

STEPPING UP TO VERSION 3

BY PHIL YATES

With the arrival of Version 3, lots of existing players are asking the obvious question: 'What's changed?'. To answer this question, I've written this document as a quick summary of the changes between the old and new versions. It is aimed squarely at existing gamers, so it doesn't make any attempt to explain how the existing rules work. Rather it focuses on what has changed.

Note: page references are to the new version.

DESIGN ELEMENTS

The biggest changes are the tables, summaries, diagrams, and index. We have made the distinction between tables in the rules and summaries clearer. The summaries are now at the end of each major topic, as well as a overall summary at the end of each step. There are nearly three times as many diagrams, and each diagram is larger and clearer than before. The index is now five pages long, making it much easier to find rules.

TEAMS

MOTORCYCLE RECONNAISSANCE TEAMS (PAGE 11)

Motorcycle Reconnaissance teams are now Tank teams that can be converted to Infantry teams rather than Infantry teams that move and operate like Tank teams.

WARRIORS AND INDEPENDENT TEAMS (PAGE 13)

Warriors and Independent teams are now distinct. Warriors are the fighters (including now the 2iC), while Independent teams are specialists (like observers) that do not generally fight. Independent teams cannot voluntarily join a platoon or assault, and do not stop the enemy from deploying, infiltrating, or moving at the double.

TERRAIN

SLOW GOING (PAGES 24, 43)

Slow Going is Rough Terrain that does not require a Bogging Check. It covers ploughed fields, crops, gentle hills, fords over streams, etc.

TERRAIN SUMMARY (PAGE 30)

The terrain summary is more complete.

MOVEMENT

MOVEMENT DISTANCE (PAGES 36, 40, 41, 62)

Movement distances have increased in some cases. Jeeps, motorcycles, wheeled vehicles, and wagons are faster. Half-tracks are faster on roads. Light, Medium, and Heavy Gun teams are faster. Light Tank, Slow Tank, and Very Slow Tank are now mobility ratings rather than special rules.

TYPE	MOVEMENT DISTANCES		
	CROSS COUNTRY	ROAD	ROUGH TERRAIN
FULLY-TRACKED TANKS AND TRANSPORTS			
Standard Tank	12"/30cm	12"/30cm	8"/20cm
Light Tank	16"/40cm	16"/40cm	8"/20cm
Slow Tank	8"/20cm	8"/20cm	8"/20cm
Very Slow Tank	6"/15cm	6"/15cm	6"/15cm
OTHER TANKS AND TRANSPORTS			
Jeep, Motorcycle	16"/40cm	24"/60cm	4"/10cm *
Half-tracked	12"/30cm	18"/45cm	4"/10cm
Wheeled	12"/30cm	18"/45cm	4"/10cm *
Slow Wheeled, Wagon	8"/20cm	12"/30cm	4"/10cm *
INFANTRY			
Cavalry	10"/25cm	10"/25cm	10"/25cm **
Infantry	6"/15cm	6"/15cm	6"/15cm **
GUNS			
Man-packed Guns	6"/15cm	6"/15cm	6"/15cm **
Light Guns	6"/15cm	6"/15cm	4"/10cm *
Medium and Heavy Guns	4"/10cm	4"/10cm	4"/10cm *
Immobile Guns		Cannot Move	
* Cannot move in Very Difficult Going ** No Bogging Checks required			

MAKING BOGGING CHECKS (PAGES 43, 61)

Half-tracked vehicles can move through Very Difficult Going.

MOVING AT THE DOUBLE (PAGES 50, 91)

Individual teams in a platoon can now move At the Double without the whole platoon having to. If any team being shot at moved At the Double, the number of dice rolled is doubled as before. Teams can move At the Double near Independent teams, but not Warrior teams.

MOVING THROUGH GAPS (PAGE 42)

A gap needs to be big enough for a model to pass through. Wrecked vehicles are Slow Going.

RECOVERY VEHICLES (PAGE 45)

Recovery Vehicles are Independent teams.

TRANSPORTS AND PASSENGERS (PAGES 46 TO 48)

All Transports can carry up to six passengers.

Transports can move after their Passengers have mounted, including At the Double.

Limbered Gun models are treated as part of the transport team when shot at. If a Gun does not move (aside from rotating) when it Unlimbers, it does not count as moving and can shoot or fire a bombardment.

Transports must be Sent to the Rear when empty. They can be Sent to the Rear before the game.

Transports can be Brought Forward after being Sent to the Rear. Place them within 4"/10cm of their squad as if in Ambush. Passengers can mount up and the Transports can move, but cannot shoot or assault.

MOVING INTO BUILDINGS (PAGE 52)

Teams move in and through buildings via openings using normal movement. They are positioned exactly where they are placed. They do not occupy the whole room as they did in the past.

Teams can freely enter buildings containing a friendly team or with a friendly team touching an opening into it. Teams need to take a Skill test to enter other buildings. If they fail they stop at the opening, stopping following teams using the same opening.

DIGGING FOXHOLES (PAGE 51)

Platoons can Dig in while Pinned Down. Teams Digging In are still Concealed and will be Gone to Ground if they do not shoot.

LEAVING THE BATTLEFIELD (PAGE 60)

If any team leaves the battlefield, its platoon must pass a Skill Test or the whole platoon is destroyed.

OVERLOADED (PAGE 61)

Overloaded teams must re-roll successful Boggling Checks in Very Difficult Going.

UNRELIABLE (PAGE 61)

Unreliable vehicles Bog Down rather than Breaking Down.

COMMAND DISTANCE (PAGE 65)

Command Distance is the lesser of the command distances of the two teams it is measured between.

WARRIORS AND INDEPENDENT TEAMS (PAGES 68 TO 70)

Only Warrior teams may voluntarily Join a platoon or other Independent team. They may Join between a roll and its re-roll, but cannot benefit from a roll made before they Joined. Independent Transport teams have a 3+ save.

SHOOTING

SHOOTING OVER INFANTRY (PAGE 80)

Vehicles and Gun teams can shoot over any stationary Infantry team, even if the infantry shoots. Infantry teams can shoot at vehicles over any stationary Infantry team, even if the stationary infantry shoots.

ROTATE TO FACE TARGET (PAGE 84)

Teams square up against a wall or building do not rotate to face the target.

SHOOTING ACROSS LINEAR OBSTACLES (PAGE 86)

Teams must be square up against a tall linear obstacle to see or be seen through it.

CONCEALED IN THE OPEN (PAGE 89)

Man-packed Anti-aircraft Gun teams are concealed if they do not move.

GONE TO GROUND (PAGE 90)

Teams can go to ground anywhere as long as they don't move or shoot. They are only harder to hit if they are also concealed.

All teams start the game gone to ground.

SHOOTING WHILE MOVING (PAGE 91)

Teams shoot with half of their ROF (rounded down) when moving.

ALLOCATING MIXED RATINGS (PAGES 93 TO 95)

Different Firepower and Anti-tank ratings must be allocated as evenly as possible. The best Firepower ratings must be allocated to the chosen target type. The highest Anti-tank ratings must be allocated to the highest armour.

BUNKER BUSTERS AGAINST TANKS (PAGE 96)

Hits from Bunker Buster weapons cannot be allocated to vehicles that are not Bugged Down or Bailed Out.

HITTING THE TURRET (PAGE 98)

If the facing of the turret matters for armour saves, roll a die for each shot: 1 to 3 it hits the hull, 4 to 6 it hits the turret.

GUN SHIELDS ON VEHICLES (PAGES 99, 134)

Unarmoured vehicles hit from in front of their Gun Shields do not roll their 5+ save. Instead shooting teams need a Firepower test to Destroy them. This applies to things like British portee anti-tank guns, German

self-propelled anti-aircraft guns, and the Italian truck-mounted 90mm gun.

RECCE VEHICLE SAVES (PAGES 99, 134)

Recce Unarmoured vehicles save on 3+ rather than 5+.

GONE TO GROUND GUN SAVES (PAGES 99, 134)

Gun teams save on 3+ rather than 5+ when they are gone to ground (even if not concealed).

NO SAVES FROM BIG GUNS (PAGES 100)

Infantry and Gun teams and Unarmoured vehicles have no save when hit by Breakthrough Guns or Bunker Busters.

PASSENGERS IN TRANSPORTS (PAGE 101)

If an Unarmoured Transport team is hit, every Passenger in it is hit. If a Transport team is Destroyed, remove all Unarmoured Transport teams from the platoon.

If a platoon with Armoured Transports has an Armoured Transport team Bailed Out or Destroyed, it takes a Motivation Test at the end of the Shooting Step. If it passes, all Bailed Out Transport teams Remount immediately. If it fails, all Transport teams in the platoon are immediately Sent to the Rear.

PASSENGERS ON TANKS (PAGE 101)

Passengers dismount from tanks when hit.

DESTROYED ARMoured VEHICLES (PAGE 103)

Destroyed Armoured vehicles do not produce a smoke ball. Instead, the vehicle itself is Concealing and is Slow Going.

SHOOTING WHILE PINNED DOWN (PAGE 104)

Pinned Down Infantry and Gun teams shoot with half of their ROF (rounded down) when Pinned Down.

SMOKE AMMUNITION (PAGE 107)

Shooting player chooses which team is hit.

When you fire smoke at a target, place two 2"/5cm balls in front of the team.

If all lines of sight to a team pass through smoke, the team cannot be seen beyond 16"/40cm and counts as being Concealed and Gone to Ground.

SNIPERS (PAGE 110)

Snipers re-roll failed rolls to hit. Snipers can be removed in the Movement Step, and on a roll of 4+ returned to the sniper pool to be placed again in a future turn. Snipers within 4"/10cm of enemy infantry or tanks roll a die. On 4+ they return to the pool, otherwise they are destroyed.

SHOOTING AT BUILDINGS (PAGES 108, 109)

Teams must be square up against an opening to shoot out of a building, and other teams must be able to see the opening to shoot them. Teams can Dig In inside a building to create loopholes (openings for shooting only) in adjacent walls.

Tanks can shoot through any adjacent wall, but can be shot through any wall at all.

TURRET-REAR MG (PAGE 113)

Infantry and Gun teams must pass another Skill test to hit if their hit is allocated to a tank with a Turret-rear MG. Bailed-out tanks cannot use their Turret-rear MG.

MG TEAMS (PAGE 114)

MG teams have ROF 2 when Pinned Down.

HMG AND LMG TEAMS (PAGE 116)

HMG teams have ROF 3 when moving or Pinned Down. LMG teams have ROF 2 when moving or Pinned Down.

MORTAR TEAMS (PAGE 116)

3", 8cm, 81mm, and 82mm mortars can fire directly at a target at ranges over 8"/20cm.

Range 24"/60cm, ROF 2, Anti-tank 2, Firepower 3+.

GUN TEAMS CAN FIRE AS RIFLES (PAGE 117)

Gun teams can fire as a Rifle team instead of their normal weapons.

HORSE ARTILLERY (PAGE 118)

Horse Artillery can Unlimber at the end of their movement.

LIMITED VISION (PAGE 118)

Tanks with Limited Vision must rotate their turret to the front when moving. When rotating to face a target behind the front of the turret, they add +1 to hit.

ONE-MAN TURRET (PAGE 118)

Tanks with a one-man turret, add +1 to hit with main guns when moving, rather than not being able to shoot.

SLOW TRAVERSE (PAGE 119)

Tanks with Slow Traverse add +1 to hit when rotating to face a target behind the front of the turret.

STABILISER JACKS (PAGE 119)

Vehicles with Stabiliser Jacks now use the Gun Shields Protect Unarmoured Vehicles rule on page 99 rather than their old rule.

ARTILLERY

OBSERVERS IN TANKS (PAGE 127)

You may dismount the Observer from a dedicated AOP or a Tank team they have commandeered and remove the tank if you wish.

ALL GUNS REPEAT (PAGE 128)

The Spotting team must still have a Line of Sight to the Aiming Point to use All Guns Repeat.

SIX-GUN BATTERIES (PAGE 131)

Six to eight gun batteries can either re-roll misses or use a double-wide template.

NINE-GUN BATTERIES (PAGE 131)

Nine to thirteen gun batteries can either use a double-wide template and re-roll misses or use a devastating bombardment template.

FOURTEEN-GUN BATTERIES (PAGE 131)

Fourteen gun batteries use a devastating bombardment template and re-roll misses.

MIXED BOMBARDMENTS (PAGE 131)

If a third of the weapons firing have a better Anti-tank or Firepower rating than the rest, they all fire as the worst, improved by one level.

PASSENGERS IN TRANSPORTS (PAGE 135)

Unarmoured Transport teams are not Sent to the Rear when hit by a bombardment.

Armoured Transport teams automatically remount if Bailed Out by a bombardment.

SMOKE BOMBARDMENTS (PAGES 136, 137)

If all lines of sight to a team pass through smoke, the team cannot be seen beyond 16"/40cm and counts as being Concealed and Gone to Ground.

ROCKET LAUNCHERS (PAGE 138)

Rocket Launchers must use the larger template rather than re-rolling misses.

AIR OBSERVATION POSTS (PAGE 139)

An AOP is a vehicle, not an aircraft, but only interacts with ground troops as an Observer team or by being shot at by anti-aircraft guns. An AOP must be within 16"/40cm of the aiming point to spot for artillery.

ASSAULTS

TANK TERROR (PAGE 143)

Infantry must take a Motivation Test before Launching an Assault if there are any Assaulting teams within 6"/15cm and in the Field of Fire of enemy tanks (other than Independent teams that are not Warriors).

ASSAULTING TEAMS (PAGE 144)

Teams must be In Command and within 8"/20cm of a defending team to be able to assault (Soviet companies with Quality of Quantity increase this to 12"/30cm).

CHARGE INTO CONTACT (PAGES 145 TO 147)

Rather than moving the closest team to closest team, you must maximise the number of enemy teams contacted and the number of assaulting teams in contact.

CHARGE TOWARDS WHO YOU SHOT (PAGE 147)

Teams must charge a team that is within 8"/20cm of the platoon that it shot at.

WHICH PLATOONS ARE DEFENDING (PAGE 151)

All platoons with teams within 8"/20cm of an assaulting team are defending platoons, but only teams within 8"/20cm can counterattack or Defensive Fire (Soviet companies with Quality of Quantity increase these distances to 12"/30cm).

DEFENSIVE FIRE (PAGE 152)

All defending teams within 8"/20cm of assaulting teams can Defensive Fire. Defensive Fire can only hit teams within 8"/20cm of the shooting team and hits can only be allocated to assaulting teams. Smoke conceals but

does not make teams Gone to Ground for Defensive Fire. Only machine-guns and turret-mounted weapons can hit Infantry teams in Defensive Fire.

FORCING THE ASSAULT TO FALL BACK (PAGE 154)

If the assault takes five hits, assaulting teams must Fall Back until they are 2"/5cm from defending teams. Tanks are forced to Fall Back if they have two Bailed Out or Destroyed results against them from Defensive Fire.

Vehicles do not need to take Bogging Checks to Fall Back. Vehicles that were Bogged Down or Bailed Out within 2"/5cm still Fall Back. If this takes a Bogged Down team out of the terrain it Bogged Down in, it is no longer Bogged Down.

ASSAULTING MIXED PLATOONS (PAGE 156)

The assaulting player may elect to hit Tanks, Infantry, Guns or Transports. Hits must be allocated to the appropriate type if possible.

GUNS HIT SIDE ARMOUR (PAGE 157)

Guns with ROF 2 or more hitting a team within their Field of Fire can hit Side armour with their normal Anti-tank rating rather than Top armour with their Assault Anti-tank rating.

OPPONENT TESTS MOTIVATION (PAGE 162)

Rather than rolling a Motivation test for every defending platoon, roll one die and apply the result to all defending platoons. Re-rolls apply to all platoons affected by the rule giving the re-roll.

COUNTERATTACKING (PAGE 163)

Teams must be within 8"/20cm of a defending (previously assaulting) team to move when counterattacking.

BREAK OFF (PAGE 165)

Only teams within 8"/20cm of an assaulting team move to Break Off. Gun teams within 2"/5cm of an enemy team cannot break off and are destroyed.

VICTOR CONSOLIDATES (PAGE 167)

Consolidating teams must attempt to get back into command and may move within 2"/5cm of defending teams. Any defending platoons then within 2"/5cm of an assaulting team must then fall back again.

Passengers can dismount to consolidate. All Bailed Out Armoured Transport teams in Assaulting and Defending platoons Remount after Consolidation.

Breakthrough Assaults

There are no Breakthrough Assaults in Version 3.

MORALE

IGNORE TRANSPORT TEAMS (PAGE 173)

Transport teams are ignored for Platoon Morale Checks.

SOLE SURVIVING INFANTRY TEAM (PAGE 176)

If a platoon has been reduced to a single Infantry team at the start of your turn, roll a Motivation Test. If you fail, the platoon is Destroyed.

AIRCRAFT

PLACE AIRCRAFT (PAGES 180, 185)

Place one aircraft model within 4"/10cm of the target team. It can approach from any angle, but the template is placed square to the table edges. Place an aircraft die on the base to show how many aircraft in the flight.

ANTI-AIRCRAFT RANGE (PAGE 182)

Anti-aircraft weapons can fire 8"/20cm more than normal at aircraft.

FLYING TANKS (PAGE 183)

Flying tanks add +1 to the opposing Firepower rather than requiring a re-rolled Firepower Test.

ROLL TO RANGE IN (PAGE 184)

Aircraft automatically range in on targets in the open. Roll once to range in on targets within 2"/5cm of trees or buildings.

PASSENGERS IN TRANSPORTS (PAGE 189)

Unarmoured Transport teams are not Sent to the Rear when hit by an air attack.

Armoured Transport teams automatically remount if Bailed Out by an air attack.

RECONNAISSANCE

RECONNAISSANCE DEPLOYMENT (PAGE 193)

Recce teams can now move up to 8"/20cm from the enemy if they stay out of Line of Sight, and ignore Independent and Warrior teams.

DISENGAGING (PAGE 194)

Recce teams cannot disengage from artillery or assaults. If they disengage, teams cannot move in their next turn, but count as moving.

EYES AND EARS (PAGE 195)

Instead of shooting, roll a Skill Test for each Recce team attempting to use Eyes and Ears within 16"/40cm of the Gone to Ground platoon. If any succeed, all teams within line of sight of the recce platoon are no longer Gone to Ground. The Recce teams cannot do anything else this turn.

MOTORCYCLE RECONNAISSANCE (PAGES 197, 198)

Motorcycle Reconnaissance teams are Tank teams rather than Infantry teams. They can remount after dismounting, as long as they are far enough away from the enemy to ambush.

FLAME-THROWERS (PAGES 198, 199)

When fired at Fully-armoured vehicles, Flame-throwers take a Firepower test. If they pass, the vehicle is bailed Out. Otherwise, it cannot shoot in Defensive Fire.

Flame-thrower teams can shoot as Rifle teams.

TANK ESCORTS (PAGES 200, 201)

Tank escorts are a permanent part of the tank. They roll one die for shooting and one die in assaults. The tank can elect not to enter Rough Terrain in an assault, losing its attack, but still retaining the tank escorts attack.

CAVALRY (PAGES 202 TO 204)

Cavalry can take a Skill Test for the platoon instead of Shooting. If they succeed, all Mounted Cavalry teams can move a further 4"/10cm.

Cavalry can remount after dismounting, as long as they are far enough away from the enemy to ambush.

Cavalry re-roll failed Motivation tests to rally from being Pinned Down.

Cavalry only move 4"/10cm when Charging into Contact, Breaking Off, or Consolidating. Cavalry can Dismount to Consolidate.

BUNKERS AND FORTIFICATIONS

FIRING SMOKE AT BUNKERS (PAGE 222)

Bunkers are unaffected by Smoke, but may be the target of a Smoke Bombardment.

CROSSING OBSTACLES (PAGES 223, 224)

Obstacles are Slow Going unless otherwise noted. Teams are across an obstacle once they touch the far side. Assaulting across obstacles has been clarified.

GAPPING OBSTACLES (PAGE 225)

All obstacles aside from anti-tank obstacles and barricades are now gapped with a successful Skill test. Infantry re-roll successes while Pioneer Supply vehicles allow re-rolling failures.

CROSSING BARBED WIRE (PAGE 227)

Teams do not need to halt at barbed wire obstacles before crossing them. Half-tracks can cross barbed wire as Very Difficult Going.

DEMOLITION CARRIERS (PAGES 233)

Demolition Carriers cannot move before switching to remote control. They then move 16"/40cm (or 4"/10cm across Rough Terrain). They do not have a template. Instead, the target a team, obstacle, building, or bunker. Dug-in infantry, guns, bogged down or bailed out vehicles, obstacles, buildings, and bunkers are automatically hit. All other teams require a Skill test to hit. Infantry teams have a 3+ save. Armoured vehicles are Bailed Out on a successful Firepower test. Bunkers are destroyed on a Firepower test. All others are destroyed if hit.

US SPECIAL RULES

TANK DESTROYERS (PAGE 238)

The Tank Destroyer rules have been completely revamped.

The Security Section (recon elements) now operates completely separately from the rest. They can appoint new command teams if needed.

The Tank Destroyer Section is placed as if ambushing within command distance of the Security Section, then the Security Section is removed. Any losses of the Security Section are ignored. If the Security Section is destroyed, the Tank Destroyer Section is deploys on the

position of the Security Section's command team.

TRUSCOTT TROT (PAGE 239)

Man-packed guns can Truscott Trot.

HIT 'EM WITH EVERYTHING YOU'VE GOT (PAGE 240)

This has been revamped to allow multiple artillery platoons (whether they have staff teams or not) to be combined into a single bombardment based on a battery with a staff team.

GERMAN SPECIAL RULES

KAMPFGRUPPE (PAGE 242)

Kampfgruppe rules have changed slightly to require rump platoons to be left with at least two tanks or three other teams. The 2iC team remains a warrior team.

MOUNTED ASSAULT (PAGE 243)

Armoured half-tracks that can use this rule are Tank teams while they have a passenger mounted. If they have two passengers mounted, they also have tank escorts. They do not need to be sent to the rear when empty.

BEGLEIT PLATOON (PAGE 245)

Begleit teams are now Tank Escort teams.

ARMoured ROCKET LAUNCHERS (PAGE 245)

Armoured Rocket Launchers may take a Skill test after firing. If they pass, they remove the Fire in the Sky smoke trails.

BRITISH SPECIAL RULES

NIGHT ATTACK (PAGE 246)

The British can elect to be Always Attacks to make a Night Attack. If they do so, British Infantry platoons gain Spearhead Deployment.

ARTILLERY BOMBARDMENTS (PAGE 248)

HQ command teams and staff teams must joint one of the gun troops at the start of the game. They are not independent teams. Other troops from the battery can still use the staff team.

All British artillery can fire a combined bombardment with all troops from a battery if any troop has a staff team, and to combine troops from multiple batteries together using a staff team.

MIKE TARGET (PAGE 248)

Mid and Late War only. Any battery may re-roll their first Range In attempt and forces the enemy to re-roll saves when using All Guns Repeat!

SOVIET SPECIAL RULES

INFILTRATION (PAGE 250)

Infiltration rules have been cleaned up and now cover all of the scout and spetznaz-type platoons.

QUALITY OF QUANTITY (PAGE 251)

Teams must be in command to count for quality of quantity. Teams must be assaulting teams to count when facing defensive fire. Teams with quality of quantity within 12"/30cm (instead of 8"/20cm) of the enemy

can assault.

HEN AND CHICKS (PAGE 252)

If the Platoon Command team moves, everyone in the platoon must move. Otherwise no one can move, except that teams that are out of command must move back into command. When moving tanks have a +1 to hit except with machine-guns and flame-throwers. ROF 1 teams have +2 to hit, +1 for ROF 1 moving and +1 for Hen and Chicks.

TANKODESANTNIKI (PAGE 252)

Tankodesantniki teams are now Tank Escort teams.

TANK-RIDER COMPANIES (PAGE 252)

Tank-rider Companies have a 3+ save while mounted on tanks. They do not have to Dismount if hit by shooting.

MISSIONS

There are now twelve standard missions, with a random mission table.

MULTIPLE-PART PLATOONS (PAGE 259)

Platoons like British Carrier Platoons with multiple sub platoons treat each sub platoon as a separate platoon for every purpose.

HQ SUPPORT WEAPONS (PAGE 260)

The handling of teams in the Company HQ has been amended. If they are left in the HQ, they form a platoon under the 2iC (who remains a warrior). Tanks must be left in the HQ Support Platoon. Infantry must be allocated out. Guns can be either way or a mix of both.

If there is no 2iC team, appoint one of the teams as the Platoon Commander of the HQ Support Platoon.

COMBAT ATTACHMENTS (PAGE 260)

Combat attachments are part of the platoon for all purposes. No more than half of a platoon may be combat attached unless all of it is, and no more than half can be combat attached to one platoon.

MEETING ENGAGEMENT (PAGE 264)

The second player is no longer counted as moving in the first player's first shooting step. All teams start the game gone to ground.

PREPARED POSITIONS (PAGE 264)

Both sides now start the game dug in.

AMBUSH (PAGE 266)

Bunker Busters, Heavy and Immobile Guns cannot ambush within 16"/40cm.

RESERVES (PAGES 268, 269)

If a player is rolling three or more dice for Reserves, they always get one platoon from Reserves, even if they fail all of the rolls.

Fully-armoured Tank teams must be selected as reserves in a Fortified Company. An Infantry Company can have one platoon of Fully-armoured Tank teams on table,

and a Mechanised Company can have two platoons of Fully-armoured Tank teams on table in missions with reserves.

Mobile Reserves now allows two platoons on table at the start of the game if there are no platoons without vehicles.

DECIDING THE WINNER (PAGE 275)

Victory Points are as for Version 2, except that forces with nine or more platoons ignore their first platoon lost.

DUST UP (PAGE 278)

The mission in Hellfire and Back.

HOLD THE LINE (PAGE 280)

A No Retreat with two ambushes and delayed reserves.

PINCER MOVE (PAGE 281)

A No Retreat with delayed reserves arriving from the flanks.

SURROUNDED (PAGE 282)

A new mission with all defenders on table, but attacked from both sides.

HASTY ATTACK (PAGE 284)

Revamped version of the Bagration mission.

CAULDRON (PAGE 285)

The Witches Cauldron mission in Hellfire and Back.

BREAKTHROUGH (PAGE 286)

Attacker's deployment area is now fixed, freeing the defender to deploy as they want rather than picketing the attacker's deployment area.

COUNTERATTACK (PAGE 287)

A new mission.

NO MAN'S LAND (PAGE 288)

The mission from Hellfire and Back for use between two Fortified Companies.