



# 1.Estnische\_BSK41 (Germany)

13 Order Dice

1000 pts

## Platoon #1

Rifle Platoon

### Required

Platoon Commander (Leutnant, Oberleutnant) (Officer)

*Inexperienced (35pts)*

Composition: 1 Officer + 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Assault rifle	18	2	-	Assault

Options: Assault rifle x 3, Additional men x 2

Special Rules: Assault, Tough Fighters

## Waffen-SS Squad

*Inexperienced (65pts)*

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Rifle	24	1	-	-
2 x German light machine gun (LMG)	36	5	-	Team Weapon, Hitler's Buzz Saw

Options: German light machine gun (LMG) x 2

Special Rules: Team Weapon, Hitler's Buzz Saw

## Waffen-SS Squad

*Inexperienced (65pts)*

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Rifle	24	1	-	-
2 x German light machine gun (LMG)	36	5	-	Team Weapon, Hitler's Buzz Saw

Options: German light machine gun (LMG) x 2

Special Rules: Team Weapon, Hitler's Buzz Saw

### Optional

## Waffen-SS Squad

*Inexperienced (65pts)*

Composition: 1 NCO + 4 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
3 x Rifle	24	1	-	-
2 x German light machine gun (LMG)	36	5	-	Team Weapon, Hitler's Buzz Saw

**Options:** German light machine gun (LMG) x 2

**Special Rules:** Team Weapon, Hitler's Buzz Saw

### Waffen-SS Squad

*Veteran (139pts)*

**Composition:** 1 NCO + 6 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Rifle	24	1	-	-
1 x Submachine gun (SMG)	12	2	-	Assault
5 x Assault rifle	18	2	-	Assault

**Options:** Additional men x 2, NCO: Submachine gun (SMG), Squad: Assault rifle x 5, Add Fanatics

**Special Rules:** Fanatics, Assault, Tough Fighters

### Anti-Tank Team

*Inexperienced (18pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Anti-tank rifle	48	1	2	Team Weapon

**Special Rules:** Team Weapon

### Mortar Team

*Regular (30pts)*

**Composition:** 2 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x Light mortar	12-36	1	-	Team Weapon, Indirect Fire, HE 1"

**Special Rules:** Team Weapon, Indirect Fire, HE 1", Light mortar

### Sdkfz 251/1 Hanomag

*Regular (62pts)*

**Damage Value:** Armoured car/carrier (7+)

**Transport:** 12

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

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pintle-mounted german medium machine gun (MMG) covering the front arc	36	4	-	Hitler's Buzz Saw, Flak

**Special Rules:** Open-Topped, Hitler's Buzz Saw, Flak

## Platoon #2

Armoured Platoon

### Required

Panzer IV Ausf B, C, D, E, F (Panzer IV)

*Regular (245pts)*

Damage Value: Medium tank (9+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Coaxial german medium machine gun (MMG)	36	4	-	Hitler's Buzz Saw
1 x Hull-mounted, forward-facing german medium machine gun (MMG)	36	4	-	Hitler's Buzz Saw
1 x Turret-mounted heavy AT gun	72	1	6	HE 2"

Options: Command Vehicle, Panzer IV Ausf G, H, J, Add Schürzen armour skirts

Special Rules: Command Vehicle, Schürzen Armoured Skirts, Hitler's Buzz Saw, HE 2"

Half-Track AA Vehicles (SdKfz 7/1 and 7/2 with Armoured Cab. SdKfz 250/4 Alte, etc.)

*Regular (165pts)*

Damage Value: Armoured car/carrier (7+)

Weapon	Range (")	Shots	Pen	Special Rules
1 x Quadruple, platform-mounted, 360 degree light automatic cannon	48	8	2	HE 1"

Options: Replace the heavy autocannon with 4 light autocannons

Special Rules: Open-Topped, Flak, HE 1"

## Platoon #3

Heavy Weapons Platoon

### Required

Platoon Commander (Leutnant, Oberleutnant) (Officer)

*Inexperienced (21pts)*

Composition: 1 Officer

Weapon	Range (")	Shots	Pen	Special Rules
1 x Pistol	6	1	-	-

Medium Machine Gun Team (Machine Gun Team)

*Inexperienced (35pts)*

Composition: 3 Soldiers

Weapon	Range (")	Shots	Pen	Special Rules
1 x German medium machine gun (MMG)	36	7	-	Team Weapon, Hitler's Buzz Saw, Fixed

Special Rules: Team Weapon, Fixed, Hitler's Buzz Saw

**Medium Mortar (Mortar Team)***Regular (55pts)***Composition:** 3 Soldiers + 1 Spotter

Weapon	Range (")	Shots	Pen	Special Rules
1 x Medium mortar	12-60	1	-	Team Weapon, Fixed, Indirect Fire, HE 2"

**Options:** Medium mortar, Add Spotter**Special Rules:** Spotter, Team Weapon, Fixed, Indirect Fire, HE 2"

Name	Description
Assault	This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as Tough Fighters.
Command Vehicle	Command Vehicles direct squadrons of vehicles into battle.
Fanatics	Fanatics are unwilling to give in and will die fighting rather than flee or surrender.
Fixed	Only targets enemies within front arc. On Advance, doesn't move, but can rotate and fire at -1 to hit. Run order as normal. Run order as normal.
Flak	Units with Flak automatically fire at attacking aircraft if it lies within their range and firing arc.
HE 1"	This weapon fires an explosive shot 1" in diameter.
HE 2"	This weapon fires an explosive shot 2" in diameter.
Hitler's Buzz Saw	German light and medium machine guns fire one extra shot. This is reflected in stat block.
Indirect Fire	The 'Indirect Fire' special rule refers to weapons that shoot HE shells 'indirectly', lobbing a shot high in the air to land on top of a target.
Light mortar	The light mortar may not fire smoke rounds
Open-Topped	Open-topped armoured vehicles are pinned by hits from small arms in the same way as soft-skinned and infantry. If assaulted by infantry, open-topped armoured vehicles are destroyed automatically if the vehicle is damaged. Hits against the top armour add an additional +1 to damage result rolls.
Schürzen Armoured Skirts	Weapons hitting the side of this vehicle don't get the +1 penetration bonus.
Spotter	A spotter is always a single, unarmed, model. The spotter is part of the mortar or artillery unit, but is always treated separately and is not one of the crew. His role is to lie in some forward position from where he can relay target coordinates to the crew, directing their fire using either a radio or fixed line.
Team Weapon	The 'Team Weapon' special rule indicates that this weapon requires two or more men to shoot at full effect.
Tough Fighters	When a unit with the 'Tough Fighters' special rule fails to damage units in close quarters it can reroll the failed rolls to damage.