



14. Sturm Battalion (Sturmkompanie) {James Maffei}

Kompaniegruppe (65 Points) [CV]
2 Command Panzerfaust SMG Teams

Sturm Platoon (270 Points) [CV]
1 Command Panzerfaust SMG Team
6 Panzerfaust MG Teams

Sturm Platoon (270 Points) [CV]
1 Command Panzerfaust SMG Team
6 Panzerfaust MG Teams

Pioneer Platoon (220 Points) [CV]
1 Command Pioneer Rifle Team
9 Pioneer Rifle Teams

StuG Platoon (285 Points) [CV]
3 StuG IIIG

Heavy Tank Platoon (430Points)[CV]
2 Tiger 1 E

Rocket Launcher Battery (125 Points) [CV]
1 Command SMG Team
1 Observer Team + Kubelwagen
3 15cm NW41 Rocket Launcher Teams

Fortifications (80 Points)
3 Gun Pits
13 Trench Lines

Team	Mobility	Range	ROF	AT	FP	Notes
SMG Team	Infantry	4"	3	1	6	Full ROF when Moving
MG Team	Infantry	16 "	3	2	6	
Pioneer Team	Infantry	16"	1	2	6	Tank Assault 4
Flame-thrower Team	Infantry	4"	2	-	6	Flame-thrower
Panzerfaust		4"	1	12	5+	Tank Assault 6
15cm NW41	Light Gun	64"	-	3	4	Smoke Bombardment
		Front	Side	Top		
StuG III G	Fully-tracked	7	3	1		Hull MG, PA, Schurzen
7.5cm StuK40 gun		32"	2	11	3+	Hull Mounted
Tiger 1 E	Fully-tracked	9	8	2		Co-ax, Hull MGs, PA, Slow Tank,
8.8cm KwK36 gun		40"	2	13	3+	wide tracks, slow traverse.

Special Rules:

Fortified Defense: Always defends against Infantry in Defensive Battles Missions.

14. Sturm Battalion (Sturmkompanie) (Trench Fight) {James Maffei}

Kompaniegruppe (65 Points) [CV]
2 Command Panzerfaust SMG Teams

Sturm Platoon (270 Points) [CV]
1 Command Panzerfaust SMG Team
6 Panzerfaust MG Teams

Sturm Platoon (270 Points) [CV]
1 Command Panzerfaust SMG Team
6 Panzerfaust MG Teams

Pioneer Platoon (220 Points) [CV]
1 Command Pioneer Rifle Team
9 Pioneer Rifle Teams

StuG Platoon (285 Points) [CV]
3 StuG III G

Heavy Tank Platoon (430 Points) [CV]
2 Tiger 1 E

Rocket Launcher Battery (125 Points) [CV]
1 Command SMG Team
1 Observer Team + Kubelwagen
3 15cm NW41 Rocket Launcher Teams

Sturm Heavy Platoon (80 points) [CV]
1 Command SMG Team
2 MG42 HMG Teams

Fortifications Base:
4 Trench Lines
6 Wire Sections

Fortifications Purchased: (24 Point)
6 Trench Line (12 Points)
2 HMG Bunkers (12 Points)

Team	Mobility	Range	ROF	AT	FP	Notes
SMG Team	Infantry	4"	3	1	6	Full ROF when Moving
MG Team	Infantry	16"	3	2	6	
Pioneer Team	Infantry	16"	1	2	6	Tank Assault 4
Flame-thrower Team	Infantry	4"	2	-	6	Flame-thrower
Panzerfaust		4"	1	12	5+	Tank Assault 6
15cm NW41	Light Gun	64"	-	3	4	Smoke Bombardment
		Front	Side	Top		
StuG III G	Fully-tracked	7	3	1		Hull MG, PA, Schurzen
7.5cm StuK40 gun		32"	2	11	3+	Hull Mounted
Tiger 1 E	Fully-tracked	9	8	2		Co-ax, Hull MGs, PA, Slow Tank,
8.8cm KwK36 gun		40"	2	13	3+	wide tracks, slow traverse.

Special Rules:

Fortified Defense: Always defends against Infantry in Defensive Battles Missions.