

**PLATOON #1**

\*v3 Armies of Germany - Heavy Weapons Platoon (LW)

**PLATOON COMMANDER**

**Platoon Commander** (Armies of Germany (v3) page 26) **Inexperienced** 20

Qty	Weapons	Range	Shots	Pen	Special
1	Officer with Pistol	6"	1	n/a	Assault

**HEAVY WEAPONS**

**Medium Mortar Team** (Armies of Germany (v3) page 48) **Regular** 55

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

**Medium Machine Gun Team** (Armies of Germany (v3) page 46) **Regular** 50

Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun	36"	7	n/a	Team (3 men), Fixed, Hitlers Buzz Saw

**PLATOON #2**

\*\* v3 Armies of Germany - Rifle Platoon \*\* (LW)

**PLATOON COMMANDER**

**Platoon Commander** (Armies of Germany (v3) page 26) **Inexperienced** 20

Qty	Weapons	Range	Shots	Pen	Special
1	Officer with Pistol	6"	1	n/a	Assault

**INFANTRY**

**Waffen-SS Squad (Late War)** (Armies of Germany (v3) page 38) **Inexperienced** 69

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle Waffen-SS	24"	1	n/a	Fanatics, Mixed Quality
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	Hitlers Buzz Saw

**Waffen-SS Squad (Late War)** (Armies of Germany (v3) page 38) **Inexperienced** 69

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle Waffen-SS	24"	1	n/a	Fanatics, Mixed Quality
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	Hitlers Buzz Saw

**SNIPER**

**Sniper Team** (Armies of Germany (v3) page 49) **Regular** 52

Qty	Weapons	Range	Shots	Pen	Special
1	Sniper team Infiltrator	36"	1	n/a	Team (2 men), Sniper, (Pistols and rifles) Infiltrator

**ANTI-TANK**

**Panzerschreck Anti-tank Team** (Armies of Germany (v3) page 47) **Veteran** 108

Qty	Weapons	Range	Shots	Pen	Special
1	Panzerschreck team Waffen-SS	24"	1	+6	Team (2 men), Shaped Charge Fanatics, Mixed Quality

**PLATOON #3**

\*v3 Armies of Germany - Armoured Platoon (LW)

**COMMAND VEHICLE**

**Sd.Kfz 251/10** (Armies of Germany (v3) page 87) **Regular** 103

Qty	Vehicle	Type	Trans	DV	Special
1	SdKfz 251/10 half-track Tow: Light or medium howitzer; light, medium, or heavy anti-tank gun; light or heavy anti-aircraft gun Forward facing light anti-tank gun	Half-track	8	7+	Open-topped, Command vehicle
		48"	1	+4	Front arc, HE (1")

**CMD VEHICLE OPTIONS**

**Command Vehicle rule (v3)** (Version 3 Rulebook page 188) 0  
(Command Vehicle special rule already included)

**VEHICLE**

**Sd.Kfz 222** (Armies of Germany (v3) page 80) **Regular** 90

Qty	Vehicle	Type	Trans	DV

Qty	Weapons	Range	Shots	Pen	Special
1	SdKfz 222 Light Armoured Car	Wheeled	-	7+	Recce, Flak, Open-topped
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	6	n/a	

#### PLATOON #4

\*v3 Armies of Germany - Recce Infantry Platoon(LW)

#### PLATOON COMMANDER

Platoon Commander (Armies of Germany (v3) page 26)

**Inexperienced**

20

Qty	Weapons	Range	Shots	Pen	Special
1	Officer with Pistol	6"	1	n/a	Assault

#### INFANTRY

Waffen-SS Squad (Late War) (Armies of Germany (v3) page 38)

**Veteran**

129

Qty	Weapons	Range	Shots	Pen	Special
2	Infantry with Rifle	24"	1	n/a	
	Waffen-SS				Fanatics, Mixed Quality
1	NCO with Assault rifle	18"	2	n/a	Assault
3	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

#### RECCE VEHICLES RULE

Recce Vehicles rule (v3) (Version 3 Rulebook page 189)

30

Qty	Weapons	Range	Shots	Pen	Special
3	Transport Vehicles with Recce special rule				Recce Infantry Platoon

#### TRANSPORTS

Kübelwagen (Armies of Germany (v3) page 89)

**Inexperienced**

14

Qty	Weapons	Vehicle	Type	Trans	DV	Range	Shots	Pen	Special
1	Kübelwagen		Wheeled	3	6+				

Trucks (Armies of Germany (v3) page 88)

**Inexperienced**

22

Qty	Weapons	Vehicle	Type	Trans	DV	Range	Shots	Pen	Special
1	Truck		Wheeled	12	6+				
									Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun

Trucks (Armies of Germany (v3) page 88)

**Inexperienced**

22

Qty	Weapons	Vehicle	Type	Trans	DV	Range	Shots	Pen	Special
1	Truck		Wheeled	12	6+				
									Tow: Light howitzer; light or medium anti-tank gun; light anti-aircraft gun

#### PLATOON #5

\*v3 Armies of Germany - Engineer Platoon (LW)

#### PLATOON COMMANDER

Platoon Commander (Armies of Germany (v3) page 26)

**Veteran**

68

Qty	Weapons	Range	Shots	Pen	Special
	Waffen-SS				Fanatics, Mixed Quality
1	Infantry with Assault rifle	18"	2	n/a	Assault
1	Officer with Assault Rifle	18"	2	n/a	Assault

#### ENGINEERS

Sturmpanziere (Assault Engineer) Squad (Armies of Germany (v3) page 45)

**Veteran**

146

Qty	Weapons	Range	Shots	Pen	Special
	Engineers				Engineers
1	NCO with Submachine gun	12"	2	n/a	Assault
4	Infantry with Submachine gun	12"	2	n/a	Assault
1	Infantry with Flamethrower (requires assistant)	6"	D6	+3	Team (2 men), Flamethrower
	Entire squad equipped with anti-tank grenades				Tank hunters

Pioneer Squad (Late War) (Armies of Germany (v3) page 46)

**Inexperienced**

40

Qty	Weapons	Range	Shots	Pen	Special
1	NCO with Rifle	24"	1	n/a	
4	Infantry with Rifle	24"	1	n/a	
	Engineers				Engineers

#### PLATOON #6

**PLATOON COMMANDER**

Platoon Commander (Armies of Germany (v3) page 26)

**Inexperienced****20****Qty Weapons****Range Shots Pen Special**

1 Officer with Pistol 6" 1 n/a Assault

**ARTILLERY**

Medium Artillery (Armies of Germany (v3) page 50)

**Regular****100****Qty Weapons****Range Shots Pen Special**1 Medium howitzer 60"(30-72) 1 HE Team (4 men), Gun shield, Fixed, Howitzer, HE (3")  
Spotter Spotter**SPECIAL RULES****Assault**

(p66) This weapon suffers no penalty 'to hit' when moving and shooting. In addition, infantry models armed with an assault weapon count as tough fighters (page 91). When a tough fighter scores a casualty in close quarters against infantry or artillery, it can immediately make a second damage roll.

**Command vehicle**

(p118) Adds a morale bonus of +1 to itself and to any other friendly armoured vehicle within 12" (but no Snap to action extra dice)

**Engineers**

The unit gains a +1 mine clearing modifier. Engineers can choose to remove a section of barbed wire 6" wide when they cross it. Count as engineers in scenarios where barbed wire and minefield special rules are used.

**Fanatics**

(p90) When a fanatic unit loses half of its numbers from enemy fire, it does not take a morale check so long as it has at least two men. Fanatic units with at least two men are not destroyed when they have a number of pin markers equal to their morale value. When a fanatic unit is defeated in close quarter fighting, the fight counts as a draw instead and another round is immediately fought. Continue fighting until the fanatic unit wins, is completely wiped out or is defeated and left with a single model in which case it is destroyed.

**Fixed**

(p66) When given Advance order, fixed weapons can rotate on the spot suffering a -1 to-hit penalty. Non-artillery Fixed can move normal 12" when given Run order.

**Flak**

All enemy units not currently down automatically fire at the attacking aircraft if it is within their firing arc and range, regardless of whether they have already taken an action or not that turn. Flak fire does not require an action. Line of site ignored. Rolls to hit aircraft are always at a -2 penalty. Friendly flak units must test to hold their fire (page 67)

**Flamethrower**

(p67).Flamethrowers never suffer to-hit penalties for cover or Down. Hits multiplied into D6 (D6+1 for vehicle flamethrower). Always hits top armour. No -1 PEN for long range. Gun shield and extra protection rules do not apply. Units hit take D3+1 pins and must always check morale (if fail, then destroyed). Flamethrower rolls D6 - on 1 it runs out of fuel. When rolling to damage vehicle equipped with flamerthrower, add +1 to damage effects chart.

**Gun shield**

(p95) The die roll an enemy requires to score damage from the front arc of the gun is increased by +1. The die roll is modified by the penetration value of the weapon in the usual way. Hits from HE (both direct and indirect), flame throwers, and close quarters attacks ignore the gun shield rule.

**HE (1")**

(p68) PEN: +1, PIN: D2 (D3 if in building) - Infantry and artillery can go *down* to halve the hits taken

**HE (2")**

(p68) PEN: +2, PIN: D3 (D6 if in building) - Infantry and artillery can go *down* to halve the hits taken

**HE (3")**

(p68) 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.

**Hitlers Buzz Saw**

The MMG team gets one more shot than normal

**Howitzer**

(p71) 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.

**Indirect fire**

(p71)

**Infiltrator**

If the unit takes a cover save while it does not have an *Advance* or *Run* order dice on it, it receives an additional +1 to the roll. In addition, the unit might benefit from special deployment rules, as detailed in the scenario being played (see page 161).

**Mixed Quality**

Squad is Green (p90) and must test when they first suffer a casualty. If uprated to Regular when testing for Green, roll a further die and on a roll of 5 or 6 they are

updated again to Veterans

### One-shot

(p72) 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

### Open-topped

(p118) 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 by indirect fire then add +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

(p118)

### Recce Infantry Platoon

The platoon **must** include enough transport vehicles (either soft-skin or armoured) to transport all models in the infantry units in the platoon.

All these transports vehicles **must** have the Recce special rule, or must be given the Recce special rule at +10pts, even if its entry does not normally allow this option.

The only infantry units that are an exception to this, and which cannot have a transport vehicle, are the units with the Cavalry or Motorcycles special rules. These units can be included in the platoon without having to give them a transport, but they must be mounted on either horses or motorcycles if they have the option.

### Shaped Charge

(p73) Never suffer the -1 penetration modifier for firing at long range.

### Sniper

(p91) When a sniper shoots using a Fire or Ambush order, the player can decide to use his scope. Rifle range changes to 36". If target is within 12" the shot misses automatically. Shot ignores negative to-hit modifiers except pinning markers and for missing assistant. Shot ignores gun shield and extra protection rules. If successful, always counts as exceptional damage and can pick any model in the unit. When not using scope, all members of team can fire any weapon they have and in assault can use the assault rule if pistol/submachine gun.

### Spotter

Spotters rules on page 71. Inexperienced Spotters cannot spot for inexperienced indirect fire weapon. Errata: Note that spotters are always ignored for the purpose of victory conditions (e.g. they cannot capture/control/hold objectives and areas of the table, move out of the table to score points, etc).

### Tank hunters

(p91) If a tank hunter unit wins an assault and scores damage against an armoured vehicle, the effect is resolved on the Damage Result table as for a normal anti-tank penetration rather than as for superficial damage.

### Team (2 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Team (3 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Team (4 men)

(p73) A Team weapon shoots at full effectiveness so long as there are at least two men to serve it. If only one man remains then the weapon suffers a -1 to hit penalty, and (p42) -1 penalty to its morale. For squad-based team weapons, loader must remain within 1" or weapon suffers the -1 to-hit penalty.

### Pick List

Generic Transport Vehicles with Recce special rule	3
German Infantry with Assault rifle	4
German Infantry with Flamethrower (requires assistant)	1
German Infantry with Light Machine gun (requires loader)	2
German Infantry with Rifle	14
German Infantry with Submachine gun	4
German Kübelwagen	1
German Medium howitzer	1
German Medium Machine gun	1
German Medium Mortar team	1
German men have Panzerfaust in addition to other weapons	1
German NCO with Assault rifle	1
German NCO with Rifle	3
German NCO with Submachine gun	1
German Officer with Assault Rifle	1
German Officer with Pistol	4
German Panzerschreck team	1
German SdKfz 222 Light Armoured Car	1
German SdKfz 251/10 half-track	1

German Sniper team

1

German Truck

2