

AUFKLÄRUNGSSCHWADRON

OFFICIAL BRIEFING

MID-WAR GERMAN AUFKLÄRUNGSSCHWADRON
IN TUNISIA AND ITALY



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

UPDATED ON
3 JULY 2013



Aufklärungsschwadron

Tunisia & Italy

RECONNAISSANCE SQUADRON

(MECHANISED COMPANY)

HEADQUARTERS

HEADQUARTERS



Aufklärungsschwadron
HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

COMBAT PLATOONS

INFANTRY



Aufklärungs Platoon

Gepanzerte
Aufklärungs Platoon

INFANTRY



Aufklärungs Platoon

Gepanzerte
Aufklärungs Platoon

INFANTRY



Aufklärungs Platoon

Gepanzerte
Aufklärungs Platoon

MACHINE-GUNS



Aufklärungs Heavy
Platoon

WEAPONS PLATOONS

RECONNAISSANCE



Light Panzerspäh
Platoon

Half-tracked
Panzerspäh Platoon

RECONNAISSANCE



Light Panzerspäh
Platoon

Half-tracked
Panzerspäh Platoon

Heavy Panzerspäh
Platoon

ANTI-TANK



Gepanzerte
Anti-tank Platoon

ARTILLERY



Gepanzerte
Infantry Gun Platoon

INFANTRY



Panzerpionier Platoon

DIVISIONAL SUPPORT PLATOONS

ARMOUR



Panzer Platoon

ARMOUR



Assault Gun Platoon

Tank-hunter Platoon

Anti-tank Gun Platoon

INFANTRY



Gepanzerte
Panzergranadier Platoon

Panzergranadier Platoon

INFANTRY



Panzerpionier Platoon

ARTILLERY



Motorised Artillery Battery

Armoured Artillery Battery

ARTILLERY



Rocket Launcher Battery

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

ANTI-AIRCRAFT



Light Anti-aircraft Gun Platoon

AIRCRAFT



Air Support

MOTIVATION AND SKILL

The German Aufklärungs troops in Tunisia and Italy are well versed in reconnaissance duties and combat operations. An Aufklärungsschwadron is rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

HEADQUARTERS

AUFKLÄRUNGSSCHWADRON HQ

HEADQUARTERS

Company HQ

65 points

OPTIONS

- Replace all Motorcycle SMG teams with a SMG team and Sd Kfz 250 half-track each for +10 points.
- Replace either or both Command Motorcycle SMG teams or SMG teams with Command Panzerknacker Motorcycle SMG teams for +5 points per team.
- Add an Anti-tank Rifle team or 2.8cm sPzB41 anti-tank rifle and Kfz 70 truck for +20 points.
- Replace 2.8cm sPzB41 gun with an 8.8cm RW43 (Püppchen) launcher for +10 points.
- Replace Kfz 70 truck with a Sd Kfz 250 half-track for +15 points.

HAUPTMANN

HAUPTMANN

Company Command
Motorcycle SMG team

2iC Command
Motorcycle SMG team

COMPANY HQ

UNTEROFFIZIER

Anti-tank rifle



Kfz 70 truck

ANTI-TANK RIFLE SECTION

AUFKLÄRUNGSSCHWADRON HQ

The Motorcycle SMG teams of an Aufklärungsschwadron HQ use the Motorcycle Reconnaissance rules on page 196 of the rulebook and are Recce teams while mounted,

If the teams of an Aufklärungsschwadron HQ are mounted in Sd Kfz 250 half-tracks then at least two Combat Platoons must be Gepanzerte Aufklärungs Platoons.

COMBAT PLATOONS

AUFKLÄRUNGS PLATOON

PLATOON

HQ Section with:

3 Aufklärungs Squads

255 points

2 Aufklärungs Squads

180 points

OPTION

- Replace the Command Motorcycle MG team with a Command Panzerknacker Motorcycle SMG team for +5 points.

Aufklärungs Platoon use the Motorcycle Reconnaissance rules on page 196 of the rulebook and are Reconnaissance Platoons while mounted,

You may model you Motorcycle MG team with Motorcycles and sidecars instead of Kübelwagen jeeps, they are based the same way and use the same rules.

The Aufklärungsschwadron conducts reconnaissance in force, testing the enemy's positions and exploiting any weak spots they encounter.

The Aufklärungs platoon provides the supporting Panzerspäh platoons with the firepower to punch through the enemy's lines and begin their reconnaissance. They are always close at

LEUTNANT

LEUTNANT

Command Motorcycle MG team

HQ SECTION

UNTEROFFIZIER



Motorcycle MG team



Motorcycle MG team

AUFKLÄRUNGS SQUAD

UNTEROFFIZIER



Motorcycle MG team



Motorcycle MG team

AUFKLÄRUNGS SQUAD

UNTEROFFIZIER



Motorcycle MG team



Motorcycle MG team

AUFKLÄRUNGS SQUAD

AUFKLÄRUNGS PLATOON

hand to flush out enemy infantry or hold down a position on the line while the armoured cars dash for their objective.

Jeeps and motorcycles are equipped with machine-guns to increase the platoon's firepower while on the move.

GEPANZERTE AUFKLÄRUNGS PLATOON

PLATOON

HQ Section with:

3 Aufklärungs Squads	225 points
2 Aufklärungs Squads	160 points

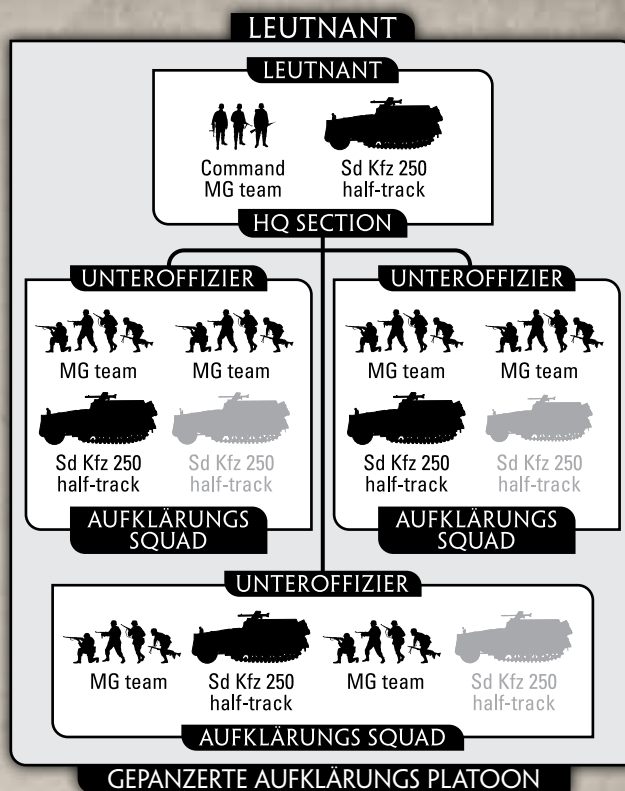
OPTIONS

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points.
- Add an additional Sd Kfz 250 half-track to each squad for +10 points per half-track.
- Replace Sd Kfz 250 half-track in HQ Section with Sd Kfz 250/10 (3.7cm) or Sd Kfz 250/11 (2.8cm) half-track for +5 points.

A Gepanzerte Aufklärungs platoon is equipped with the Sd Kfz 250 half-tracks to protect them as they charge forward to probe the enemy line.

The half-tracks add a significant amount of firepower to the platoon, offering their machine-gun support to their dismounted troops.

Gepanzerte Aufklärungs Platoons may use the Mounted Assault special rule on page 243 of the rulebook.



AUFKLÄRUNGS HEAVY PLATOON

PLATOON

HQ Section with:

2 Machine-gun Sections	140 points
1 Machine-gun Section	75 points
No Machine-gun Sections	10 points

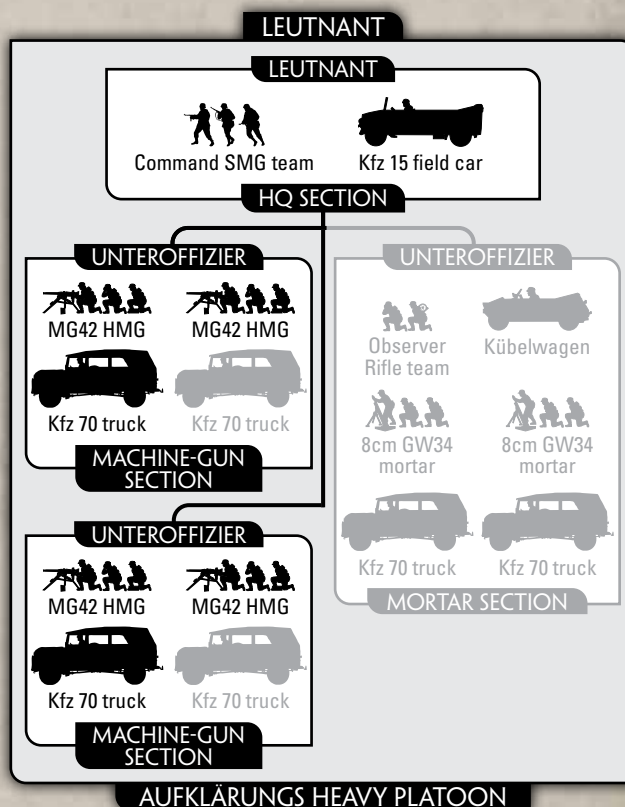
OPTIONS

- Add a Mortar Section with two 8cm GW34 mortars for +65 points.
- Add second Kfz 70 truck per Machine-gun Section at no cost.
- Replace all Kfz 15 field car and Kfz 70 trucks with Sd Kfz 250 half-tracks for +15 points per half-track.

An Aufklärungs Heavy Platoon must have a Mortar Section if it has no Machine-gun Sections.

If the teams of the Aufklärungsschwadron HQ are equipped with Sd Kfz 250 half-tracks, then the Aufklärungs Heavy Platoon must also be equipped with Sd Kfz 250 half-tracks in the HQ Section, Sd Kfz 250 (HMG) half-tracks in the Machine-gun Sections and replaces all 8cm GW34 mortars and Kfz 70 trucks with two Sd Kfz 250/7 (8cm) half-tracks in the Mortar Section.

The concentrated firepower of the heavy platoon gives your company the ability to form a *Schwerpunkt* (focus of effort) in both attacking and defensive situations. With mortars to pin down the enemy and heavy machine-guns to cut them down if they launch a counterattack.



Aufklärungs Heavy Platoons may make Combat Attachments to Aufklärungs Platoons or Gepanzerte Aufklärungs Platoons.

If the terrain lacks good fields of fire, attach the heavy platoon's machine-guns to your Aufklärungs platoons to put their firepower where you need it most.

WEAPONS PLATOONS

LIGHT PANZERSPÄH PLATOON

PLATOON

2 Panzerspäh Patrols	220 point
1 Panzerspäh Patrol	110 points

ARMoured CAR PATROLS

Panzerspäh platoons will often split into patrols to carry out their reconnaissance work to let them cover more ground and allow them a better chance of reporting enemy positions.

The Panzerspäh Patrols of a Light Panzerspäh Platoon operate as separate platoons, each with their own command team.

Panzerspäh Patrols are Reconnaissance Platoons.



HALF-TRACKED PANZERSPÄH PLATOON

PLATOON

2 Panzerspäh Patrols	240 point
1 Panzerspäh Patrol	120 points

Panzerspäh Patrols are Reconnaissance Platoons.

The Panzerspäh Patrols of a Half-tracked Panzerspäh Platoon operate as separate platoons, each with their own command team.



HEAVY PANZERSPÄH PLATOON

PLATOON

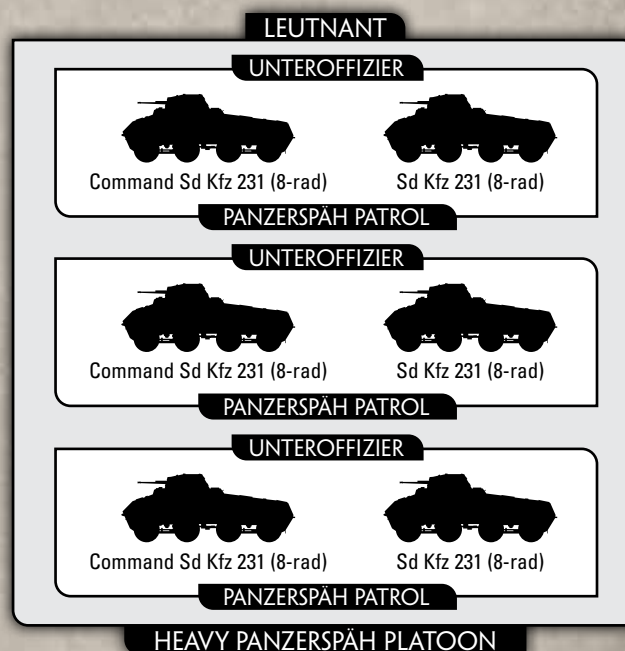
3 Panzerspäh Patrols	255 points
2 Panzerspäh Patrols	170 points
1 Panzerspäh Patrol	85 points

Panzerspäh Patrols are Reconnaissance Platoons.

The Panzerspäh Patrols of a Heavy Panzerspäh Platoon operate as separate platoons, each with their own command team.

The heavy Sd Kfz 231 (8-rad) armoured car is good at negotiating the difficult rocky terrain in Tunisia and Italy. They can use this mobility where the enemy cannot, giving the Germans the edge in a recon fight.

The vehicle's 2cm cannon gives it a bit of punch against light enemy tanks and enemy infantry.



GEPA NZERTE ANTI-TANK GUN PLATOON

PLATOON

HQ Section with:

3 5cm PaK38	120 points
2 5cm PaK38	80 points

3 7.5cm PaK40	220 points
2 7.5cm PaK40	150 points

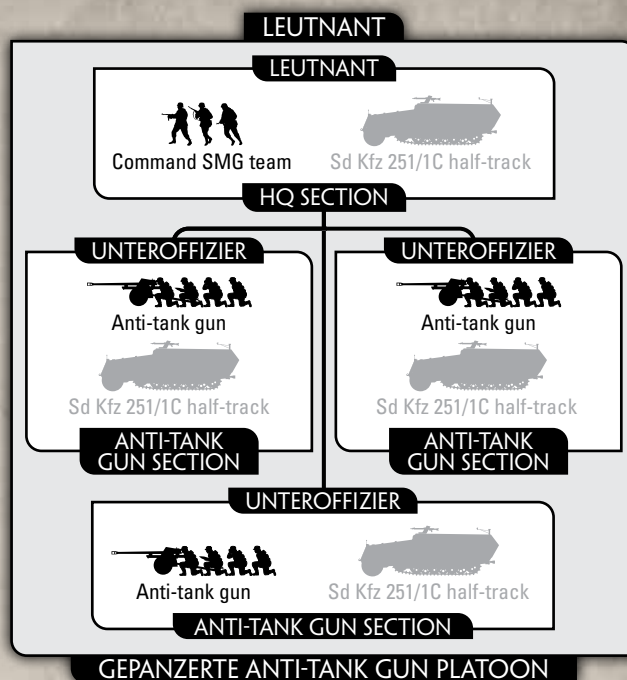
OPTION

- Add Sd Kfz 251/1C half-tracks for +10 points per half-track.

Gepanzerte Anti-tank Gun Platoons may make Combat Attachments to Aufklärungs Platoons or Gepanzerte Aufklärungs Platoons.

On defence, try to ambush enemy armoured formations from concealment. If you can't, dig your anti-tank guns in behind woods or buildings where they cover the main avenues of approach into your defences, but where the enemy can't see them until they get into the killing zone. That way they can't knock your guns out until you are ready to fire.

On attack, move your guns up into concealing terrain. Push



them forward into positions where they have a good field of fire and then bring them into action both for tank defence and to destroy machine-gun nests.

GEPA NZERTE INFANTRY GUN PLATOON

PLATOON

HQ Section with:

2 7.5cm leIG18 guns	70 points
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OPTION

- Add Sd Kfz 251/1C half-tracks for +10 points per half-track.

When preparing the enemy for the assault, infantry guns are a very useful and essential tool. The 7.5cm leIG18 guns will keep the enemy under pressure with its firepower. They kill enemy gun teams efficiently with its firepower and can put down a quick bombardment to pin the enemy down.



PANZERPIONIER PLATOON

MOTORISED

HQ Section with:

3 Pioneer Squads	205 points
2 Pioneer Squads	145 points

- Replace Command Pioneer Rifle/MG team with a Command Pioneer SMG team at no cost.
- Add Pioneer Supply 3-ton truck for +25 points.

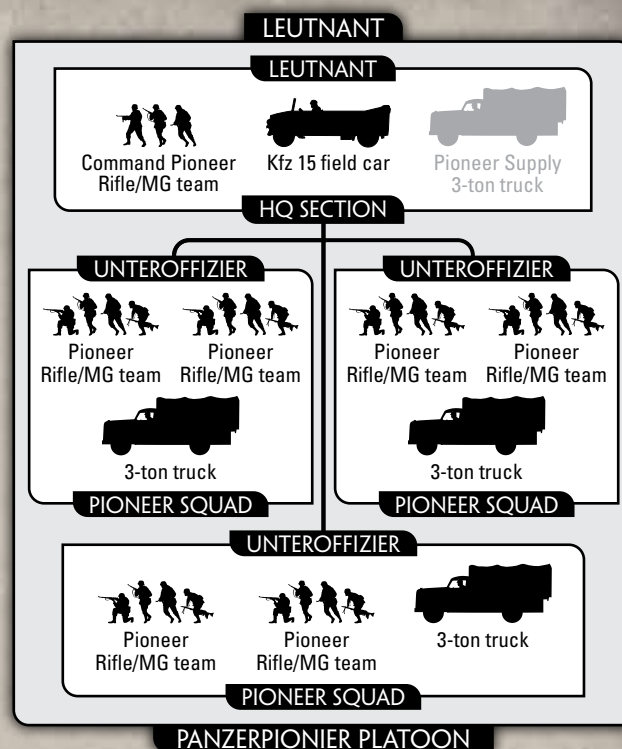
ARMoured

Replace Kfz 15 field car with an Sd Kfz 251/1C half-track. Replace each 3-ton truck with an Sd Kfz 251/7C (Pioneer) half-track.

HQ Section with:

3 Pioneer Squads	250 points
2 Pioneer Squads	180 points

- Replace Command Pioneer Rifle/MG team with a Command Pioneer SMG team at no cost.
- Replace Sd Kfz 251/1C half-track in the HQ Section with a Sd Kfz 251/1C (2.8cm) half-track for +5 points.
- Add a second Sd Kfz 251/7C half-track to each Pioneer Squad for +10 points per squad.
- Add Pioneer Supply 3-ton truck for +25 points.



Armoured Panzerpionier Platoons may use the Mounted Assault special rule on page 243 of the rulebook.

At the start of the game before deployment, you may replace one Pioneer Rifle/MG teams per Pioneer Section with a Flame-thrower team.



Divisional Support Tunisia and Italy

MOTIVATION AND SKILL

The German divisional support troops in Tunisia and Italy were highly trained and motivated. Divisional Support Platoons are rated as **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

PANZER PLATOON

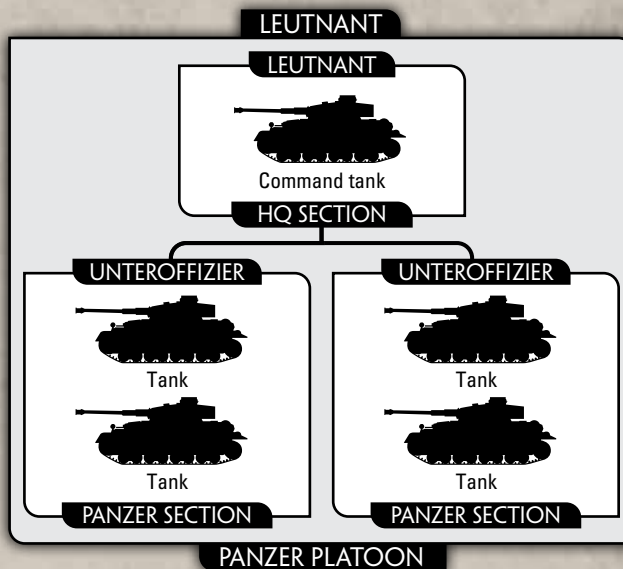
PLATOON

5 Panzer III L or M	575 points
4 Panzer III L or M	460 points
3 Panzer III L or M	345 points

OPTIONS

- Upgrade any or all Panzer III L or M to:
Panzer III N for -5 points per tank,
Panzer IV E or F₁ for -15 points per tank,
Panzer IV F₂ or G for +30 points per tank.
Panzer IV G (late) or H for +50 points per tank.
- Add Schürzen sideskirts to any Panzer III L, M or N, Panzer IV G (late) or H tank for +5 points per tank.

Each tank in a Panzer Platoon may have different upgrades.



ASSAULT GUN PLATOON

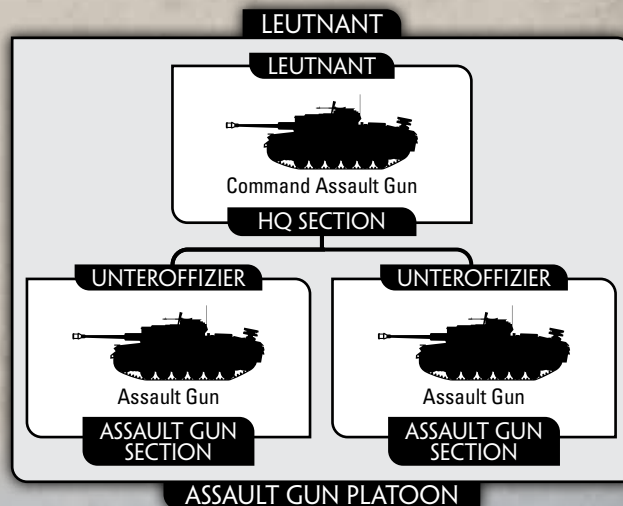
PLATOON

3 StuG F/8, StuG G, StuH42	510 points
2 StuG F/8, StuG G, StuH42	340 points

OPTION

- Add Schürzen sideskirts to any StuG G or StuH42 assault gun for +5 points per assault gun.

The assault guns sent to Tunisia and Italy were from the German army's artillery branch, which organised its StuG assault guns into groups of three vehicles, called 'batteries'. These guns provide excellent firepower and good armour to keep the enemy at bay.



TANK-HUNTER PLATOON

PLATOON

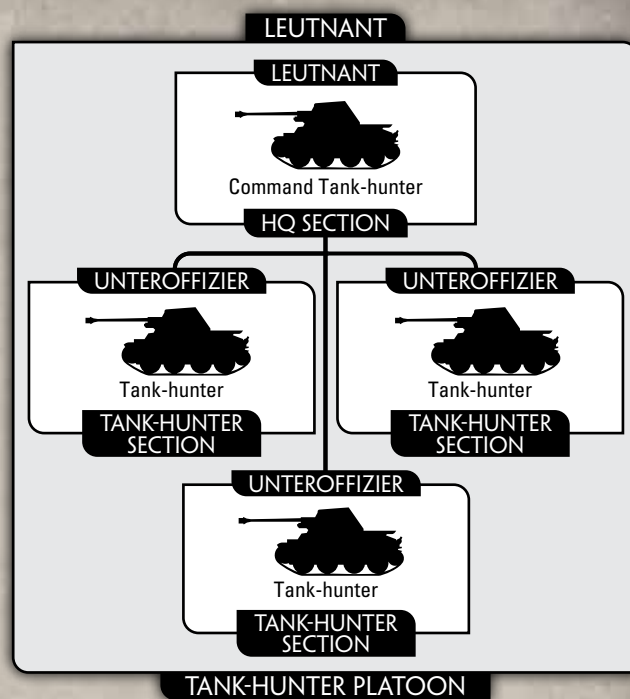
4 Marder I	290 points
3 Marder I	220 points
2 Marder I	150 points

4 Marder III H	360 points
3 Marder III H	270 points
2 Marder III H	180 points

While the 334. *Infanteriedivision* in Tunisia has to make do with old Marder I tank-hunters, the divisions fighting in Italy have newer, more reliable Marder III tank-hunters.

The Marder excels at its task—setting up ambushes and inflicting terrible losses on British and American armoured vehicles with its powerful anti-tank gun.

These lightly-armoured veteran tank hunters are best deployed in concealing terrain to increase their survivability and ensure they will carry out their orders.



ANTI-TANK GUN PLATOON

PLATOON

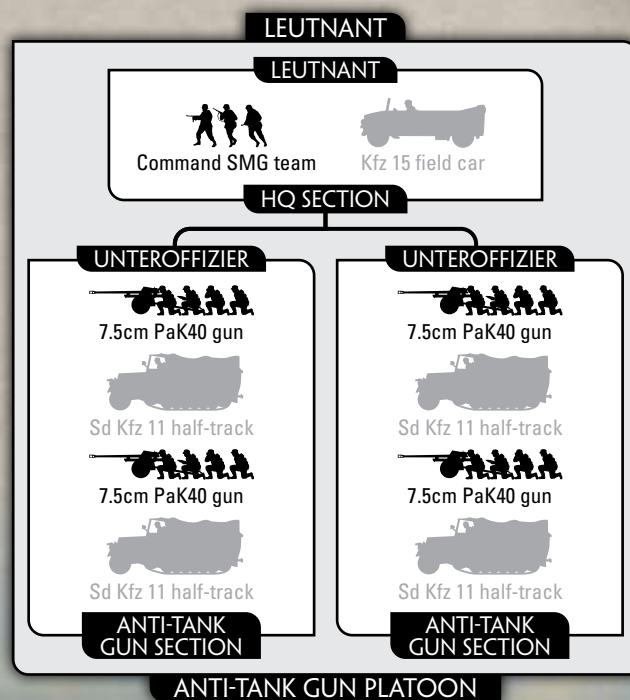
HQ Section with:

4 7.5cm PaK40	290 points
3 7.5cm PaK40	220 points
2 7.5cm PaK40	150 points

OPTION

- Add Kfz 15 field car and Sd Kfz 11 half-tracks for +5 points for the platoon.

The 7.5cm PaK40 anti-tank gun is built low to the ground to make it easy to conceal. Furthermore, the formidable gun is capable of knocking out any Allied tank in Tunisia and Italy. Together these features makes it an ideal weapon to use in an ambush.



GEPA NZERTE PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

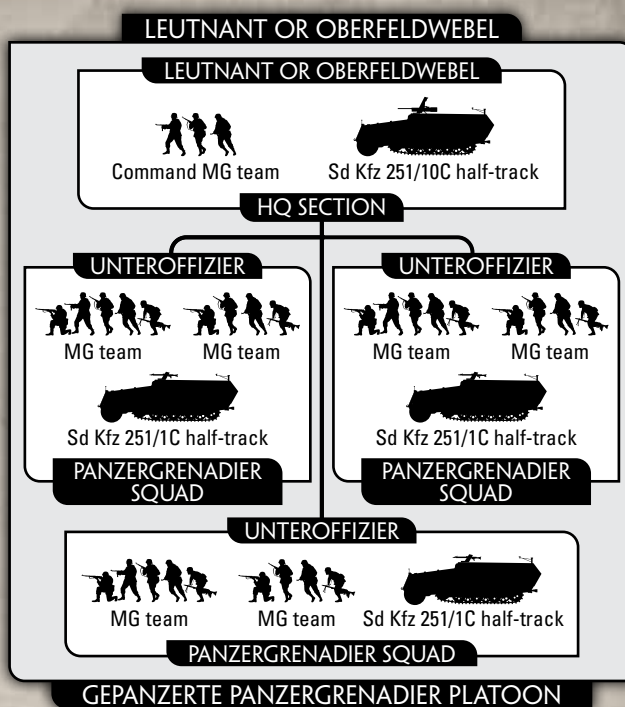
3 Panzergrenadier Squads	230 points
2 Panzergrenadier Squads	165 points

OPTION

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points.

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule on page 243 of the rulebook.

The armoured Panzergrenadiers are equipped with the Sd Kfz 251/1C half-track. These reliable transports allow the Panzergrenadiers to close with the enemy while under small arms fire. They also add a tremendous amount of firepower to the platoon with their machine-guns.



PANZERGRENADIER PLATOON

PLATOON

HQ Section with:

3 Panzergrenadier Squads	190 points
2 Panzergrenadier Squads	135 points

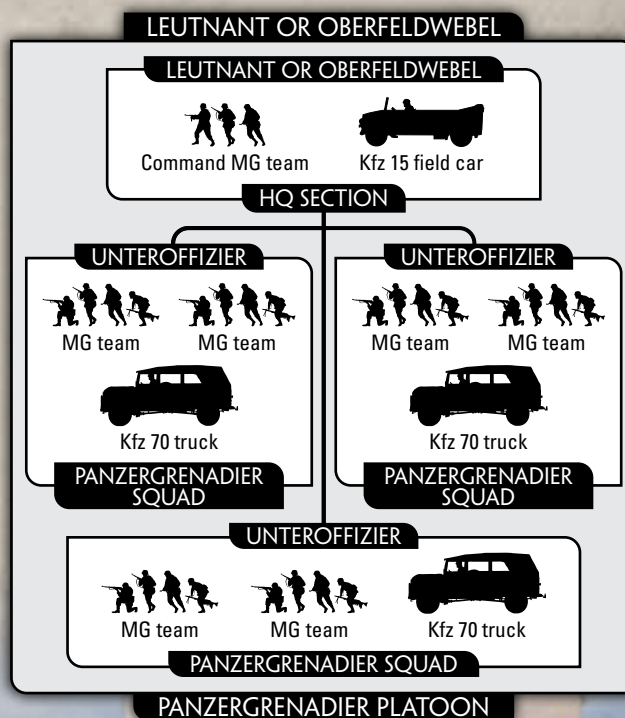
OPTION

- Replace Command MG team with a Command Panzerknacker SMG team for +5 points.

The Panzergrenadiers in Tunisia and Italy were originally supposed to be deployed against the Soviets in the east. However, the Allied gains in North Africa compelled German command to dedicate more troops to stop the American and British armies.

These new divisions were well prepared to meet the Allies in Tunisia. They were equipped with trucks to get them where they were needed most to launch counterattacks.

Defensively, the Panzergrenadier platoon is a tough unit with many machine-guns to maximise their firepower and lots of heavy weapons support from the rest of the company.



MOTORISED ARTILLERY BATTERY

PLATOON

HQ Section and:

2 Gun Sections with:
4 10.5cm leFH18 howitzers 245 points

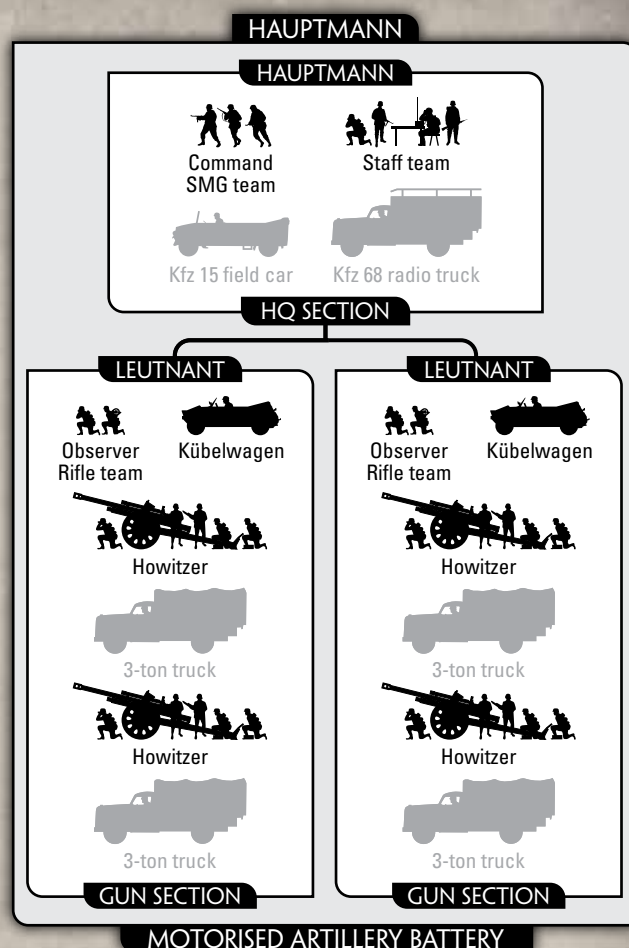
1 Gun Section with:
2 10.5cm leFH18 howitzers 130 points

2 Gun Sections with:
4 15cm sFH18 howitzers 430 points

1 Gun Section with:
2 15cm sFH18 howitzers 225 points

OPTIONS

- Replace all Kübelwagen jeeps with Sd Kfz 250, 253 (StuG), or 254 half-tracks for +5 points.
- Replace all Observer Rifle teams and their Kübelwagen jeeps with Observer Panzer II OP tank for +10 points.
- Add Kfz 15 field car, Kfz 68 radio truck, and 3-ton trucks for +5 points for the battery.
- Replace all 3-ton trucks with Sd Kfz 11 or 7 half-tracks for +5 points for the battery.



ARMoured ARTILLERY BATTERY

PLATOON

HQ Section and:

2 Gun Sections with:
6 Wespe 500 points
4 Wespe 360 points

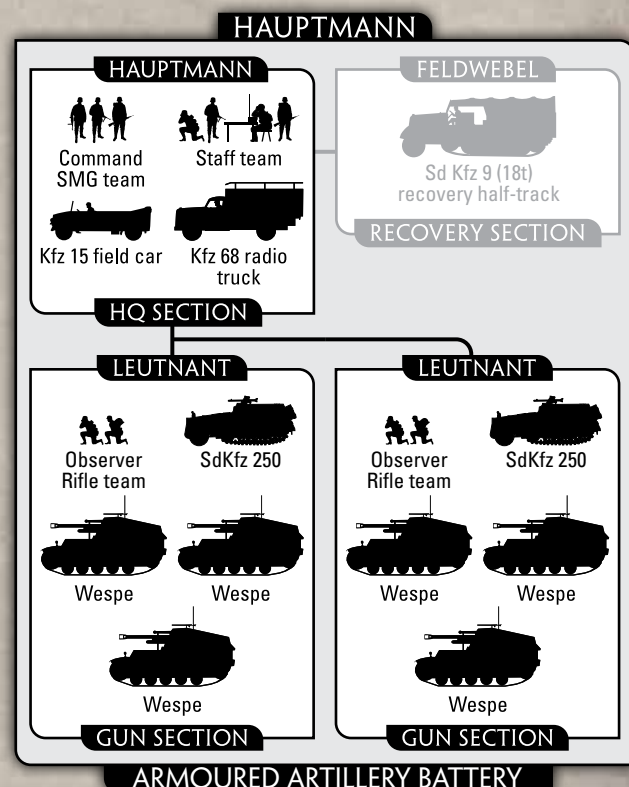
1 Gun Section with:
3 Wespe 270 points
2 Wespe 190 points

2 Gun Sections with:
6 Hummel 785 points
4 Hummel 560 points

1 Gun Section with:
3 Hummel 415 points
2 Hummel 290 points

OPTIONS

- Replace any or all Observer Rifle teams and their Sd Kfz 250 with Observer Panzer III OP tanks for +5 points per tank.
- Add an Sd Kfz 9 (18t) recovery half-track for +5 points.



Divisions defending the Italian mainland did so with the aid of armoured artillery. The divisions that were rushed to defend Tunisia had to make do with towed artillery.

ROCKET LAUNCHER BATTERY

PLATOON

HQ Section and:

2 Launcher Sections with:

6 15cm NW41	220 points
4 15cm NW41	160 points

3 Launcher Sections with:

3 15cm NW41	115 points
2 15cm NW41	80 points

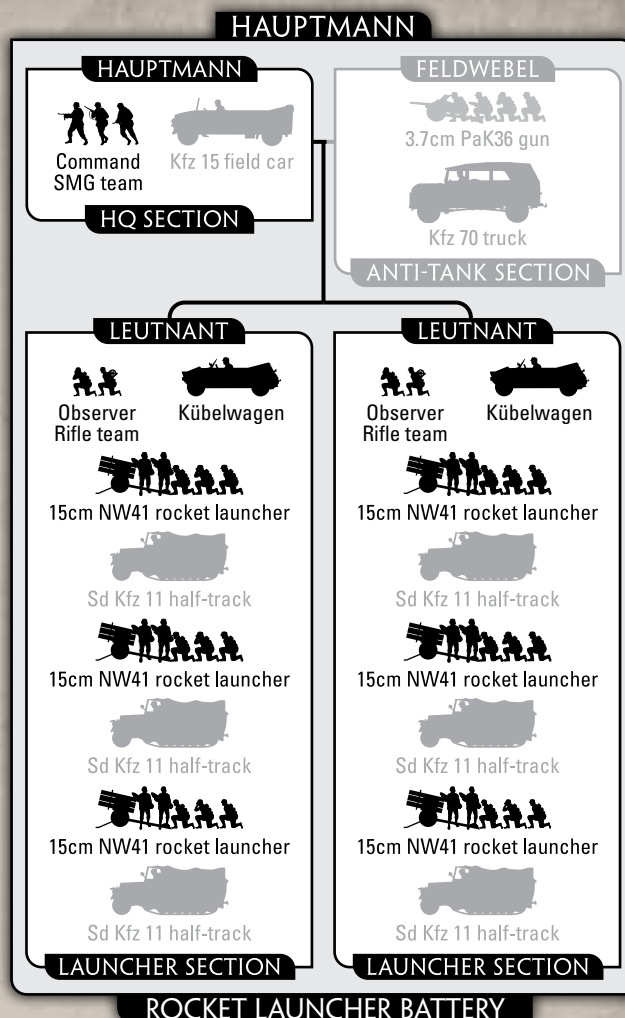
OPTIONS

- Add Kfz 15 field car and Sd Kfz 11 half-tracks to the platoon for +5 points for the platoon.
- Add Anti-tank Section for +25 points.
- Replace 3.7cm PaK36 gun and Kfz 70 truck with 5cm PaK38 gun and Sd Kfz 10 half-track for +15 points.

The *Nebelwerfer* rocket artillery batteries are rightfully feared by the Allied armies. The screams of the 15cm rockets demoralise the enemy and then destroy him.

The devastation caused by the *Nebelwerfer* battery is an essential addition to any German force deployed to Tunisia or Italy. They will prepare the way for an assault by pinning down and knocking out enemy teams.

The battery is also equipped with an anti-tank gun to help protect it against mauling enemy vehicles, such as armoured cars and light tanks.



HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

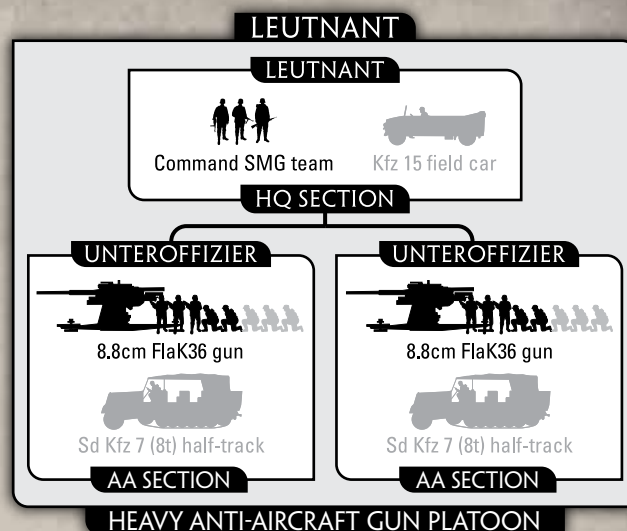
HQ Section with:

2 8.8cm FlaK36	235 points
1 8.8cm FlaK36	120 points

OPTIONS

- Add Kfz 15 field car and Sd Kfz 7 (8t) half-tracks for +5 points for the platoon.
- Model 8.8cm FlaK36 guns with eight or more crew and increase their ROF to 3 for +10 points per gun.

The powerful dual-purpose 8.8cm FlaK36 heavy anti-aircraft gun is equally good at killing tanks as well as aircraft.



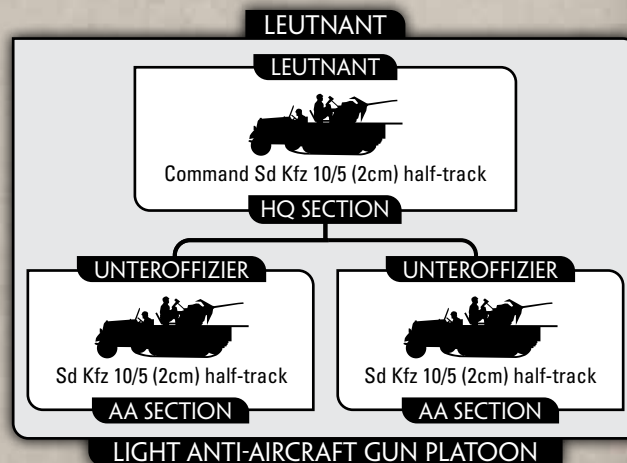
LIGHT ANTI-AIRCRAFT GUN PLATOON

PLATOON

3 Sd Kfz 10/5 (2cm)	95 points
2 Sd Kfz 10/5 (2cm)	65 points

Light anti-aircraft platoons are useful for keeping enemy aircraft at bay when the *Luftwaffe* is busy elsewhere. They are both essential and plentiful.

The 2cm FlaK38 anti-aircraft gun could put up a wall of flak with its impressive 180 rounds per minute. Allied aircraft stay well clear of the 2cm if they know where it is!



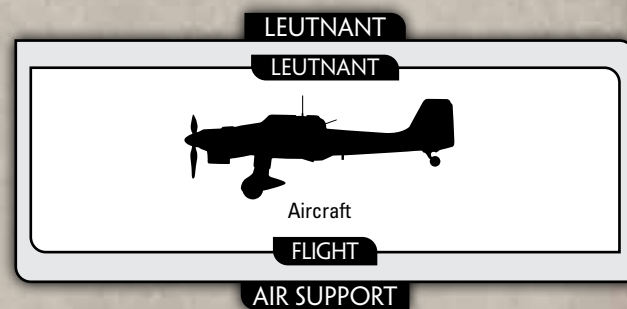
AIR SUPPORT

PRIORITY AIR SUPPORT

Ju 87D Stuka	175 points
Hs 129B	200 points
Bf 109E or FW 190F	165 points

LIMITED AIR SUPPORT

Ju 87D Stuka	135 points
Hs 129B	155 points
Bf 109E or FW 190F	130 points



In Tunisia, a *Staffel* of Hs 129B ground-attack aircraft joined the Ju 87 Stuka dive bombers that fought in the desert.

German Arsenal

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
TANKS					
Panzer III L or M <i>5cm KwK39 gun</i>	Standard Tank <i>24"/60cm</i>	6 3	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III N <i>7.5cm KwK37 gun</i>	Standard Tank <i>24"/60cm</i>	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV E or F ₁ <i>7.5cm KwK37 gun</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>48"/120cm</i>	5 2 -	3 9 2	1 3+ 6	Co-ax MG, Hull MG, Protected ammo. <i>Smoke.</i>
Panzer IV F ₂ or G <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	5 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV G (late) or H <i>7.5cm KwK40 gun</i>	Standard Tank <i>32"/80cm</i>	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo.

ASSAULT-GUNS

StuG F/8 or G <i>7.5cm StuK40 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 11	1 3+	Hull MG, Protected ammo. <i>Hull mounted.</i>
StuH42 <i>10.5cm StuH42 gun</i>	Standard Tank <i>32"/80cm</i>	7 2	3 10	1 2+	Hull MG, Protected ammo. <i>Hull mounted. Smoke.</i>

ARTILLERY (SP)

Wespe <i>10.5cm leFH18M howitzer</i> <i>firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>72"/180cm</i>	1 1 -	1 10 4	0 2+ 4+	AA MG, Protected ammo. <i>Hull mounted, Breakthrough gun, Smoke.</i> <i>Smoke bombardment.</i>
Hummel <i>15cm sFH18 howitzer</i> <i>firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>80"/200cm</i>	1 1 -	1 13 5	0 1+ 2+	AA MG, Protected ammo. <i>Bunker buster, Hull mounted, Smoke.</i> <i>Smoke bombardment.</i>
Panzer II OP <i>2cm KwK38 gun</i>	Standard Tank <i>16"/40cm</i>	3 3	1 5	1 5+	Co-ax MG, Protected ammo.

TANK-HUNTERS

Marder I <i>7.5cm PaK40 gun</i>	Slow Tank <i>32"/80cm</i>	0 2	0 12	0 3+	AA MG, Overloaded. <i>Hull mounted.</i>
Marder III H <i>7.5cm PaK40 gun</i>	Standard Tank <i>32"/80cm</i>	1 2	0 12	0 3+	Hull MG. <i>Hull mounted.</i>

ANTI-AIRCRAFT (SP)

Sd Kfz 10/5 (2cm) <i>2cm FlaK38 gun</i>	Half-tracked <i>16"/40cm</i>	- 4	- 5	- 5+	<i>Anti-aircraft.</i>
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MOTORCYCLE RECONNAISSANCE

Motorcycle MG team <i>MG</i>	Jeep <i>16"/40cm</i>	- 3	- 2	- 6	Motorcycle reconnaissance, Dismount as MG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle SMG team <i>SMG</i>	Jeep <i>4"/10cm</i>	- 3	- 1	- 6	Motorcycle reconnaissance, Dismount as SMG team. <i>Hull mounted, Vehicle MG.</i>
Motorcycle Panzerknacker SMG team <i>Firing SMG</i>	Jeep <i>4"/10cm</i>	- 3	- 1	- 6	Motorcycle reconnaissance, Dismount as Panzerknacker SMG team. <i>Hull mounted, Vehicle MG.</i>

ARMoured CARS

Sd Kfz 250 (Recce)	Half-tracked	1	0	0	Hull MG, AA MG, Recce.
Sd Kfz 250/9 (2cm) <i>2cm KwK38 gun</i>	Half-tracked <i>16"/40cm</i>	1 3	0 5	0 5+	Co-ax MG, Recce. <i>Self-defence anti-aircraft.</i>

Sd Kfz 222 (2cm) <i>2cm KwK38 gun</i>	Wheeled <i>16"/40cm</i>	1 3	0 5	0 5+	Co-ax MG, Recce. <i>Self-defence anti-aircraft.</i>
Sd Kfz 223 (radio)	Wheeled	1	0	0	AA MG, Recce.
Sd Kfz 231 (8-rad) <i>2cm KwK38 gun</i>	Jeep <i>16"/40cm</i>	2 3	0 5	0 5+	Co-ax MG, Recce.

INFANTRY SUPPORT

Sd Kfz 250/7 (8cm) <i>8cm GW34 mortar</i>	Half-tracked <i>40"/100cm</i>	1 -	0 2	0 6	AA MG. <i>Hull mounted, Portee, Smoke bombardment.</i>
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VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	<i>3</i>	<i>2</i>	<i>6</i>	<i>ROF 1 if other weapons fire.</i>
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GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG34 HMG & MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
2.8cm sPzB41 anti-tank rifle	Man-packed	16"/40cm	3	7	5+	No HE.
8.8cm RW43 (Püppchen) launcher	Man-packed	16"/40cm	1	11	5+	
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
7.5cm leIG18 gun Firing bombardments	Light	16"/40cm 48"/120cm	2 -	9 3	3+ 6	Gun shield, Smoke.
3.7cm PaK36 gun Firing Stielgranate	Light	24"/60cm 8"/20cm	3 1	6 12	4+ 5+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm leFH18 howitzer Firing bombardments	Immobile	24"/60cm 72"/180cm	1 -	10 4	2+ 4+	Gun shield, Breakthrough gun, Smoke. Smoke bombardment.
15cm sFH18 howitzer Firing bombardments	Immobile	24"/60cm 80"/200cm	1 -	13 5	1+ 2+	Bunker buster, Smoke. Smoke bombardment.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	ROF 2 while pinned down.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Anti-tank Rifle team	16"/40cm	2	4	6	
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerknacker teams are rated as Tank Assault 5. Pioneer teams are rated as Tank Assault 4.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	
Hs 129B	Cannon	2+	9	4+	Flying tank.
Bf 109E or FW 190F	Cannon Bombs	3+ 4+	7 5	5+ 2+	

TRANSPORT TEAMS

Vehicle	Mobility	Armour			Equipment and Notes
		Front	Side	Top	

TRUCKS

Motorcycle & Sidecar or Kübelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Kfz 15 field car	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Kfz 68 radio truck	Wheeled	-	-	-	
Pioneer Supply truck	Wheeled	-	-	-	

TRACTORS

Sd Kfz 10 (1t), Sd Kfz 11 (3t), or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
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ARMoured PERSONNEL CARRIERS

Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 250 (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 250/10 (3.7cm) half-track <i>3.7cm PaK36</i>	Half-tracked <i>16"/40cm</i>	1 2	0 6	0 4+	Passenger-fired AA MG. <i>Hull mounted</i>
Sd Kfz 250/11 (2.8cm) half-track <i>2.8cm sPzB41</i>	Half-tracked <i>16"/40cm</i>	1 2	0 7	0 5+	Passenger-fired AA MG. <i>Hull mounted, No HE.</i>
Sd Kfz 251/1C half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/10C (3.7cm) half-track <i>3.7cm PaK36</i>	Half-tracked <i>16"/40cm</i>	1 2	0 6	0 4+	Passenger-fired AA MG. <i>Hull mounted</i>
Sd Kfz 251/1C (2.8cm) half-track <i>2.8cm sPzB41</i>	Half-tracked <i>16"/40cm</i>	1 2	0 7	0 5+	Passenger-fired AA MG. <i>Hull mounted, No HE.</i>
Sd Kfz 251/7C (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
Sd Kfz 253 (StuG) or Sd Kfz 254 half-track	Half-tracked	1	0	1	AA MG.

RECOVERY VEHICLES

Sd Kfz 9 (18t) half-track	Half-tracked	-	-	-	Recovery vehicle.
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German MG42 Machine-gun

Known as 'Hitler's Buzzsaw', the MG42 sounded like ripping canvas with its 1200 rpm rate of fire.