

Order Dice: 17

Total Points: 1244

**PLATOON #1**

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

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

Qty	Weapons	Range	Shots	Pen	Special	
3	Infantry with Rifle	24"	1	n/a		
1	Officer with SMG	12"	2	n/a	Assault	
1	Infantry with Submachine gun	12"	2	n/a	Assault	

**Regular****78****INFANTRY****Heer Infantry Squad (Armies of Germany (v3) page 28)**

Qty	Weapons	Range	Shots	Pen	Special	
6	Infantry with Rifle	24"	1	n/a		
1	NCO with Submachine gun	12"	2	n/a	Assault	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	Hitlers Buzz Saw	

**Regular****99****Heer Infantry Squad (Armies of Germany (v3) page 28)**

Qty	Weapons	Range	Shots	Pen	Special	
6	Infantry with Rifle	24"	1	n/a		
1	NCO with Submachine gun	12"	2	n/a	Assault	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	Hitlers Buzz Saw	

**Regular****99****Spähtruppen Squad (Armies of Germany (v3) page 33)**

Qty	Weapons	Range	Shots	Pen	Special	
3	Infantry with Rifle	24"	1	n/a		
1	NCO with Submachine gun	12"	2	n/a	Assault	
	Infiltrator				Infiltrator	
	Gebirgsjäger				Fieldcraft, Winter Equipment	

**Veteran****64****Heer Infantry Squad (Armies of Germany (v3) page 28)**

Qty	Weapons	Range	Shots	Pen	Special	
6	Infantry with Rifle	24"	1	n/a		
1	NCO with Submachine gun	12"	2	n/a	Assault	
1	Infantry with Light Machine gun (requires loader)	36"	5	n/a	Hitlers Buzz Saw	

**Regular****99****SNIPER****Sniper Team (Armies of Germany (v3) page 49)**

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

**Veteran****67****ANTI-TANK****Anti-tank Rifle Team (Armies of Germany (v3) page 47)**

Qty	Weapons	Range	Shots	Pen	Special	
1	Anti-tank rifle team	48"	1	+2	Team (2 men)	

**Veteran****33****LIGHT MORTAR**

<b>Light Mortar Team</b> (Armies of Germany (v3) page 48)	<b>Regular</b>	<b>30</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12-36"	1		HE Team (2 men), Indirect fire, HE (1"), Cannot fire smoke

<b>Light Mortar Team</b> (Armies of Germany (v3) page 48)	<b>Regular</b>	<b>30</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Light Mortar team	12-36"	1		HE Team (2 men), Indirect fire, HE (1"), Cannot fire smoke

### TRANSPORTS

<b>Sd.Kfz 250/1</b> (Armies of Germany (v3) page 87)	<b>Regular</b>	<b>55</b>
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Qty	Weapons	Range	Shots	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" 4 n/a Front arc, Flak, (7 shots at airplanes), Hitlers Buzz Saw

### PLATOON #2

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

#### PLATOON COMMANDER

<b>Platoon Commander</b> (Armies of Germany (v3) page 26)	<b>Regular</b>	<b>30</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Officer with Rifle	24"	1		n/a

### HEAVY WEAPONS

<b>Medium Machine Gun Team</b> (Armies of Germany (v3) page 46)	<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun	36"	7		n/a Team (3 men), Fixed, Hitlers Buzz Saw

<b>Medium Machine Gun Team</b> (Armies of Germany (v3) page 46)	<b>Regular</b>	<b>50</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Medium Machine gun	36"	7		n/a Team (3 men), Fixed, Hitlers Buzz Saw

### PLATOON #3

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

Filip F Liga wiosna 2026

#### COMMAND VEHICLE

<b>Panzer 38(t) and 35(t)</b> (Armies of Germany (v3) page 61)	<b>Regular</b>	<b>135</b>
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Qty	Weapons	Range	Shots	Pen	Special
1	Panzer 35(t) or 38(t)				

Tracked - 8+

Turret-mounted light anti-tank gun 48" 1 +4 HE (1")

Co-axial MMG 36" 4 n/a Hitlers Buzz Saw

Hull-mounted MMG 36" 4 n/a Front arc, Hitlers Buzz Saw

#### CMD VEHICLE OPTIONS

<b>Command Vehicle rule (v3)</b> (Version 3 Rulebook page 188)	<b>Regular</b>	<b>10</b>
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Command Vehicle special rule

### VEHICLE

**Panzerjäger I (Armies of Germany (v3) page 68)**

		<b>Regular</b>			<b>105</b>
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special	
1	Panzerjäger I				
		Tracked	-	7+	Open-topped
	Forward facing medium anti-tank gun	60"	1	+5	Front arc, HE (1")

**Panzer II Ausf. A, B, C, F (Armies of Germany (v3) page 57)**

		<b>Regular</b>			<b>105</b>
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special	
1	Panzer II Ausf A B C F				
		Tracked	-	8+	
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	4	n/a	Hitlers Buzz Saw

**Panzer II Ausf. A, B, C, F (Armies of Germany (v3) page 57)**

		<b>Regular</b>			<b>105</b>
Qty	Vehicle Weapons	Type Range	Trans Shots	DV Pen Special	
1	Panzer II Ausf A B C F				
		Tracked	-	8+	
	Turret-mounted light autocannon	48"	2	+2	HE (1")
	Co-axial MMG	36"	4	n/a	Hitlers Buzz Saw

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**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.

**Fieldcraft**

(v3 page 120) Treat rough ground as open ground instead.

**Fixed**

(v3 page 96) When ordered to *Fire*, fixed weapons can only target an enemy unit that lies at least partially within their front arc (i.e. within an angle of 45 degrees to each side of their barrel). Targets outside of this arc cannot be shot at with a *Fire* order. When ordered to *Advance*, 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" over 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. Exceptions for artillery fixed weapons are listed in the Artillery section on page 123 (Any artillery piece defined as light or medium can be moved by the crew with a *Run* order, as normal for fixed weapons - except that these 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 (though they may be rotated by way of an *Advance* order, as normal for fixed weapons). They can only be moved by means of a tow. Page 125 note: 'platform-mounted', 'rotating platform' or 'turntable' guns can rotate for free (no -1 movement penalty).

### **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 (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).

### **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).

### **Indirect fire**

(v3 page 101) - cannot hit targets within their minimum range, measured from the centre the weapon itself. Units hit by indirect fire 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).

### **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

## Sniper

(v3 page 122) If team includes a second man, the sniper rifles has the Team Weapon special rule. This means that, if the leader is killed, the second man can fire the sniper rifles, with the usual -1 penalty to hit (as well as the -1 penalty to Morale due to the loss of the leader). Unlike other units with the Team Weapon special rule, all members of a sniper team can fire any weapon they are carrying in any turn when the sniper is not using his scope, and in an assault they can use beneficial rules, like those from submachine guns, tough fighters, etc. When a sniper shoots using a *Fire* or *Ambush* order, the player can decide if the sniper uses the rifle's scope, in which case the following apply: The rifle range changes to 36". However, if the target is then found to be within 12", the shot misses automatically. The shot benefits from an additional +1 modifier to hit. Any hits go straight to damage, no cover saves allowed, and benefit from a +1 modifier on damage rolls against infantry and artillery units. If the sniper successfully rolls to hit and damage, the firing player can pick the squad leader in the target unit as a casualty. This includes NCOs, leaders of weapon teams and artillery units, officers, medics, observers, and so on.

## 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.

## Winter Equipment

(v3 page 23 AoG) Any infantry unit may take skis for no additional cost. An infantry unit equipped with skis ignore all negative movement effects related to snow or ice in scenarios that introduce them. Any artillery units may be upgraded to mounted guns for no additional cost, but you must remove all gun shields from any gun upgraded in this way. Any unit with this upgrade is not affected by difficult ground like other artillery. Instead, it may move through difficult ground in the same manner as infantry, and ignores all negative movement effects related to snow or ice in scenarios that introduce them.

## 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 Anti-tank rifle team	1
German Infantry with Light Machine gun (requires loader)	3
German Infantry with Rifle	24
German Infantry with Submachine gun	1
German Light Mortar team	2
German Medium Machine gun	2
German NCO with Submachine gun	4
German Officer with Rifle	1
German Officer with SMG	1
German Panzer 35(t) or 38(t)	1
German Panzer II Ausf A B C F	2
German Panzerjäger I	1
German SdKfz 250/1 half-track	1
German Sniper team	1