

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		99
Qty	Weapons	Range	Shots	Pen	Special			
6	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		89
Qty	Weapons	Range	Shots	Pen	Special			
5	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		82
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			

Heer Grenadier Squad (Version 3 Rulebook page 203)

						Regular		82
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			

ANTI-TANK

Anti-tank Team (Version 3 Rulebook page 206)

						Regular		25
Qty	Weapons	Range	Shots	Pen	Special			
1	Anti-tank rifle team	48"	1	+2	Team (2 men)			

LIGHT MORTAR

Light Mortar Team (Version 3 Rulebook page 206)

						Regular		30
Qty	Weapons	Range	Shots	Pen	Special			
1	Light Mortar team	12-36"	1	HE	Team (2 men), Indirect fire, HE (1"), Cannot fire smoke			

PLATOON #2

*Version 3 - German - Heavy Weapons 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			

HEAVY WEAPONS

Mortar Team (Version 3 Rulebook page 206)**Regular**

55

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
	Spotter				Spotter

Mortar Team (Version 3 Rulebook page 206)**Regular**

55

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Mortar team	12"-60"	1	HE	Team (3 men), Fixed, Indirect fire, HE (2")
	Spotter				Spotter

MACHINE GUN**Machine Gun Team** (Version 3 Rulebook page 206)**Regular**

50

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed

Machine Gun Team (Version 3 Rulebook page 206)**Regular**

50

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun team	36"	6	n/a	Team (3 men), Fixed

PLATOON #3

*Version 3 - German - Armoured Platoon

COMMAND VEHICLE**Panzer IV** (Version 3 Rulebook page 211)**Regular**

135

Qty	Vehicle	Weapons	Type	Range	Trans	Shots	DV	Pen	Special
1	Panzer IV Ausf A		Tracked		-		8+		
		Turret-mounted light howitzer		48"(30-60")	1		HE		Howitzer, HE (2")
		Co-axial MMG		36"	6		n/a		
		Hull-mounted MMG		36"	6		n/a		Front arc

CMD VEHICLE OPTIONS**Command Vehicle rule (v3)** (Version 3 Rulebook page 188)**Regular**

10

Command Vehicle special rule

VEHICLE**Panzer I** (Version 3 Rulebook page 209)**Regular**

70

Qty	Vehicle	Weapons	Type	Range	Trans	Shots	DV	Pen	Special
1	Panzer I		Tracked		-		7+		
		Turret-mounted MMG		36"	6		n/a		
		Turret-mounted MMG		36"	6		n/a		

Panzer I (Version 3 Rulebook page 209)**Regular**

70

Qty	Vehicle	Weapons	Type	Range	Trans	Shots	DV	Pen	Special
1	Panzer I		Tracked		-		7+		
		Turret-mounted MMG		36"	6		n/a		
		Turret-mounted MMG		36"	6		n/a		

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 (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.

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).

Spotter

(v3 page 102) Cannot be placed within coherency of the weapon crew. Either the weapon crew or the spotter can be given an order - but not both. Spotters can never assault or fire any weapon against enemy units. Spotter without an order die next to it counts as *Down*. Cannot spot for inexperienced indirect fire weapon. When associated weapons unit is destroyed, spotter is removed also. Spotters are always ignored for the purpose of victory conditions. If spotter destroyed, does weapons team or artillery unit is not affected (other than no spotter). If already ranged in when spotter destroyed, can continue firing at 2+.

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 (3 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 Anti-tank rifle team	1
German Infantry (equipped as modeled)	3
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	19
German Infantry with Submachine gun	4
German Light Mortar team	1
German Medium Machine gun team	2
German Medium Mortar team	2
German NCO with Submachine gun	4
German Panzer I	2
German Panzer IV Ausf A	1
German Platoon Commander	2
German Spotter	2