace the 81mm medium mortar with a 120mm heavy mortar for +50 points.
- ☛ If the unit is an option for an Assault Platoon then all models must have TV 4 for a total cost of +40 points.
- ☛ If the unit is an option for a Guards Rifle Platoon then all models must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +60 points.

57mm ANTI-TANK GUN SECTION (260 points)

Support Unit
Breakpoint: 2
TV: 3

Characteristics: shield, slow traverse, BV 4/3

No.	Model	Weapon	Characteristics
1	Observer	Mitra PPSH-41/43	leader, binoculars
1	Gunner	57mm gun, Tula Tokarev 1933 pistol	weapons specialist
2	Artillerymen	Mosin-Nagant 1891/30 rifle	

VARIANTS:

- ☛ You can give a *radio* to an artilleryman for +10 points. Add the *radio* characteristic.
- ☛ You can replace the 57mm gun with a 76mm gun (*BV 6/3*) for +100 points.
- ☛ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☛ If the unit is an option for an Assault Platoon then all models must have TV 4 for a total cost of +40 points.
- ☛ If the unit is an option for a Guards Rifle Platoon then all models must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +60 points.

GAZ-67 JEEP (90 points)

Vehicle Type: Car - Unarmoured - Wheeled

Movement: 35 - 45 - 50

TV: 3

Weapon: -

Characteristics: exposed models, open-topped, troop transporter (2)

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	PPSh-41/43 sub-machine gun, RGD33 grenades	leader
1	Infantryman	Mosin-Nagant 1891/30 rifle, RGD33 grenades	

VARIANTS:

- ☛ You can add a *radio* for +10 points.
- ☛ The *leader* can add *binoculars* to his equipment for +30 points.
- ☛ If the vehicle is an option for an Assault Platoon then all crew members must have TV 4 for a total cost of +20 points.
- ☛ If the vehicle is an option for a Guards Rifle Platoon then all crew members must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +40 points.

GAZ TRUCK (80 points)

Vehicle Type: Truck - Unarmoured - Wheeled

Movement: 30 - 35 - 45

TV: 3

Weapon: -

Characteristics: exposed models, open-topped, troop transporter (12)

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	PPSh-41/43 sub-machine gun, RGD33 grenades	leader
1	Infantryman	Mosin-Nagant 1891/30 rifle, RGD33 grenades	

VARIANTS:

- ☛ If the vehicle is an option for an Assault Platoon then all crew members must have TV 4 for a total cost of +20 points.

M3A1 HALF-TRACK (320 points)

Vehicle Type: Half-track - Armoured - Wheeled

Movement: 25 - 30 - 40

TV: 4

Weapon: M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)

Characteristics: open-topped, radio, troop transporter (10), AV 1

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	PPSh-41/43 sub-machine gun, RGD33 grenades	leader
1	Infantryman	PPSh-41/43 sub-machine gun, RGD33 grenades	

VARIANTS:

- ☛ You can replace the M2HMG .50 cal. heavy machine gun with a M1919A4 .30 cal. medium machine gun for -40 points.

M3A1 "WHITE" ARMoured CAR (370 points)

Vehicle Type: Armoured car - Armoured - Wheeled

Movement: 30 - 35 - 45

TV: 4

Weapon: M2HMG .50 cal. heavy machine gun (anti-aircraft, exposed)

Characteristics: open-topped, radio, troop transporter (7), AV 1

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	PPSh-41/43 sub-machine gun, RGD33 grenades	leader, binoculars
1	Infantryman	PPSh-41/43 sub-machine gun, RGD33 grenades	

BA-10 ARMoured CAR (400 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** L46 45mm gun (turret) with coaxial DT light machine gun
DT light machine gun (lower hull)**Characteristics:** No HE, open-topped, radio, recon vehicle, BV 4/-, AV 2**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Tula Tokarev 1933 pistol	leader, binoculars
3	Crew	Tula Tokarev 1933 pistol	

VARIANTS:

☛ If the vehicle is an option for a Guards Rifle Platoon then all crew members must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +90 points.

☛ All the crew can replace their Tula Tokarev 1933 pistols with PPSH-41/43 sub-machine guns for a total of +30 points.

BA-64 ARMoured CAR (230 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 35 - 40 - 50**TV:** 3**Weapon:** DT light machine gun (turret)**Characteristics:** open-topped, radio, recon vehicle, AV 1**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Tula Tokarev 1933 pistol	leader, binoculars
1	Crew	Tula Tokarev 1933 pistol	

VARIANTS:

☛ If the vehicle is an option for a Guards Rifle Platoon then all crew members must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +70 points.

☛ The crew can replace his Tula Tokarev 1933 pistol with PPSH-41/43 sub-machine gun for +10 points.

SU 76 TANK (560 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 30 - 35 - 40**TV:** 3**Weapon:** L41 76.2mm gun (lower hull, slow traverse)**Characteristics:** assault vehicle, open-topped, radio, BV 6/3, AV 2**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Tula Tokarev 1933 pistol	leader, binoculars
3	Crew	Tula Tokarev 1933 pistol	

VARIANTS:

☛ If the vehicle is an option for a Guards Rifle Platoon then all crew members must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +90 points.

☛ All the crew can replace their Tula Tokarev 1933 pistols with PPSH-41/43 sub-machine guns for a total of +30 points.

T34/76 TANK (840 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 25 - 30 - 35**TV:** 3**Weapon:** 76.2mm gun (turret) with coaxial DT light machine gun
DT light machine gun (lower hull)**Characteristics:** radio, BV 6/3, AV 6**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Tula Tokarev 1933 pistol	leader, binoculars
3	Crew	Tula Tokarev 1933 pistol	

VARIANTS:

☛ If the vehicle is an option for a Guards Rifle Platoon then all crew members must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +90 points.

☛ All the crew can replace their Tula Tokarev 1933 pistols with PPSH-41/43 sub-machine guns for a total of +30 points.

T34/85 TANK (1070 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 20 - 25 - 30**TV:** 3**Weapon:** ZiS-S-53 85mm gun (turret) with coaxial DT light machine gun
DT light machine gun (lower hull)**Characteristics:** radio, BV 8/4, AV 7**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Tula Tokarev 1933 pistol	leader, binoculars
4	Crew	Tula Tokarev 1933 pistol	

VARIANTS:

☛ If the vehicle is an option for a Guards Rifle Platoon then all crew members must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +100 points.

☛ All the crew can replace their Tula Tokarev 1933 pistols with PPSH-41/43 sub-machine guns for a total of +40 points.

SU 85 TANK (900 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 20 - 25 - 30**TV:** 3**Weapon:** M43 85mm gun (L52) (upper hull, slow traverse)**Characteristics:** assault vehicle, radio, BV 8/4, AV 6**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Tula Tokarev 1933 pistol	leader, binoculars
3	Crew	Tula Tokarev 1933 pistol	

VARIANTS:

☛ You can add a DShK heavy machine gun (anti-aircraft, exposed) for +120 points.

☛ If the vehicle is an option for a Guards Rifle Platoon then all crew members must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +90 points.

☛ All the crew can replace their Tula Tokarev 1933 pistols with PPSH-41/43 sub-machine guns for a total of +30 points.

SU 100 TANK (1050 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 20 - 25 - 30**TV:** 3**Weapon:** 100mm gun (L56) (upper hull, slow traverse)**Characteristics:** assault vehicle, radio, BV 9/4, AV 7**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Tula Tokarev 1933 pistol	leader, binoculars
3	Crew	Tula Tokarev 1933 pistol	

VARIANTS:

☛ You can add a DShK heavy machine gun (anti-aircraft, exposed) for +120 points.

☛ If the vehicle is an option for a Guards Rifle Platoon then all crew members must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +90 points.

☛ All the crew can replace their Tula Tokarev 1933 pistols with PPSH-41/43 sub-machine guns for a total of +30 points.

IS2m TANK (1370 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 15 - 20 - 25**TV:** 3**Weapon:** D25T 122mm gun (L43) (turret) with coaxial DT light machine gun
DT light machine gun (torretta retro)**Characteristics:** radio, BV 9/5, AV 10**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Tula Tokarev 1933 pistol	leader, binoculars
3	Crew	Tula Tokarev 1933 pistol	

VARIANTS:

☛ You can add a DShK heavy machine gun (anti-aircraft, exposed) for +120 points.

☛ If the vehicle is an option for a Guards Rifle Platoon then all crew members must have TV 4 and add the *Seasoned fighters* characteristic for a total cost of +90 points.

☛ All the crew can replace their Tula Tokarev 1933 pistols with PPSH-41/43 sub-machine guns for a total of +30 points.

ASSAULT PLATOON GERMAN ARMY



MASSIMO TORRIANI – VALENTINO DEL CASTELLO - Copyright 2013

All rights reserved.

No part of this book may be reproduced by any means, including mechanical and/or electronic methods, without the author's prior written permission.

For updates: www.torrianimassimo.it

Version December 2013

**GERMAN ARMY (1944 - 1945)
BASIC GRENADEER PLATOON**

The Platoon comprises: 0-1 Grenadier HQ Squad (220 points), 2-3 Grenadier Squads (270 points each)

GRENADEER HQ SQUAD

Infantry Unit, HQ
Breakpoint: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger Pistol, Stg39 grenades	HQ leader
1	Second Lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	HQ leader
1	Grenadier	Panzerfaust, Kar98K rifle, Stg39 grenades	
2	Grenadiers	Kar98K rifle, Stg39 grenades	

GRENADEER SQUAD

Infantry Unit
Breakpoint: 4
TV: 3

No.	Model	Weapon	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Grenadier Machine-gunner	Mg34 light machine gun, Walther P38 pistol, Stg39 grenades	
6	Grenadiers	Kar98K rifle, Stg39 grenades	

SPLITTING UP A GRENADEER SQUAD

Each Grenadier Squad can be split up into two Sections: the first comprising the Sergeant and 4 Grenadiers (BRK 2) and the other comprising the Corporal, the Machine-gunner and 2 Grenadiers (BRK 2).

VARIANTS:

- ☛ You can add a *radio* to the HQ Squad for +10 Points. One grenadier gets the *radio* characteristic.
- ☛ Up to 4 grenadiers in each Grenadier Squad can replace their Kar98K rifles with Stg44 assault rifles for +35 points each.
- ☛ Up to 4 grenadiers in each Grenadier Squad can replace their Kar98K rifles with G43 semi-automatic rifles for +10 points each.
- ☛ The grenadier Machine-gunner can replace the Mg34 light machine gun with an Mg42 medium machine gun for +10 Points.
- ☛ You can add *tripods* to the Mg34 or Mg42 machine-guns for +40 points each. The unit becomes a *Support Unit*.
- ☛ One grenadier in each Grenadier Squad can add a Panzerfaust to his equipment for +60 points each.
- ☛ One grenadier per Platoon can replace his Kar98K rifle with a Panzerschreck and a Walther P38 pistol for +120 points.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can remove a grenadier from each Squad for -20 points each. The eliminated models count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

GRENADIER PLATOON OPTIONAL UNITS

- If you buy a Grenadier HQ Squad and two Grenadier Squads you can spend 8 Option Points
- If you buy a Grenadier HQ Squad and three Grenadier Squads you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Panzerschreck Section	1	1	160
Mg42 medium machine gun Section	3	1	190
GrW34 81mm, GrW36 50mm or GrW42 120mm medium mortar Section	3	1	250
Pak38 or Pak40 Anti-tank Section	3	1	260
Kubelwagen	2	1	90
BMW Motorbike	4	1	70
BMW Sidecar	3	1	140
Opel Blitz Truck	2	1	80
Sdkfz 250/9 Half-track	4	2	420
Sdkfz 222 Armoured car or Sdkfz 223 Armoured car	3	2	430
Sdkfz 231 Armoured car or Sdkfz 232 Armoured car	3	3	580
Sdkfz 234/2 Puma Armoured car	4	2	630
Sdkfz 139/138 Marder III Tank	4	3	610
Sdkfz 142/1 Stug III Tank	4	3	810
Sdkfz 161 Panzer IV Tank	4	3	850
Sdkfz 171 Panther Tank	4	3	1000
Sdkfz 164 Nashorn Tank	4	3	810
Sdkfz 181 Tiger Tank	4	3	1220
Grenadier Platoon	1	8	-

**GERMAN ARMY (1944 - 1945)
BASIC VOLKSGRENADIER PLATOON**

The Platoon comprises: 0-1 Volksgrenadier HQ Squad (220 points), 1-2 Volksgrenadier Squads (225 points each), 0-1 Volksgrenadier Rifle Squad (225 points)

VOLKSGRENADIER HQ SQUAD

Infantry Unit, HQ

Breakpoint: 2

TV: 3

No.	Model	Weapon	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger Pistol, Stg39 grenades	HQ leader
1	Volksgrenadier	Panzerfaust, MP40 sub-machine gun, Stg39 grenades	
3	Volksgrenadiers	MP40 sub-machine gun, Stg39 grenades	

VOLKSGRENADIER SQUAD

Infantry Unit

Breakpoint: 4

TV: 3

No.	Model	Weapon	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, poorly trained
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader, poorly trained
7	Volksgrenadiers	MP40 sub-machine gun, Stg39 grenades	poorly trained

SPLITTING UP A VOLKSGRENADIER SQUAD

Each Volksgrenadier Squad can be split up into two Sections: the first comprising the Sergeant and 4 Volksgrenadiers (BRK 2) and the other comprising the Corporal and 3 Volksgrenadiers (BRK 2).

VOLKSGRENADIER RIFLE SQUAD

Infantry Unit

Breakpoint: 4

TV: 3

No.	Model	Weapon	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, poorly trained
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader, poorly trained
1	Volksgrenadier Machine-gunner	Mg34 light machine gun, Walther P38 pistol, Stg39 grenades	poorly trained
6	Volksgrenadier	Kar98K rifle, Stg39 grenades	poorly trained

SPLITTING UP A VOLKSGRENADIER RIFLE SQUAD

Each Volksgrenadier Rifle Squad can be split up into two Sections: the first comprising the Sergeant and 4 Volksgrenadiers (BRK 2) and the other comprising the Corporal, the Machine-gunner and 2 Volksgrenadiers (BRK 2).

VARIANTS:

- ☛ Up to two Volksgrenadiers in each Volksgrenadier Squad can replace their MP40 sub-machine guns with Stg44 assault rifles for +25 points each.
- ☛ Up to two Volksgrenadiers in each Volksgrenadier Rifle Squad can replace their Kar98K rifles with G43 semi-automatic rifles for +10 points each.
- ☛ The Volksgrenadier Machine-gunner can replace the Mg34 light machine gun with an Mg42 medium machine gun for +10 points.
- ☛ You can add *tripods* to the Mg34 or Mg42 machine-guns for +40 points each. The unit becomes a *Support Unit*.
- ☛ One Volksgrenadier in each Volksgrenadier Squad or Volksgrenadier Rifle Squad can add a Panzerfaust to his equipment for +60 points each.
- ☛ One Volksgrenadier per Platoon can replace his Kar98K rifle with a Panzerschreck and a Walther P38 pistol for +120 points.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ You can remove a Volksgrenadier from each Squad for -20 points each. The eliminated models count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

VOLKSGRENADIER PLATOON OPTIONAL UNITS

- If you buy a Volksgrenadier HQ Squad, a Volksgrenadier Squad and a Volksgrenadier Riflemen Squad you can spend 8 Option Points

- If you buy a Volksgrenadier HQ Squad, two Volksgrenadier Squads and a Volksgrenadier Riflemen Squad you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Panzerschreck Section	1	1	160
Mg42 medium machine gun Section	3	1	190
GrW34 81mm, GrW36 50mm or GrW42 120mm medium mortar Section	3	1	250
Pak38 or Pak40 Anti-tank Section	3	1	260
Kubelwagen	2	1	90
Sdkfz 250/9 Half-track	4	2	420
Sdkfz 222 Armoured car or Sdkfz 223 Armoured car	3	2	430
Sdkfz 231 Armoured car or Sdkfz 232 Armoured car	3	3	580
Sdkfz 234/2 Puma Armoured car	4	2	630
Sdkfz 139/138 Marder III Tank	4	3	610
Sdkfz 142/1 Stug III Tank	4	3	810
Sdkfz 161 Panzer IV Tank	4	3	850
Sdkfz 171 Panther Tank	4	3	1000
Sdkfz 164 Nashorn Tank	4	3	810
Sdkfz 181 Tiger Tank	4	3	1220
Volksgrenadier Platoon	1	8	-

**GERMAN ARMY (1944 - 1945)
BASIC PANZERGRENADIER PLATOON**

The Platoon comprises: 0-1 Panzergrenadier HQ Squad (390 points), 2-3 Panzergrenadier Squads (545 points each)

PANZERGRENADIER HQ SQUAD

Infantry Unit, HQ

Breakpoint: 2

TV: 4

Characteristics: loaded on Opel Blitz Truck*

No.	Model	Weapon	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger Pistol, Stg39 grenades	HQ leader
1	Second Lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	HQ leader
1	Panzergrenadier	Panzerschreck, Walther P38 pistol, Stg39 grenades	
1	Panzergrenadier	Kar98K rifle, Stg39 grenades	

1* Opel Blitz Truck (TV 4) = See Vehicle datasheet (already included in cost)

PANZERGRENADIER SQUAD

Infantry Unit, HQ

Breakpoint: 4

TV: 4

Characteristics: loaded on Opel Blitz Truck*

No.	Model	Weapon	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
2	Panzergrenadier Machine-gunners	Mg34 light machine gun, Walther P38 pistol, Stg39 grenades	
1	Panzergrenadier	Panzerfaust, Kar98K rifle, Stg39 grenades	
4	Panzergrenadiers	Kar98K rifle, Stg39 grenades	

1* Opel Blitz Truck (TV 4) = See Vehicle datasheet (already included in cost)

SPLITTING UP A PANZERGRENADIER SQUAD

Each Panzergrenadier Squad can be split up into two Sections: the first comprising the Sergeant, a Machine-gunner and 3 Panzergrenadiers (BRK 2) and the other comprising the Corporal, a Machine-gunner and 2 Panzergrenadiers (BRK 2).

VARIANTS:

- ☛ You can add a *radio* to the HQ Squad for +10 Points. One panzergrenadier gets the *radio* characteristic.
- ☛ Up to 4 panzergrenadiers in each Panzergrenadier Squad can replace their Kar98K rifles with Stg44 assault rifles for +35 points each.
- ☛ Up to 4 panzergrenadiers in each Panzergrenadier Squad can replace their Kar98K rifles with G43 semi-automatic rifles for +10 points each.
- ☛ Each Panzergrenadier Machine-gunner can replace the Mg34 light machine gun with an Mg42 medium machine gun for +10 points each.
- ☛ You can add *tripods* to the Mg34 or Mg42 machine-guns for +40 points each. The unit becomes a *Support Unit*.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ One panzergrenadier per Panzergrenadier Squad can fit a K98 grenade-launcher onto his Kar98K rifle for +50 points each.
- ☛ One panzergrenadier per Platoon can replace his Kar98K rifle with a Panzerschreck and a Walther P38 pistol for +120 points.
- ☛ One panzergrenadier per Platoon can replace his Kar98K rifle with a Flammenwerfer 41 light flamethrower and a Walther P38 pistol for +100 points.
- ☛ Squads can replace their Opel Blitz Trucks with Sdkfz 251/1 Halftracks for +160 points each.
- ☛ Squads can remove their Opel Blitz Trucks for -100 points each. Remove the *Loaded on Opel Blitz Truck* characteristic.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can remove one panzergrenadier from each Squad for -25 points each. The eliminated models count towards the *Breakpoint*.
- ☛ All Squads can buy the *Veteran* characteristic by each removing a panzergrenadier. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

PANZERGRENADIER PLATOON OPTIONAL UNITS

- If you buy a Panzergrenadier HQ Squad and two Panzergrenadier Squads you can spend 8 Option Points
- If you buy a Panzergrenadier HQ Squad and three Panzergrenadier Squads you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Panzerschreck Section	1	1	170
GrW34 81mm, GrW36 50mm or GrW42 120mm medium mortar Section	3	1	290
Pak38 or Pak40 Anti-tank Section	3	1	300
Kubelwagen	2	1	110
BMW Motorbike	4	1	90
BMW Sidecar	3	1	160
Sdkfz 250/9 Half-track	4	2	420
Sdkfz 222 Armoured car or Sdkfz 223 Armoured car	3	2	430
Sdkfz 231 Armoured car or Sdkfz 232 Armoured car	3	2	580
Sdkfz 234/2 Puma Armoured car	3	2	630
Sdkfz 139/138 Marder III Tank	4	3	610
Sdkfz 142/1 Stug III Tank	4	3	810
Sdkfz 161 Panzer IV Tank	4	3	850
Sdkfz 171 Panther Tank	4	3	1000
Sdkfz 164 Nashorn Tank	4	3	810
Sdkfz 181 Tiger Tank	4	3	1220
Panzergrenadier Platoon	1	8	-

**GERMAN ARMY (1944 - 1945)
BASIC FALLSCHIRMJÄGER PLATOON**

The Platoon comprises: 0-1 Fallschirmjäger HQ Squad (330 points), 2-3 Fallschirmjäger Squads (420 points each)

FALLSCHIRMJÄGER HQ SQUAD

Infantry Unit, HQ
Breakpoint: 3
TV: 4

No.	Model	Weapon	Characteristics
1	Lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	HQ leader, trained with the bayonet
1	Second Lieutenant	MP40 sub-machine gun, Stg39 grenades	HQ leader, trained with the bayonet
1	Fallschirmjäger	Panzerfaust, Kar98K rifle, Stg39 grenades	trained with the bayonet
4	Fallschirmjägers	Kar98K rifle, Stg39 grenades	trained with the bayonet

FALLSCHIRMJÄGER SQUAD

Infantry Unit
Breakpoint: 5
TV: 4

No.	Model	Weapon	Characteristics
1	Sergeant	MP40 sub-machine gun, Stg39 grenades	leader, trained with the bayonet
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader, trained with the bayonet
1	Fallschirmjäger Machine-gunner	Mitragliatrice leggera Mg34, Pistola Walther P38, Granate Stg39	trained with the bayonet
8	Fallschirmjägers	Kar98K rifle, Stg39 grenades	trained with the bayonet

SPLITTING UP A FALLSCHIRMJÄGER SQUAD

Each Panzergrenadier Squad can be split up into two Sections: the first comprising the Sergeant and 5 Fallschirmjägers (BRK 3) and the other comprising the Corporal, the Machine-gunner and 3 Fallschirmjägers (BRK 2).

VARIANTS:

- ☛ You can add a *radio* to the HQ Squad for +10 Points. One fallschirmjäger gets the *radio* characteristic.
- ☛ Up to 4 fallschirmjägers in each Fallschirmjäger Squad can replace their Kar98K rifles with Stg44 assault rifles for +35 points each.
- ☛ Up to 5 fallschirmjägers in each Fallschirmjäger Squad can replace their Kar98K rifles with MP40 sub-machine guns for +10 points each.
- ☛ Up to 5 fallschirmjägers in each Fallschirmjäger Squad can replace their Kar98K rifles with G43 semi-automatic rifles for +10 points each.
- ☛ Up to 5 fallschirmjägers in each Fallschirmjäger Squad can replace their Kar98K rifles with Fg42 automatic rifles for +20 points each.
- ☛ One fallschirmjäger in each Fallschirmjäger Squad can add a Panzerfaust to his equipment for +60 points each.
- ☛ The Fallschirmjäger Machine-gunner can replace the Mg34 light machine gun with an Mg42 medium machine gun for +10 points.
- ☛ You can add *tripods* to the Mg34 or Mg42 machine-guns for +40 points each. The unit becomes a *Support Unit*.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ One fallschirmjäger per Fallschirmjäger Squad can fit a K98 grenade-launcher onto his Kar98K rifle for +50 points each.
- ☛ One fallschirmjäger per Platoon can replace his Kar98K rifle with a Panzerschreck and a Walther P38 pistol for +120 points.
- ☛ One fallschirmjäger per Platoon can replace his Kar98K rifle with a Flammenwerfer 41 light flamethrower and a Walther P38 pistol for +100 points.
- ☛ You can make each Squad *Seasoned fighters* for +50 points each.
- ☛ You can remove one fallschirmjäger from each Squad for -30 points each. The eliminated models count towards the *Breakpoint*.
- ☛ All Squads can buy the *Veteran* characteristic by each removing a fallschirmjäger. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can buy up to 2 *Wait orders* for +50 points each.

FALLSCHIRMJÄGER PLATOON OPTIONAL UNITS

- If you buy a Fallschirmjäger HQ Squad and two Fallschirmjäger Squads you can spend 8 Option Points
- If you buy a Fallschirmjäger HQ Squad and three Fallschirmjäger Squads you can spend 12 Option Points

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	125
Panzerschreck Section	1	1	180
Mg42 medium machine gun Section	3	1	230
GrW34 81mm or GrW36 50mm medium mortar Section	3	1	290
Pak38 or Pak40 Anti-tank Section	3	1	300
Kubelwagen	2	1	110
BMW Motorbike	4	1	90
BMW Sidecar	3	1	160
Opel Blitz Truck	2	1	100
Sdkfz 250/9 Half-track	4	2	420
Sdkfz 222 Armoured car or Sdkfz 223 Armoured car	3	2	430
Sdkfz 231 Armoured car or Sdkfz 232 Armoured car	3	2	580
Sdkfz 234/2 Puma Armoured car	4	2	630
Sdkfz 139/138 Marder III Tank	4	3	610
Sdkfz 142/1 Stug III Tank	4	3	810
Sdkfz 161 Panzer IV Tank	4	3	850
Sdkfz 171 Panther Tank	4	3	1000
Sdkfz 164 Nashorn Tank	4	3	810
Sdkfz 181 Tiger Tank	4	3	1220
Fallschirmjäger Platoon	1	8	-

**GERMAN ARMY (1944 - 1945)
BASIC WAFFEN PLATOON**

The Platoon comprises: 0-1 Waffen HQ Squad (355 points), 2-3 Waffen Squads (515 points each)

WAFFEN HQ SQUAD

Infantry Unit, HQ

Breakpoint: 2

TV: 4

Characteristics: seasoned fighters, sharpshooters

No.	Model	Weapon	Characteristics
1	Lieutenant	MP40 sub-machine gun, Luger Pistol, Stg39 grenades	HQ leader
1	Second Lieutenant	MP40 sub-machine gun, Walther P38 pistol, Stg39 grenades	HQ leader
1	Waffen	Panzerschreck, Walther P38 pistol, Stg39 grenades	
2	Waffen	Kar98K rifle, Stg39 grenades	

WAFFEN HQ SQUAD

Infantry Unit

Breakpoint: 4

TV: 4

Characteristics: seasoned fighters, sharpshooters

No.	Model	Weapon	Characteristics
1	Waffen Sergeant	MP40 sub-machine gun, Stg39 grenades	leader
1	Waffen Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Waffen Machine-gunner	Mg34 light machine gun, Walther P38 pistol, Stg39 grenades	
1	Waffen	Panzerfaust, Kar98K rifle, Stg39 grenades	
5	Waffen	Kar98K rifle, Stg39 grenades	

SPLITTING UP A WAFFEN SQUAD

Each Waffen Squad can be split up into two Sections: the first comprising the Sergeant and 4 Waffen (BRK 2) and the other comprising the Corporal, the Machine-gunner and 2 Waffen (BRK 2).

VARIANTS:

- ☛ You can add a *radio* to the HQ Squad for +10 Points. One waffen gets the *radio* characteristic.
- ☛ Up to 4 waffen in each Waffen Squad can replace their Kar98K rifles with Stg44 assault rifles for +35 points each.
- ☛ The Waffen Machine-gunner can replace the Mg34 light machine gun with an Mg42 medium machine gun for +10 Points.
- ☛ You can add *tripods* to the Mg34 or Mg42 machine-guns for +40 points each. The unit becomes a *Support Unit*.
- ☛ One *leader* per Squad can buy some *binoculars* for +30 points each.
- ☛ One waffen per Waffen Squad can fit a K98 grenade-launcher onto his Kar98K rifle for +50 points each.
- ☛ One waffen per Platoon can replace his Kar98K rifle with a Panzerschreck and a Walther P38 pistol for +120 points.
- ☛ One waffen per Platoon can replace his Kar98K rifle with a Flammenwerfer 41 light flamethrower and a Walther P38 pistol for +100 points.
- ☛ All Waffen Squads can buy the *Camouflage* characteristic for +40 points each.
- ☛ You can transform the Waffen Squads into *Marksmen* for +70 points each.
- ☛ You can remove one waffen from each Squad for -40 points each. The eliminated models count towards the *Breakpoint*.
- ☛ All Squads can buy the *Veteran* characteristic by each removing a waffen. The models that you remove DO count towards the *Breakpoint*.
- ☛ You can buy up to 4 *Wait orders* for +50 points each.

WAFFEN PLATOON OPTIONAL UNITS

- If you buy a Waffen HQ Squad and two Waffen Squads you can spend 8 Option Points
- If you buy a Waffen HQ Squad and three Waffen Squads you can spend 12 Option Points

Waffen Armoured vehicles

If an army contains a Waffen Platoon, all armoured vehicles bought must be improved into Waffen vehicles for +150 points each (the cost is +100 for a 251/1 Half-track). The crew must all get TV 4 add also add the *Seasoned fighters* and *Sharpshooters* characteristics.

Optional Unit	Max	Option Points (each)	Basic Points Value (each)
Sniper Section	1	1	120
Panzerschreck Section	1	1	190
Mg42 medium machine gun Section	3	1	230
GrW34 81mm or GrW36 50mm medium mortar Section	3	1	290
Pak38 or Pak40 Anti-tank Section	3	1	300
Kubelwagen	2	1	110
BMW Motorbike	4	1	90
BMW Sidecar	3	1	160
Opel Blitz Truck	2	1	100
Sdkfz 251/1 Half-track	4	2	360
Sdkfz 250/9 Half-track	4	2	570
Sdkfz 222 Armoured car or Sdkfz 223 Armoured car	3	2	580
Sdkfz 231 Armoured car or Sdkfz 232 Armoured car	3	2	730
Sdkfz 234/2 Puma Armoured car	4	2	780
Sdkfz 139/138 Marder III Tank	4	3	760
Sdkfz 142/1 Stug III Tank	4	3	960
Sdkfz 161 Panzer IV Tank	4	3	1000
Sdkfz 171 Panther Tank	4	3	1150
Sdkfz 164 Nashorn Tank	4	3	960
Sdkfz 181 Tiger Tank	4	3	1370
Waffen Platoon	1	8	-

SNIPER SECTION (120 points)

Infantry Unit
Breakpoint: -
TV: 4

No.	Model	Weapon	Characteristics
1	Sniper	Kar98K rifle, Stg39 grenades	silent weapon, sniper, marksman, infiltrator, sight

VARIANTS:

☉ If the unit is an option for a Fallschirmjäger Platoon then the model must add the *Trained with the bayonet* characteristic for a +5 points.

PANZERSCHRECK SECTION (160 points)

Infantry Unit
Breakpoint: 1
TV: 3

No.	Model	Weapon	Characteristics
1	Infantry-man	Panzerschreck, Walther P38 pistol, Stg39 grenades	
1	Infantry-man	Kar98K rifle, Stg39 grenades	

VARIANTS:

- ☉ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☉ If the unit is an option for a Panzergrenadier Platoon then all models must have TV 4 for a total cost of +10 points.
- ☉ If the unit is an option for a Fallschirmjäger Platoon then all models must have TV 4 and add the *Trained with the bayonet* characteristic for a total cost of +20 points.
- ☉ If the unit is an option for a Waffen Platoon then all models must have TV 4 and add the *Camouflage* and *Seasoned fighters* characteristics for a total cost of +40 points.

MG42 MEDIUM MACHINE GUN SECTION (190 points)

Support Unit
Breakpoint: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Corporal	MP40 sub-machine gun	leader
1	Machine-gunner	Mg42 medium machine gun, Walther P38 pistol	weapons specialist, tripod
2	Machine-gun crew	Kar98K rifle	

VARIANTS:

- ☉ The *leader* can add *binoculars* to his equipment for +30 points.
- ☉ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☉ If the unit is an option for an Fallschirmjäger or Waffen Platoon then all models must have TV 4 for a total cost of +40 points.

GRW34 81mm MEDIUM MORTAR SECTION (250 points)

Unità di Supporto
Punto Rottura: 2
TV: 3

No.	Model	Weapon	Characteristics
1	Corporal	MP40 sub-machine gun	leader, binoculars
1	Mortarman	GrW34 81mm medium mortar, Walther P38 pistol	weapons specialist
2	Mortar crew	Kar98K rifle	

VARIANTS:

- ☉ You can give a *radio* to a mortar crew for +10 points. Add the *radio* characteristic.
- ☉ You can replace the GrW34 81mm medium mortar with a GrW36 50mm light mortar and removing a mortar crew for -115 points.
- ☉ You can replace the GrW34 81mm medium mortar with a GrW42 120mm heavy mortar for +50 points.
- ☉ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☉ If the unit is an option for an Fallschirmjäger, Panzergrenadier or Waffen Platoon then all models must have TV 4 for a total cost of +40 points.

PAK 38 ANTI-TANK GUN SECTION (250 points)

Support Unit

Breakpoint: 2

TV: 3

Characteristics: shield, slow traverse, BV 4/3

No.	Model	Weapon	Characteristics
1	Observer	MP40 sub-machine gun	leader, binoculars
1	Gunner	Pak 38 50mm gun, Walther P38 pistol	weapons specialist
2	Artillerymen	Kar98K rifle	

VARIANTS:

- ☉ You can give a *radio* to an artilleryman for +10 points. Add the *radio* characteristic.
- ☉ You can replace the Pak 38 50mm gun with a Pak 40 75mm gun (BV 6/3) for +100 points.
- ☉ The unit can buy the *Seasoned fighters* characteristic for +20 points.
- ☉ If the unit is an option for an Fallschirmjäger, Panzergrenadier or Waffen Platoon then all models must have TV 4 for a total cost of +40 points.

KUBELWAGEN (90 points)

Vehicle Type: Car - Unarmoured - Wheeled

Movement: 35 - 45 - 50

TV: 3

Weapon: -

Characteristics: exposed models, open-topped, troop transporter (2)

Crew members

No.	Model	Weapon	Characteristics
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Infantryman	Kar98K rifle, Stg39 grenades	

VARIANTS:

- ☉ You can add an Mg34 light machine gun (anti-aircraft) for +70 points.
- ☉ You can add a *radio* for +10 points.
- ☉ The *leader* can add *binoculars* to his equipment for +30 points.
- ☉ If the vehicle is an option for an Fallschirmjäger, Panzergrenadier or Waffen Platoon then all crew members must have TV 4 for a total cost of +20 points.

BMW MOTORBIKE (70 points)

Vehicle Type: Motorbike - Unarmoured - Wheeled

Movement: 40 - 50 - 60

TV: 3

Weapon: -

Characteristics: exposed models, open-topped

Crew members

No.	Model	Weapon	Characteristics
2	Infantry-men	Kar98K rifle, Stg39 grenades	

VARIANTS:

- ☉ Each crew member can replace his Kar98k rifle with a MP40 sub-machine gun for +5 points each.
- ☉ If the vehicle is an option for an Fallschirmjäger, Panzergrenadier or Waffen Platoon then all crew members must have TV 4 for a total cost of +20 points.

BMW SIDECAR (140 points)

Vehicle Type: Motorbike - Unarmoured - Wheeled

Movement: 40 - 50 - 60

TV: 3

Weapon: Mg34 light machine gun

Characteristics: exposed models, open-topped

Crew members

No.	Model	Weapon	Characteristics
2	Infantry-men	Kar98K rifle, Stg39 grenades	

VARIANTS:

- ☉ Each crew member can replace his Kar98k rifle with a MP40 sub-machine gun for +5 points each.
- ☉ If the vehicle is an option for an Fallschirmjäger, Panzergrenadier or Waffen Platoon then all crew members must have TV 4 for a total cost of +20 points.

OPEL BLITZ TRUCK (80 points)**Vehicle Type:** Truck - Unarmoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** -**Characteristics:** exposed models, open-topped, troop transporter (12)**Crew members**

No.	Model	Weapon	Characteristics
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Infantryman	Kar98K rifle, Stg39 grenades	

VARIANTS:

☉ If the vehicle is an option for an Fallschirmjäger or Waffen Platoon then all crew members must have TV 4 for a total cost of +20 points.

SDKFZ 251/1 HALF-TRACK (260 points)**Vehicle Type:** Half-track - Armoured - Wheeled**Movement:** 25 - 30 - 40**TV:** 4**Weapon:** Mg34 light machine gun (upper hull, exposed)**Characteristics:** open-topped, radio, troop transporter (10), AV 1**Crew members**

No.	Model	Weapon	Characteristics
1	Corporal	MP40 sub-machine gun, Stg39 grenades	leader
1	Infantryman	Kar98K rifle, Stg39 grenades	

VARIANTS:

☉ You can add an Mg34 light machine gun (anti-aircraft, exposed) for +70 points.

SDKFZ 250/9 HALF-TRACK (420 points)**Vehicle Type:** Half-track - Armoured - Wheeled**Movement:** 25 - 30 - 40**TV:** 4**Weapon:** KwK38 20mm gun (turret, rapid fire) with a coaxial Mg34 light machine gun**Characteristics:** open-topped, radio, recon vehicle, BV 2/0, AV 1**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
2	Crew	Walther P38 pistol	

VARIANTS:

☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +20 points.

SDKFZ 222 ARMoured CAR (430 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** KwK30 20mm gun (turret, rapid fire) with a coaxial Mg34 light machine gun**Characteristics:** open-topped, radio, recon vehicle, BV 3/1, AV 3**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
2	Crew	Walther P38 pistol	

VARIANTS:

☉ You can add a *screen* for +40 points: the vehicle is no longer *open-topped* for hand grenade attacks and the models are no longer *exposed*. Mortars still treat the vehicle as *open-topped* in as much as the weight of the shell will break through the screen.

☉ You can replace the KwK30 20mm gun with an Mg34 light machine gun for -160 points (Sdkfz 223).

☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +20 points.

SDKFZ 231 or SDKFZ 232 ARMoured CAR (580 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** KwK38 20mm gun (turret, rapid fire) with a coaxial Mg34 light machine gun**Characteristics:** eight-wheeled vehicle, highly manoeuvrable, radio, recon vehicle, BV 2/0, AV 2**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
3	Crew	Walther P38 pistol	

VARIANTS:

- ☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +30 points.

SDKFZ 234/2 PUMA ARMoured CAR (630 points)**Vehicle Type:** Armoured car - Armoured - Wheeled**Movement:** 30 - 35 - 45**TV:** 3**Weapon:** KwK39/1 50mm (L60) gun (turret) with a coaxial Mg34 light machine gun**Characteristics:** eight-wheeled vehicle, highly manoeuvrable, radio, recon vehicle, BV 4/3, AV 3**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
3	Crew	Walther P38 pistol	

VARIANTS:

- ☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +30 points.

SDKFZ 139/138 MARDER III TANK (610 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 25 - 30 - 35**TV:** 3**Weapon:** L46 Pak 40/3 75mm gun (turret, slow traverse)
Mg34 light machine gun (lower hull)**Characteristics:** assault vehicle, open-topped, radio, BV 6/3, AV 2**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
3	Crew	Walther P38 pistol	

VARIANTS:

- ☉ You can increase the vehicle's AV to 3 for +50 points.
- ☉ You can remove the Mg34 light machine gun (lower hull) for -70 points (only with AV 2).
- ☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +30 points.

SDKFZ 142/1 STUG III TANK (810 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 20 - 25 - 30**TV:** 3**Weapon:** L48 StuK 40 75mm gun (lower hull, slow traverse)
Mg34 light machine gun (upper hull)**Characteristics:** assault vehicle, radio, BV 6/3, AV 5**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
3	Crew	Walther P38 pistol	

VARIANTS:

- ☉ You can replace the Mg34 light machine gun with a Mg42 medium machine gun for +10 points.
- ☉ You can increase the vehicle's AV to 6 for +50 points.
- ☉ You can add *Shurzen* for +50 points.
- ☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +30 points.

SDKFZ 161 PANZER IV TANK (850 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 20 - 25 - 30**TV:** 3**Weapon:** KwK40 75mm gun (turret) with a coaxial Mg34 light machine gun
Mg34 light machine gun (lower hull)**Characteristics:** radio, BV 6/3, AV 5**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
4	Crew	Walther P38 pistol	

VARIANTS:

- ☉ You can add an Mg34 light machine gun (anti-aircraft, exposed) for +70 points.
- ☉ You can increase the vehicle's AV to 6 for +50 points.
- ☉ You can add *Shurzen* for +50 points.
- ☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +40 points.

SDKFZ 171 PANTHER TANK (1000 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 20 - 25 - 30**TV:** 3**Weapon:** KwK42 75mm gun (turret) with a coaxial Mg34 light machine gun
Mg34 light machine gun (lower hull)**Characteristics:** radio, BV 7/3, AV 7**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
4	Crew	Walther P38 pistol	

VARIANTS:

- ☉ You can add an Mg34 light machine gun (anti-aircraft, exposed) for +70 points.
- ☉ You can add *Shurzen* for +50 points.
- ☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +40 points.

SDKFZ 164 NASHORN TANK (810 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 20 - 25 - 30**TV:** 3**Weapon:** Pak 43/1 88mm gun (upper hull, slow traverse)
Mg34 light machine gun (upper hull, exposed)**Characteristics:** assault vehicle, open-topped, radio, BV 9/4, AV 2**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
3	Crew	Walther P38 pistol	

VARIANTS:

- ☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +30 points.

SDKFZ 181 TIGER TANK (1220 points)**Vehicle Type:** Tank - Armoured - Tracked**Movement:** 15 - 20 - 25**TV:** 3**Weapon:** KwK36 88mm gun (turret) with a coaxial Mg34 light machine gun
Mg34 light machine gun (lower hull)**Characteristics:** radio, slow turret, BV 8/4, AV 9**Crew members**

No.	Model	Weapon	Characteristics
1	Commander	Walther P38 pistol	leader, binoculars
4	Crew	Walther P38 pistol	

VARIANTS:

- ☉ You can add an Mg34 light machine gun (anti-aircraft, exposed) for +70 points.
- ☉ All the crew can replace their Walther P38 pistols with MP40 sub-machine guns for a total of +40 points.