PLATOON #1

** VERSION 3 ** - German - Rifle Platoon

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 202)				Regular	40

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon Commander				
1	Infantry (equipped as modeled)		-	-	
	with Pistol	6"	1	n/a	
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault
	with Assault rifle	18"	2	n/a	Assault

INFANTRY

Waffen-SS Squad (Version 3 Rulebook page 205)				Regular	100

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Waffen-SS Squad (Version 3 Rulebook page 205)				Regular	100

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	

Waffen-SS Squad (Version 3 Rulebook page 205)				Regular	81

Qty	Weapons	Range	Shots	Pen	Special
1	Infantry with Rifle	24"	1	n/a	
1	NCO with Submachine gun	12"	2	n/a	Assault
3	Infantry with Submachine gun	12"	2	n/a	Assault
1	men have Panzerfaust in addtion to other weapons	12"	1	+6	One-shot, Shaped Charge

COMPANY COMMANDER

Company Commander (Version 3 Rulebook page 202)				Inexperienced	42

Qty	Weapons	Range	Shots	Pen	Special
1	Company Commander				
	with Pistol	6"	1	n/a	
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault
	with Assault rifle	18"	2	n/a	Assault

TRANSPORTS

SdKfz 250/1 (Version 3 Rulebook page 217)				Regular	55

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	SdKfz 250/1 half-track	Half-track	5	7+	Open-topped
	Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun				
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak

PLATOON #2

** VERSION 3 ** - German - Armoured Platoon

COMMAND VEHICLE

Panzer II (Version 3 Rulebook page 209)				Regular	165

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Flammpanzer II Flamingo	Tracked	-	8+	Internal volatile fuel tanks, Multiple flamethrowers
	Turret-mounted MMG	36"	6	n/a	
	Vehicle front and left arc flamethrower	12"	1(D6+1)	+2	Front arc, Left arc, Flamethrower
	Vehicle front and right arc flamethrower	12"	1(D6+1)	+2	Front arc, Right arc, Flamethrower

CMD VEHICLE OPTIONS

Command Vehicle rule (v3) (Version 3 Rulebook page 188)		10
	Command Vehicle special rule	

VEHICLE

Half-Tracked AA Vehicles (Version 3 Rulebook page 215)				Regular	135

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	SdKfz 251/21 Drilling	Half-track	-	7+	Open-topped, Flak
	Turret-mounted light autocannon (x3)	48"	6	+2	HE (1"), 360 degree arc

Soft-Skinned AA Vehicles (Version 3 Rulebook page 214)				**Regular**	**65**

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	SdKfz 7/2 half-track	Half-track	-	6+	FlaK
	Platform-mounted heavy autocannon	72"	2	+3	HE (1")

PLATOON #3

** VERSION 3 ** - German - Artillery Platoon

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 202)				**Regular**	**40**

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon Commander				
1	Infantry (equipped as modeled)		-	-	
	with Pistol	6"	1	n/a	
	with Rifle	24"	1	n/a	
	with Submachine gun	12"	2	n/a	Assault
	with Assault rifle	18"	2	n/a	Assault

ARTILLERY

150mm Nebelwerfer 41 (Version 3 Rulebook page 207)				**Inexperienced**	**46**

Qty	Weapons	Range	Shots	Pen	Special
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

150mm Nebelwerfer 41 (Version 3 Rulebook page 207)				**Inexperienced**	**46**

Qty	Weapons	Range	Shots	Pen	Special
1	150mm Nebelwerfer 41	12"-72"	1	HE	Team (4 men), Indirect fire, HE (3"), Fixed, Multiple launcher

150mm Nebelwerfer 41 (Version 3 Rulebook page 207)				**Inexperienced**	**36**

Qty	Weapons	Range	Shots	Pen	Special
1	Schweres Wurfgerats 41 Howling Cow	12"-72"	1	HE	Team (2 men), Indirect fire, HE (3"), Fixed, Multiple launcher

150mm Nebelwerfer 41 (Version 3 Rulebook page 207)				**Inexperienced**	**36**

Qty	Weapons	Range	Shots	Pen	Special
1	Schweres Wurfgerats 41 Howling Cow	12"-72"	1	HE	Team (2 men), Indirect fire, HE (3"), Fixed, Multiple launcher

SPECIAL RULES

Assault

(v3 page 96) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as having the Tough Fighters special rule (Tough Fighters: When a model with this special rule fails to damage in close quarters against enemy infantry or artillery units, it can re-roll the failed rolls to damage)

Command Vehicle

(v3 page 149) Adds a morale bonus of +1 to itself and to any other friendly vehicle within 12" (not cumulative with morale bonus, and other command vehicles). In addition, when it activates, it can use one 'You men, snap to action!' extra dice on any one friendly vehicle within 12", except for other command vehicles. Command vehicles count as platoon commanders for the purpose of receiving orders from other officers.

Fixed

(v3 page 96) When ordered to *Fire*, fixed weapons do not move from their position, but can instead be rotated on the spot to face any direction, and can then fire suffering the normal -1 to hit for 'fire on the move'. When ordered to *Run*, fixed weapons that are carried and crewed by infantry teams move the normal 12" over open ground or 6" or rough ground, obstacles, etc. Fixed weapon units can never assault other units. If assaulted by an enemy, the gun itself is ignored and the crew models are assaulted as normal. Any artillery piece definded as light or medium can be moved by the crew with a *Run* orders, as normal for fixed weapons - except that those units can only move 6" rather than 12" with a *Run* order. Heavy and super-heavy anti-tank guns and heavy howitzers, as well as any lighter gun whose crew is reduced to a single man, cannot be moved by their crew with a *Run* order.

Flak

(v3 page 117) All enemy with the Flak special rule automatically fire at the attacking aircraft if the token model lies within their range and firing arc, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action and takes place outside of the normal turn sequence. Firing a pintle-mounted machine gun flak weapon against an attacking aircraft does not make the vehicle count as open-topped for the turn. Any flak units in *Ambush* retain their *Ambush* status if they shoot at an aircraft. Hidden lose their hidden status. Friendly units must test to hold their fire (Inexperienced 4+, Regular 3+, Veteran 2+) - in case of Rookie pilot all flak units open fire automatically. Measure range - Line of Site ignored. Flak weapons not pinned hit on 5+, pinner hit on 6 - ignore all other modifiers. If HE hits, multiply as for inside a building. If 3 or more hits, shot down.

Flamethrower

(v3 page 97) Hits from flamethowers allow no cover saves. When shooting with a flamethrower, roll a single die to hit as normal, but if you score a hit, it is turned into D6 hits (or D6+1 in the case of a vehile-mounted flamethrower). As no saves are allowed, simply roll for damaage in the usual manner.

Flamethrowers always hit the top armour of vehicles. Also, they don't suffer the -1 Pen penalty when firing at long range against armoured vehicles, nor the +1 Pen for firing at point-blank range. Causes D3+1 pins to target, 1 pin to firing unit. A unit hit by a flamethrower must check its morale regardless of casualties. After shooting roll a D6. On a result of 1 or 2 the flamethrower has run out of fuel. Infantry: replace model with unarmed model, else remove the model instead (no morale check caused). Vehicles: no other effects. When rolling on Vehicle Damage Results table against a vehicle equipped with flamethrowers, add an extra +1 to the roll.

HE (1")
(v3 page 97) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

HE (3")
(v3 page 97) PEN: +3, PIN: D3 (2D6 if in building) - Infantry and artillery can go *down* to halve the hits taken. 10+ hits on building collapses it and kills all inside.

Indirect fire
(v3 page 101) - cannot hit targets withing their minimum range, measured from the centre the weapon itself. Units hit by indirect file receive no cover saves of any kind. However, if the target unit is or goes *Down* when shot at with indirect fire, the number of hits suffered is still halved. When fired against vehicles, hits from indirect fire weapons always strike the top armour, counting the +1 penetration modifier to damage regardless of the actual position of the firer. If an open-topped armoured vehicle is hit by indirect fire add the +1 penetration modifier to the roll to damage, and also add +1 to the die roll on the Armoured Vehicle Damage Results Tables. Cannot fire indirect fire weapons from *Ambush*. Indirect fire weapons can fire smoke (page 128).

Internal volatile fuel tanks
(v3 page 97) When rolling on the Armoured Vehicle Damage Results Tables against a vehicle equipped with flamethrowers, add an extra +1 to the roll to represent the increased risk from carrying around so much volatile fuel for the flamethrower.

Multiple flamethrowers
(v3 page 209) The vehicle can only use one flamethower per turn.

Multiple launcher
(v3 page 102) Counts as a heavy mortar, but its chance of hitting never gets any better than a 6 (no ranging in). All units with 6" of the target and not entirely within the weapon's minimum range can be hit. If friendly unit within 6", you cannot fire and the shot is wasted. The unit firing also receives ~~1 pin marker~~ (see errata). When towed, multiple launchers count as light howitzers. (Errata: Sept 2024) The unit firing a multiple launcher (whether infantry or vehicle) cannot use spotters for line of sight and also received **D3** pin markers whether they hit or missed the target.

One-shot
(v3-page 102) This is a disposable weapon that can be fired only once per game. Once fired, replace the model with another model that does not carry the disposable weapon, armed with either a pistol or rifle. If a unit of infantry includes models armeed with one-shot weapons, then each of these models is allowed to fire its one-shot weapon against a separate enemy unit. Declare the targets for all weapons that are firing at a different target before proceeding to roll for all of them separately.

Open-topped
(v3 page 149) Pinned by hits from small arms in the same way as soft-skins and infantry. If assaulted by infantry, open-topped armoured vehicles are destroyed automatically if the vehicle is damaged, in the same way as for soft-skins. If hit against top armour then add an additional +1 to the damage result roll. Note that all hits upon the upper surface of armoured vehicles count +1 penetration regardless of whether the target is open or not - so open-topped armoured vehicles suffer a double penalty: +1 penetration and +1 damage result

Shaped Charge
(v3 page 103) Never suffer the -1 penetration modifier for firing at long range, nor the +1 Pen for point-blank range.

Team (2 men)
(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

Team (4 men)
(v3 page 103) A Team weapon shoots at full effectiveness so long as there are at least two team members to serve it. If only one man remains to serve a team weapon, then the weapon suffers a -1 'to hit' penalty. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

German Army Special Rules
Blitzkrieg
German officers using the 'You men, snap to action!' ability can take one additional order die from the bag and assign it as normal. In other words, a German platoon commander takes three dice, a company commander takes five!

Initiative Training
If an infantry squad's NCO is killed, roll a D6. On the score of a 1, the NCO is removed as normal. On the roll of a 2 or higher, one of the other troopers takes over the squad and leads it just as effectively as before. To represent this, leave the NCO in place and remove any other model instead (it is assumed the new 'squad leader' swaps his weapons with the ones carried by the NCO, if different). If the NCO is successfully replaced the unit does not suffer the usual -1 morale penalty for losing its NCO.

Hitler's Buzz Saw
German light and medium machine guns fire one extra shot. Note that this applies to all light and medium machine guns, both those carried by the infantry units and vehicle-mounted ones.

Pick List	
German 150mm Nebelwerfer 41	2
German Company Commander	1
German Flammpanzer II Flamingo	1
German Infantry (equipped as modeled)	2
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	9
German Infantry with Submachine gun	3
German men have Panzerfaust in addtion to other weapons	1
German NCO with Rifle	2
German NCO with Submachine gun	1
German Platoon Commander	2
German Schweres Wurfgerats 41 Howling Cow	2
German SdKfz 250/1 half-track	1
German SdKfz 251/21 Drilling	1
German SdKfz 7/2 half-track	1