

T O & E



BLUTKREUZ EXPERIMENTAL ARMORED PLATOON



**Command
Unit
(Required)**

Sigrid



**Combat
Unit 1
(Required)**

E15 flammpanzer

OR

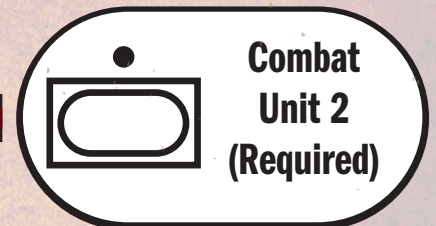
E15 Laser Jagdpanzer

OR

KönigsLothar II

OR

KönigsWotan



**Combat
Unit 2
(Required)**

E15 flammpanzer

OR

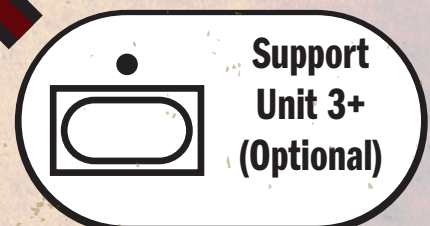
E15 Laser Jagdpanzer

OR

KönigsLothar II

OR

KönigsWotan



**Support
Unit 3+
(Optional)**

**+2 Any Blutkreuz
vehicle**

At the end of November 1947, Sigrid received a message from the headquarters of Blutkreuz that their scientists had developed new heavy units that could tip the tide of victory in the fight against the enemy.

Sigrid and her closest companions were very eager to test these new machines. Recent fights over VK mines in Central Africa were especially bloody. Better equipment was needed to counter harsh conditions and vicious resistance from the enemies of the Fatherland.

Sigrid decided to personally lead the field test of the new walkers and tanks.

Platoon advantage:

Sigrid, as one of the best pilots in the corps, always has access to new vehicles developed by Blutkreuz engineers.

Sigrid gains the Ace Pilot rule while piloting any of the platoon vehicles. Additionally, all vehicles in the platoon are immune to suppression.

T O & E



FUNGI FROM
YUGGOTH
PLATOON



**Command
Unit
(Required)**

Nadir the Exalted



**Combat
Unit 1
(Required)**

Mi-Go Assault Squad

OR

Mi-Go Raiders Squad



**Combat
Unit 2
(Required)**

Mi-Go Assault Squad

OR

Mi-Go Raiders Squad



**Combat
Unit 3
(Required)**

Mi-Go Assault Squad

OR

Mi-Go Raiders Squad

Nadir was a promising Cultist of the Sacred Dawn and was chosen by the Great Gods to be their herald. Thanks to that the Fungi from Yuggoth treat him as one of their own. His unique abilities and tactical sense help Mi-Go use terrain to their advantage, just like in their home worlds. Mi-Go tech is ahead of ours by at least a few hundred years and is part of daily life of that race. They came to earth to wage war in the name of the Old Ones and so did their Tech. One of these tech miracles is the fog machine that produces cold fumes covering their squads.

Platoon advantage:

As long as Nadir is alive all Mi-Go units gain the Defensive Tactics Skill. Additionally, once per game all Mi-go units in or supporting this platoon can use Smoke Grenade on themselves.

T O & E



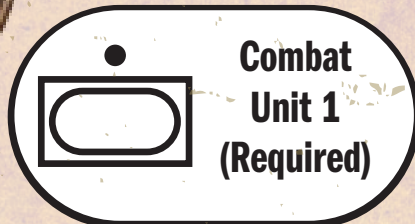
INGENIOUS MECHANICS PLATOON



Rosie or Rosie
(Sgt Major)

OR

Rosie (Sgt. Major) II and
Rosie's Crew



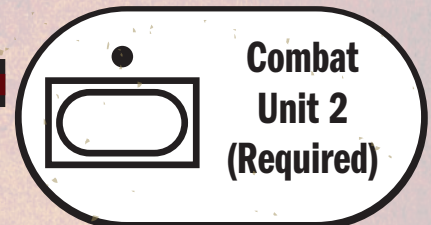
Allied Medium Combat Walker (M3)

OR

Allied Medium Tank (M4)

OR

Allied Gun Motor Carrier (M10)



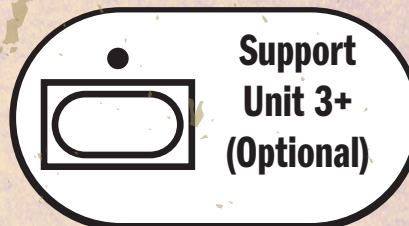
Allied Medium Combat Walker (M3)

OR

Allied Medium Tank (M4)

OR

Allied Gun Motor Carrier (M10)



Allied Medium Combat Walker (M3)

OR

Allied Medium Tank (M4)

OR

Allied Gun Motor Carrier (M10)

The Allied Medium Combat Walkers and their tracked counterparts may be one of the most common sights on the battlefields of 1947. What these mass produced vehicles excel in are speed, maneuverability and flexibility resulting in a great number of different models mounting a plethora of different weapon systems for any possible task their commanders may imagine. What they're a bit lacking in though is durability. Fortunately the ease with which these well constructed machines are maintained leaves their mechanics crews with enough spare time to do something about that.

Platoon advantage: This is gonna last.

The remainders of armored battles all over the world are a treasure trove to mechanics with the right mindset.

Due to improvised additional armor plating each Allied Medium Walker, Tank or Gun Carrier in or supporting this platoon gains the ability to use the Skill "Damage Resilient" once per game.

T O & E



PANZER GRENADIER'S VETERAN PLATOON



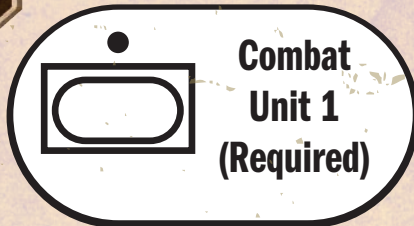
Sturmgrenadier
Command Squad +
Hanomag

OR

Sturmgrenadier
Command Squad +
Hanomag Vampir

OR

Panzer IV K



Hanomag

OR

Hanomag Vampir

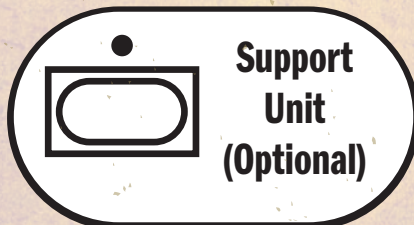
Hanomag

OR

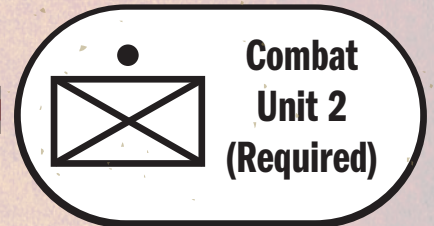
Hanomag
Vampir



Combat
Unit 3
(Required)



Support
Unit
(Optional)



Combat
Unit 2
(Required)

Sturmgrenadier Assault Squad

OR

Sturmgrenadier Tank-hunter Squad



Combat
Unit 4
(Required)

Sturmgrenadier Assault Squad

OR

Sturmgrenadier Tank-hunter Squad

Panzer grenadiers go into battle with strong support from armored and mechanized units. Usually there are universal vehicles from the E-10 series, replacing older wheeled constructions, and providing the necessary artillery support, Lothar walkers. Konnigslothar heavy walking machines are also appearing more and more often.

Since their founding in 1943, panzer grenadier formations have been at the vanguard of the Axis forces, fighting on the front lines in most of the war's campaigns. Combining excellent trained soldiers with reliable equipment, these elite units take the art of infantry and armored warfare to a new level. The complex units of veterans of these formations, thanks to their combat experience and the conviction of the necessity to fight until the final victory, are a force that can change the course of a clash just by appearing on the battlefield, spreading fear and confusion in the enemy's ranks.

Platoon advantage: On the move

In 1947, veteran units are sent to fight on the most important or endangered sections of the front, very often joining the fight directly from the march without prior preparation. All vehicles in the platoon (except for Support units) receive the Assault Vehicle trait.

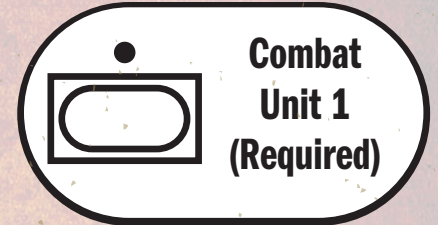
T O & E



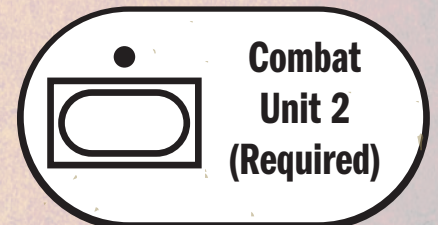
Bombs Away !



Master Sergeant
Rosie Donovan
OR
Sergeant Major
Rosie Donovan



M3F Medium Combat
Walker "Steel Rain"



M3J Medium Combat Walker

"Recon Mickey

OR

version I

OR

version II

OR

version III

Sergeant Major Rosie Donovan is known for her imagination in the face of danger.

It was during her affection with 4th Ranger Engineer Company in April 1947 in Zverograd that she showed a saving imagination.

During a Blutkreuz offensive on the city's northern bridges, the Allies attempted to respond by trying to blow up bridges that had become too far away. It was as waves of zombies crashed into ready-to-fall Allied defenses, that Rosie had the idea to modify some old Steel Rain to destroy bridges with an artillery barrage. The offensive was halted by a rain of steel.

Since that date, the Steel Rains have undergone upgrades to transform them into mobile artillery.

Platoon advantage:

The Steel Rain unit included in this platoon gains the skill "Artillery Range (4-18)" for its rockets.