

PLATOON #1

*Version 3 - German - Rifle Platoon
BSK 1000 Pz Nebel

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 202)

						Regular		50
Qty	Weapons	Range	Shots	Pen	Special			
1	Platoon Commander							
2	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		85
Qty	Weapons	Range	Shots	Pen	Special			
1	NCO with Rifle	24"	1	n/a				
5	Infantry with Rifle	24"	1	n/a				
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a				

Waffen-SS Squad (Version 3 Rulebook page 205)

						Regular		85
Qty	Weapons	Range	Shots	Pen	Special			
1	NCO with Rifle	24"	1	n/a				
5	Infantry with Rifle	24"	1	n/a				
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a				

Waffen-SS Squad (Version 3 Rulebook page 205)

						Veteran		115
Qty	Weapons	Range	Shots	Pen	Special			
1	Infantry with Rifle	24"	1	n/a				
4	Infantry with Submachine gun	12"	2	n/a	Assault			
1	NCO with Assault rifle	18"	2	n/a	Assault			
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge			

Waffen-SS Squad (Version 3 Rulebook page 205)

						Veteran		113
Qty	Weapons	Range	Shots	Pen	Special			
1	Infantry with Rifle	24"	1	n/a				
1	NCO with Submachine gun	12"	2	n/a	Assault			
4	Infantry with Submachine gun	12"	2	n/a	Assault			
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge			

SNIPER

Sniper Team (Version 3 Rulebook page 206)

						Veteran		67
Qty	Weapons	Range	Shots	Pen	Special			
1	Sniper Team	36"	1	n/a	Team (2 men), Sniper, Infiltrator, (Sniper has a rifle and a pistol, spotter has a pistol)			

LIGHT MORTAR

Light Mortar Team (Version 3 Rulebook page 206)

						Inexperienced		21
Qty	Weapons	Range	Shots	Pen	Special			
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke			

Light Mortar Team (Version 3 Rulebook page 206)

						Inexperienced		21
Qty	Weapons	Range	Shots	Pen	Special			
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke			

TRANSPORTS

Heavy Field Car (Version 3 Rulebook page 218)

						Regular		21
Qty	Vehicle	Type	Trans	DV	Special			
	Weapons	Range	Shots	Pen				
1	Heavy Field car	Wheeled	6	6+				

Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Heavy Field car	Wheeled	6	6+	

Tow: Light howitzers; light or medium anti-tank guns; light anti-aircraft guns

PLATOON #2

*Version 3 - German - Armoured Platoon

COMMAND VEHICLE

Panzer III (Early) (Version 3 Rulebook page 210)

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Panzer III (Ausf C, D, E, F)				
		Tracked	-	8+	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Hull-mounted MMG	36"	6	n/a	Front arc
	Co-axial MMG	36"	6	n/a	
	Co-axial MMG	36"	6	n/a	

CMD VEHICLE OPTIONS

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

Command Vehicle special rule

VEHICLE

Panzer III (Early) (Version 3 Rulebook page 210)

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Panzer III (Ausf C, D, E, F)				
		Tracked	-	8+	
	Turret-mounted light anti-tank gun	48"	1	+4	HE (1")
	Hull-mounted MMG	36"	6	n/a	Front arc
	Co-axial MMG	36"	6	n/a	
	Co-axial MMG	36"	6	n/a	

PLATOON #3

*Version 3 - German - Artillery Platoon

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 202)

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)

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)

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

Unit 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 defined 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.

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 within their minimum range, measured from the centre the weapon itself. Units hit by indirect fire 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).

Infiltrator

(v3 page 120) If the unit takes a cover save while it does not have an *Advance* or *Run* order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).

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 armed 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.

Shaped Charge

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

Sniper

(v3 page 122) If team includes a second man, the sniper rifles has the Team Weapon special rule. This means that, if the leader is killed, the second man can fire the sniper rifles, with the usual -1 penalty to hit (as well as the -1 penalty to Morale due to the loss of the leader). Unlike other units with the Team Weapon special rule, all members of a sniper team can fire any weapon they are carrying in any turn when the sniper is not using his scope, and in an assault they can use beneficial rules, like those from submachine guns, tough fighters, etc. When a sniper shoots using a *Fire* or *Ambush* order, the player can decide if the sniper uses the rifle's scope, in which case the following apply: The rifle range changes to 36". However, if the target is then found to be within 12", the shot misses automatically. The shot benefits from an additional +1 modifier to hit. Any hits go straight to damage, no cover saves allowed, and benefit from a +1 modifier on damage rolls against infantry and artillery units. If the sniper successfully rolls to hit and damage, the firing player can pick the squad leader in the target unit as a casualty. This includes NCOs, leaders of weapon teams and artillery units, officers, medics, observers, and so on.

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.

PickList

German 150mm Nebelwerfer 41	1
German Heavy Field car	2
German Infantry (equipped as modeled)	3
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	12
German Infantry with Submachine gun	8
German Light Mortar team	2
German men have Panzerfaust in addition to other weapons	2
German NCO with Assault rifle	1
German NCO with Rifle	2
German NCO with Submachine gun	1
German Panzer III (Ausf C, D, E, F)	2
German Platoon Commander	2
German Schweres Wurfgerats 41 Howling Cow	1
German Sniper Team	1