German Army, Late Eastern Front (4/44-5/45)

Quantity	Troops	Type	Move	Attacks	Hits	Save	Points	Total	Notes
1	CO (CV 9)	Command	40	3	6	6	100	100	-
5	HQ (CV 8)	Command	50	2	4	6	65	325	-
11	Infantry Unit	Infantry	10	4/30*	6	-	25	275	1
2	Support Unit (MG)	Infantry	10	3/50*	5	-	25	50	-
4	Medium Panzer Unit (Pz-IV long)	Armour	20	4/70	4	5	100	400	-
4	Medium Panzer Unit (Panther)	Armour	30	5/80	6	4	165	660	(r)
16	Transport Unit (Convoy Trucks)	Transport	20	-	3	-	10	160	-
7	Transport Unit (Hanomags)	Transport	20	1/20*	3	6	20	140	(o)

Special Rules

- Flexible command structure (-1 per 25cm when issuing orders, but may not issue Fixed Orders)
- Shortages: -1 to random points modifier
- Infiltration: +1 to command value for flank deployment
- Convoy Trucks when in a convoy of 6+ vehicles have an inherent leadership of 7.
- Convoy may not be commanded by the CO in this scenario.

Note 1. Infantry Unit

- 5/10 or 10/5 attacks against armor and soft vehicles (Panzerfaust)

Summary

- 2005 points
- Breakpoint 11
- Add 95 to the Victory Points awarded to your opponent at the end of the game