

PLATOON #1

*Version 3 - German - Armoured Platoon

COMMAND VEHICLE

Panzer V Panther (Version 3 Rulebook page 211)

Veteran 358

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Panther				
		Tracked	-	9+	Reinforced front armour
	Turret-mounted super-heavy anti-tank gun	84"	1	+7	HE (3")
	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)

10

Command Vehicle special rule

VEHICLE

Panzer VI Tiger I (Version 3 Rulebook page 211)

Veteran 396

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Tiger I				
		Tracked	-	10+	
	Turret-mounted super-heavy anti-tank gun	84"	1	+7	HE (3")
	Co-axial MMG	36"	6	n/a	
	Forward-facing hull-mounted MMG	36"	6	n/a	Front arc

StuG III and IV (Version 3 Rulebook page 212)

Veteran 236

Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	StuH 42				
		Tracked	-	9+	
	Forward facing medium howitzer	60"(36-72")	1	HE	Front arc, Howitzer, HE (3")
	Forward facing MMG	36"	6	n/a	Front arc

PLATOON #2

*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

Inexperienced Squad (Version 3 Rulebook page 206)

Inexperienced 67

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

Inexperienced Squad (Version 3 Rulebook page 206)

Inexperienced 67

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

Qty	Weapons	Range	Shots	Pen	Special
3	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
Entire squad is Green					Green

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.

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 not 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 (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.

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.

Reinforced front armour

(v3 page 150) Against all shots hitting the front of the vehicle it counts its damage value a 1 higher than the damage value given in the entry.

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	4
German Infantry with Rifle	11
German Infantry with Submachine gun	3
German NCO with Assault rifle	2
German NCO with Submachine gun	1
German Panther	1
German Platoon Commander	1
German StuH 42	1
German Tiger I	1