

PLATOON #1						
** v3 Armies of Germany - Rifle Platoon ** (LW)						
PLATOON COMMANDER						
Platoon Commander (Armies of Germany (v3) page 26)					Veteran	132
Qty	Weapons	Range	Shots	Pen	Special	
1	Infantry with Rifle	24"	1	n/a		
1	Officer with SMG	12"	2	n/a	Assault	
3	Infantry with Submachine gun	12"	2	n/a	Assault	
1	Infantry with Assault rifle	18"	2	n/a	Assault	
	Fallschirmjäger				Stubborn	
INFANTRY						
Fallschirmjäger Squad (Late War) (Armies of Germany (v3) page 40)					Veteran	142
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
5	Infantry with Rifle	24"	1	n/a		
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	Hitlers Buzz Saw	
	Fallschirmjäger				Stubborn	
Fallschirmjäger Squad (Late War) (Armies of Germany (v3) page 40)					Veteran	142
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
5	Infantry with Rifle	24"	1	n/a		
2	Infantry with Light Machine gun (requires loader)	36"	5	n/a	Hitlers Buzz Saw	
	Fallschirmjäger				Stubborn	
Green Fallschirmjäger Squad (Late War) (Armies of Germany (v3) page 40)					Inexperienced	35
Qty	Weapons	Range	Shots	Pen	Special	
1	NCO with Rifle	24"	1	n/a		
4	Infantry with Rifle	24"	1	n/a		
	Entire squad is Green				Green	
FORWARD OBSERVER						
Artillery Forward Observer (Armies of Germany (v3) page 27)					Veteran	135
Qty	Weapons	Range	Shots	Pen	Special	
1	Artillery Forward Observer with SMG	12"	2	n/a	Assault	
1	Infantry with Submachine gun	12"	2	n/a	Assault	
1	Infantry with Assault rifle	18"	2	n/a	Assault	
	Infiltrator				Infiltrator	
	Fallschirmjäger				Stubborn	

PLATOON #2						
*v3 Armies of Germany - Artillery Platoon (LW)						
PLATOON COMMANDER						
Platoon Commander (Armies of Germany (v3) page 26)					Veteran	68
Qty	Weapons	Range	Shots	Pen	Special	
1	Officer with Rifle	24"	1	n/a		
2	Infantry with Rifle	24"	1	n/a		
	Fallschirmjäger				Stubborn	
ARTILLERY						
75mm LG40 Recoilless Artillery (Armies of Germany (v3) page 51)					Veteran	62
Qty	Weapons	Range	Shots	Pen	Special	
1	75mm LG40	48"(30-60")	1	HE	Team (3 men), Fixed, Howitzer, HE (2")	
	Fallschirmjäger				Stubborn	
75mm LG40 Recoilless Artillery (Armies of Germany (v3) page 51)					Veteran	62
Qty	Weapons	Range	Shots	Pen	Special	
1	75mm LG40	48"(30-60")	1	HE	Team (3 men), Fixed, Howitzer, HE (2")	
	Fallschirmjäger				Stubborn	

88mm Raketenwerfer 43 Puppchen (Armies of Germany (v3) page 55)**Veteran**

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Qty	Weapons	Range	Shots	Pen	Special
1	88mm Racktenwerfer 43 Puppchen	30"	1	+6	Team (2 men), Fixed, Gun shield, Shaped Charge

Panzerbüchse 41 (Armies of Germany (v3) page 53)**Veteran**

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Qty	Weapons	Range	Shots	Pen	Special
1	Light anti-tank gun (Squeeze-bore)	48"	1	+4	Team (3 men), Fixed, HE (1"), Squeeze-bore
	Fallschirmjäger				Stubborn

PLATOON #3

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

PLATOON COMMANDER**Platoon Commander** (Armies of Germany (v3) page 26)**Regular**

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Qty	Weapons	Range	Shots	Pen	Special
1	Officer with Rifle	24"	1	n/a	
1	Infantry with Rifle	24"	1	n/a	

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

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

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

55

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

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)

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.

Green

(v3 page 120) Green units are inexperienced and have a morale rating of 8. The first time the unit suffers a casualty, roll a die (after taking any morale checks caused by the attack). On a roll of a 1 the unit suffers an additional D6 pin markers and goes *Down*. There is no further effect. On a 2, 3, 4, or 5 the unit fights on. There is not further effect. On a 6 the unit is immediately up-rated to Regular with a morale value of 9 for the rest of the battle.

Gun shield

(v3 page 126) The crew counts as in soft cover from small arms hits that come from models within the front arc of the gun. Note that hits from heavy weapons, close quarters attacks, and any attacks that ignore cover saves also ignore the Gun Shield rule.

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).

Hitlers Buzz Saw

(v3 page 22 AoG) 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 infantry units and vehicle-mounted ones. For vehicles, shohalve the number of shots then add 1. (Already applied to ROF value).

Howitzer

(v3 page 100) 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

(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).

Infiltrator

(v3 page 120) 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).

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*. (Errata 6 Feb 2025: Spotters have the Infiltrators special rule - page 120. Spotter/observer can only spt for a single Indirect Fire weapon per game turn. If firing unit switches to a different spotter it resets ranging-in process.) 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, the weapons team or artillery unit is not affected (other than no spotter). If already ranged in when spotter destroyed, can continue firing at 2+.

Squeeze-bore

(v3) At ranges of up to 12", its base armour penetration is increased by 2 to a total of +6, and over half-range armour penetration is reduced by 2 to a total of +2.

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.

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.

German Army Special Rules

Hitler's Buzz Saw

German light and medium machine guns fire 1 extra shot. Note that this applies to all light and medium machine guns, both those carried by the infantry units and vehicle-mounted ones (for vehicle-mounted ones, first halve the number of shots they roll, then add +1 to the halved number).

Blitzkrieg

Regular and Veteran German officers may take 1 additional order dice from the bag when making a "You men, snap to action!".

Initiative Training

Regular and Veteran German units are not affected by the -1 morale penalty for losing the squad/team leader.

Panzer Ace

A single Veteran vehicle in your Force (among those that have this option in their vehicle entry) may be designated a Panzer Ace. When using its main gun it receives an additional +1 Pen modifier on the roll to damage all enemy vehicles, as well as an additional +1 modifier when rolling on the damage table. This does not apply to co-axial weapons.

PickList

German 75mm LG40	2
German 88mm Racktenwerfer 43 Puppchen	1
German Artillery Forward Observer with SMG	1
German Infantry with Assault rifle	2
German Infantry with Light Machine gun (requires loader)	4
German Infantry with Rifle	18
German Infantry with Submachine gun	4
German Light anti-tank gun (Squeeze-bore)	1
German Medium Mortar team	2
German NCO with Rifle	3
German Officer with Rifle	2
German Officer with SMG	1
German Spotter	2