

PLATOON #1

*Version 3 - German - Armoured Platoon
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COMMAND VEHICLE

StuG III and IV (Version 3 Rulebook page 212)						Regular	215
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	StuG III Ausf F G or H	Tracked	-	9+			
	Forward-facing heavy anti-tank gun	72"	1	+6	Front arc, HE (2")		
	Forward facing 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 IV (Version 3 Rulebook page 211)						Regular	225
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	Panzer IV Ausf G H J	Tracked	-	9+			
	Turret-mounted heavy anti-tank gun	72"	1	+6	HE (2")		
	Hull-mounted MMG	36"	6	n/a	Front arc		
	Co-axial MMG	36"	6	n/a			

Recce Halftracks (Version 3 Rulebook page 216)						Regular	85
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	SdKfz 250/9 half-track	Half-track	-	7+	Recce		
	Turret-mounted light autocannon	48"	2	+2	HE (1")		
	Co-axial MMG	36"	6	n/a			

PLATOON #2

*Version 3 - German - Rifle Platoon

PLATOON COMMANDER

Platoon Commander (Version 3 Rulebook page 202)						Inexperienced	21
Qty	Weapons	Range	Shots	Pen	Special		
1	Platoon 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		

INFANTRY

Heer Grenadier Squad (Version 3 Rulebook page 203)						Regular	75
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
4	Infantry with Rifle	24"	1	n/a			
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			

Heer Grenadier Squad (Version 3 Rulebook page 203)						Regular	75
Qty	Weapons	Range	Shots	Pen	Special		
1	NCO with Rifle	24"	1	n/a			
4	Infantry with Rifle	24"	1	n/a			
1	Infantry with Light Machine gun (requires loader)	36"	4	n/a			

Regular

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

Regular

Qty	Weapons	Range	Shots	Pen	Special
3	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
2	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge

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

Regular

Qty	Vehicle Weapons	Type Range	Trans Shots	DV 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

*Version 3 - German - Heavy Weapons Platoon
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Platoon Commander (Version 3 Rulebook page 202)

Inexperience

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon 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

Mortar Team (Version 3 Rulebook page 206)

Regular

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

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

Anti-tank Team (Version 3 Rulebook page 206)

Regular

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

*Version 3 - German - Artillery Platoon

Platoon Commander (Version 3 Rulebook page 202)

Inexperience

Qty	Weapons	Range	Shots	Pen	Special
1	Platoon 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

Qty	Weapons	Range	Shots	Pen	Special
1	37mm Flak 36	72"	2	+3	Team (4 men), Fixed, Flak, HE (1")

Qty	Weapons	Range	Shots	Pen	Special
1	37mm Flak 36	72"	2	+3	Team (4 men), Fixed, Flak, HE (1")

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.

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.

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).

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).

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.

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)

Shaped Charge

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

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.

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 37mm Flak 36	2
German Anti-tank rifle team	1
German Infantry with Light Machine gun (requires loader)	3
German Infantry with Rifle	15
German Infantry with Submachine gun	4
German Medium Mortar team	2
German men have Panzerfaust in addition to other weapons	2
German NCO with Rifle	3
German NCO with Submachine gun	1
German Panzer IV Ausf G H J	1
German Platoon Commander	3
German SdKfz 250/9 half-track	1
German SdKfz 251/1 half-track	1
German Spotter	2
German StuG III Ausf F G or H	1