

**PLATOON #1**

\*Version 3 - German - Rifle Platoon

**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**

**Heer Grenadier Squad** (Version 3 Rulebook page 203)

					Regular		109
Qty	Weapons	Range	Shots	Pen	Special		
7	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			

**Heer Grenadier Squad** (Version 3 Rulebook page 203)

					Regular		109
Qty	Weapons	Range	Shots	Pen	Special		
7	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			

**Heer Grenadier Squad** (Version 3 Rulebook page 203)

					Regular		107
Qty	Weapons	Range	Shots	Pen	Special		
4	Infantry with Rifle	24"	1	n/a			
1	NCO with Submachine gun	12"	2	n/a	Assault		
2	Infantry with Submachine gun	12"	2	n/a	Assault		
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			

**Inexperienced Squad** (Version 3 Rulebook page 206)

					Inexperienced		80
Qty	Weapons	Range	Shots	Pen	Special		
4	Infantry with Rifle	24"	1	n/a			
1	NCO with Assault rifle	18"	2	n/a	Assault		
3	Infantry with Assault rifle	18"	2	n/a	Assault		
	Entire squad is Green				Green		

**SNIPER**

**Sniper Team** (Version 3 Rulebook page 206)

					Regular		52
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)		

**TRANSPORTS**

**SdKfz 251/1 Hanomag** (Version 3 Rulebook page 217)

					Regular		62
Qty	Vehicle	Type	Trans	DV	Special		
Qty	Weapons	Range	Shots	Pen	Special		
1	SdKfz 251/1 half-track	Half-track	12	7+	Open-topped		
					Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun		
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak		

**SdKfz 251/1 Hanomag** (Version 3 Rulebook page 217)

					Regular		62
Qty	Vehicle	Type	Trans	DV	Special		
Qty	Weapons	Range	Shots	Pen	Special		
1	SdKfz 251/1 half-track	Half-track	12	7+	Open-topped		
					Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun		
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak		

**PLATOON #2**

**COMMAND VEHICLE**

Recce Halftracks (Version 3 Rulebook page 216)						Regular	105
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	SdKfz 250/10 half-track	Half-track	-	7+	Open-topped, Command vehicle, Recce		
	Forward facing light anti-tank gun	48"	1	+4	Front arc, HE (1")		

**CMD VEHICLE OPTIONS**

Command Vehicle rule (v3) (Version 3 Rulebook page 188)						Regular	0
(Command Vehicle special rule already included)							

**VEHICLE**

Half-Track SPGs (Version 3 Rulebook page 214)						Regular	85
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	SdKfz 250/8 Stummel	Half-track	8	7+	Open-topped		
	Front facing light howitzer	48"(30-60")	1	HE	Front arc, Howitzer, HE (2")		

Half-Track SPGs (Version 3 Rulebook page 214)						Regular	85
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	SdKfz 250/8 Stummel	Half-track	8	7+	Open-topped		
	Front facing light howitzer	48"(30-60")	1	HE	Front arc, Howitzer, HE (2")		

Half-Track SPGs (Version 3 Rulebook page 214)						Regular	93
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	SdKfz 251/9 Stummel	Half-track	8	7+	Open-topped		
	Tow: Light or medium howitzers; light, medium or heavy anti-tank gun; light or heavy anti-aircraft guns						
	Front facing light howitzer	48"(30-60")	1	HE	Front arc, Howitzer, HE (2")		

**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.

**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.

**Green**

(v3 page 120) Green units are inexperienced and have a morale rating of 8. The first time the unit suffers a casualty, roll a die (after taking any morale checks caused by the attack). On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. There is no further effect. On a 2, 3, 4, or 5 the unit fights on. There is no further effect. On a 6 the unit is immediately up-rated to Regular with a morale value of 9 for the rest of the battle.

**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 (2")**

(v3 page 97) PEN: +2, PIN: D2 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken (rounded up).

### **Howitzer**

(v3 page 100) Can either shoot directly at a target drawing its line of fire 'over open sights' in the normal way, or it can shoot indirect fire. When using indirect fire, a howitzer has a minimum range; when firing over open sights it has no minimum range.

### **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).

### **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

### **Recce**

(v3 page 150)

### **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.

## **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 Infantry (equipped as modeled)	2
German Infantry with Assault rifle	3
German Infantry with Light Machine gun (requires loader)	3
German Infantry with Rifle	22
German Infantry with Submachine gun	2
German NCO with Assault rifle	1
German NCO with Submachine gun	3
German Platoon Commander	1
German SdKfz 250/10 half-track	1
German SdKfz 250/8 Stummel	2
German SdKfz 251/1 half-track	2
German SdKfz 251/9 Stummel	1
German Sniper Team	1