

\*Version 3 - German - Rifle Platoon  
Panther Panther Panther

Platoon Commander (Version 3 Rulebook page 202)				Veteran		52
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	

Fallschirmjäger Squad (Version 3 Rulebook page 204)				Veteran		148
Qty	Weapons	Range	Shots	Pen	Special	
5	Infantry with Rifle	24"	1	n/a		
1	NCO with Assault rifle	18"	2	n/a	Assault	
2	Infantry with Light Machine gun (requires loader)	36"	4	n/a		
Entire squad is Stubborn					Stubborn	

Fallschirmjäger Squad (Version 3 Rulebook page 204)				Veteran		99
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		
	Entire squad is Stubborn				Stubborn	

Fallschirmjäger Squad (Version 3 Rulebook page 204)					Veteran		99
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			
	Entire squad is Stubborn					Stubborn	

Fallschirmjäger Squad (Version 3 Rulebook page 204)					Veteran	115
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Assault rifle	18"	2	n/a	Assault	
4	Infantry with Assault rifle	18"	2	n/a	Assault	
1	men have Panzerfaust in addition to other weapons	12"	1	+6	One-shot, Shaped Charge	
	Entire squad is Stubborn				Stubborn	

SdKfz 250/1 (Version 3 Rulebook page 217)						Veteran	66
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special		
1	SdKfz 250/1 half-track						
		Half-track	5	7+	Open-topped		
		Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun					
	Front pintle-mounted MMG	36"	6	n/a	Front arc, Flak		

\*Version 3 - German - Armoured Platoon  
Panther Panther Panther

## COMMAND VEHICLE

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
	Pintle-mounted MMG	36"	6	n/a	Flak, 360 degree arc

**CMD VEHICLE OPTIONS****Command Vehicle rule (v3)** (Version 3 Rulebook page 188)**10**

Command Vehicle special rule

**VEHICLE****Kübelwagen (no transport)** (Version 3 Rulebook page 218)

Regular

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Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen	Special
1	Kübelwagen (no transport)				
		Wheeled	-	6+	
	Pintle-mounted MMG	36"	6	n/a	Flak, 360 degree arc

**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.

**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.

**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

**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.

**Shaped Charge**

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

**Stubborn**

(v3 page 122) If forced to take a morale check, they ignore negative morale modifiers from pin markers. Remember that order tests are not morale checks, and are therefore modified as normal.

**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)	1
German Infantry with Assault rifle	4
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	13
German Kübelwagen (no transport)	1
German men have Panzerfaust in addition to other weapons	1
German NCO with Assault rifle	2
German NCO with Rifle	2
German Panther	1
German Platoon Commander	1
German SdKfz 250/1 half-track	1