

Intelligence Briefing on the Late War German Army (1944-45)

The *Wehrmacht*, the German armed forces, are the finest fighting machine on the face of the earth. Over the past four years all of Europe has been subjugated by German military power. But now the German army faces its greatest test. Enemies press with overwhelming strength on three fronts. To the East are the Bolshevik hordes of the Soviet Union. This front sees particularly savage fighting, and here no quarter is asked for or given. To the west and south, in France and Italy, are the forces of the Western democracies, lead by America and Britain. These nations have immense industrial might but have no stomach for heavy casualties. They prefer to slowly grind their way forward, using their massive artillery reserves and air power.

So far the superiority of the German soldier and German military equipment has cancelled out the enemies' superiority in men and supplies. Both fronts are holding. It is simply a matter of waiting until the launch of the massive counter-offensive promised by high command. Very soon the long-promised '*Wunderwaffen*' or 'miracle weapons' will be available to assist the ordinary German soldier to crush the enemies of the Third Reich.

German *Panzertruppen*, the armored forces, are the elite troops of the army. The Panzer truppen are equipped with some of the most technologically advanced tanks in existence, the Panther and the Tiger. These tanks, combined with superior training, tactical prowess and motivation makes possible driving back the enemy time and time again. All of Germany's enemies have learnt to fear the approach of a Panzer *Kampfgruppe* or battle group.

The motorized infantry of the *Panzergrenadier* regiments back up the armour. The close cooperation between tanks and infantry is an example of the tactical sophistication of the German army. The two arms support each other closely, enabling larger but less well coordinated enemy forces to be defeated again and again. It is only recently that the enemy has begun to copy these techniques. This is only proper, considering the many harsh lessons in military science that the Wehrmacht has been so kind as to give them over the years.

The bulk of the army's forces are, nevertheless, *Grenadier* or infantry divisions. These units have little armour, and few trucks. Relying mostly on horse-drawn transport (supplemented on occasion with captured trucks), they are less suited to mobile offensive operations. Nevertheless, the infantry are proud troops and are excellent for holding the front line and inflicting heavy losses on the enemy with their determined resistance. Any ground gained by the enemy is then ruthlessly retaken by immediate counter-attacks from the Panzers and Panzergrenadiers.

Despite having less armour than the Panzer troops, the infantry do not themselves fear enemy armour. German weapons designers have developed by far the best anti-tank guns of the age. Batteries equipped with the famous 88mm anti-tank/anti-aircraft gun have racked up huge tallies of destroyed enemy tanks. The fear these weapons strike into the hearts of enemy tankers is most amusing. Backing up the big 88s are the low-slung and hard-hitting 75mm PaK40 anti-tank guns; these weapons have more than enough power to punch through the armour of the enemy's medium tanks.

The German infantryman is also fortunate to have at his disposal the world best machinegun – the MG42. This weapon possesses a formidable rate of fire – two to three times that of our enemies' machineguns. Needless to say, the enemy infantry does not like to move in the open against the German Grenadier. And then there is the skill with which the German infantrymen handle their mortar batteries. These light artillery weapons provide local firepower within seconds of a call for help being received. Due to their accuracy and high rate of fire, the enemy infantry despise German mortar crews.

German Company Choices

You can base your German force on:

- a *Panzerkompanie* (Tank Company),
- a *Panzergrenadierkompanie* (Mechanised Infantry Company), or
- a *Grenadierkompanie* (Infantry Company).

Motivation and Experience

The German army has fought and won many battles since the beginning of the war. This has made German troops very experienced and confident. However, the infantry divisions are increasingly made up of older men, foreign conscripts, and other less than ideal material.

Most troops in a German force are rated as **Confident Veteran**. The troops of a Grenadierkompanie are rated as **Reluctant Trained**.

Special Rules

Mission Tactics

German training teaches all soldiers to think for themselves. Everyone is not only told their own job, but that of their commanding officers as well. If an officer is killed in action, the next most senior soldier will quickly take command.

If the command team of a German platoon is destroyed, another team can take over as a command team immediately.

If the command team is a vehicle, nominate another vehicle in the platoon as the new command team.

If the command team is an infantry team, remove a surviving infantry or gun team from the platoon and bring the command team back into play to replace it.

Kampfgruppe

German military organizations are very flexible. When a special mission is required a *Kampfgruppe* (battle group) will be formed out of troops from another unit. Once this mission is complete the *Kampfgruppe* is disbanded and the soldiers return to their original unit.

At the start of the game, detach up to half the teams from any combat and weapons platoons in the company and attach them to the Company HQ platoon.

The attached platoons count as part of the HQ platoon for all purposes including platoon and company morale.

Any casualties sustained by the composite Company HQ platoon do not affect the original platoons that the teams belonged to.

Stormtroopers

Speed and surprise were the hallmarks of Germany's elite stormtroopers during the First World War. Today the Army carries on this tradition of mobility and decisive action. Now all German troops are considered stormtroopers, and this is reflected in the speed with which they manoeuvre.

Any German platoon with a command team may attempt a Stormtrooper move in its Assault step instead of launching an assault.

Roll a Skill test for each platoon.

- *If the test is passed, the platoon may move another 4"/10cm.*
- *If the test is failed, the platoon cannot move further this turn.*

All of the normal rules apply for this movement.

Platoons cannot make Stormtrooper moves if they are moved At the Double or are Pinned Down. Bugged Down or Bailed Out vehicles cannot make Stormtrooper moves. Gun teams that shot earlier in the turn cannot make a Stormtrooper move.

German Vehicles

Amphibious

The Schwimmwagen amphibious jeep carries the Panzergrenadiers of the reconnaissance battalion through any terrain, even swimming rivers.

Schwimmwagen amphibious jeeps treat impassable water obstacles as Difficult Going.

Burns Easily

Battle reports on the Panther tank noted time and again how it burned astonishingly quickly and burned out when penetrated.

The opposing player re-rolls any failed Firepower tests to destroy a Panther tank.

Heavy Tank

Tiger heavy tanks may be slow, but they have the power and weight to grind their way across almost any terrain.

Tiger tanks only move 8"/20cm on Road and Cross-country terrain.

If a Tiger tank becomes Bugged Down, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Light Tank

The Panzer II L reconnaissance tanks are fast and mobile.

Light tanks move 16"/40cm when moving on Roads or Cross-country.

Mortar Carrier

The Sd Kfz 251/2 (8cm) mortar carrier is a specialist half-track carrying a standard medium mortar. Although the mortar is normally fired from the half-track, it can be dismantled and the half-track sent to the rear.

You may dismantle the mortar by replacing the half-track with a Medium Mortar team. Once dismantled, the mortar may not remount during a game.

Overloaded

The heavy armour and large guns some tanks seriously overloads the chassis.

Overloaded tanks only move 8"/20cm on Road and Cross-country terrain.

When required to make a bogging roll, an overloaded tank becomes Bugged Down on a roll of 1 or 2, rather than the usual 1.

Schürzen

Schürzen are the thin armoured plates added to the sides of some German tanks. Schürzen protects the vehicle from small anti-tank weapons, like anti-tank rifles and bazooka rockets.

When a tank that is protected by Schürzen is hit by an infantry team's shooting and fails its Armour Save, roll a special 4+ save:

- If the save is successful the Schürzen protects the tank from damage.
- If the save is not successful the shot penetrated as normal.

Schürzen only stops hits on the side armour.

Wide-tracks

Despite occasional mechanical failures, the extremely wide tracks fitted to the Panther tanks allow them to cross almost any terrain with ease.

If a Panther tank becomes Bugged Down, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

German Weapons

Assault Rifles

The advanced StG44 *Sturmgewehr* auto-loading assault rifle fires a shortened cartridge of reduced power. The short cartridge reduces recoil compared to a normal rifle and enables the rifle to be fired fully automatically. It is easier to shoot while on the move. The price paid for these advantages is a shortened maximum range.

Assault Rifle teams have Range 8"/20cm, ROF 3, Firepower 6, and Anti-tank 1. The team suffers no penalty for moving.

Heavy Anti-aircraft Guns

Heavy anti-aircraft guns like the 8.8cm FlaK gun have large crews and fast reloading systems to allow them to keep up an extraordinary rate of fire.

The 8.8cm anti-aircraft gun may have ROF 3 for +10 points if it is modelled with 8 or more crew.

Limited Elevation

The way the 10.5cm howitzer is mounted in the Hotchkiss self-propelled gun prevents it from elevating to maximum range.

10.5cm howitzers mounted in 10.5cm leFH18 auf 39H(f) self-propelled guns count as Close-support Artillery.

Panzerfaust

Germans engineers have invented a cheap, disposable anti-tank launcher named *Panzerfaust* ('Tank Smasher'). These are issued to infantry units as required, providing them with their own anti-tank weapons.

Teams equipped with Panzerfaust launchers may only fire them in defensive fire when they are assaulted. A team with Panzerfaust launchers may either fire them or its normal weapons.

When using their Panzerfaust anti-tank launchers in assault combats, a team has an Anti-tank rating of 4.

Rear AA Mount

German half-tracks are fitted with a rear anti-aircraft mounting for one of the passenger's machine-guns, allowing them to fire from the vehicle.

A passenger team can mount their machine-gun on the half-track's rear AA mount. It then fires as an Anti-aircraft Machine-gun with a field of fire to the side or rear of the vehicle.

Stielgranate

The little 3.7cm anti-tank gun earned the nickname 'The Army's Doorknocker' because it just made an ineffective banging noise on the outside of well-armoured tanks. The answer lies in the new Stielgranate ammunition. It is clumsy and short-ranged, but it allows the 3.7cm anti-tank gun to knock out any tank in existence.

A 3.7cm anti-tank gun with Stielgranate ammunition can fire with Range 8"/20cm, ROF 1, Anti-tank 12, and Firepower 5+.

Stummelwerfer

The 8cm GW42 *Stummelwerfer* ('stump mortar') is a shortened and lightened version of the GW34. The weapon

was designed for the parachute regiments, but has found favour in the Grenadier regiments as well. The biggest advantage of the GW42 is its light weight and handiness in action. The cost is in a dramatically decreased range.

You may replace medium mortar teams with 8cm GW42 light mortar teams with Range 16"/40cm, ROF 1, Anti-tank 1 and Firepower 3+. As well as firing as light mortars, GW42 mortars can fire as close-support artillery. 8cm GW42 teams are issued with smoke ammunition. 8cm GW42 mortars, being light mortar teams, are infantry teams rather than gun teams.

Begleitgrenadiere

Assault guns are expected to support infantry operations from close range. So as not to distract them from their main mission, they often have a small unit of *Begleitgrenadiere* or escort troops attached to protect them from enemy infantry.

Begleitgrenadiere never go far from their assault gun, so use infantry miniatures permanently mounted on the back of the assault gun to represent them. Begleitgrenadiere are part of the tank team. They cannot move, be shot at, or assaulted separately from their assault gun. Their only way to destroy them is to destroy their assault gun.

Begleitgrenadiere can shoot separately from their assault gun. They have a range of 8"/20cm, ROF 1 whether the assault gun moves or not, Anti-tank 1, and Firepower 6.

In an assault, Begleitgrenadiere fight at the same time as their assault gun, giving the assault gun two attacks in assault combat.

A assault gun carrying Begleitgrenadiere cannot carry other passengers.

Horse-drawn Transport

Although infantry divisions were not issued trucks, they sometimes replaced horse-drawn transport with captured vehicles.

You may replace horse-drawn limbers and wagons with captured trucks for +5 points each.

Air Support

The *Luftwaffe*, or German Air Force, is greatly outnumbered by Germany's enemies. It is a happy day when the German Grenadier receives air support!

You may request Sporadic air support at a cost of 50 points. Sporadic air support will provide supporting ground attack aircraft and fighters on a roll of a 6.

You may request Limited air support at a cost of 100 points. Limited air support will provide supporting ground attack aircraft and fighters on a roll of a 5+.

Aircraft	Weapons	Range	ROF	Anti-tank	Firepower
Ju87D Stuka	Bombs	4"/10cm	-	4	1+
Ju87G Stuka	Guns	8"/20cm	3	7	5+

Panzerkompanie (Tank Company)

The Panzers are the mailed fist of the Wehrmacht, they are the cutting edge of the might spear that has so often been rammed through enemy lines during the war. Germany's latest tank designs are the best in the world and are the subject of much envy from enemy tank crews. Even the older German designs are as efficient as many of the latest enemy vehicles.

The Panzers are well suited to attacking. They enjoy nothing more than falling upon the enemy lines like a bolt of lightning out of nowhere, smashing enemy armour and anti-tank guns before pouring through onto the enemy rear areas.

When the army is defending the Panzer divisions are usually kept to the rear of the battle line at first, and if the enemy manages to penetrate the front-line infantry divisions then the tanks move forward swiftly, smashing the breakthrough before it becomes dangerous. When employed in this role the Panzers are referred to as 'fire brigade' troops, as they rush from hotspot to hotspot, putting out the fires.

What Is In A Panzerkompanie?

A force based around a Panzerkompanie must contain:

- a Company HQ, and
- at least two Panzer Platoons.

Weapons Platoons available to a Panzerkompanie are:

- a Scout Platoon,
- an Armoured Pioneer Platoon, and
- an Anti-aircraft Platoon.

Support Platoons for a Panzerkompanie can be:

- Panzergrenadier Platoons (from a Panzergrenadierkompanie), or
- Heavy Tank, Assault Gun, Hunting-tank, Anti-tank, Artillery, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **one** Support Platoon attached to your company for each Panzer Platoon you are fielding.

Motivation And Experience

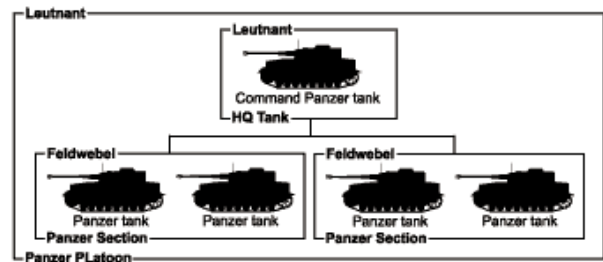
A Panzerkompanie is **Confident Veteran**.

front lines. There will often be seen a tank recovery vehicle accompanying the Panzers into action.

The recovery vehicle can be an Sd Kfz 9 half-track or a Bergepanzer III or Bergepanther recovery tank.

Combat Platoons

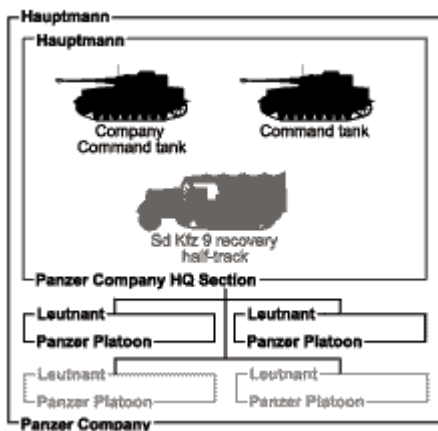
2 to 4 Panzer Platoons



The most common vehicles to be found in the Panzer platoon are the older Panzer IV and the new Panther. As Germany falls more on the defensive, many Panzer IV tanks are being replaced with StuG assault guns and turretless Jagdpanzer IV/70 tanks (more correctly known as Panzer IV/70).

Headquarters Platoon

1 Company HQ

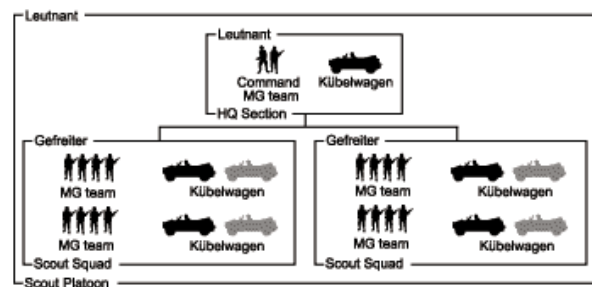


The *Panzerkompanie* or Tank Company is the basic formation of the Panzer force and is commanded by a *Hauptmann*. Germany's Panzers are scarce and because of this the number of vehicles in a Panzer Company can vary widely. A company at its full strength of 22 vehicles is a rare sight indeed. Note also the wide range of vehicles that may be found in the company. In addition to the highly capable new vehicles, such as the Panther, some older and less able Panzers may be found still at the front line.

German tankers are expert at recovering their damaged vehicles from the battle and repairing them just behind the

Weapons Platoons

0 to 1 Scout Platoon



At full strength:	210 points
With 1 squad:	125 points
Replace all MG teams with Assault Rifle teams	+10 points
Replace Kübelwagen jeeps with Sd Kfz 251 half-tracks:	+20 points per squad or section

The Scout Platoon moves ahead of the mighty Panzers, locating enemy strong points, and detecting ambushes. Without these 'eyes', the Panzers would be a blind colossus and easy prey for strong enemy defences.

When defending, the platoon can be used to give advance warning of the enemy's assault and deceive them as to where the Panzer battalion's real defences lie.

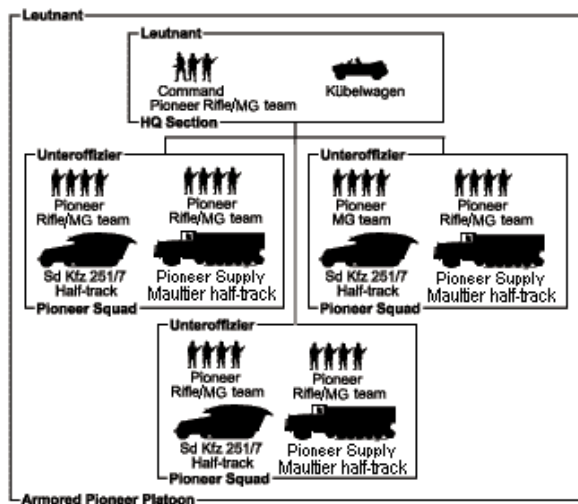
Historically, the Kübelwagen jeeps of the Scout Platoons only carry a driver and two scouts each. A team of four scouts is split over two Kübelwagen jeeps. In *Flames Of War*, you can model a scout team's transport as either one or two Kübelwagen jeeps, but either way they count as a single transport team they must always remain together and count as a single target for shooting. If one is destroyed, they both are destroyed. You may choose to base the two vehicles together to show this.

Scout Platoons equipped with Sd Kfz 251 half-tracks have one half-track per squad and one in the HQ section.

Scout Platoons are reconnaissance platoons and may use the Reconnaissance rules to avoid enemy fire.

Your force may not contain more than one Scout Platoon, even if it has more than one Panzerkompanie.

0 to 1 Armoured Pioneer Platoon



At full strength:	285 points
With 2 squads:	205 points
With 1 squad:	120 points
Add Panzerfaust to every team:	+5 points per team
Replace Rifle/MG teams with Assault Rifle teams:	+10 points per squad or section

The Armoured Pioneer Platoon will also be found moving ahead of the Panzers line of advance. It is their responsibility to ensure that the path ahead is clear by removing anti-tank obstacles like felled trees, and filling in craters blown in roads. It can be a very dangerous life being a Pioneer as they often operate in very forward and exposed positions.

When defending, the Pioneer platoon will help construct defences before the battle. During the battle it will serve as regular infantry to assist in holding the line.

Up to half of the Pioneer teams in an Armoured Pioneer Platoon may be equipped with flame-throwers as well as their normal weapons for +10 points each.

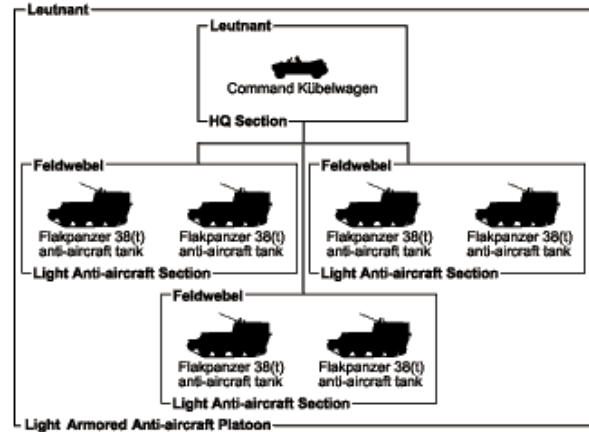
Your force may not contain more than one Armoured Pioneer Platoon, even if it has more than one Panzerkompanie or Panzergrenadierkompanie.

0 to 1 Armoured Anti-aircraft Platoon

Germany's enemies possess large numbers of aircraft and the German air force can no longer guarantee the army protection from air-attack. Many older tanks have been converted to carry rapid firing anti-aircraft cannons to provide protection for the Panzers. Casualty rates amongst enemy ground attack aircraft pilots are now very high.

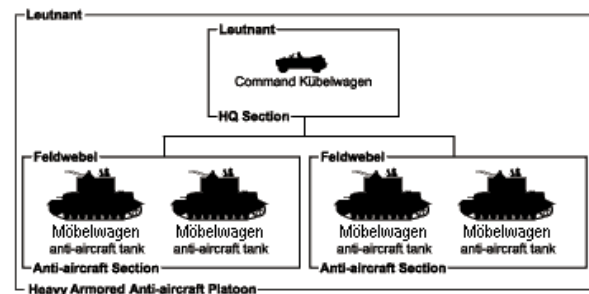
These weapons are also highly effective against lightly armored ground targets and can assist to the Panzers even when no enemy aircraft are present.

Light Armoured Anti-aircraft Platoon



A light Armoured Anti-aircraft Platoon has a command vehicle and three sections of either one Sd Kfz 7/1 (2cm) or Wirbelwind quadruple-mounted anti-aircraft gun, or two Flakpanzer 38(t) single-mounted 2cm anti-aircraft guns.

Heavy Armoured Anti-aircraft Platoon



A heavy Armoured Anti-aircraft Platoon has a command vehicle and four Möbelwagen or Sd Kfz 7/2 (3.7cm) anti-aircraft guns.

Your force may not contain more than one Armoured Anti-aircraft Platoon, even if it has more than one Panzerkompanie.

Panzergranadierkompanie (Mechanised Infantry Company)

The German army has always prided itself on its superior mobility in the attack. The Panzergranadiers, or armoured infantry, are a highly mobile, combined arms strike force possessing immense firepower. A high standard of training and personal initiative, combined with the most modern equipment means the Panzergranadier regiment will be capable of engaging and destroying all enemy forces encountered.

It is the job of the Panzergranadiers to work with the Panzers in achieving victory. Depending on the situation either the Panzers may be leading the way with the Panzergranadiers supporting them, or it may be other way round. Despite their name, not all Panzergranadiers possess armored vehicles for transportation. Only a small proportion of the troops in the Germany army have armored half-tracks and those that do are considered to have almost as high status as the Panzers themselves. A unit that is entrusted with such vehicles will be expected to closely follow the Panzers into combat, utilizing this protection and mobility to fall upon the enemy before they have a chance to react.

What Is In A Panzergranadierkompanie?

A force based around a Panzergranadierkompanie must contain:

- a Company HQ, and
- at least two Panzergranadier Platoons.

Weapons Platoons available to a Panzergranadierkompanie are:

- a Heavy Platoon,
- a Tank-hunter Platoon,
- a Heavy Mortar Platoon,
- an Infantry-gun Platoon,
- a Light Anti-aircraft Platoon.

Support Platoons for a Panzergranadierkompanie can be:

- Panzer Platoons (from a Panzerkompanie),
- a Scout Platoon,
- an Armoured Pioneer Platoon,
- an Armoured Flame-thrower Platoon, or
- Heavy Tank, Assault Gun, Hunting-tank, Anti-tank, Artillery, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

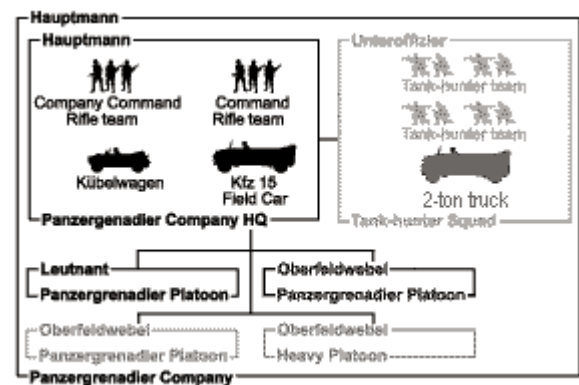
You may have up to **two** Support Platoons attached to your company for each Panzergranadier Platoon you are fielding.

Motivation And Experience

A Panzergranadierkompanie is **Confident Veteran**.

Headquarters Platoon

1 Company HQ



At full strength:	45 points
Add Tank-hunter Squad:	+30 points per team
Replace Kfz 15 field car and Kübelwagen with Sd Kfz 251/1 half-tracks:	+20 points
Replace 2-ton truck with Sd Kfz 251/17 (2cm) or Sd Kfz 251/21 (2cm) half-track:	+15 points
Add Panzerfaust:	+5 points per team

The *Hauptmann* (or Captain) commands the Panzergranadier Company. He must oversee the performance of the company during battle and ensure that all the soldiers in the company know what to do and where to do it. Controlling the actions of over a hundred Panzergranadiers and a variety of support weapons takes a considerable amount of skill. The *Hauptmann* must be an intelligent and resourceful leader.

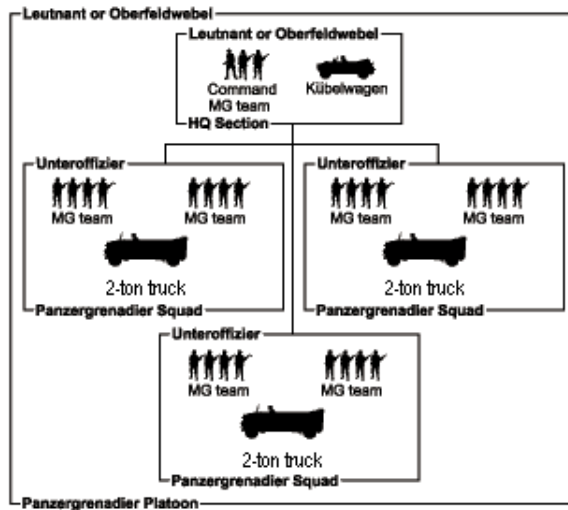
Combat Platoons

2 or 3 Panzergrenadier Platoons

Riding in their Kfz70 light trucks (or whatever else is available in these difficult times), the motorized Panzergrenadier platoon will be delivered close to where it is needed to be most effective. Quickly and efficiently the platoon will deploy, each soldier knowing what he is required to do. Many of the soldiers in the platoon will have had several years combat experience behind them, and they will have passed this knowledge onto any new recruits, enabling the recruits to quickly become veterans themselves.

The Panzergrenadier platoon has considerable firepower with two MG42 machine-guns per section. One on one the Panzergrenadiers will outshoot most enemy infantry.

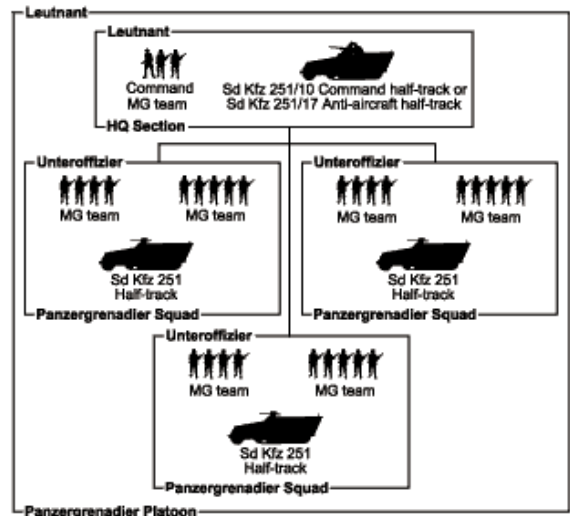
Motorised Panzergrenadier Platoon



At full strength:	220 points
With 2 squads:	160 points
Add Panzerfaust to every team:	+5 points per team
Replace four MG teams with Assault Rifle teams:	+5 points

A motorised Panzergrenadier Platoon is carried on the march in Horch or Krupp Kfz 70 trucks. A Panzergrenadier Platoon in a force with no Panzer Platoons may replace the Kfz 70 trucks in each squad with a single 3-ton truck and drop the Kübelwagen at no cost.

Armoured Panzergrenadier Platoon



At full strength:	275 points
With 2 squads:	200 points
Add Panzerfaust to every team:	+5 points per team
Replace four MG teams with Assault Rifle teams:	+5 points

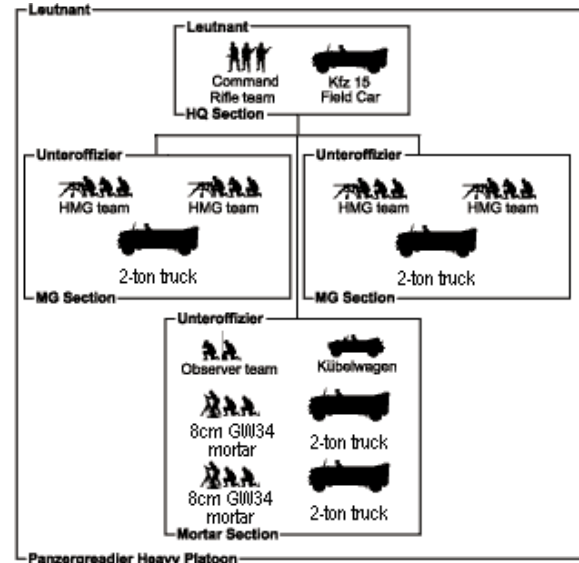
An armoured Panzergrenadier Platoon has an Sd Kfz 251/1, Sd Kfz 251/10 (3.7cm), Sd Kfz 251/17 (2cm), or Sd Kfz 251/21 (2cm) half-track for the HQ Section and an Sd Kfz 251/1 half-track for each Panzergrenadier Squad.

Weapons Platoons

0 to 1 Heavy Platoon

The heavy platoon ensures that there is always a concentration of firepower available to support the company at vital times. The Hauptmann quickly learns how important the concentrated machineguns are for repelling the massed infantry attacks of the Bolsheviks in the East, and how useful the mortars are for winking out American troops concealed amongst the hedgerows of the West.

Motorised Heavy Platoon

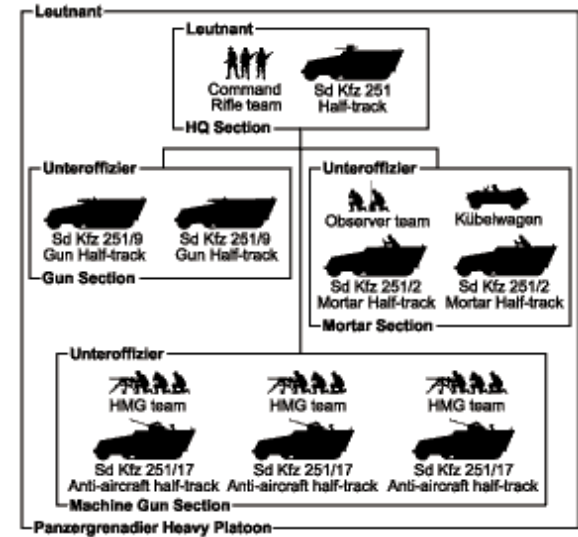


HQ Section:	20 points
Add Mortar section:	+95 points
Add MG sections:	+75 points each

A Heavy Platoon must have an HQ Section and at least one Mortar or MG Section.

A Heavy Platoon in a force with no Panzer Platoons may replace the Kfz 70 personnel carriers with 3-ton trucks at no cost.

Armoured Heavy Platoon



HQ Section:	35 points
Add Mortar section:	+105 points
Add MG section:	+155 points
Add Gun section:	+120 points

A Heavy Platoon must have an HQ Section and at least one Mortar or MG Section. The Machine-gun Section can be mounted in either Sd Kfz 251/17 or Sd Kfz 251/21 half-tracks.

Heavy Platoons

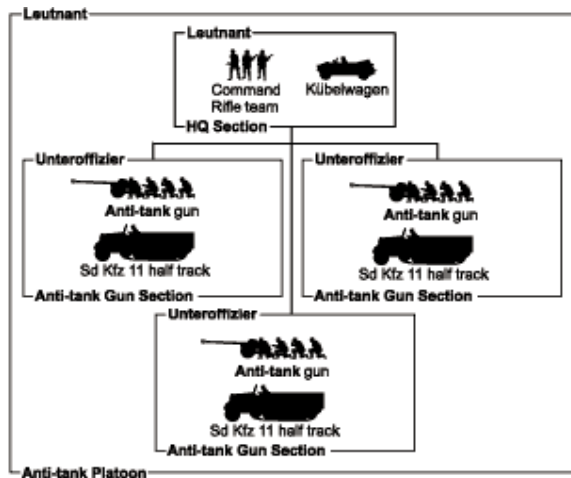
The Heavy Platoon of a Panzergraderkompanie gives the Panzergrader Platoons the weapons they need, when they need them.

Before the game begins you may detach teams from your Armoured or Motorised Heavy Platoon to reinforce Panzergrader Platoons. The detached teams are no longer part of the Heavy Platoon, but become part of the Panzergrader Platoon they are attached to instead.

The attached teams do not count towards the number of teams in the platoon that are capable of fighting when working out whether the platoon is below half strength for Platoon Morale Checks, however, if they are destroyed, they do count towards the number of destroyed teams in their adopted platoon.

The Heavy Platoon must retain at least one section under its own command.

0 to 1 Tank-hunter Platoon

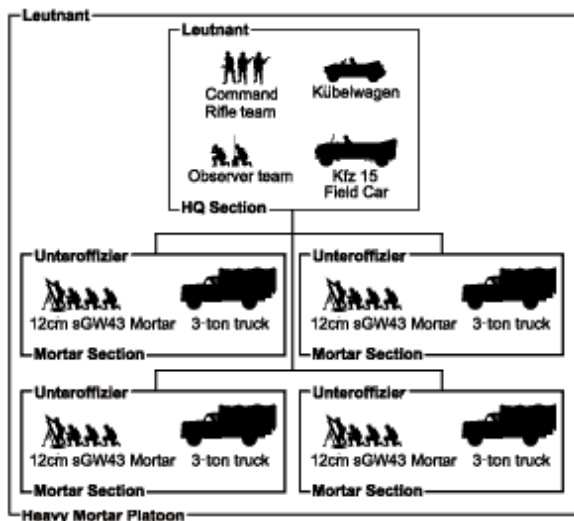


The powerful anti-tank gun platoon shields the Panzergrenadier Regiment from enemy armour. German anti-tank guns are acknowledged to be the best in the world and their crews know exactly how to get the best out of them.

The anti-tank guns can be towed 5cm PaK38 or 7.5cm PaK40 anti-tank guns, or in an armoured Panzergrenadierkompanie, Sd Kfz 251/22 (PaK40) self-propelled anti-tank gun half-tracks, or guns towed by ordinary Sd Kfz 251 half-tracks.

Your force may not contain more than one Tank-hunter Platoon, even if it has more than one Panzergrenadierkompanie.

0 to 1 Heavy Mortar Platoon

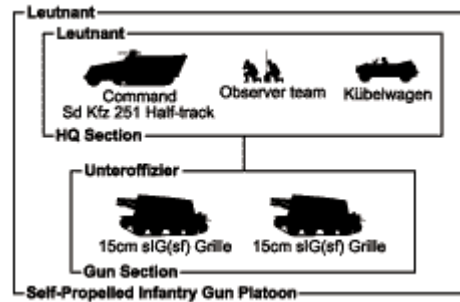


The 12cm heavy mortar is a German development of a useful Bolshevik design. The soldiers in Russia found these weapons useful for pulverizing stubborn enemy troops. German industry improved the design and manufactured it for use by our gallant Grenadiers.

An armoured Heavy Mortar Platoon replaces the Kfz 15 field car and the 3-ton trucks with Sd Kfz 251 half-tracks.

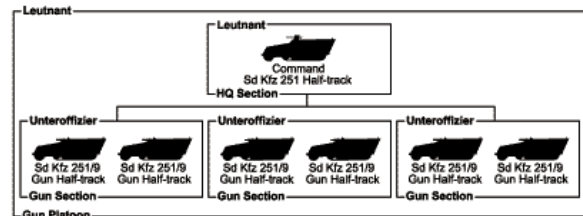
Your force may not contain more than one Heavy Mortar Platoon, even if it has more than one Panzergrenadierkompanie.

0 to 1 Infantry Gun Platoon Self-propelled Infantry Gun Platoon



The self-propelled infantry guns are the heaviest weapons available to the Panzergrenadier regiment. The fat, stubby 15cm barrels throw a gigantic 84-pound (38kg) projectile that will smash almost any target. It is hard work for the crew loading such a weapon all day, but the satisfaction they gain from being such a vital component of the German war-machine makes up for it!

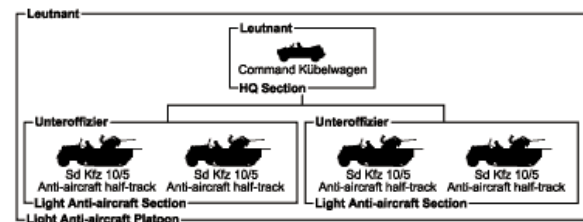
Armoured Gun Platoon



The gun platoon is equipped with the standard half-track that has had a 7.5cm short-barrelled gun mounted upon it. This adaptation has produced a light assault gun. The vehicle provides a cheap source of high-explosive fire support for an armoured Panzergrenadierkompanie.

Your force may not contain more than one of each type of Infantry Gun Platoon, even if it has more than one Panzergrenadierkompanie.

0 to 1 Light Anti-aircraft Gun Platoon



Local defence against enemy ground attack aircraft is provided by the anti-aircraft gun platoon. The 2cm automatic cannon is effective enough for driving off most aircraft, however it will make little impression on the armored Soviet 'Sturmovik' ground attack aircraft. If this is the case, pray that heavier weapons are in the area.

For anti-aircraft duties, position the Sd Kfz 10/5 vehicles to the rear of your force where they have good fields of fire and wait for the enemy aircraft to make the mistake of attacking the German army. If no aircraft appear to be in the area the Sd Kfz 10/5 can be sent further forward to support the company directly by firing on suitable ground targets.

Support Platoons

0 to 1 Scout Platoon

See the Panzerkompanie for the platoon organisation.

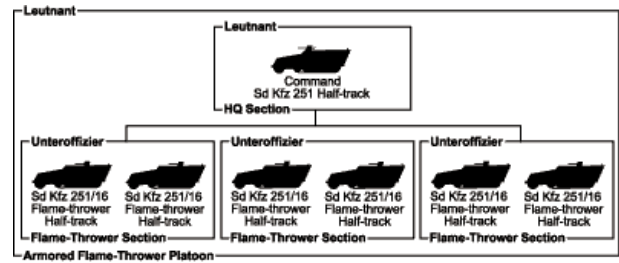
Your force may not contain more than one Scout Platoon, even if it has more than one Panzergrenadierkompanie or Panzerkompanie.

0 to 1 Armoured Pioneer Platoon

See the Panzerkompanie for the platoon organisation.

Your force may not contain more than one Armoured Pioneer Platoon, even if it has more than one Panzergrenadierkompanie or Panzerkompanie.

0 to 1 Armoured Flame-thrower Platoon



For special situations the Panzergrenadier commander may call upon the support of the Flame-thrower Platoon. The platoon possesses up to six half-tracks carrying twin flamethrowers. The flamethrower platoon will prove to be especially useful when attacking troops emplaced in heavy fortifications such as bunkers, and during street fighting.

An Armoured Flame-thrower Platoon has a command Sd Kfz 251 half-track and two to six Sd Kfz 251/16 (Flamm) half-tracks.

Your force may not contain more than one Flammpanzer Platoon, even if it has more than one Panzergrenadierkompanie.

Grenadierkompanie (Infantry Company)

The footslogging infantry regiments are much more common than the Panzergrenadier regiments. The German infantryman is called a *Grenadier* and is a tough and self-reliant warrior. The infantry regiments are a vital component of the army and the Grenadiers will be seen performing great and heroic deeds for Germany in both offensive and defensive battles.

The Grenadiers rely on their feet to move themselves to the battle, and their horses to move their equipment. There are no luxuries like trucks to be found in the infantry regiment. This is one of the reasons the Grenadier is so tough and stoic under pressure. Another reason is the superior basic training the Grenadier receives, which emphasizes teamwork, personal initiative and self-reliance.

The Grenadier is supported in battle by an impressive array of heavy support weapons. This ensures that no enemy force poses too much of a challenge. But these supporting forces do not win the battle, the battle is won by the bravery and determination of the Grenadier Regiment itself.

The brave infantry tend to take heavier casualties than the panzer troops because the infantry are more vulnerable to artillery fire, and air strikes. Because of this, some infantry units are made up of less experienced soldiers, sometimes new recruits, sometimes rear-area troops like cooks and even wounded men. These troops still attempt to do their best for Germany even with their lower skill and confidence levels.

What Is In A Grenadierkompanie?

A force based around a Grenadierkompanie must contain:

- a Company HQ, and
- at least two Grenadier Platoons.

Weapons Platoons available to a Grenadierkompanie are:

- an MG Platoon,
- two Mortar Platoons,
- a Tank-hunter Platoon,
- an Infantry-gun Platoon, and
- a Pioneer Platoon.

Support Platoons for a Grenadierkompanie can be:

- Heavy Tank, Assault Gun, Hunting-tank, Anti-tank, Artillery, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Grenadier Platoon you are fielding.

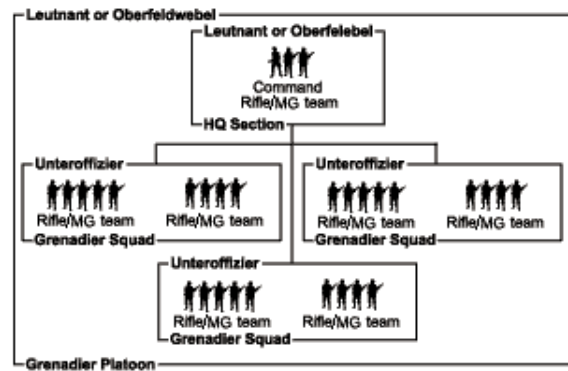
Motivation And Experience

A Grenadierkompanie is **Reluctant Trained**.

willed and determined individual. The Hauptmann will also be patient, as with a force that almost entirely on foot, the enemy cannot be quickly pursued and crushed as with the Panzers. Instead, the Hauptmann will use the long years of experience gained through many previous campaigns to outthink, outmanoeuvre and then destroy the enemy.

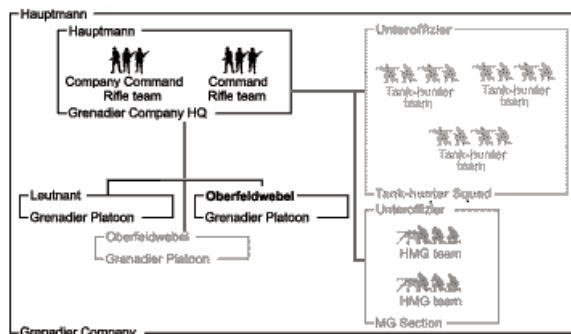
Combat Platoons

2 or 3 Grenadier Platoons



Headquarters Platoon

1 Company HQ



At full strength:	20 points
Add HMG teams:	+20 points each
Add Tank-hunter teams:	+20 points each
Add Panzerfaust:	+5 points per team

The *Hauptmann* (or Captain) who given the responsibility of commanding a Grenadier company must be a strong-

At full strength:	105 points
With 2 squads:	75 points
Add Panzerfaust to every team:	+5 points per team
Replace Rifle/MG teams with Assault Rifle teams:	+5 points per squad or section

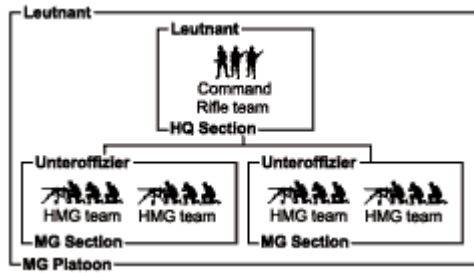
The Grenadier platoon consists of thirty battle-hardened Grenadiers. They will not look pretty, with their dirty uniforms and rough shaven faces, but they will always try their utmost to win the battle for their commander. The Hauptmann knows this and always looks after them to ensure their lives are not sacrificed needlessly for their country.

The Grenadiers are the backbone of your force; one on one they will defeat most enemy infantry. When facing more powerful foes they should either dig in or use their superior training and personal initiative to hit and run.

Up to four Rifle/MG teams may be replaced with Assault Rifle teams.

Weapons Platoons

0 to 1 MG Platoon

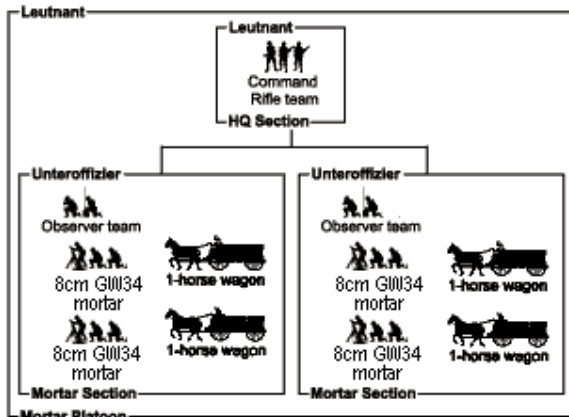


At full strength:	90 points
With 1 section:	50 points

Direct fire support for the company is provided by their own tripod-mounted machine guns. The MG platoon is a compact unit that will quickly chew through exposed enemy infantry.

Deploy the MG platoon to cover your Grenadiers and maintain heavy fire to keep the enemy's heads down so that the Grenadiers can finish them off with an assault. The MG platoon is also excellent for defending other weapons such as gun batteries from being assaulted by enemy troops. MG Platoons provide additional fire support for the company.

0 to 2 Mortar Platoons



At full strength:	120 points
With 1 section:	65 points

These 8cm mortars provide the company commander with a quick response artillery unit, capable of raining deadly high explosive and shrapnel down upon the enemies' heads within seconds of being needed.

It is important the mortars reach a good firing position and set up quickly as their services could be required any second. Position them behind hills, trees or buildings so that the enemy is unable to get a line of sight to the platoon.

0 to 1 Tank-hunter Platoon

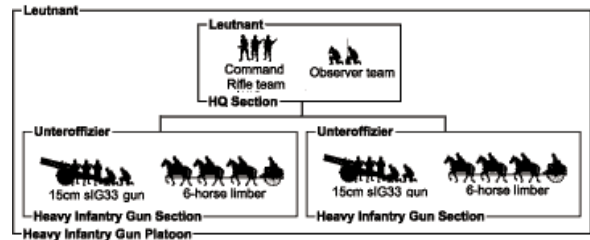
See the Panzergrenadierkompanie for the organisation of a Tank-hunter Platoon equipped with anti-tank guns. The anti-tank guns can be 3.7cm, 5cm, or 7.5cm anti-tank guns.

A Tank-hunter Platoon in a Grenadierkompanie is rated as Reluctant Trained. For that reason, 3.7cm PaK36 anti-tank guns cost only 20 points, 5cm PaK38 anti-tank guns cost

only 25 points, and 7.5cm PaK40 anti-tank guns cost 35 points.

Your force may not contain more than one Tank-hunter Platoon, even if it has more than one Grenadierkompanie.

0 to 1 Infantry Gun Platoon



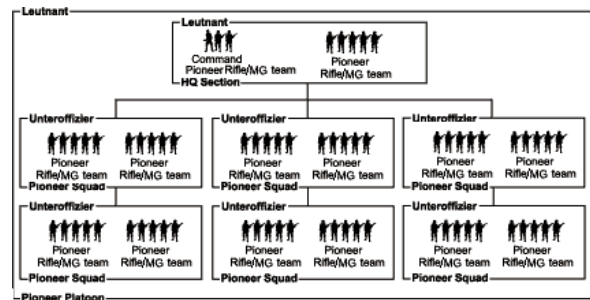
The infantry guns perform a similar role to the mortars, except they can fire directly upon enemy strongholds, as well as indirectly. A large dose of high explosive from the guns will rout most enemy infantry from their defensive positions.

Heavy Mortar Platoons replace each 15cm infantry gun with a pair of 12cm heavy mortars each carried by a 4-horse wagon.

An Infantry Gun Platoon in a Grenadierkompanie is classed as Reluctant Trained. Because of this, 15cm heavy infantry guns cost only 45 points, and 12cm heavy mortars cost 40 points.

Your force may not contain more than one Infantry Gun Platoon, even if it has more than one Grenadierkompanie.

0 to 1 Pioneer Platoon



At full strength:	265 points
With 4 squads:	190 points
With 2 squads:	115 points
Add Panzerfaust to every team:	+5 points per team

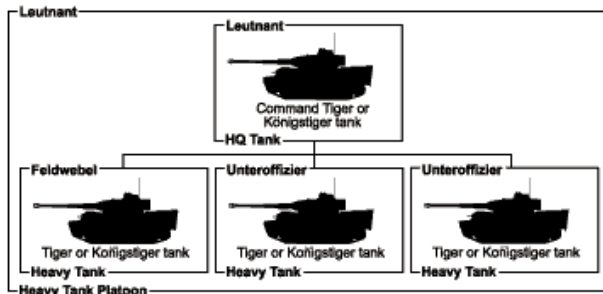
The Pioneers are assault engineers. They do not only all the hard work required to keep the army moving, like clearing and improving roads, and building and repairing bridges, but they also lead the assault against enemy fortifications. They are especially skilled at attacking tanks, as they know how to use, and are equipped with, explosive charges and flamethrowers.

Up to two Pioneer teams may be equipped with flamethrowers as well as their normal equipment for +10 points each.

Divisional Troops

Divisional Troops are rated as **Confident Veteran** unless otherwise noted.

0 to 1 Heavy Tank Platoon



Superior German tank designers have produced the finest heavy tanks in existence. The mere mention of the word 'Tiger' sends chills down the spine of enemy tankers. Despite being several years old, the Tiger heavy tank is still a feared weapon.

The successor of the Tiger is the Königstiger, the King or Royal Tiger, or Tiger II. Looking like an enlarged Panther the Königstiger has extremely thick armour and an even more powerful 8.8cm gun than the Tiger.

Tiger tanks are so powerful that they are effective, even in ones and twos. A Heavy Tank platoon may have any number from one to four heavy tanks.

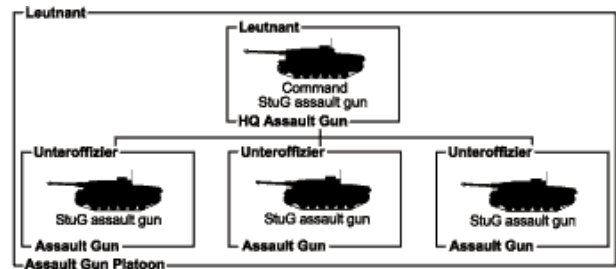
Tiger tanks are crewed by the finest tank crew in the German army. Tank aces such as Michael Wittmann and Otto Carius (who have destroyed hundreds of enemy vehicles between them) are an inspiration to the rest of the Army.

At the start of the game roll a die for each Heavy Tank Platoon and look up its Tiger Ace Skill on the table below.

Tiger Ace Skill

1	<i>Schnell!</i> —This platoon believes in the power of manoeuvre. The platoon may make a Stormtrooper move on a roll of 2+
2	<i>Clever Hans!</i> —After years of training and combat, the platoon operates like a well-oiled machine. Re-roll any failed Skill tests that the platoon makes.
3	<i>For the Fatherland!</i> —The soldiers of this platoon know how important their part in Germany's final victory is. Re-roll any failed Motivation tests this platoon makes.
4	<i>Every Shot Counts!</i> —The outstanding teamwork and excellent gunners of this platoon allow the Tiger tanks to re-roll any failed to hit roll.
5	<i>Rapid Fire!</i> —Teamwork between the commander, the gunner, and the loader allow the Tiger tanks of this platoon to fire with ROF 3.
6	<i>Top Ace!</i> —The commander of this platoon is an expert! Roll again for the platoon, if you roll 6 again, choose a skill. Then roll again to generate an extra skill for the command tank - if you roll 6 again or the same skill as the platoon has then choose a skill. This means that the command tank has two skills.

Assault Gun Platoon

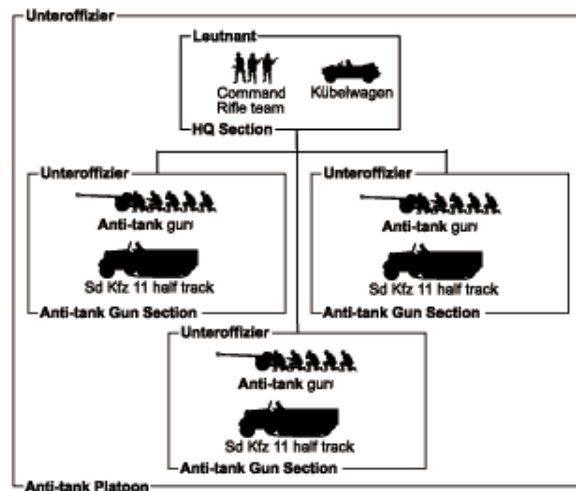


Since they don't have Panzers, the infantry developed turretless tanks, called *StuG* or *Sturmgeschütz* (meaning assault guns), to support their attacks. A StuG is easier to build than a tank, as it doesn't need an expensive and complex turret. The unfortunate fact that one has to turn the whole vehicle to aim the gun makes them vulnerable to being outflanked. However, the cheaper StuG are necessary to counter-balance the enemies' superior numbers.

Stalingrad and other East Front street battles showed the need for heavier assault guns. The *Sturmpanzer Brummbär* is the answer to this need. The valuable heavy *Sturmpanzer*, or assault tank, companies are allocated to divisions as needed.

As Assault Gun Platoon may have an Begleitgrenadiere attached to each assault gun for +10 points per vehicle.

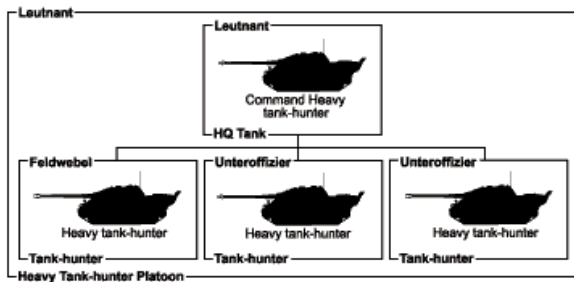
0 to 1 Anti-tank Gun Platoons



If there is expected to be a large amount of enemy armour in the area, an anti-tank platoon may be stationed nearby to strengthen up the company's defences. Anti-tank guns provide a cheap yet powerful defence against massed enemy armour.

The platoon might be equipped with 7.5cm PaK40 anti-tank guns or long 8.8cm guns – the 8.8cm PaK43, the most powerful anti-tank gun in existence; capable of slicing clean through any known tank.

0 to 1 Hunting-tank Platoon

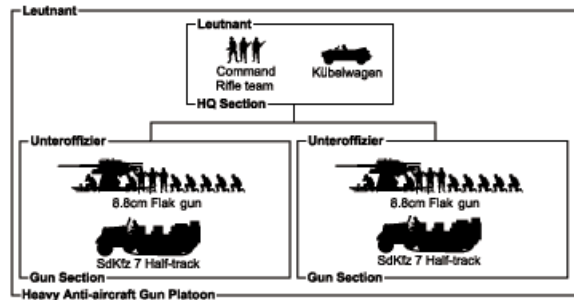


Mounting an anti-tank gun on an old tank hull, the *Jagdpanzer* or hunting-tank platoon can go out and hunt enemy tanks; unlike a towed anti-tank gun platoon, which must wait for the tanks to come to them.

The Hetzer is mostly issued to Grenadier formations, leaving the better Jagdpanzer IV for the *Panzertruppen*, while the old Marder is still seen in some less fortunate units.

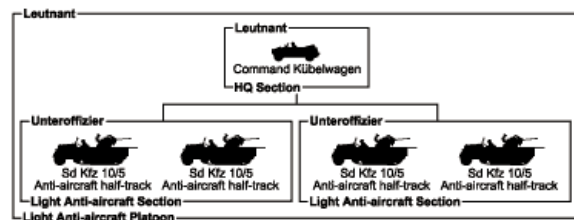
Army heavy Hunting-tank platoons have the Hornisse, Elefant, Jagdpanther, and Jagdtiger tank-hunters. These monsters are rare beasts, so a heavy Hunting-tank platoon may have any number from one to four heavy tank-hunters.

0 to 1 Heavy Anti-aircraft Platoon



The 8.8cm Flak36 anti-aircraft gun is probably the most famous and most feared weapon of the war, and for good reason – the ‘88’ is not only an excellent anti-aircraft weapon, but also has become the terror of Allied tankers in the ground-to-ground firing role.

0 to 1 Light Anti-aircraft Platoons



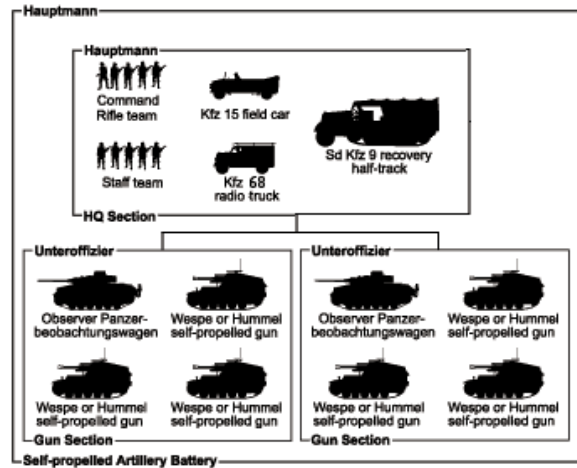
The German army has large numbers of light anti-aircraft guns that work with the heavy 8.8cm guns to destroy enemy aircraft. The light guns are rapid firing automatic cannons mounted on thinly armored vehicles.

The light AA vehicles position themselves in cover and wait for low-flying enemy aircraft to pass within range of their guns. Their high rate of fire also makes them excellent weapons for engaging lightly armored ground targets.

Rather than mounting the anti-aircraft guns on their tractors, you may choose to field them as towed guns instead. In this case replace each Sd Kfz 10/5 anti-aircraft half-track with an Sd Kfz 10 half-track and a 2cm Flak38 gun.

Alternatively, the two light A/A half-tracks in each section can be replaced with one heavier Sd Kfz 7/1 or Sd Kfz 7/2 anti-aircraft half-track.

0 to 1 Self-propelled Artillery Battery

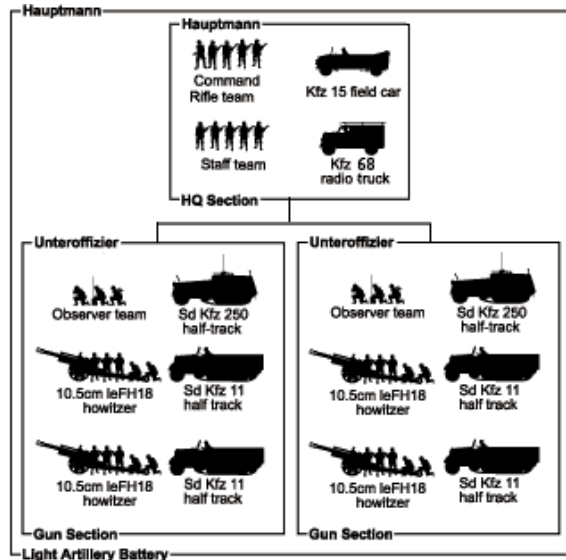


The highly mobile Panzer forces benefit from having some of their supporting artillery mounted in armored vehicles. This allows the artillery to keep up with the tanks as they advance. They are also able to begin firing once they are in position much quicker than towed weapons.

Position the guns behind cover and begin firing in support of the Panzers as soon as possible. If the guns are threatened by an enemy breakthrough, use their mobility to escape and find a new firing position.

The Panzerbeobachtungswagen or Panzer III (OP) can be replaced with Panzer IV (OP) tanks, especially in Hummel batteries.

Light Artillery Battery



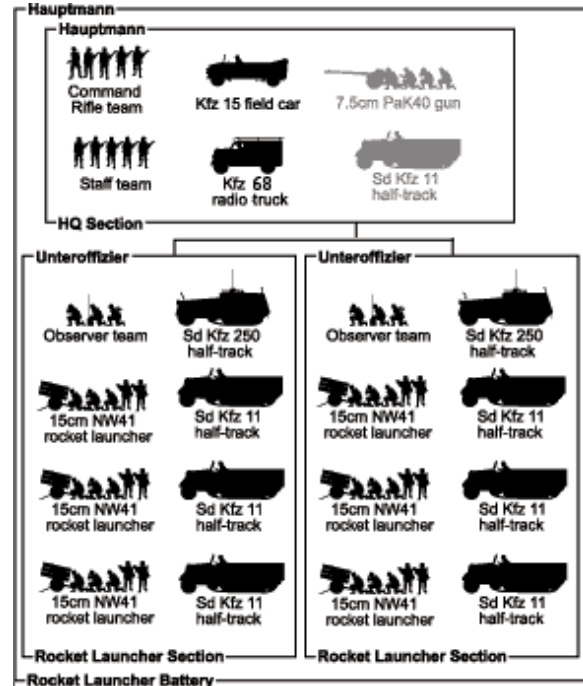
Although the artillery in Panzer divisions is drawn by half-tracks, the bulk of the German artillery is still horse-drawn. This reduces their mobility but still they are highly efficient when engaging the enemy with indirect fire.

Remember, the towed guns take slightly longer to get into position and get ready to fire than the self-propelled artillery, so take time to locate a firing position the guns can get to quickly, but which is still protected from the enemy.

For a horse-drawn battery, replace all Sd Kfz 11 half-tracks with six-horse limbers. The commander no longer has a Kfz 15 field car. The staff has a four-horse wagon rather than a truck. The observers lose their Sd Kfz 250 half-tracks also, so they must walk too.

Horse-drawn Light Artillery Batteries are classed as Reluctant Trained. As a result, the points value of a 10.5cm field howitzer is only 45 points to a horse-drawn battery.

Rocket Launcher Batteries



The job of the Nebelwerfer six-barrelled rocket launchers is to saturate a target with high explosive by firing their rockets as quickly as possible, one after the other. Having done this, the Nebelwerfer battery packs up their launchers and moves to a new firing position. It is important for the rocket launcher battery to move off quickly as the rockets leave huge smoke trails in the sky – and this tells enemy artillery batteries exactly where the rockets were fired. Within minutes, a Nebelwerfer launch site will be the target of counter-battery fire from the enemy artillery.

Reconnaissance Platoons

Armoured Car Patrols have three armoured cars, either two Sd Kfz 222 (2cm) armoured cars and an Sd Kfz 231 (8-rad) armoured car, three Sd Kfz 234/1 (2cm) or Sd Kfz 234/2 Puma armoured cars, or two Sd Kfz 250/9 (2cm) half-track armoured cars and an Sd Kfz 250 reconnaissance half-track.

Gun Platoons of three Sd Kfz 233 (7.5cm), Sd Kfz 234/3 (7.5cm), or Sd Kfz 234/4 (PaK40) armoured cars provide heavy fire support to the armoured cars.

Tanks and Other Fighting Vehicles

Name	Points	Mobility	Armour			Equipment And Notes
			Front	Side	Top	
Tanks – Confident Veteran						
Panzer IV H or J	110	Fully-tracked	6	3	1	7.5cm tank gun, co-ax MG, hull MG, Schürzen.
Panther A or G	155	Fully-tracked	10	5	1	Long 7.5cm tank gun, co-ax MG, hull MG, Wide tracks, Burns easily.
Self-propelled Infantry Weapons – Confident Veteran						
Sd Kfz 251/2D (8cm)	45	Half-tracked	1	0	0	8cm GW34 mortar, AA MG, Mortar carrier.
Sd Kfz 251/9D (7.5cm)	50	Half-tracked	1	0	0	7.5cm assault gun, AA MG.
Sd Kfz 251/22 (PaK40)	75	Half-tracked	1	0	0	7.5cm PaK40 gun, AA MG.
Grille (15cm sIG)	90	Fully-tracked	2	1	0	15cm assault gun, AA MG.
Sd Kfz 251/16D (Flamm)	60	Half-tracked	1	0	0	Two light flame-throwers, hull MG, Fuel tanks.
Heavy Tanks – Confident Veteran						
Tiger IE	260	Fully-tracked	9	8	2	8.8cm tank gun, co-ax MG, hull MG, Heavy tank.
Königstiger	365	Fully-tracked	15	8	2	Long 8.8cm tank gun, co-ax MG, hull MG, Overloaded.
Assault Guns – Confident Veteran						
StuG III G	110	Fully-tracked	7	3	1	7.5cm tank gun, hull MG, Schürzen.
StuH42	115	Fully-tracked	7	3	1	10.5cm tank howitzer, hull MG, Schürzen.
7.5cm on 39H(f)	75	Fully-tracked	2	1	0	7.5cm PaK40 gun, AA MG, Overloaded.
10.5cm on 39H(f)	70	Fully-tracked	2	1	0	10.5cm tank howitzer, AA MG, Overloaded.
Brumbär	135	Fully-tracked	10	5	1	15cm assault gun, hull MG, AA MG, Schürzen, Overloaded.
Sturmtiger	235	Fully-tracked	12	8	2	38cm rocket, hull MG, Overloaded.
Hunting-tanks – Confident Veteran						
Marder I	65	Fully-tracked	0	0	0	7.5cm PaK40 gun, AA MG, Overloaded.
Marder II, III, or III H	75	Fully-tracked	1	0	0	7.5cm PaK40 gun, AA MG.
Hetzer	90	Fully-tracked	7	1	1	7.5cm tank gun, hull MG, Overloaded.
Jagdpanzer IV	110	Fully-tracked	7	3	1	7.5cm tank gun, hull MG.
Jagdpanzer IV/70	120	Fully-tracked	9	3	1	Long 7.5cm tank gun, hull MG, Overloaded.
Hornisse	125	Fully-tracked	1	1	0	Long 8.8cm tank gun, AA MG.
Elefant	295	Fully-tracked	16	8	2	Long 8.8cm tank gun, hull MG, Overloaded.
Jagdpanther	220	Fully-tracked	10	5	1	Long 8.8cm tank gun, hull MG.
Jagdtiger	435	Fully-tracked	16	8	2	12.8cm tank gun, hull MG, Overloaded, Unreliable.
Self-propelled Artillery – Confident Veteran						
Wespe	105	Fully-tracked	1	1	0	10.5cm leFH18 howitzer, AA MG.
10.5cm on 39H(f)	80	Fully-tracked	2	1	0	10.5cm leFH18 howitzer, AA MG, Overloaded, Limited Elevation.
Hummel	165	Fully-tracked	1	1	0	15cm sFH18 howitzer, AA MG.
Panzer III (OP)	40	Fully-tracked	4	3	1	MG.
Panzer IV (OP)	120	Fully-tracked	6	3	1	7.5cm tank gun, hull MG, Schürzen.
Self-propelled Anti-aircraft Guns – Confident Veteran						
Sd Kfz 10/5 (2cm)	40	Half-tracked	-	-	-	2cm anti-aircraft gun.
Sd Kfz 7/1 (2cm)	50	Half-tracked	-	-	-	2cm quadruple anti-aircraft gun.
Sd Kfz 7/2 (3.7cm)	55	Half-tracked	-	-	-	3.7cm anti-aircraft gun.
Flakpanzer 38(t)	45	Fully-tracked	0	0	0	2cm anti-aircraft gun.
Möbelwagen	75	Fully-tracked	3	1	0	3.7cm anti-aircraft gun, hull MG.
Wirbelwind	65	Fully-tracked	3	1	0	2cm quadruple anti-aircraft gun, hull MG.
Reconnaissance – Confident Veteran						
Sd Kfz 222 (2cm)	35	Wheeled	1	0	1	Light 2cm anti-aircraft gun, co-axial MG, Recce.
Sd Kfz 231 (8-rad)	40	Half-tracked	2	0	1	2cm tank gun, co-axial MG, Recce.
Panzer II L Luchs	45	Fully-tracked	3	1	1	2cm tank gun, co-axial MG, Light tank, Recce.
Sd Kfz 234/1 (2cm)	40	Half-tracked	3	0	1	Light 2cm anti-aircraft gun, co-axial MG, Recce.
Sd Kfz 234/2 Puma	60	Half-tracked	3	0	1	Long 5cm tank gun, co-axial MG, Recce.
Sd Kfz 250/9 (2cm)	35	Half-tracked	1	0	1	Light 2cm anti-aircraft gun, co-axial MG, Recce.
Sd Kfz 250	30	Half-tracked	1	0	0	Hull MG, AA MG, Recce.
Sd Kfz 233 (7.5cm)	50	Half-tracked	2	0	0	7.5cm assault gun, AA MG.
Sd Kfz 234/3 (7.5cm)	55	Half-tracked	3	0	0	7.5cm assault gun, AA MG.
Sd Kfz 234/4 (PaK40)	85	Half-tracked	3	0	0	7.5cm PaK40 gun, AA MG.
Sd Kfz 263 radio car	15	Half-tracked	1	0	1	MG.

Burns easily: The opposing player re-rolls any failed Firepower tests to destroy a Panther tank.

Fuel tanks: Flame-thrower fuel is highly flammable. The enemy re-rolls any failed Firepower tests to destroy a Flammpanzer tank.

Heavy tank: If a Tiger tank Bogs Down, roll again. On 4+, the tank immediately frees itself. Tigers cannot move faster than 8"/20cm.

Light tank: Light tanks are extremely fast. They move 16"/40cm when travelling on Road or Cross-country.

Limited elevation: 10.5cm howitzers mounted in 10.5cm leFH18 auf 39H(f) self-propelled guns count as Close-support Artillery.

Mortar carrier: You may dismount the mortar by replacing the half-track with a medium mortar team. Once dismounted, the mortar may not remount during a game.

Overloaded: An overloaded tank Bogs Down on a roll of 1 or 2, rather than 1, and can not move faster than 8"/20cm.

Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.

Schürzen: *Schürzen* or side skirts allow you to roll a special 4+ last ditch save after failing an Armour Save roll when shot at by an infantry team. *Schürzen* only protects from hits to the side armour.

Unreliable: If the tank attempts to move At the Double, roll a die. On a roll of 1 it becomes Bugged Down as the tank breaks down.

Wide tracks: If a Panther tank Bogs Down, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Guns and Vehicle Weapons

Weapon	Points	Range	ROF	Anti-tank	Firepower	Notes
2cm FlaK38 gun	35	24"/60cm	4	5	5+	Gun shield, Turntable, Anti-aircraft.
8cm GW34 mortar	-	40"/100cm	-	1	3+	Mortar, Smoke.
12cm sGW42 mortar	60	56"/140cm	-	2	2+	Mortar, Smoke.
15cm sIG33 gun	70	16"/40cm	1	12/3	1+	Gun Shield, Artillery, Smoke.
3.7cm PaK36 gun	30	24"/60cm	3	6	5+	Gun shield, Stielgranate.
5cm PaK38 gun	40	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	55	32"/80cm	2	12	3+	Gun shield.
8.8cm FlaK36 gun	75	40"/100cm	2	13	3+	Turntable, Immobile, Heavy Anti-aircraft, Gun shield.
8.8cm PaK43 gun	75	40"/100cm	2	16	3+	Gun shield, Immobile.
10.5cm leFH18 howitzer	70	24"/60cm	1	10/3	2+	Gun shield, Artillery, Smoke.
15cm sFH18 howitzer	115	24"/60cm	1	12/4	1+	Gun shield, Artillery, Smoke.
15cm Nebelwerfer 41	50	56"/140cm	-	2	2+	Salvo rocket artillery, Smoke.
MG	-	16"/40cm	3	2	6	ROF 1 if other weapons fire.
AA MG	-	16"/40cm	3	2	6	Self-defence anti-aircraft.
Light 2cm anti-aircraft gun	-	16"/40cm	3	5	5+	Self-defence anti-aircraft.
2cm triple anti-aircraft gun	-	16"/40cm	4	4	6	Anti-aircraft.
2cm quadruple anti-aircraft gun	-	24"/60cm	6	5	5+	Anti-aircraft.
3.7cm anti-aircraft gun	-	32"/80cm	4	6	5+	Anti-aircraft.
2cm tank gun	-	16"/40cm	3	5	5+	
3.7cm tank gun	-	24"/60cm	2	6	5+	
Long 5cm tank gun	-	24"/60cm	2	9	4+	
7.5cm assault gun	-	24"/60cm	2	9	3+	Smoke.
7.5cm tank gun	-	32"/80cm	2	11	3+	
Long 7.5cm tank gun	-	32"/80cm	2	14	3+	
8.8cm tank gun	-	40"/100cm	2	13	3+	
Long 8.8cm tank gun	-	40"/100cm	2	16	3+	
10.5cm tank howitzer	-	32"/80cm	2	10	2+	Smoke.
12.8cm tank gun	-	48"/120cm	2	17	2+	
15cm assault gun	-	16"/40cm	1	12/3	1+	Close-support artillery, Smoke.
38cm rocket	-	56"/140cm	-	6	Auto	Sturmmörser.
Light flame-thrower	-	4"/10cm	2	-	6	Flame-thrower, One use, Short range.

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.

Artillery: Artillery can fire artillery bombardments at up to three times their normal range.

Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.

Flame-thrower: Flame-throwers roll a Skill test to hit and pin down any target they hit. The target does not get any saving roll.

Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.

Heavy Anti-aircraft: Heavy anti-aircraft guns can fire at aircraft. If they are modelled with 8 or more crew they can have ROF 3 for +10 points.

Immobile: Heavy guns cannot be manhandled. They can only move if towed.

Mortar: Mortars can only fire artillery bombardments; as a result, they have no ROF rating.

One Use: Flame-throwers only carry enough fuel for one turn of shooting. Used flame-thrower vehicles take an immediate Motivation test to avoid being removed if any flame-thrower vehicle in the platoon is destroyed.

Self-defence anti-aircraft: Self-defence anti-aircraft weapons can fire at aircraft, but only at aircraft attacking their own platoon.

Short range: Flame-thrower tanks cannot fire their flame-throwers if they moved more than 6"/15cm.

Smoke: Weapons with smoke ammunition can fire a smoke screen rather than their normal shooting.

Stielgranate: 3.7cm anti-tank guns may fire Stielgranate ammunition with Range 8"/20cm, ROF 1, Anti-tank 12, and Firepower 5+ for +5 points per gun.

Sturmmörser: The 38cm rocket on a Sturmtiger takes a full turn stationary and not shooting to reload. Armour saves are always taken with Top armour since the Sturmmörser is unlikely to score a direct hit.

Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.

Infantry Teams

Team	Points	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	-	16"/40cm	2	2	6	Kar 98k rifles and MG42 light machine-gun.
MG team	-	16"/40cm	3	2	6	MG42 light machine-gun.
Assault Rifle team	-	8"/20cm	3	1	6	StG44 assault rifle, Assault rifle.
firing Panzerfaust	-	4"/10cm	1	14	5+	Panzerfaust.
HMG team	-	24"/60cm	4	2	6	sMG42 heavy machine-gun.
Pioneer Rifle/MG team	-	16"/40cm	2	2	6	MG42 light machine-gun, Pioneer.
firing Flame-thrower	-	4"/10cm	2	-	6	Flammenwerfer 42.
Tank-hunter team	-	8"/20cm	2	11	5+	RP54 Panzerschreck, Panzerknacker.
Command Rifle team	15	16"/40cm	1	2	6	Kar 98k rifles.
Observer team	10	-	-	-	-	
Staff team	5	-	-	-	-	Moves and fights as a Gun team.

Assault rifle: Teams equipped with assault rifles fire at their full ROF when moving.

Flame-thrower: Flame-throwers roll a Skill test to hit, and pin down any target they hit. The target does not get any saving roll. Remove the team after it has fired.

Panzerfaust: Use instead of normal weapons. Can only be used for defensive fire. Give Anti-tank rating of 4 in assaults.

Panzerknacker: Panzerknacker teams have an Anti-tank rating of 5 in assaults.

Pioneer: Pioneer teams use demolition charges to attack tanks and have an Anti-tank rating of 4 in assaults.

Transport

Vehicle	Points	Mobility	Front	Side	Top	Equipment
Trucks						
BMW & Sidecar or Kübelwagen	5	Jeep	-	-	-	1 passenger.
Schwimmwagen	5	Jeep	-	-	-	Amphibious, 1 passenger.
Horch Kfz 15 field car	5	Wheeled	-	-	-	2 passengers.
Steyr Kfz 70 2-ton truck	5	Wheeled	-	-	-	2 passengers.
Opel Blitz 3-ton truck	5	Wheeled	-	-	-	3 passengers.
Opel Maultier	10	Half-tracked	-	-	-	3 passengers.
Opel Blitz radio truck	5	Wheeled	-	-	-	1 passenger.
Horse-drawn supply wagon	Free	Wagon	-	-	-	1 passenger.
Gun Tractors						
Sd Kfz 7 (8t)	5	Half-tracked	-	-	-	1 passenger.
Sd Kfz 10 (3t)	5	Half-tracked	-	-	-	1 passenger.
Sd Kfz 11 (1t)	5	Half-tracked	-	-	-	1 passenger.
Horse-drawn limber	Free	Wagon	-	-	-	1 passenger.
Armoured Personnel Carriers						
Sd Kfz 250	15	Half-tracked	1	0	0	Hull MG, Rear AA mount, 1 passenger.
Sd Kfz 250/10 (3.7cm)	-	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 1 passenger.
Sd Kfz 251	15	Half-tracked	1	0	0	Hull MG, Rear AA mount, 2 passengers.
Sd Kfz 251/7 (Pioneer)	-	Half-tracked	1	0	0	Hull MG, Rear AA mount, 1 passenger, Assault bridge.
Sd Kfz 251/10 (3.7cm)	-	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 2 passengers.
Sd Kfz 251/17 (2cm)	-	Half-tracked	1	0	0	Light 2cm anti-aircraft gun, 2 passengers.
Sd Kfz 251/21 (2cm)	-	Half-tracked	1	0	0	2cm triple anti-aircraft gun, 2 passengers.
Recovery Vehicles						
Sd Kfz 9 (18t) (recovery)	15	Half-tracked	-	-	-	AA MG, Recovery vehicle.
Bergepanzer III (recovery)	25	Fully-tracked	5	3	0	AA MG, Recovery vehicle.
Bergepanther (recovery)	30	Fully-tracked	10	5	0	AA MG, Wide tracks, Recovery vehicle.

Amphibious: Schwimmwagen amphibious jeeps treat all water obstacles as difficult going.

Rear AA mount: A passenger team can mount their machine-gun on the half-track's rear AA mount. It then fires as an anti-aircraft machine-gun with a field of fire to the side or rear of the vehicle.

Assault bridge: Bridge can be placed or picked up at the start of the Movement Step. Once placed, treat streams and ditches as difficult going.

Horse-drawn transport: Although infantry divisions were not issued trucks, they sometimes replaced horse-drawn transport with captured vehicles. You may replace horse-drawn limbers and wagons with captured trucks for +5 points each.