

The first section of this document is the Errata, dealing with corrections or changes to the wording of rules. The second section of this document is the FAQs, providing clarification on how specific rules interact.

ARMIES OF GERMANY - ERRATA

All instances of the Stationary Firing Platform rule

REPLACE the rule's wording with the following:

- Stationary Firing Platform: The vehicle may not fire if given an *Advance* order.

PAGE 26. Officer, and PAGE 28 Forward Observer, Options

CHANGE the third option as follows:

- Up to 1 model may replace their rifle with an assault rifle for +6pts.

PAGE 26. Officer, Intelligence special rule

CHANGE the fourth sentence as follows:

On a result of 4+, the player using this ability may choose an order die from the bag to be activated first.

PAGE 32. Gebirgsjäger Squad (both entries)

REPLACE the Pathfinders special rule with Fieldcraft.

PAGE 33. Feldgendarmerie Squad

DELETE the following option and special rule:

- Defend the Fatherland! (...)

PAGE 37. Waffen-SS Squad (Early War)

ADD the following:

Period: E/M

PAGE 37. Brandenburger Special Forces Squad, Options.

CHANGE the second bullet point as follows:

- Anybody may replace their rifle with a submachine gun for +3pts each

PAGE 38. Waffen-SS Cavalry Squad

CHANGE the cost of Veteran additional men to +15pts each.

PAGE 40. Fallschirmjäger Squad (Late War)

ADD the following option:

- The squad may be given anti-tank grenades for +2pts per model.

PAGE 42. Volksgrenadier Squad

CHANGE the special rule from 'Defend the Fatherland!' to 'For the Fatherland!'

PAGE 45. Sturmpioniere

ADD the following to the special rules of both versions of the GR-B 39 grenade launcher:

- Team Weapon

PAGE 48. Goliath Demolition Team

ADD the following special rule:

- Engineering Selection: 0–2 of these units can be taken in an Engineer Platoon instead of one or both of the non-mandatory Engineer squads.

PAGE 50. Medium Artillery

ADD the following option:

- May add a spotter for +10pts

PAGE 51. Nebelwerfer

CHANGE the Weapons line to:

- 1 multiple rocket launcher

Also ADD the following Special Rule:

- Multiple Launcher

PAGE 58. Panzer III AUSF. C, D, E, F, G

ADD the following option:

- May add a second co-axial MMG for +10pts

PAGE 74. Sd.kfz 250/8 Stummel & 251/9 Stummel half-track

REPLACE the second option (adding a pintle-mounted forward facing MMG) with the following:

- May add a co-axial MMG to the howitzer for +5pts.

PAGE 79. Horch 1a Car with Flak 38

DELETE the following option:

- Replace the heavy autocannon with 4 light autocannons for +80pts

PAGE 82. Sd.kfz 231 heavy armoured car (8-RAD)

ADD the following:

Cost: 76pts (Inexperienced),

PAGE 87. Sd.kfz 250/1 half-track

AMEND the Sd.kfz 250/4 option as follows:

- May replace the pintle-mounted MMG covering the front arc with 2 pintle-mounted MMGs covering the front arc, losing all transport capacity, for +10pts (representing the 250/4 prototype). If this option is taken, this vehicle counts as an anti-aircraft vehicle for the purposes of army selection.

PAGE 87. Sd.kfz 3, 6 and 10 half-track

DELETE the following option:

- May replace the pintle-mounted MMG covering the front arc with 2 pintle-mounted MMGs covering the front arc for +10pts (representing the 250/4 prototype)

PAGE 88. Trucks & Maultier Half-track

ADD the following option:

- Add a pintle-mounted MMG covering the forward arc for +15pts

PAGE 89. Last grey box in all three units

CHANGE the word 'Options' to 'Special Rules.'

PAGE 89. Schwimmwagen

ADD the following to the first sentence of the option:

- [...] capability for +17pts.

PAGE 90. Last grey box in Trippel SG6 Trippelwagen.

CHANGE the word 'Options' to 'Special Rules.'

PAGE 90. Kettenkrad

ADD the following to the tow section:

Can tow any recoilless artillery

PAGE 91. Field cars & Light Trucks

DELETE the following:

Special Rules

- Amphibious

PAGE 92. Mule team

DELETE the Transport section:

Transport: Up to 6 men

ADD the following to the special rules section:

Slow (only when towing)

PAGE 96. Panzer 17R 730(F)

ADD the following to the special rules section:

Slow... Pitifully Slow: The FT-17/18 has the Slow special rule. In addition, we do not allow it to make a double-speed *Run* move at all. It can still be given a *Run* order (thereby avoiding the 'One-man Turret' rule), but moves at its basic speed only.

ARMIES OF GERMANY - FAQS

If an Inexperienced Waffen-SS unit fails an order test, and rolls a 5-6 result for Mixed Quality, and their compulsory move is slowed down to Advance rate because of terrain, does that mean they can shoot?

No, this is just like declaring an assault against the nearest visible enemy unit. So, if terrain slows their movement rate to Advance speed, that does not mean they get to fire.

Can the 37mm Flak 36 entry also be used to cover the single-barrelled Flak 43?

Yes, it can.

Does the Sturmtiger's Rocket Mortar (that counts as a heavy howitzer) cause D3 or D6 pins on the target?

D6 pins... re-rollable!

Several tanks and other vehicles have the option of adding a pintle-mounted MMGs. What arc of fire do these cover?

When the arc of fire is not specified, these have a 360-degree arc of fire.

Are the crew of the flamethrower team armed with pistols, or does that only refer to the Einstossflammenwerfer crew?

It only refers to the Einstossflammenwerfer crewmen. Note that, unlike normal flamethrower crews, they are not replaced with unarmed models when they fire the Einstossflammenwerfer - they remain equipped with pistols.

I cannot find the profile of the Sd.Kfz 234/2 Luchsturm in the Armies of Germany book.

Use the Sd.Kfz 231 Heavy Armoured Car (8-Rad) entry from page 82 of Armies of Germany.