

PARRY AND RIPOSTE
BY
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A FICTIONAL WORLD WAR 2 WARGAME CAMPAIGN
FOR THE OPERATION: WORLD WAR 2 RULES SET

PARRY & RIPOSTE

INTRODUCTION

This campaign represents a fictional series of three engagements between Allied and Axis forces during 1944 and 1945. Each scenario presents the players with a set of strategic choices which will have an impact on the battle they are about to fight.

In addition each scenario represents an escalation of the previous engagement as more and more forces are drawn in to the battle. This allows players to start off small and build up in to a large conflict. Should you wish to increase or decrease the size of the scenarios, they are fully scalable – but always remember to also scale the victory points of the locations so that they retain their relative importance.

All the scenarios are written for the Operation: World War 2 rules set by Massimo Torriani, which can be freely downloaded from www.alzozero.com and is available in both Italian and English.

THE CAMPAIGN

This campaign represents a series of fictional engagements between Axis and Allied forces in the closing years of the war. We have tried to present some interesting tactical situations which a battlefield commander can face.

Please read the rules for each scenario carefully, as there are many optional rules connected with each scenario. These are not there to overly complicate things, but instead provide some additional layers of tactical variation. If you feel a certain rule should be removed, then go ahead and remove it. Be aware that doing so may change the dynamics of the scenario, but so long as you obey the golden rule – always have fun – we promise not to turn up at your door and reprimand you.

A scenario flow chart has also been included with this campaign pack to allow you to trace your progress.

The players should determine between them who will be Player A and who will be Player B. this decision determines which side of the map you begin on. These sides will not change for the rest of the campaign.

GENERAL RULES

The following rules apply to all scenarios:

Control of Victory Locations:

To control the buildings or the crossings, a scoring infantry unit must have at least one figure entirely within the feature without any un-panicked enemy infantry models and/or enemy armoured vehicles (not troop carriers) within 5 cm of the edge of the building or crossing.

To control the buildings or the crossings a scoring armoured vehicle (not troop carriers) must be within 5 cm of the edge of the building or crossing and not have any un-panicked enemy infantry models and/or enemy armoured vehicles (not troop carriers) within 5 cm of the edge of the building or crossing.

Scoring Units:

Infantry – A unit must be at half strength or above at the end of a battle. Units which begin the game with less than five models (e.g. bazooka teams, snipers or recon teams) are never considered scoring units.

Vehicles – The vehicle must be an armoured vehicle, but may NOT be a troop transport. It must not be immobilised, abandoned or have its main weapon damaged.

Standard Victory Points:

Each scenario has specific conditions and objectives that allow players to gain victory points. However, the following table relates to the destruction of the enemy, and applies to all scenarios *in addition* to their own specific victory tables:

Condition	Victory Points Earned
For each enemy unit or vehicle destroyed	The points cost of the unit
For each enemy unit reduced below half strength	Half the points cost of the unit
For each enemy vehicle whose main weapon is destroyed	Half the points cost of the unit
For each enemy vehicle that is immobilised	Half the points cost of the unit

OPTIONAL RULES

Wrecks:

When a Scenario indicates a re-fight any vehicles that were destroyed or immobilized in the previous battle should be left on the battlefield as abandoned wrecks. This represents the passage of a few hours between combats – not enough time for vehicles to be recovered and repaired.

This optional rule helps give a sense of continuity to the campaign. But if you do not have enough spare models in your collection to represent the wrecks you can use markers, or even cardboard cut-outs.

Once you have moved on to another Scenario the wrecks can be removed having been recovered and scavenged by the victorious force.

OTHER STUFF

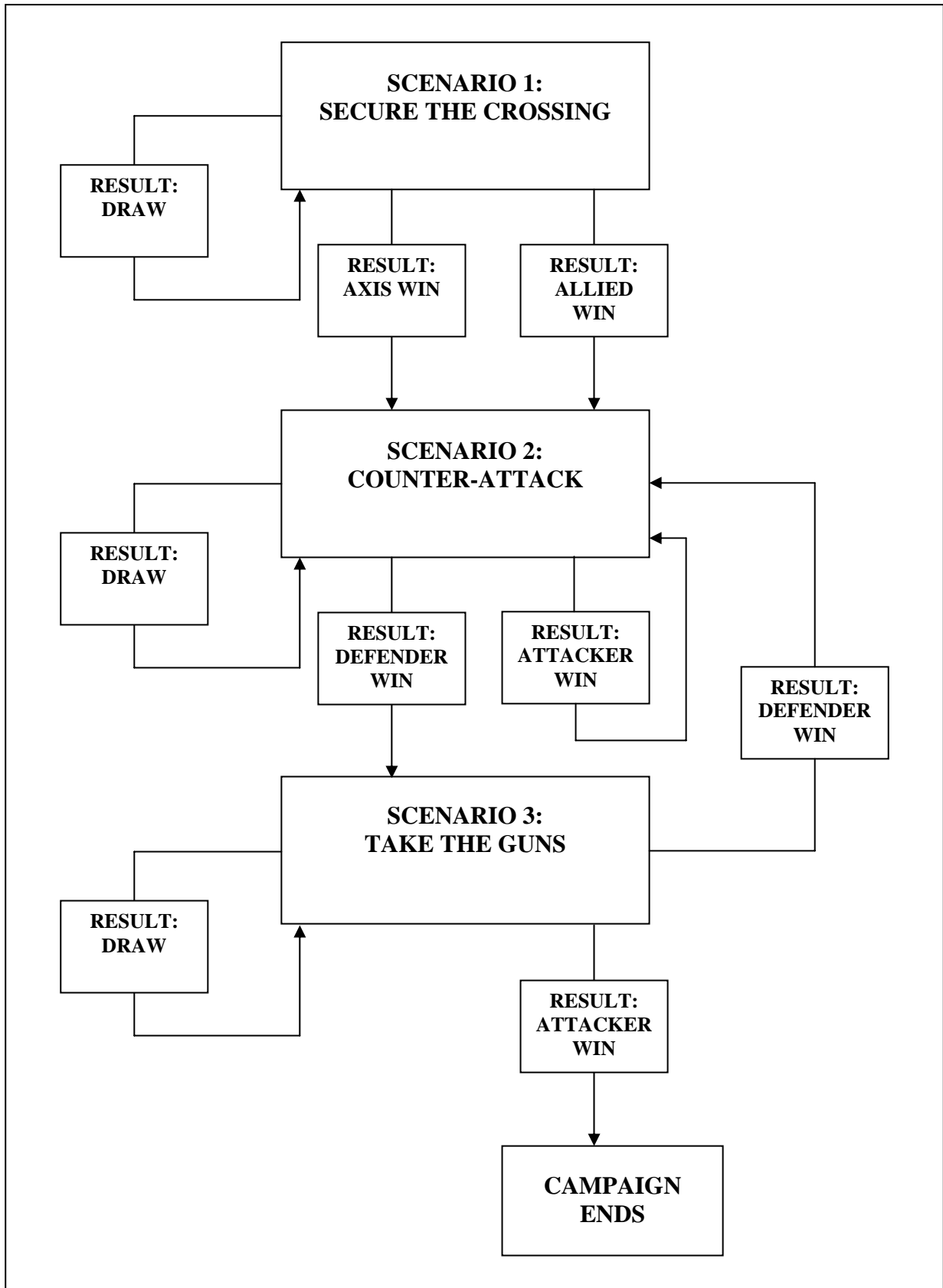
Comments or Suggestions:

We look forward to producing more of these campaign packs in the future so we would love to hear some feedback from you. Please write to us at justonna@maltanet.net or sswain77@yahoo.com with any questions, ideas or complaints. We sincerely promise to answer all emails we receive.

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PARRY & RIPOSTE CAMPAIGN FLOWCHART



SCENARIO 1: SECURE THE CROSSING

This scenario begins the campaign and represents the vanguard of larger motorized forces that have been sent ahead to secure a river crossing for the follow on force. This is the smallest of the scenarios, but has implications which will reverberate throughout the campaign.

Date: 1944/1945
Location: France / Russia
Table dimensions: 180 cm x 120 cm
Duration: 8 turns

Horizontal deployment:

Axis: within 30 cm of your side of the table

Allies: within 30 cm of your side of the table

Available forces:

Axis: 4,000 points selected from the whole army – but a minimum of ONE Recon option must be in the force. A maximum of 12 units are allowed.

Allies: 4,000 points selected from the whole army – but a minimum of ONE Recon option must be in the force. A maximum of 12 units are allowed.

Special Rules:

Terrain: The bridge should be represented by a stone, humped back bridge that has seen some damage. Vehicles may cross the bridge freely, but medium and heavy tanks must take a driving test, with failure resulting in the collapse of the bridge and the destruction of all units on the bridge. The bridge may be destroyed in the same way as buildings. Treat the bridge as a single storey building for this purpose. The bridge should block line of sight and offer medium cover to infantry located on it.

The ford represents a shallow part of the river which can be crossed by all vehicles (including medium and heavy tanks). The ford counts as “shallow water.”

The houses represent two storey houses, whilst the barn is a single storey.

The mill is a water mill, and is a two storey building.

If playing in France the fields are bounded by bocage. If playing the scenario in Russia, the fields are bounded by hedges. Each field has an opening that faces the road. The inside of the fields count as “cultivated fields.”

The orchard counts as light cover, although infantry and vehicles can move at assault speed through it, due to the lanes between the trees.

Victory conditions after 8 turns:

Firstly calculate victory points for each player according to the table below.

Condition	Victory Points Earned
For control of the bridge	500 points
For control of the ford	500 points
For control of the woods surrounding the ford	250 points each wood
For each building under your control	150 points
For destruction of the bridge	-500 points

Then compare the difference in each player's victory points total to determine the level of victory according to the following table.

Points difference	Battle Result
400 or less	Draw
401 to 1,000	Minor victory for higher scoring player
1,001 or more	Major victory for higher scoring player

Example: Justin, the American player, adds up his victory points and has a total of 1,450. Stephan, the German commander, adds up his and finds he has 1,050. Because the difference in victory points is 400 or less the battle is deemed to be a Draw.

If the Battle Result is a Draw, both players keep the surviving units they have on the field in the condition they are in and re-fight the scenario. Each side receives 2,000 points of additional troops and the unit maximum is increased to 15. Any units below half strength, or units that are broken at the end of the game, are disbanded. Armoured vehicles that have had their main weapon destroyed or have been immobilized are retired from the game. Simple track or wheel damage is repaired before the following battle.

Units that remain on the battlefield can be deployed on their side of the table up to 30 cm away from the respective riverbank. This represents units having fallen back after the initial engagement, and also by denying them the ability to set up next to the bridge or the ford, shows that the crossing is still not secure. Any units purchased from the 2,000 points of reinforcements must move on to the table from that player's respective table edge. Both sides may buy infantry trenches for their surviving infantry squads still on the table from the previous battle, using their 2,000 point allotment. No trenches may be constructed on roads. If the original battle was fought during the day, then the re-fight is fought at night and vice-versa.

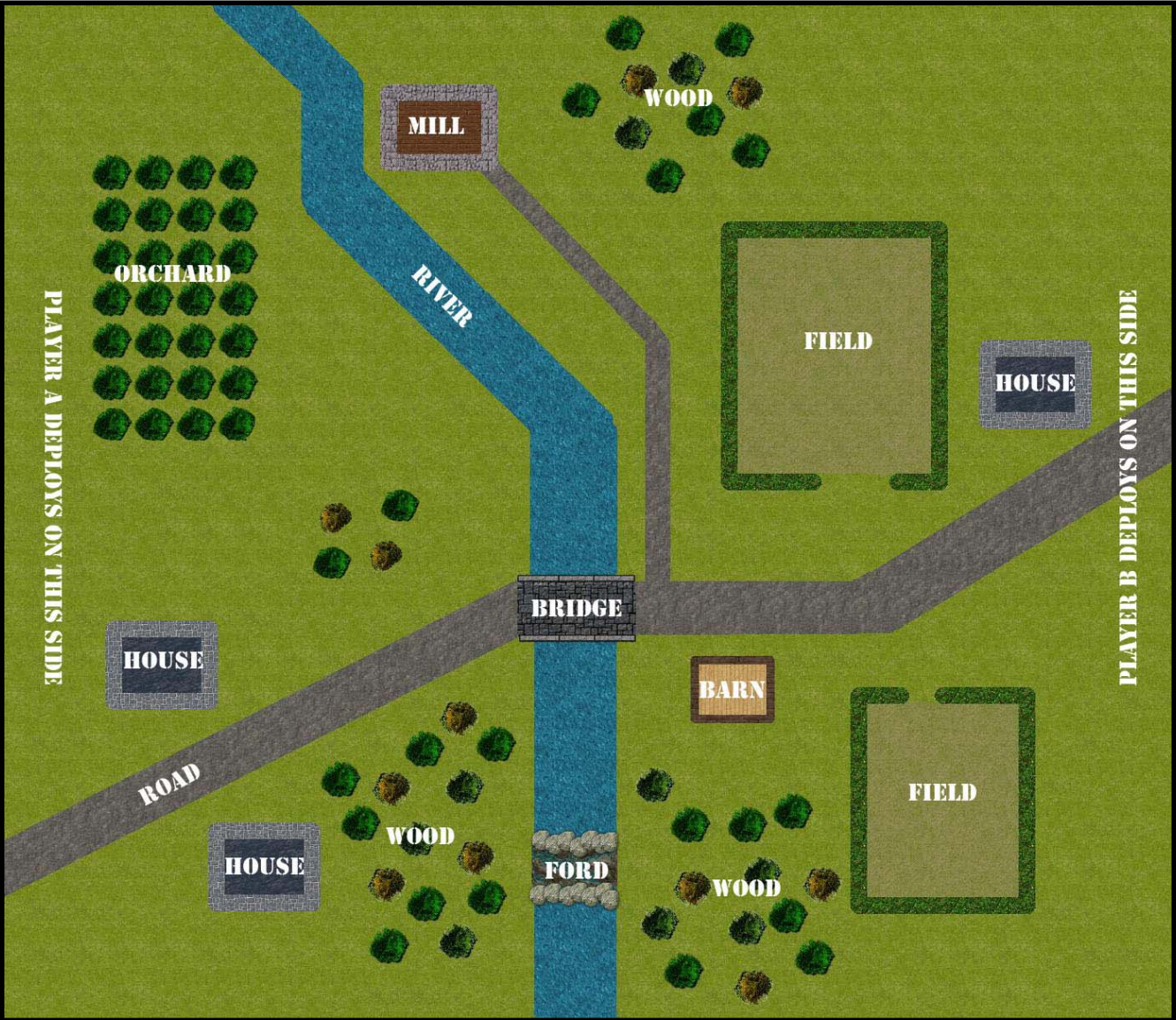
Infantry units that have survived the battle at half strength or more may be retained for the re-fight, while those under half strength and/or destroyed are removed.

Vehicles that have suffered major damage (destroyed, immobilized or have their main weapon destroyed) are removed from the battle. Vehicles that have suffered minor damage (crew killed, secondary weapon damage, wheels or tracks) are repaired or receive replacement crew in time for the next battle and may be used in the re-fight.

Example: Justin has three units of American infantry remaining at the end of the battle. One is at full strength, one has six men remaining and one has three men remaining. He decides to use part of his 2,000 point allocation to replace the six man squad with a new squad, as he knows that this squad is very fragile. He also has a Sherman tank that is immobilized. The Sherman tank is removed from his force, along with the three man squad that is below half strength.

If the Battle Result was a Minor Victory or a Major Victory for either player then go on to Scenario 2.

SCENARIO 1 MAP:



SCENARIO 2: COUNTER-ATTACK

This scenario represents the fact that one force has now secured the crossing, whilst the defeated force re-groups and counter-attacks in the hope of regaining it. The player who won the previous scenario becomes the Defender, whilst the losing player becomes the Attacker.

Strategic Choice:

The Attacker gets to make a strategic decision at this point. He can choose to make a hasty attack, attacking his opponent quickly in the hope of catching him unprepared. If he selects this option the Attacker and Defender both receive fresh forces of 4,000 points. The Defender is allowed to buy trenches, not having had the time to set up a proper defence. The Attacker receives an additional 2,000 points of troops as reinforcements. These arrive later in the game, determined by rolling a D10 at the start of each turn and referencing with the table below. The result on the die must be equal to or greater than the number shown for the reinforcements to arrive.

Turn No.	1	2	3	4	5	6	7	8	9	10
Die Roll	10	9	8	7	6	5	4	3	2	Auto

If the attacker had lost the previous battle as a Minor Defeat, add a +1 modifier to the roll for reinforcements.

The other alternative for the Attacker is to make a deliberate attack. In this option the attacker begins the scenario with the full 6,000 points. However, the Defender, who has been given more time to prepare whilst the attacker builds his forces, is allowed to purchase trenches, mines, and barbed wire. Note that none of these obstacles may be constructed on the roads – these must be kept open for a breakthrough attack once the bridgehead is securely defended.

Date: 1944/1945
Location: France / Russia
Table dimensions: 240 x 120 cm
Duration: 10 turns

Horizontal deployment:

Attacker: within 30 cm of your side of the table. All units count as having moved.

Defender: within 30 cm of the far side of the riverbank if Scenario 1 resulted in a Minor Victory
within 45 cm of the far side of the riverbank if Scenario 1 resulted in a Major Victory

Available forces:

Attacker: *Hasty Attack* - 4,000 points selected from the whole of the army PLUS 2,000 points selected as reinforcements. A maximum of 15 units are allowed. May not include any artillery of 105 mm calibre or higher as a stray shot would run the risk of damaging the bridge.
Deliberate Attack – 6,000 points selected from the whole of the army. A maximum of 15 units are allowed. May not include any artillery of 105 mm calibre or higher as a stray shot would run the risk of damaging the bridge.

Defender: 4,000 points selected from the whole army. A maximum of 12 units are allowed. May not include any artillery of 105 mm calibre or higher as a stray shot would run the risk of damaging the bridge. May not include more than ONE tank platoon.

Special Rules:

Terrain: The bridge should be represented by a stone, humped back bridge that has seen some damage. Vehicles may cross the bridge freely, but medium and heavy tanks must take a driving test, with failure resulting in the collapse of the bridge and the destruction of all units on the bridge. The bridge may be destroyed in the same way as buildings. Treat the bridge as a single storey building for this purpose. The bridge should block line of sight and offer medium cover to infantry located on it.

The ford represents a shallow part of the river which can be crossed by all vehicles (including medium and heavy tanks). Medium and heavy tanks must still make a driving test or become immobilized when crossing the ford. All vehicles must move at slow speed to cross the ford.

The houses represent two storey houses, whilst the barn is a single storey.

The mill is a water mill, and is a two storey building.

If playing in France the fields are bounded by bocage. If playing the scenario in Russia, the fields are bounded by hedges. Each field has an opening that faces the road. The inside of the fields count as “cultivated fields.”

The orchard counts as light cover, although infantry and vehicles can move at assault speed through it, due to the lanes between the trees.

Victory conditions after 10 turns:

Firstly calculate victory points for each player according to the table below. Note that the attacker and defender have different values for the terrain – this represents the importance for the attacker to seize certain elements of scenery, and takes in to account the fact that the defender begins play with some of them already in his possession.

Condition	Defender Victory Points Earned	Attacker Victory Points Earned
For control of the bridge	300 points	450 points
For control of the ford	200 points	300 points
For control of the mill	200 points	300 points
For control of the woods surrounding the ford	150 points each wood	225 points each wood
Condition	Defender Victory Points Earned	Attacker Victory Points Earned
For each house under your control	100 points	100 points
For destruction of the bridge	-500 points	-500 points

Then compare the difference in each player's victory points total to determine the level of victory according to the following table.

Points difference	Battle Result
600 or less	Draw
601 to 1,500	Minor Victory for higher scoring player
1,501 or more	Major Victory for higher scoring player

Example: Stephan, the German player, adds up his victory points and has a total of 2,550. Justin, the American commander, adds up his and finds he has 1,050. Because the difference in victory points is 1500 the battle is deemed to be a Minor Victory for Stephan.

If the Battle Result is a Draw, both players keep the surviving units they have on the field in the condition they are in and re-fight the scenario. Each side receives 2,000 points of additional troops and the unit maximum is increased to 18.

Infantry units that have survived the battle at half strength or more may be retained for the re-fight, while those under half strength and/or destroyed are removed.

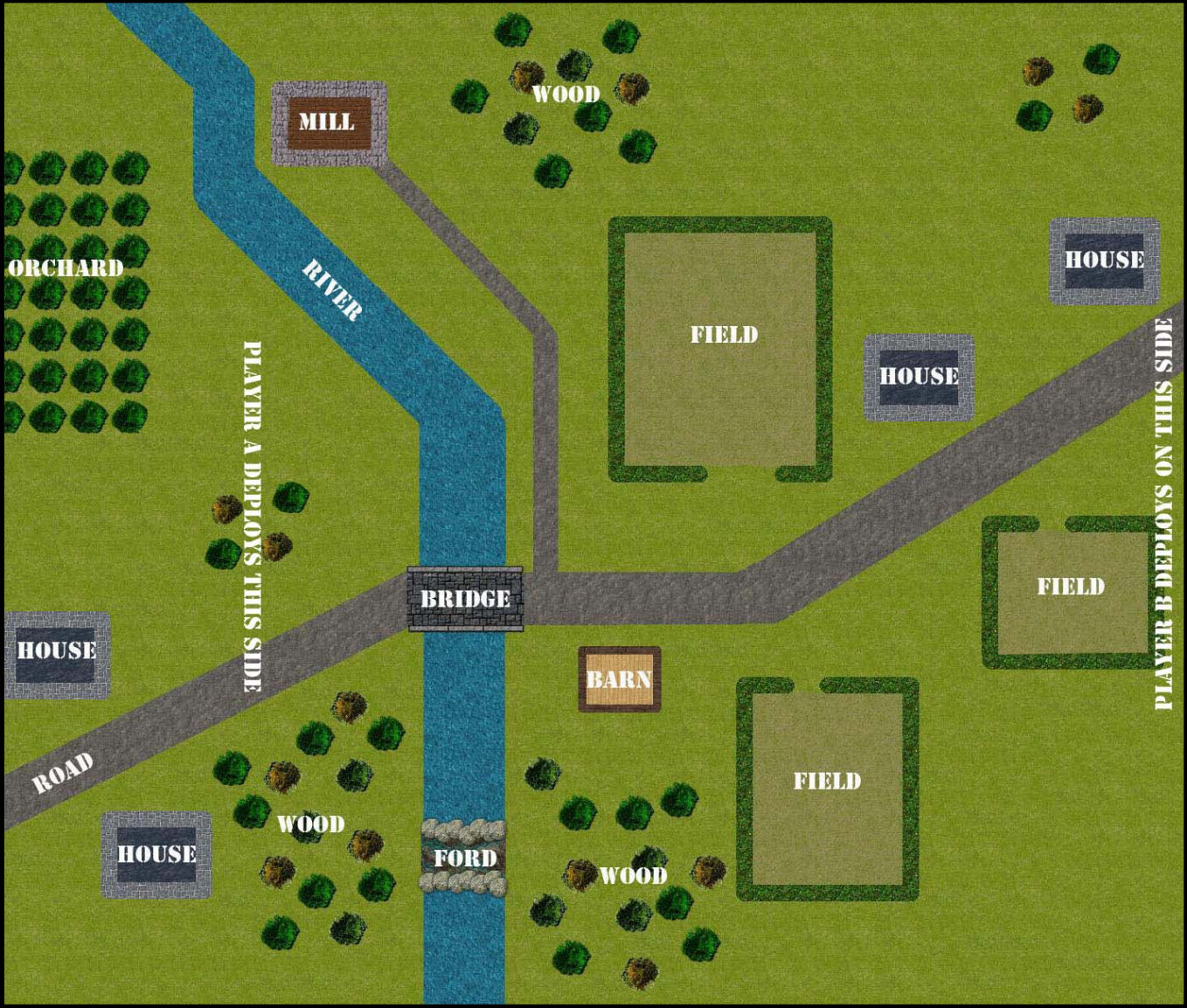
Vehicles that have suffered major damage (destroyed, immobilized or have their main weapon destroyed) are removed from the battle. Vehicles that have suffered minor damage (crew killed, secondary weapon damage, wheels or tracks) are repaired or receive replacement crew in time for the next battle and may be used in the re-fight.

Units that fought in the previous engagement may deploy up to 90 cm from their table edge. This represents units falling back and breaking the engagement, leaving a 60 cm no man's land in the middle. Any units purchased from the 2,000 points of reinforcements must move on to the table from that player's respective table edge. Both sides may buy infantry trenches for their surviving infantry squads still on the table from the previous battle, using their 2,000 point allotment. No trenches may be constructed on roads. Because of the large forces used, the re-fight will automatically be fought during the day. When calculating victory points for the re-fight use only the defender column on the victory chart as the advantage of a quick counter-attack has been lost.

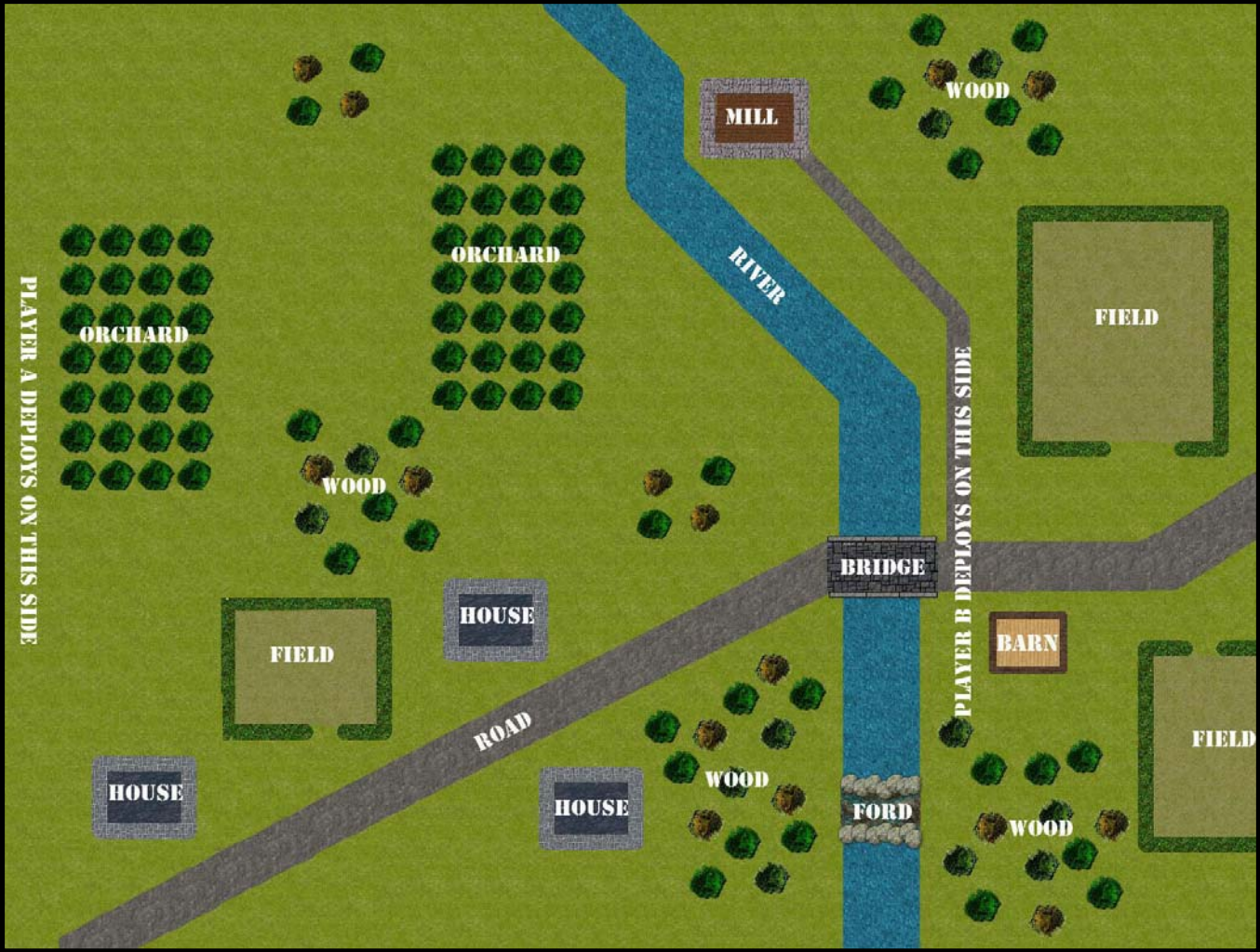
If the Battle Result was a Minor Victory or a Major Victory for the Defender then go to Scenario 3.

If the Battle Result was a Minor Victory or a Major Victory for the Attacker the re-fight the Scenario, but this time the Attacker becomes the Defender and vice-versa.

**SCENARIO 2 MAP:
(PLAYER A VICTORIOUS IN SCENARIO 1)**



**SCENARIO 2 MAP:
(PLAYER B VICTORIOUS IN SCENARIO 1)**



SCENARIO 3: TAKE THE GUNS

In this scenario one of the forces has finally broken through and threatens a battery of artillery located behind a small village. Silencing the battery will represent a major tactical advantage for the main force, so a fast strike force is assigned the task. Although the battery is lightly defended, it is dug in and reinforcements are on the way.

Date: 1944/1945
Location: France / Russia
Table dimensions: 240 cm x 120 cm
Duration: 10 turns

Horizontal deployment:

Attacker: within 30 cm of your table edge. All units count as having moved.

Defender: within 120 cm of your table edge and uses “Hidden Deployment” special rule. Artillery must be deployed as marked on the map.

Available forces:

Defender: 2,000 points selected from the whole of the army PLUS 2,000 points selected as reinforcements. A maximum of 18 units are allowed. Armoured vehicles may only be taken with the reinforcements. The Defender may use part of the initial points at his disposal to purchase trenches, minefields etc. Any obstacle, apart from trenches, requires the Defender to have at least 1 Engineer squad still active on his combat roster.

No obstacles may be placed along any of the roads leading into the village. However, the Defender may place defences anywhere on the battlefield that is outside the Attacker’s deployment zone.

Attacker: 6,000 points selected from all the army. All infantry must have a transport. All artillery must either be self-propelled or be towed. A maximum of 18 units is allowed. Defender also gains an artillery battery of 4 x 75 mm guns for free. The guns are located in sandbagged artillery positions. These guns may be upgraded to larger calibres by paying difference in points costs as shown in Army Lists (*E.g. a Soviet player may pay an additional 100 points per gun to upgrade them to 122 mm guns*). The guns count as a compact group and thus all fire together and only receive one order card. The artillery battery also comes with a single radio operator. The Defender may also purchase any defences listed in the rule book (mines, bunkers, etc.) although no defences may be placed on roads.

Special Rules:

Hidden Deployment: Each of the defender’s units is assigned 3 counters, each of which should be uniquely identifiable in some way (*E.g. each is marked in sequence A1, A2, A3, B1, B2, B3*). The defender records which counter represents which unit and which counters are the dummies (*E.g. an Infantry Squad is marked as being deployed under counter A1, whereas A2 & A3 are ‘dummy’ counters*). This rule reflects that the Attackers have not had the chance to scout the enemy positions prior to the battle, and hence do not have the advantage of

deploying their troops in response to the Defender. Once the Defender has placed and marked all his counters, the Attacker deploys all his units. When one of the Attacker's units enters awareness distance of a counter the Defender either reveals it as a fake or deploys the corresponding unit.

Defender's Reinforcements: The Defender can call for reinforcements by alerting higher command (located off table) about the enemy attack. The reinforcements will not be immediately available however, as HQ need to deviate resources from the main battle. In order to call for reinforcements, a Defending unit with long range radio must send a communication, or else a runner must be sent off the table through one of the roads. The unit communicating must be aware of at least one enemy squad/vehicle. At the start of subsequent turns following the radio message, or runner leaving the table, the Defender rolls a D10 and must obtain a result that is equal to or greater than the number shown on the chart below:

Turn No.	2	3	4	5	6	7	8	9	10
Die Roll	10	9	8	7	6	5	4	3	2

If the Attacker won a major victory in the previous scenario then the reinforcements enter from a randomly determined road. If the Attacker won a minor victory then the defender selects the road the reinforcements enter from - note that in this case the Defender must select the road that reinforcements will enter from prior to the start of the scenario, although he may keep his selection secret from the Attacker.

Hitching Artillery: once artillery is hitched to a vehicle it may not be unloaded or used to fire - it may only be transported off the board. Use the standard rules for towing artillery.

Terrain: The houses represent two storey houses, whilst the farms are single storey. There should be at least 4 houses in the village.

The church is a large building and should be split in two sections. One section is the main building and is 2 storeys high, same as per the other buildings in the village. The other section is the Church Tower which is 3 storeys high and towers over the rest of the village. Line of sight from the three storey structure extends over houses, but not woods or the hill. The church is located at the crossroads in the village.

The hill is a three level hill from which line of sight extends over buildings, but not woods or the church tower.

If playing in France the hedges are considered bocage. If playing the scenario in Russia, the hedges are considered hedges.

Victory conditions after 10 turns:

Firstly calculate victory points for each player according to the table below.

Condition	Victory Points Earned
For control of hill 432	200 points
For control of the church	500 points
For control of each farm	100 points each farm
For each artillery piece destroyed at end of game	500 points to attacker
For each artillery piece surviving at end of game	500 points to defender
For each artillery piece towed to safety	250 points to defender

Then compare the difference in each player's victory points total to determine the level of victory according to the following table.

Points difference	Battle Result
600 or less	Draw
601 to 1,500	Minor Victory for higher scoring player
1,501 or more	Major Victory for higher scoring player

Example: Justin, the American player, adds up his victory points and has a total of 1,750. Stephan, the German commander, adds up his and finds he has 1,050. Because the difference in victory points is 700 the scenario is a Minor Victory for Justin.

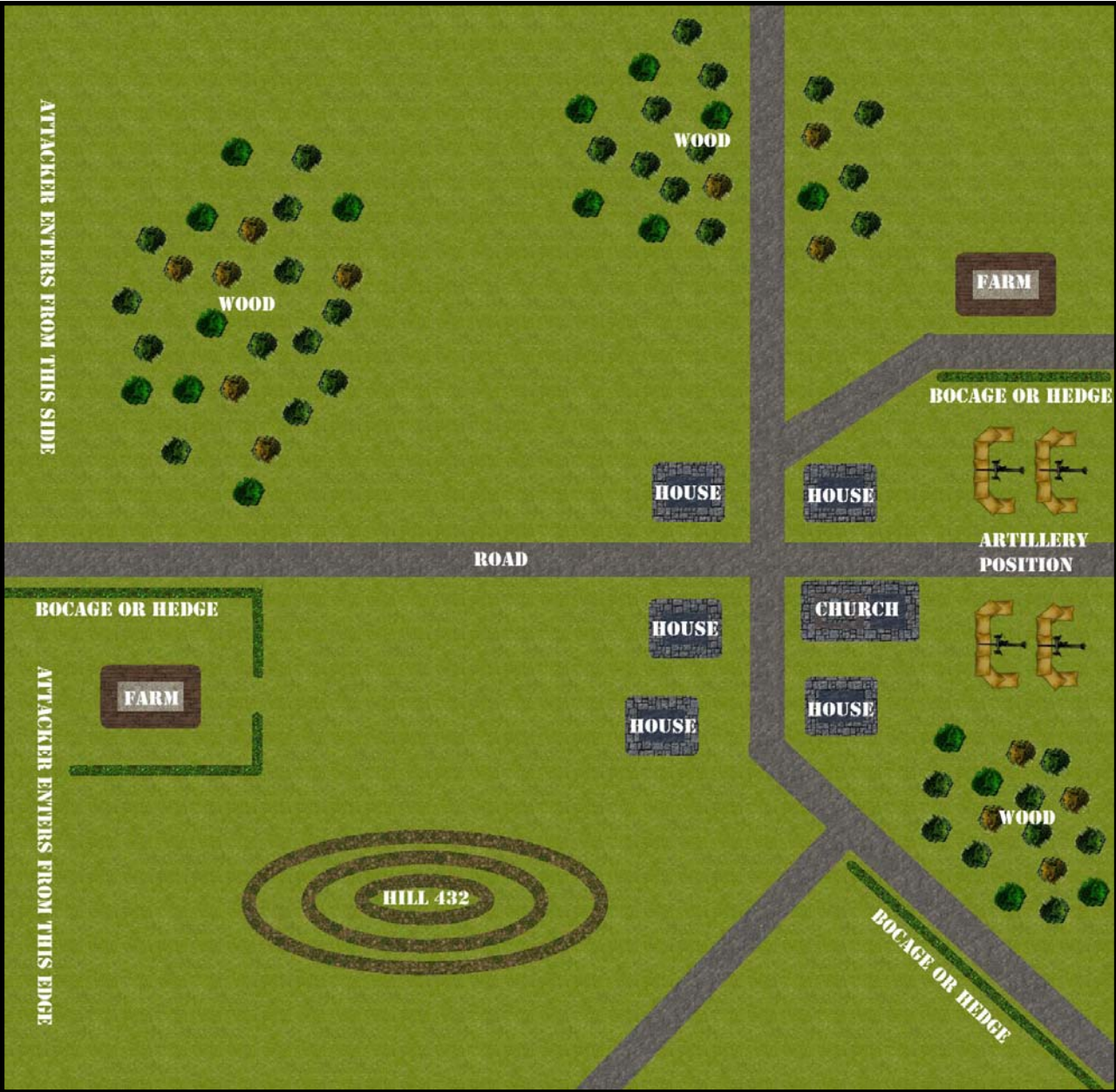
If the Battle Result is a draw, both players keep the surviving units they have on the field in the condition they are in and re-fight the scenario. The Attacker receives 2,000 points of additional troops but the unit maximum is not increased beyond 18. The Defender receives 4,000 points of additional troops, but the artillery battery is retired. Any units below half strength, or units that are broken at the end of the game, are disbanded. Armoured vehicles that have had their main weapon destroyed or have been immobilized are retired from the game. Simple track or wheel damage is repaired before the following battle.

Units that fought in the previous engagement may deploy up to 90 cm from their table edge. This represents units falling back and breaking the engagement, leaving a 60 cm no man's land in the middle. Any units purchased from the 2,000 / 4,000 points of reinforcements must move on to the table from that player's respective table edge. Both sides may buy infantry trenches using from their point allotment for their surviving infantry squads still on the table from the previous battle. No trenches may be constructed on roads. Because of the large forces used, the re-fight will automatically be fought during the day.

If the Attacker obtains either a minor or a major victory then he has won the campaign.

If the Defender wins a Minor Victory or Major Victory, then re-fight Scenario 2. However, the Defender now becomes the Attacker and vice versa.

SCENARIO 3 MAP:



APPENDIX 1: VARIANT

COMBAT ROSTER

In the many hours of play-testing that this campaign has undergone, we have come up with many variants – some which worked and some which didn't. Before you continue reading, we strongly recommend that you play through the campaign at least once “as is” in order to get a feel for the missions.

The campaign is intended to be played with players generating fresh forces each battle. The scenarios are designed with in built restrictions that both guide the player in to selecting units that he will need, and also represent forces that would have historically been used for such a mission.

However, as is often the case in wargaming, when you play the same opponent over a number of years you become used to each other's style. This can result in a large number of draws. As this can result in the campaign see-sawing backwards and forwards we came up with a variant that forces players to buy a large pool of troops prior to the start of the campaign.

Each player should purchase around 20,000 points of troops prior to the beginning of the campaign. When you purchase a unit for the Combat Roster you only pay the basic point cost for a unit. Each player then receives a Combat Pool of 4,000 points to buy variants (additional weapons, etc.), defences (trenches, barbed wire, etc.) and special equipment (demo charges, smoke shells, etc.).

E.g. the German player purchases a Platoon of 3 Stug Assault Guns, each costing 750 points. The German player assigns one of these Stugs to his force for Scenario 1. After completing his force for Scenario 1, he finds that he has 250 points remaining to fill his 4,000 point quota for the Scenario. He therefore decides draw 350 points from his pool of 4,000 to buy variants for his troops – such as purchasing medium armour and a smoke shell for the Stug totalling an extra 150 points. This leaves him 200 points remaining that he can spend on other variants.

The only variant that needs to be purchased from the initial points allocation and shown in the Combat Roster is the upgrade of a unit to HQ status.

Units may also be downgraded to save points. Points gained in this way **must** be spent in the scenario about to be played.

*E.g. the American player decides to assign an Infantry Platoon to Scenario 2. He can switch the leader's weapons to grease guns, saving 10 points per substitution. The points gained from doing so **must** be spent on variants used in that Scenario. They may **not** be carried over in to the pool.*

We strongly recommended that both players include at least 1 Engineer squad and 1 Recon squad (the latter is compulsory in the first scenario) in their Combat Roster. If a player has no engineers remaining in his Combat Roster, then he cannot deploy mines, barbed wire, or anti-

tank obstacles in any future scenarios. This will severely limit his ability to defend and accurately represents how valuable these combat assets were to a commander.

When the scenario indicates that a unit should be destroyed or retired from the game it is crossed off the roster and can no longer be used.

Players may field a maximum number of points as indicated in the scenario. They may also field less if they so desire, but they must field a minimum of half the points values indicated in the scenario. If a player cannot field the minimum points then his opponent automatically gets a major victory for that scenario.

When a scenario indicates that a player receives reinforcements, these should also be drawn from a player's Combat Roster.

This variant allows players to conserve forces for a major push, and also means that the campaign will not go on indefinitely as attrition will wear down both forces. Eventually one side will be unable to continue.

We feel that this variant gives the players the feeling of a battalion or kampfguppe commander, and that they have to pay more attention to the big picture rather than each individual scenario.

PARRY & RIPOSTE

SAMPLE COMBAT ROSTER

KAMPFGRUPPE STEPHAN

NAME	COST	NOTES
PANZER GRENADIER PLATOON A		
HQ Squad & Sdkfz 251/1	300	Long Range Radio
Panzer Grenadier Squad 1 & Sdkfz 251/1	310	
Panzer Grenadier Squad 2 & Sdkfz 251/1	310	
Panzer Grenadier Squad 3 & Sdkfz 251/1	310	
	1,230	
PANZER GRENADIER PLATOON B		
		Option 1/4 From Platoon A
HQ Squad & Sdkfz 251/1	300	Long Range Radio
Panzer Grenadier Squad 1 & Sdkfz 251/1	310	
Panzer Grenadier Squad 2 & Sdkfz 251/1	310	
Panzer Grenadier Squad 3 & Sdkfz 251/1	310	
	1,230	
PANZER GRENADIER PLATOON C		
		Option 2/4 From Platoon A
HQ Squad & Sdkfz 251/1	300	Long Range Radio
Panzer Grenadier Squad 1 & Sdkfz 251/1	310	
Panzer Grenadier Squad 2 & Sdkfz 251/1	310	
Panzer Grenadier Squad 3 & Sdkfz 251/1	310	
Kettenkrad	70	
	1,300	
ENGINEER PLATOON D		
		Option 3/4 From Platoon A
Engineer Squad & Sdkfz 251/7	280	
Engineer Squad & Sdkfz 251/7	280	
	560	
RECON PLATOON E		
		Option 4/4 From Platoon A
Kubelwagen	120	Long Range Radio
	120	
MOTORIZED MORTAR PLATOON F		
		Option 1/4 From Platoon B
Sdkfz 250/3	220	
Sdkfz 251/2	400	
Sdkfz 251/2	400	
	1,020	
HEAVY TANK PLATOON G		
		Option 2 & 3/4 From Platoon B
HQ Tiger Tank	1510	Long Range Radio
Tiger Tank	1480	
	2,990	

SNIPER SECTION H		Option 4/4 From Platoon B
Sniper Squad	140	
	140	

ASSAULT GUN PLATOON I		Option 1 & 2/4 From Platoon C
HQ Stug III	770	Long Range Radio
Stug III	740	
Stug III	740	
	2,250	

MOTORIZED ARTILLERY BATTERY J		Option 3 & 4/4 From Platoon C
Sdkfz 124 Wespe	440	
Sdkfz 124 Wespe	440	
	880	

MEDIUM TANK PLATOON K		Option 1 & 2/6 From Platoon G
HQ Panzer IV	840	Long Range Radio
Panzer IV	810	
Panzer IV	810	
Panzer IV	810	
	3,270	

MEDIUM TANK PLATOON L		Option 3 & 4/6 From Platoon G
HQ Panther	1170	Long Range Radio
Panther	1140	
	2,310	

GRENADIER PLATOON M		Option 5/6 From Platoon G
HQ Squad	160	
Grenadier Squad 1	280	
Grenadier Squad 2	280	
Grenadier Squad 3	280	
	1,000	

GRENADIER PLATOON N		Option 6/6 From Platoon G
HQ Squad	160	
Grenadier Squad 1	280	
Grenadier Squad 2	280	
Grenadier Squad 3	280	
	1,000	

MACHINE GUN PLATOON O		Option 1 & 2/4 From Platoon M
Machine Gun Squad 1	140	
Machine Gun Squad 2	140	
	280	

MORTAR PLATOON P		Option 3 & 4/4 From Platoon M
Mortar Squad	210	
Mortar Squad	210	
	420	

COMBAT ROSTER POINTS SPENT: 20,000

COMBAT POOL POINTS REMAINING: 4,000

