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**VOLKSSTURM PLATOON**

The Volkssturm were militia made up of civilians, old men, wounded soldiers and the young not of military service age.

They received little training, provided their own uniform and armed themselves with whatever

they could lay their hands on.

**Platoon Force Rating - 5**

**Green**

**Command Dice: 5**

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| **PLATOON HEADQUARTERS** |
| Zugfuhrer, Senior Leader with Stg44 |
| **SECTIONS 1 TO 3** |
| Gruppenfuhrer, Junior Leader armed with Machine Pistol or ’German Sten”Two Panzerfausts 30 & One Panzerfaust 60 |
| **LMG TEAM**  | **RIFLE TEAM**  |
| Box fed LMGThree crewOne Riflemen | Three RiflemenTwo men armed with Machine Pistol or’German Sten” |

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| **SUPPORT LIST** |
| **LIST ONE** |
| Single Compound Charge |
| Medical Orderly |
| Pioneer Mine Clearance Team, three men. |
| Pioneer Wire Cutting Team, three men |
| Pioneer Demolition Team, three men. |
| Adjutant |
| Minefield |
| Barbed Wire |
| Roadblock |
| Car |
| Entrenchments for two teams  |
| **LIST TWO** |
| Senior Leader with Stg44 (only 1 maybe chosen per each game) |
| Pre-Game Barrage |
| Panzerschreck Team, two men GREEN (only 1 maybe chosen per each game) |
| **LIST THREE** |
| Sniper Team |
| Volkssturm Squad with Junior Leader GREEN. Max one extra squad of any type). |
| **LIST FOUR** |
| Forward Observer with 8cm Mortar battery. |
| Volksgrenadier Sturm Squad. Obergefreiter, Junior Leader armed with anStG44 Assault Rifle. One Panzerfaust 60 and one Panzerfaust 100 may be used.Seven Men with StG44 Assault Rifles. GREEN. Can only be picked on attacking scenarios. Max one extra squad of any type). |
| Regular MG42 (or other belt fed MMG) on tripod mount, five crew |
| 37mm AA Gun, five crew with Junior Leader. |
| Ie IG 18 with five crew, Junior Leader. |
| Panzer III N with Junior Leader. |
| **LIST FIVE** |
| Pak 38 anti-tank Gun, five crew, Junior Leader |
| **LIST SIX** |
| Flakpanzer 38(t) with Junior Leader |
| **LIST SEVEN** |
| Hetzer with Junior Leader |
| Stug III G with Junior Leader. |

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| **NATIONAL CHARACTERISTICS** |
| **HANDGRANATEN!**Veterans of the great war serving in the Volkssturm well remembered the “Stormtooper Tactics” they pioneered.A **Senior** Leader attached to a team or section may use to a two Command Initiatives to lead a charge against any enemy within 12” preceded by a hail of grenades. On a roll 1 or 2, one hand grenade has hit the target unit; on 3 or 4, two Grenades hit; on 5 or 6, three grenades hit the target.Roll for the effect of these and the Team or Section may then move up to 3D6 to try to initiate Close Combat.This is limited to **once per GAME**. |
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| **LOCAL KNOWLEDGE**The Volkssturm Platoon, being familiar with the locality in which they are fighting, may start the game with one Chain of Command Dice.However this Chain of Command Dice may only initiate an INTERUPT, AMBUSH, MOVING A SNIPER or JOP. |
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| **NATIONAL ARSENAL TABLE** |
| **ARMOURED VEHICLES** |
| **VEHICLE** | **ARMOUR** | **A.P.** | **H.E.** | **SPEED** | **NOTES** |
| Panzer III N | 5 | 6 | 5 | Average |  |
| Flakpanzer 38(t) | 2 | 4 | 6 | Average | Open body, 20 mm auto cannon |
| Hetzer | 7 | 9 | 5 | Average | Small , Hull MG |
| **ANTI TANK GUNS & INFANTRY GUNS** |
| **WEAPON** | **A.P.** | **H.E.** |
| 37mm AA Gun, | **4** | **6** |
| Ie IG 18 | **4** | **6** |
| Pak 38 | **7** | **4** |
| **INFANTRY ANTI TANK WEAPONS** |
| **WEAPON** | **0-6”** | **6-9”** | **9-18”** | **18-24”** | **24-36”** | **H.E.** |
| **Panzerfaust 30** | 22**11** | **11** | **-** | **-** | **-** | **2** |
| **Panzerfaust 60** |  **11** | **11** | **-** | **-** | **2** |
| **Panzerfaust 100** | **11** | **11** |  |  |
| **Panzerschreck**  | **13** | **13** | **13** | **2** |