KNOW YOUR ENEMY

GERMAN FORCES DOSSIER FOR MID WAR AND LATE WAR

COUNTRY AND COMPANY SPECIAL RULES

German National Rules Bloody Omaha Monty's Meatgrinder

Stalin's Onslaught

Hammer & Sickle

River of Heroes

A Bridge Too Far

WARRIORS

North Africa

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352. Infanteriedivision

21. Panzerdivision

2. 'Das Reich' SS-Panzerdivision

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Flak Nests 3. Totenkopf SS-Panzerdivision

5. Wiking SS-Panzerdivision SS-Kampfgruppe Spindler

Generalfeldmarschall Rommel, Erwin Oberst Rettemeier, Willhelm Oberstleutnant Koch, Walter Malor von der Heydte Oberfeldwebel Schmidt, H. W. Major Koenig, Bruno Obersturmführer Wittman, Michael Major von Luck, Hans Oberscharführer Barkmann, Ernst Feldwebel Uthoff, Dietrich Feldwebel Windgruber, Ludwig General von Saucken, Dietrich Sturmbannführer Biermeyer, Fritz Panzer Kanonen (Tank Aces) of the 5. SS-Panzerregiment

Oberstleutnant von der Heydte, Freiherr SS-Hauptsturnführer Graebner, Viktor A Bridge Too Far

COMPLETE ARSENAL







German Special Kules

These special rules reflect the doctrine and training that give German soldiers their edge in battle. These rules only apply to German teams and platoons.

DOCTRINE

KAMPEGRUPPE

Before deploying your force at the start of the game, you may take up to half of the Sections or Squads (excluding the HQ Section) from any Combat or Weapons platoons in the company and place them in a special Kampfgruppe Platoon. The 2iC Command team becomes the Platoon Command team for this platoon, ceasing to be an Independent team and no longer counting as a 2iC Command team. Teams placed in the Kampfgruppe Platoon are no longer part of their original platoons.

The Kampfgruppe Platoon counts as a platoon for all purposes including deployment and Company Morale Checks.

MISSION TACTICS

If a Platoon Command Infantry team is Destroyed, another team takes over immediately. Remove any other Infantry team in the platoon that is within Command Distance of the Command team and replace it with the original Platoon Command team.

If a Platoon Command Tank team is Destroyed, another team takes over immediately. Nominate any other Tank team in the platoon that is within Command Distance of the Destroyed Command team to be the new Platoon Command team.

If there is no team of an appropriate type within Command Distance, then the Platoon Command team is Destroyed and the platoon is left leaderless.

STORMTROOPERS

Any German platoon with a Platoon Command team may attempt a Stormtrooper move in its Assault Step.

Roll a Skill Test for each platoon.

- If the test is passed, the platoon treats the Assault Step as a Movement Step in which it can move up to another 4"/10cm, regardless of its normal movement distance.
- If the test is failed, the platoon cannot move any further this turn.

Either way, a platoon that attempts to make a Stormtrooper move cannot Launch an Assault in the same turn.

Although it is not the Movement Step, teams making a Stormtrooper move may mount and dismount as if it was a Movement Step.

Platoons cannot make Stormtrooper moves if they moved At the Double. Bogged Down or Bailed Out vehicles cannot make Stormtrooper moves.

Only Armoured vehicles can make Stormtrooper moves if they are Pinned Down. Other types of team cannot make Stormtrooper moves if they are Pinned Down.

Gun teams that shot earlier in the turn cannot make a Stormtrooper move. Teams of any type that have fired an artillery bombardment cannot make a Stormtrooper move.

TANKS

SCHÜRZEN

When a tank that is protected by Schürzen is hit on the Side armour by a weapon with a Firepower of 5+ or 6 and fails its Armour Save, roll a special 4+ Schürzen save:

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

ARMOURED INFANTRY

MOUNTED ASSAULT

A Transport team cannot normally Charge into Contact. However, a German Transport team from a platoon that is capable of making a mounted assault may do so.

A Transport team making a mounted assault must not have mounted or dismounted passengers earlier in the turn.

In the first Assault Combat Round, one Infantry team carried as a passenger in each Transport team that is not Bailed Out may fight as if it was a Tank team (remember that Tank teams cannot assault Tanks). The Transport teams themselves cannot fight in the assault.

The passengers remain mounted in their half-tracks until the platoon launches a Counterattack, whereupon they must dismount.

Infantry teams that started the Assault Step dismounted fight alongside the half-track-mounted teams using the normal assault rules.

As the platoon is not made up entirely of Armoured Tank teams, it will fall back if Pinned Down by Defensive Fire, even if the vehicles' armour protects the platoon from casualties.

WEAPONS

ARMOURED ROCKET LAUNCHER

Unlike other artillery, Panzerwerfer 42 rocket launchers may make a Stormtrooper move after firing artillery bombardments. When an Armoured Rocket Launcher Battery successfully rolls a Stormtrooper move, it also removes any smoke trails associated with the battery.

STUKA ZU FUSS

Each Stuka zu Fuss rocket launcher can only fire one bombardment in a game, but counts as six weapons firing.

You may make up to six attempts to Range In with a Stuka zu Fuss rocket launcher. Each failed attempt reduces the number of weapons firing by one. If you fail all six attempts to Range In, the rockets have all been fired, but missed, and no bombardment is possible.

If multiple Stuka zu Fuss rocket launchers fire, place a separate template and roll to Range In separately with each as if they were separate artillery batteries.

The half-track is still available to transport the pioneer team after the Stuka zu Fuss fires.

RECOILLESS GUNS

Recoilless guns do not count as Concealed if they fired in their last Shooting Step as the dust cloud gives away their position.

Because of the danger from flying debris, you cannot fire a recoilless gun when any part of a friendly team is directly behind the gun and within 2"/5cm. Recoilless guns cannot fire from within buildings.

DEVASTATING BOMBARDMENT

An Artillery Bombardment fired by nine or more weapons uses a double-width Artillery Template to determine which teams can be hit and re-rolls failed To Hit rolls.

An Artillery Bombardment fired by fourteen or more weapons, uses a template 12"/30cm square to determine which teams are hit and re-rolls failed To Hit rolls.

TIGER ACES

At the start of the game roll a die for each Tiger tank platoon and look up their Tiger Ace Skill on the table below.

If you roll a 6, your platoon is fortunate to be led by an exceptionally talented officer with his own Tiger Ace Skill in addition to that of the platoon as a whole!

TIGER ACE SKILLS



SCHNELL!

The platoon may make a Stormtrooper move on a roll of 2+.



EVERY SHOT COUNTS!

Tiger tanks in this platoon re-roll any failed roll to hit when they shoot.





CLEVER HANS!

Tanks in this platoon pass Skill Tests to cross Rough Terrain or to free a bogged down tank on a roll of 2+.



RAPID FIRE!

The 8.8cm tank guns of the Tiger tanks in this platoon have ROF 3.





FOR THE FATHERLAND!

The platoon passes Motivation Tests on a roll of 2+.





TOP ACE!

Roll again to determine the platoon's Tiger Ace Skill. If you roll 6 again, you may choose the platoon's skill.



Roll a third time to generate an extra skill for the Platoon Command tank. This gives the platoon commander two Tiger Ace Skills. If you roll a 6 or the same number as the platoon's Tiger Ace Skill, you may choose the platoon commander's extra skill.



352. INFANTERIEDIVISION



FORTIFIED DEFENCE

A Festungskompanie or Füsilierkompanie always defends against another Infantry Company in missions that use the Defensive Battles special rule.

FORTIFICATIONS

In any game that does not use the Fortifications special rules (page 217 of the rulebook), a Festungskompanie may purchase fortifications (from pages 22 and 23 of Bloody Omaha) as part of their force using their normal points total.

All fortifications must be deployed in your deployment area immediately before your opponent places an objective.

AIR SUPPORT

A Festungskompanie, Füsilierkompanie, or StuG Abteilung cannot have any Air Support.

EVERYTHING MUST FIRE ON THE BEACHES

When troops from a Festungskompanie are in Reserve, they only arrive on table on a roll of 6 instead of the usual roll of 5+.

In addition, platoons with vehicles must be selected to be held in Reserve before platoons on foot, with platoons having Armoured vehicles selected first to be held in Reserve. When platoons arrive from Reserve, they must arrive in the following order: platoons without vehicles first, then platoons with Unarmoured vehicles, and platoons with Armoured vehicles last.

STATIC ROCKET LAUNCHER

28cm sWG41 rocket launchers use the Stuka zu Fuss special rule (page 167 of the rulebook), but have only four rockets instead of six. As a result, they only have four attempts to range in. Treat them as Trained troops when rolling to hit after ranging in. Once fired, the entire team is removed from the game.

Static rocket launchers are Open Bunkers and not part of any platoon. They may use any Command team as a Spotter, provided that the Command team has not moved since the start of the game. As none of these teams are trained artillery observers, they receive the same +1 penalty to range in as a Company Command team.

OPEN BUNKERS

Open bunkers follow the rules for Bunkers (page 210 in the rulebook) in all respects, except that:

When a hit Pins Down an open bunker, the shooting player immediately makes a second Firepower Test for the shooting weapon:

- A successful test will Destroy the open bunker.
- A failed test leaves the open bunker Pinned Down, but otherwise unharmed.

Guns with the No HE attribute cannot Destroy an open bunker.

GOLIATH DEMOLITION CARRIERS

Remove the Goliath remote-control demolition carrier from a team equipped with one if the team moves.



MEATGRINDER

ROMMEL'S ZIRKUS

21. PANZERDIVISION



21. Panzerdivision has spent nearly a year training with their French equipment. Their first training marches saw nearly every vehicle break down. Now they know their equipment inside out. They carry the spares and tools to repair them at need.

When a 21. Panzerdivision vehicle Breaks Down due to being Unreliable (see page 47 of the rulebook), any other Unreliable vehicle from the division can act as a Recovery Vehicle to repair it. Unlike a proper Recovery Vehicle, the vehicle requires a Skill Test to repair the Broken Down vehicle. A roll of 1 still leaves the Broken Down vehicle permanently Broken Down.





2. 'DAS REICH' SS-PANZERDIVISION



PANZER ACE

Before the game begins, roll a die for the Company Command team of each SS-Panzerkompanie. Look up the Tiger Ace Skills table on page 168 of the rulebook to find the skill possessed by this veteran. If the roll is a 6, simply choose the skill for the commander rather than rolling further. Where the skill refers to Tiger tanks or 8.8cm tank guns, treat it as referring to the commander's own tank and its main gun.

INSTANT READINESS

Any infantry platoon from 2. 'Das Reich' SS-Panzerdivision becomes Pinned Down during the Assault Step, they can take a Motivation Test.

- If the test is passed, remove the Pinned Down Marker.
- Otherwise, the platoon remains Pinned Down.

If the platoon is Pinned Down by Defensive Fire, they still fall back and the assault is over.



COBRA

12. 'HITLERJUGEND' SS-PANZERDIVISION



ONE-WAY TRIP TO HEAVEN

When any infantry platoon from 12. 'Hitlerjugend' SS-Panzerdivision fails its Motivation Test to Counterattack during an assault, it may either Break Off as normal or continue the assault.

If the platoon elects to continue the assault, they fight on as if they had passed the Motivation Test. However, if they fail any further Motivation Tests to Counterattack in this assault, then the platoon is immediately Destroyed as if they had failed a Platoon Morale Check.

PANZER ACE

See the Panzer Ace rule above.





78. STURMDIVISION



PAKFRONT!

You may choose your Sturm Anti-tank gun platoon or one of your Anti-tank gun platoons to form a Pakfront. Do not deploy the platoon when you would normally. Instead, it is deployed at the same time as Independent Teams.

FIELD FORTIFICATIONS

In any game that does not use the Fortifications special rules (page 217 of the rule book), a Sturmkompanie may purchase

fortifications (from page 64 of Stalin's Onslaught) as a part of their force using their normal points total.

All fortifications must be deployed in your deployment area immediately before you or your opponent places an objective.

A Sturmkompanie containing more than 50 points of fortifications always defends against another Infantry Company in missions that use the Defensive Battle special rule.





STUG BATTERIE



BEGLEIT TANK RIDER SPECIAL RULES

Begleit Assault Rifle teams are normal Assault Rifle teams with the following special rules.

While Begleit Assault Rifle teams are mounted on tanks from their own platoon, they operate as tank riders (see pages 44 and 71 of the Flames Of War rulebook), but gain the following benefits:

One team per assault gun can shoot as if dismounted if the tank moves 6"/15cm or less, but no teams can shoot at all if the tank moves over 6"/15cm.

They fight in assaults as if dismounted (they can roll to hit and be allocated hits separately from the tank).

If only one team is mounted on a tank, it has a 3+ save when the tank is hit instead of the normal 5+ Passenger Save, but is automatically Destroyed if the tank is Destroyed.

Ignore Destroyed Begleit Assault Rifle teams when determining whether a StuG Platoon is below half strength and needs to take a Platoon Morale Check.

A platoon with tanks and Begleit Assault Rifle teams carries on with its assault after being Pinned Down by Defensive Fire, despite having Infantry teams in the platoon. If this happens, only the tanks fight in the first Assault Combat Round. The Begleit

Assault Rifle teams remain in contact and can counterattack in subsequent rounds.

During Assault Combat Rounds when the defender allocates hits, they must allocate a hit to each Begleit Assault Rifle team before they can allocate any hits to the assault guns.

BEGLEIT PLATOON

If the Company HQ and at least one Combat Platoon have Begleit Assault Rifle teams, a StuG Batterie player may form a separate Begleit Platoon. This Begleit Platoon is formed by removing the Begleit Assault Rifle teams from the Company HQ and all of the Combat Platoons, and grouping them into a single platoon.

If you choose to do this, the Begleit Assault Rifle team from the Company HQ becomes the Platoon Command team.

Begleit Assault Rifle teams from a StuG Platoon taken as a Divisional Support Platoon are not part of the main battery and can not join the Begleit Platoon.

DEDICATED GUNNERS

A StuG G or StuH42 assault gun with a Begleit Assault Rifle team mounted on it may fire its hull MG at the same time as its hull-mounted main guns. The Begleit Assault Rifle team may still fire its Assault rifles as normal.



HANNES SICKLE

PIONEERS & SPERRVERBAND

PANZERKNACKER BADGE

All Pioneer teams in platoons from a Sperrverband or a Ersatz Pionierkompanie have Tank Assault 5.

ANTI-TANK SUPPORT

When deploying fortifications using the Pioneer Supply Vehicles rule (see page 215 of the rulebook), the Company HQ of an Ersatz Pionierkompanie may, instead of placing Minefields or

Barbed Wire, use both of their Pioneer Supply Maultier half-tracks to place one Anti-tank Obstacle.

TIME'S UP

The Company HQ, and all Sperr and Sperr Pionier Platoons from a Sperrverband are considered Fearless when taking Motivation Tests to launch an assault against Armoured Tank teams or to conduct a Counterattack.



HAMMER STICKLE

FLAK NESTS

DEPLOYING FLAK NESTS

You must place FlaK Nests in your deployment area before any objectives are placed. FlaK Nests follow the rules for Bunkers (page 210 in the rulebook) in all respects, except FlaK Nests:

- have a 360 degree field of fire.
- cannot be placed within 8"/20cm of another bunker or FlaK Nest.

SHOOTING AT FLAK NESTS

Roll a Skill Test to hit a FlaK Nest at less than 16"/40cm range.

Roll a Firepower Test to Pin Down the Flak Nest.

When a hit Pins Down a FlaK Nest, the shooting player immediately makes a second Firepower Test for the shooting weapon:

- A successful test will Destroy the FlaK Nest.
- A failed test leaves the FlaK Nest Pinned Down, but otherwise unharmed.

Guns with the No HE attribute cannot Destroy a FlaK Nest.



HANNER STEKLE

VETERAN TANK-HUNTERS

SHOOT AND SCOOT

Veteran Tank-hunter Platoons Stormtrooper on a roll of 2+.

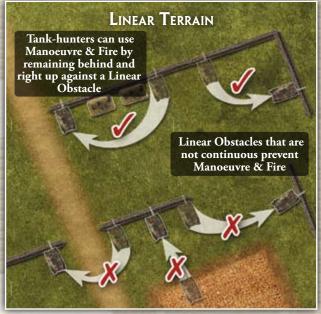
MANOEUVRE & FIRE

Veteran Tank-hunter Platoons may prepare alternative firing positions. At the start of the game choose a single piece of Concealing Area Terrain or Linear Obstacle that provides concealment.

The selected terrain feature must be at least partially within your deployment area.

As long as the whole platoon remains Concealed within or behind the selected terrain feature, they may shoot using their full ROF when they move as if they had not moved. If the platoon leaves the selected terrain feature, or is no longer Concealed from enemy teams other than aircraft, they lose the benefit of the Manoeuvre & Fire special rule for the remainder of the game.







3. TOTENKOPF SS-PANZERDIVISION



VICTORY AT ANY COST

During an assault, any Combat platoon from the Totenkopf SS-Panzerdivision may Destroy one Infantry or Tank team from that platoon that is currently participating in that assault and either reroll a Motivation Test or reroll a Roll to Hit.

The Destroyed team must be In Command when removed and may not be an Independent team. You may do this multiple times in an assault as long as there are teams available to Destroy.

PANZER ACE

If your company is a Tank Company from the 3. Totenkopf SS-Panzerdivision, roll a die before the game begins for the Company Command team. Look up the Tiger Ace Skills table on page 168 of the rulebook to find the acquired skill.

If the roll is a 6, simply choose the skill for the commander rather than rolling further. Where the skill refers to Tiger tanks or 8.8cm tank guns, treat it as referring to the commander's own tank and its main gun.



RIVER OF PEROES

5. WIKING SS-PANZERDIVISION



Danish and Flemish Regiments

The Wiking SS-Division contained Danish and Flemish regiments. Each possessed individual national characteristics. A force from the Wiking SS-Panzerdivision must be made up of either Danish or Flemish troops **.

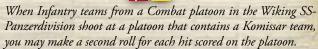
MASTER PLAN

When firing artillery bombardments using Motorised or Armoured SS-Artillery Batteries in support of the Danish Panzergrenadier Regiment, Roll to Hit as if the artillery are Veterans.

FOLLOWING ORDERS *

Platoons from the Flemish Regiment may make a Stormtrooper Move while Pinned Down and may move towards the enemy while making this move.

Political Assassins 🚻 🤻



- If you roll a 5 or 6, you can choose to mark the Komissar team as a priority target similar to the Gun Tank rule on page 68 of the rulebook.
- · Otherwise, the hits are allocated as normal.

When used, this rule overrides all other rules about hit allocation except those regarding valid targets.





STURMTIGERS



ROCKET ASSAULT HOWITZER

A Sturmtiger may fire as an artillery battery.

- Each Sturmtiger fires as a separate artillery battery.
- Each Sturmtiger only makes one attempt to range in on its target.
- Once ranged in, Roll to Hit, as normal for an artillery bombardment, for each target under the template.
- The score needed on the Roll to Hit is always 5+ with no modifiers for number of guns firing and no rerolls.

- Armoured vehicles make an Armour Save based on their Top armour.
- All other teams are Destroyed on successful hits.

BUNKERFEUER

Unlike normal artillery, Sturmtigers may use a bunker as an aiming point for artillery, within 16"/40cm.

When firing at a bunker the Sturmtiger is considered to follow the Bunker Busters rule on page 211 of the rulebook.



SS-KAMPFGRUPPE SPINDLER



KAMPFGRUPPE MARSCH!

Once each turn, you may re-roll one die rolled to receive Reserves of your force.

In a mission using the Scattered Reserves special rule, once per turn you may also re-roll one die rolled to determine where a platoon will arrive from Scattered Reserve.

German Warriors





feldmarschall ERWIN ROMMEL

CHARACTERISTICS

Rommel is a Warrior and a Higher Command team rated as Fearless Veteran.

Rommel is mounted in Greif (meaning both Griffin and Attack), his Sd Kfz 250/5 half-track,

and can join any Panzer-kompanie, Afrika Schützenkompanie, or Panzerpionierkompanie in North Africa for +50 points..

A force led by Rommel may include an Escort Platoon equipped with captured Honey Stuart tanks (rated as **Confident Veteran**) as an additional Support Platoon for the following costs.

FINGERTIP FEELING

One German platoon in Line of Sight of Rommel may make a normal move within its deployment area after both sides have deployed but before any Reconnaissance Deployment moves.

HERR GENERAL

If Rommel's Command team is Destroyed during a game the German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

ESCORT PLATOON

5 Captured Honey Stuart 325 points 4 Captured Honey Stuart 260 points

3 Captured Honey Stuart

195 points

ROMMEL AT THE POINT

Any German platoon in Line of Sight of Rommel may re-roll any failed Motivation Tests and failed Skill Tests to make Stormtrooper moves.

MAMMUT

As well as Greif, Rommel also travelled in a Mammut (Mammoth), a captured Dorchester Armoured Command Vehicle, named Max. Feel free to model him with Max rather than Greif, but keep the vehicle characteristics the same as for Greif.





OBERST JOSEF WILLHELM RETTEMEIER

CHARACTERISTICS

Rettemeier is a Warrior and a Company Command team rated as Confident Veteran.

Rettemeier can join any Panzerkompanie for +45 points. He becomes the Company Command team retaining the previous commander's tank.

SCHNELL!

Rettemeier's tank and any Panzer Platoon he commands may make a Stormtrooper move on a roll of 2+.

PANZERS MARCH

Each turn Rettemeier may re-roll one die rolled to receive reserves for his company.

ACE GUNNER

Re-roll any failed to hit rolls when firing Rettemeier's tank. This does not apply if his tank fires an artillery bombardment.







OBERSTLEUTNANT WALTER KOCH

CHARACTERISTICS

Koch is a Warrior and Higher Command SMG team rated as Fearless Veteran. Koch carries his weapon with him during airborne assaults so will always be rated as an SMG rteam.

Koch can command any Fallschirmjägerkompanie or Fallschirmpionierkompanie for +50 points. Koch may pilot any glider in an airborne assault without affecting its carrying capacity.

SUPERB GLIDER PILOT

The intensive training Koch received has honed his flying skills, allowing Koch to land his glider on a dime. When making the landing run roll for Koch's glider, you may adjust the length of the landing run by 2"/5cm forward or back. If you roll a 1, ignore the crash landing result, the glider lands safely.

SCHNELL

Koch and any platoon that he is currently leading may make Stormtrooper moves on a roll of 2+.

FIGHT ON

Koch and any platoon he is currently leading always pass Motivation Tests on a roll of 2+.

Von der Heydte is a Warrior and a Higher Command Pistol team rated as Fearless Veteran.

Von der Heydte can command any Fallschirmjägerkompanie for +55 points.

NEVER SURRENDER

Von der Heydte, and any platoon he is currently leading, always passes Motivation Tests on a roll of 2+.

RALLY ONCE MORE

As the battle progressed Von der Heydte sought out lightly wounded troops inspiring them to keep fighting. He made sure that he got the most fighting spirit out of his men.

Once per turn Von der Heydte may attempt to reform a team from his force. If an Infantry or Gun team within 6"/15cm of Von der Heydte is Destroyed, roll a die:

- If the result is 5+, Von der Heydte rallies the survivors of the team and it continues to fight on unharmed.
- Otherwise, the soldiers are too badly wounded and the team is Destroyed as normal





MAJOR VON DER HEYDTE

CHARACTERISTICS

Remer is a Warrior and a Higher Command team rated as Fearless Veteran.

He is armed with a Russian PPSh-41 SMG and a sharpened entrenching tool with the following ratings: **Range:** 4"/10cm, **ROF:** 3, **Anti-tank:** 1, **Firepower:** 6. Like an SMG team, Remer has full ROF when moving.

Remer can join any Gepanzerte Panzergrenadierkompanie or Panzergrenadierkompanie for +55 points with a Schwimmwagen for transport, or for +70 point with an Sd Kfz 251/1C half-track for his transport.

FOLLOW ME

Remer and any platoon he is currently leading always pass Motivation tests on a roll of 3+ instead of the normal roll.

NO QUARTER

Remer and any platoon that he is currently leading hit on a roll of 2+ in assault combats.

FORWARDS!

Remer and any platoon that he is currently leading may make Stormtroopers moves on a roll of 2+ instead of the normal roll.



OGENERALMAJOR OTTO-ERNST REMER

CHARACTERISTICS

Schmidt is a Warrior, a Pioneer, a Command SMG team and is rated as **Fearless Veteran**. He replaces the Command Pioneer SMG team of an Assault Troop for +50 points.

FOLLOW ME

Schmidt and his Assault Troop always pass Motivation tests on a roll of 3+ instead of the normal roll.

RECONNAISSANCE DEPLOYMENT

After all deployment, but before the game begins, Schmidt and his Assault Troop may move up to their normal movement in any direction. This movement may not be At the Double and may not take any team within 16"/40cm of the enemy.

OLD HANDS

Schmidt and his Assault Squads (but not the Heavy Squads) hit on a roll of 2+ in assault combats.

CAUTIOUS MOVEMENT

Schmidt and his Assault Troop use the Recce Cautious Movement rule on page 63 of the rulebook.







MAJOR BRUNO KOENIG

CHARACTERISTICS

Major Koenig is a Sniper and a Warrior. He is rated as Fearless Veteran.

Koenig can join any Grenadierkompanie or Pionierkompanie for +80 points

SNIPER

Koenig follows all of the Sniper Rules on page 92 of the rulebook in addition to his own special rules.

HAND-PICKED RIFLE

Koenig uses his own hand-picked Kar98k rifle with a Zeiss telescopic sight giving him a range of 24"/60cm.

CRACK SHOT

Re-roll any failed rolls to hit when he shoots.

SNIPER-KILLER

Koenig was brought in to hunt down and kill enemy snipers. Enemy snipers that fired in their turn do not count as Gone to Ground when shot at by Koenig.







MAJOR HANS VON LUCK

CHARACTERISTICS

Major Hans von Luck is a Warrior and a Higher Command SMG team with a Kübelwagen for transport. He is rated as Confident Veteran.

Von Luck may join a Panzerspähkompnie from the 21. Panzerdivision (North Africa pages 32 to 35) for 55 points.

Von Luck may be mounted in a Sd Kfz 222 armoured car instead of being an SMG team for an additional +35 points. If he does this he is also a Reconnaissance team.

It's BUT A FLESH WOUND

If von Luck is destroyed the opposing player makes a roll to see if von Luck is removed from play. Instead of using the Warrior rules on page 78 of the rulebook roll a die and consult below.

On a roll of 5+ you seriously wounded von Luck and the team is destroyed.

Otherwise, the owning player may designate any other friendly tank or infantry team that is within Command Distance of von Luck to become his new Warrior team.

GET MOVING

Major von Luck, and any platoon he leads, may reroll failed Skill Tests to make Stormtrooper moves.

RECONNAISSANCE EXPERT

Unless he has joined a platoon, von Luck may Disengage as if he were a Recce team. Because of his experience, he is never Forced to Disengage (See pages 150 and 151 of the rulebook).





MAJOR HANS VON LUCK

CHARACTERISTICS

Major Hans von Luck is a Warrior and a Higher Command SMG team with a Kübelwagen for transport. He is rated as Confident Veteran.

Von Luck may join a Gepanzerte Panzergrenadierkompanie or Panzergrenadierkompanie from 21. Panzerdivision for +25 points.

Von Luck may be mounted in a Panzer IV H tank instead of being an SMG team for an additional +75 points. If he is mounted in a tank, you may not field one of your Panzer Platoons with more than four Panzer IV H tanks since he has the fifth one.

BETTER LATE THAN NEVER

Major von Luck always starts the game off table in Reserve. The German player may re-roll one die each turn when rolling for Reserves. When the first unit arrives from Reserve, von Luck arrives with that unit.

If there are no reserves in the mission, von Luck is still in reserve and rolls to arrive as per the reserves rule with the exception of re-rolling as above. He will then arrive anywhere on the German table edge when successful.

GET MOVING

Major von Luck, and any platoon he leads, may reroll failed Skill Tests to make Stormtrooper moves.

RECONNAISSANCE EXPERT

Unless he has joined a platoon, von Luck may Disengage as if he were a Recce team. Because of his experience, he is never Forced to Disengage (See pages 150 and 151 of the rulebook).

Kurt "Panzer" Meyer is a higher command SMG team mounted on a motorcycle team and is rated Fearless Veteran.

Meyer may join any 12. SS-Panzergrenadierkompanie or 12. SS-Panzerkompanie for +90 points.

RECON EXPERT

When mounted on his motorcycle Panzer Meyer functions as a recce team. He removes Gone-to-ground status and, counts as a recce team when using the ambush special rule. Because of his reckless nature Meyer is not forced to disengage as a recce team.

WITH THE BOYS

When Panzer Meyer is attached to a platoon that platoon passes all platoon morale tests on a 2+.

SCHNELL MEYER

Meyer and any platoon he is attached to passes a Stormtrooper skill check on a 2+.





BRIGADEFÜHRER
KURT MEYER

CHARACTERISTICS

Hauptmann Karl-Heinz Noak is a Warrior and Higher Command team and is rated Confident Veteran.

He may join any company in 654. Schwere Panzerjäger Abteilung.

Noak's Command Panther

Hauptmann Karl-Heinz Noak is purchased with his Panther A tank for 250 points.

KNIGHT'S CROSS WITH OAK LEAVES

Hauptmann Karl-Heinz Noak may:

Move and Shoot with full ROF, and

Have Tank teams in any platoon he joins re-roll failed Skill Tests.





HAUPTMANN KARL-HEINZ NOAK

CHARACTERISTICS

Wittmann is a Warrior and a Company Command Tank team rated as Fearless Veteran.

Wittmann can join any Schwere SS-Panzerkompanie for +100 points. Wittmann takes over the Company Command Tiger tank as his own tank. As Wittmann is a Warrior, he does not roll for Tiger Ace skills.

HERO OF THE FATHERLAND

If Wittmann is Destroyed the German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

AMBUSH!

Wittmann may be deployed using the Ambush special rule on page 196 of the rulebook in addition to any other platoons that would normally be deployed in Ambush. Wittmann may deploy in Ambush even in missions that do not normally use the Ambush special rule.

FOR THE COMMANDER!

Wittmann and any platoon led by him always pass Motivation Tests on a roll of 2+.

EVERY SHOT COUNTS!

Koch and any platoon he is currently leading always pass Motivation Tests on a roll of 2+.

GRIND THEM UNDER

Any team that assaults Wittmann must re-roll the successful Skill Test to hit for any hit allocated to his tank in an assault combat. If they pass this test they get past the tracks and the tank must make an Armour Save as normal. If the re-roll failed, than the assaulting troops have not hit the tank and the hit is ignored.

RAPID FIRE!

The 8.8cm tank gun of Wittmann's Tiger tank has ROF 3 when stationary and ROF 2 when moving





OBERSTURMFÜHRER MICHAEL WITTMANN







OBERSCHARFÜHRER ernst BARKMANN

Barkmann is a Warrior mounted in a Panther A tank, and is a Platoon Command team rated as Fearless Veteran. Barkmann is an Independent team.

Oberscharführer Barkmann may replace a Panther Platoon Command team for +60 points in an SS-Panzerkompanie or may join any other SS Company on his own with his Panther tank for +275 points as an SS-Panzer Platoon support choice.

DEPLOYING BARKMANN'S WORKSHOP

At the same time as Independent teams are deployed, place a Workshop in your deployment area. The Workshop must be in German hands for Barkmann's Panther tank to be repaired. If the enemy take the Workshop (in the same manner they would take an Objective, see page 195 of the rulebook), they capture it and the Workshop is removed from the game.

ACE

Barkmann always gets to re-roll misses with his Panther's 7.5cm KwK42 gun.

STALKER

If Barkmann is shot at he is counted as Gone to Ground if he is Concealed and did not move in his own turn, even if he did shoot in his turn

ESCAPE ARTIST

If Barkmann is Destroyed while commanding a Panther tank, place his tank adjacent to the Workshop instead of remaining where it was destroyed.

His platoon may appoint a new Platoon Command team using the Mission tactics special rule as usual when they lose their Platoon Command team and continue to operate without him.

In each Starting Step when you would roll for Reserves to arrive, if there are no enemy teams within 4"/10cm of Barkmann's Panther tank or the Workshop, roll a die.

- On a roll of 5+, his vehicle is repaired and is ready for battle. It is no longer Destroyed. Remove the Workshop when Barkmann is repaired.
- Otherwise, the repairs are still progressing.

If the Workshop has been removed or captured, Barkmann is removed from the table when he is Destroyed.

As a Warrior, Barkmann will normally attempt to take over another tank if he is Destroyed. You may choose not to do this and have him Destroyed in his own tank to take advantage of the above rule if you prefer.







FELDWEBEL DIETRICH UTHOFF

CHARACTERISTICS

Feldwebel Dietrich Uthoff is a Warrior and a Panzerfaust Assault Rifle team. He is an Independent team and rated as Fearless Veteran.

Uthoff may join a Sturmkompanie from the 78. Sturmdivision for +50 points.

AMBUSH!

Uthoff may be deployed using the Ambush special rule on page 196 of the rulebook in addition to any other platoons that would normally be deployed in Ambush.

While defending, Uthoff may deploy in Ambush even in missions that do not normally use the Ambush special rule.

TANK HUNTER

Feldwebel Uthoff may move and shoot with his Panzerfaust anti-tank launcher.

FAUST EXPERT

Feldwebel Uthoff may re-roll failed To Hit rolls with his Panzerfaust anti-tank launcher.







FELDWEBEL LUDWIC WINDGRUBER

CHARACTERISTICS

Windgruber replaces the 2iC in a Sperrverband company for +30 points. He is a Pioneer SMG team with Panzerfaust rated Confident Veteran.

Old Hare (Alter Häse)

When joining a Sperr or Sperr Pionier Platoon, Feldwebel Windgruber may launch a Assault from 6"/15cm away from the enemy moving up to 6"/15cm when Charging into Contact or Counterattacking. The rest of his platoon still move

4"/10cm, often meaning that they don't get into the fight until the platoon Counterattacks.

GREEN HELL (GRÜN HÖLLE)

All teams from a Sperr or Sperr Pionier Platoon led by Feldwebel Windgruber hit on 2+ in assaults.

General der Panzertruppen Dietrich von Saucken is mounted in a Sd Kfz 250 half-track. He is a Warrior and a Higher Command SMG team rated as Fearless Veteran. Von Saucken may join a German company for +65 points.

PANZERS MARCH

Each turn von Saucken may re-roll one die rolled to receive Reserves for his company.

COUNTERATTACK EXPERT

All platoons within Command Distance of von Saucken may reroll any failed Skill Tests to make Stormtrooper moves.





VON SAUCKEN

CHARACTERISTICS

Sturmbannführer Fritz Biermeier is a Warrior team who leads a Panzer Platoon in Totenkopf SS-Panzerdivision. You must purchase him and his platoon together. Biermeyer and his platoon are rated Fearless Veteran.

BIERMEIER'S 3 SS-PANZER PLATOON

You may purchase Biermeier and his platoon as an Allied Platoon (page 183, Rulebook) that replaces one Panzer Platoon in any Totenkopf SS-Panzerdivision company. The platoon is organized as a standard Panzer Platoon with Biermeyer as the Platoon Command Tank for the following point costs.

BIERMEIER'S PANZER IV PLATOON

5 Panzer IV H	325 points
4 Panzer IV H	260 points
3 Panzer IV H	195 points

RECKLESS

Sturmbannführer Biermeyer and his platoon are hit on a 3+ as if they were Trained.

New Recruits

If Biermeyer is Destroyed then the platoon becomes Confident Trained for the remainder of the game.

TOWARDS THE ENEMY

In the Assault Step, a platoon led by Biermeyer must assault if they can. If they cannot assault they must make a Stormtrooper Move as far as possible towards the closest enemy team or Objective.



STURMBANNFÜHRER FRITZ BIERMEIER

CHARACTERISTICS

You may replace any or all Platoon Command teams from any SS-Panzer Platoons in the Wiking SS-Division with a Panzer Kanone for +65 points per platoon. A Panzer Kanone is a Warrior with the following abilities:

PANZER KANONE

At the start of the game roll a die for each Panzer Kanone to determine the medal he has been awarded. That Panzer Kanone possesses the skills shown for that medal in the table below, as well as all those above it.



KNIGHT'S CROSS 恐

A Panzer Kanone with a Knight's Cross may have Tank teams in his platoon re-roll failed Skill Tests.



KNIGHT'S CROSS WITH OAK LEAVES

A Panzer Kanone with a Knight's Cross with Oak Leaves may move and Shoot with full ROF.



KNIGHT'S CROSS WITH SWORDS X

This Warrior may re-roll any failed roll To Hit when they shoot with their main gun.



KNIGHT'S CROSS WITH DIAMONDS

The Warrior may only be destroyed on an enemy roll of 5+ rather than a roll of 4+ when using the Warrior Tank Team Casualties rule on page 78 of the Flames Of War rulebook.







Kanonen











OBERSTLEUTNANT
VON DER
HEYDTE

CHARACTERISTICS

Oberstleutnant Freiherr von der Heydte is a Warrior and a Higher Command SMG team rated as **Fearless Veteran**. Von der Heydte is an Independent team.

Von der Heydte may join a Falschirmjägerkompanie from *Hell's Highway* for +70 points. Up to four Panzerfaust Trap Teams may be added to the army for +25 points per team.

YOU ARE RELIEVED!

Platoons from the SS and the Heer that are under Von der Heydte's command are not considered Allied platoons.

NEVER SURRENDER

Von der Heydte, and any platoon he is currently leading, always passes Motivation Tests on a roll of 2+.

RALLY ONCE MORE

Once per turn Von der Heydte may attempt to reform a team from his force. If an Infantry or Gun team within 6"/15cm of Von der Heydte is Destroyed, roll a die:

If the result is 5+, Von der Heydte rallies the survivors of the team and it continues to fight on unharmed.

Otherwise, the soldiers are too badly wounded and the team is Destroyed as normal.

PANZERFAUST TRAP TEAMS

Panzerfaust Trap teams are Infantry teams and are rated **Fearless Veteran**. They are armed with Panzerfaust anti-tank launchers with Range 4"/10cm, ROF 1, Anti-tank 12, Firepower 5+, and Tank Assault 6. A Panzerfaust Trap team cannot shoot in the Shooting Step if it moved in the Movement Step.

PANZERFAUST AMBUSH

Panzerfaust Trap teams are never deployed at the start of the game. Instead at the start of any Movement Step, the owning player may place any of their Panzerfaust Trap teams in any terrain feature in their own deployment area or No Man's Land such that the Panzerfaust Trap team is not within 2"/5cm of any enemy team.

Panzerfaust Trap teams may not deploy within 8"/20cm and in Line of Sight of a Recce team unless the Recce team moved At the Double their last turn.

If there are any friendly teams within 4"/10cm, Panzerfaust Trap teams may not fire or Launch an Assault and must immediately Break Off when assaulted.

WELL HIDDEN

So long as a Panzerfaust Trap team remains where it was deployed it always counts as Concealed and in Bulletproof Cover even when it shoots. If a Panzerfaust Trap team moves for any reason, it no longer benefits from Well Hidden.

FANATICAL FAUST-MEN

Panzerfaust Trap teams are Independent Teams. However, they may never Join a platoon or other Independent Teams. Also, unlike normal Independent Teams, they may Launch Assaults.





SS-HAUPT-STURMFÜHRER VIKTOR GRAFRNER

CHARACTERISTICS

SS-Hauptsturmführer Graebner is a Warrior mounted in either a Humber scout car or a Humber IV armoured car. Graebner is an Independent Team and is rated **Fearless Veteran**.

SS-Hauptsturmführer Graebner may join SS-Kampfgruppe Graebner for +65 points, replacing the Company Command team and its transport vehicle.

GRAEBNER'S GAMBLE

When attacking in a mission with a force led by Graebner, your force makes a dash for the objective.

Immediately before Reconnaissance Deployment movement, roll a Skill Test for Graebner and each of your Combat and Weapons platoons on the table. If successful, the platoon may move up to its normal movement in any direction provided that the move takes the whole platoon out of its deployment area.

Graebner, and any platoon he has joined, automatically passes this Skill Test.

KNIGHT'S CROSS

Graebner and any platoon that he is currently leading re-roll failed Skill Tests.

SCHNELL

When Graebner and any Combat or Weapons platoon he is currently leading makes a Stormtrooper move, it may move up to 6"/15cm rather than the normal 4"/10cm.

German Arsenal

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side <i>Anti-tank</i>	Top Firepower	Equipment and Notes
Tanks					
Panzer II F 2cm KwK38 gun	Fully-tracked 16"/40cm	3 3	1 5	1 5+	Co-ax MG, Protected ammo.
Panzer 38(t) 3.7cm KwK38(t) gun	Fully-tracked 24"/60cm	3 2	1 6	1 4+	Co-ax MG, Hull MG, Protected ammo.
Captured 'Honey' Stuart M5 37mm gun	Fully-tracked 24"/60cm	3 2	2 7	1 4+	Co-ax MG, Hull MG, Light tank. <i>No HE.</i>
Panzer III G, H, or J 5cm KwK38 gun	Fully-tracked 24"/60cm	5 3	3 7	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III J (late) 5cm KwK39 gun	Fully-tracked 24"/60cm	5 3	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III L or M 5cm KwK39 gun	Fully-tracked 24"/60cm	6	3 9	1 4+	Co-ax MG, Hull MG, Protected ammo.
Panzer III N 7.5cm KwK37 gun	Fully-tracked 24"/60cm	6 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV E or F ₁ 7.5cm KwK37 gun	Fully-tracked 24"/60cm	5 2	3 9	1 3+	Co-ax MG, Hull MG, Protected ammo. Smoke.
Firing bombardments	48"/120cm		2	6	
Panzer IV F ₂ or G 7.5cm KwK40 gun	Fully-tracked 32"/80cm	5 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo.
Panzer IV G (late) or H 7.5cm KwK40 gun	Fully-tracked 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo.
Panther D, A, or G 7.5cm KwK42 gun	Fully-tracked 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.
Tiger I E (early) 8.8cm KwK36 gun	Fully-tracked 40"/100cm	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks, Unreliable. Slow traverse.
Tiger I E 8.8cm KwK36 gun	Fully-tracked 40"/100cm	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Slow tank, Wide tracks. <i>Slow traverse.</i>
Königstiger (Porsche) 8.8cm KwK43 gun	Fully-tracked 40"/100cm	14 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded, Slow tank, Unreliable. <i>Slow traverse.</i>
Königstiger (Henschel) 8.8cm KwK43 gun	Fully-tracked 40"/100cm	15 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded, Slow tank. Slow traverse.
T-34 obr 1941 or 1942 (captured) 7.62cm KwK(r)	Fully-tracked 32"/80cm	6 2	5 9	1 3+	Co-ax MG, Hull MG, Fast tank, Limited vision, Wide tracks, Unreliable,
T-70 obr 1942 (captured) 4.5cm KwK(r)	Fully-tracked 24"/60cm	4 1	2 7	1 4+	Co-ax MG, Limited vision, Unreliable.
KV-1e (captured)	Fully-tracked	9	8	2	Co-ax MG, Hull MG, Turret-rear MG, Limited vision, Slow tank, Unreliable.
7.62cm KwK(r)	32"/80cm	2	9	3+	
Sherman III M3 75mm gun	Fully-tracked 32"/80cm	6 2	4	1 3+	Co-ax MG, Hull MG. Smoke.
Firefly VC OQF 17 pdr gun	Fully-tracked 32"/80cm	6	4 13	1 3+	Co-ax MG. No HE.
Flammwagen B-2(f) 4.7cm KwK35 (f) gun 1.4cm Flammenwerfer	Fully-tracked 24"/60cm 4"/ 10cm	6 2 3	5 6 -	1 4+ 5+	Co-ax MG, Slow Tank, Unreliable. One-man turret. Flame-thrower, Hull-mounted.
Panzer B-2(f) 4.7cm KwK35 (f) gun 7.5cm KwK29 (f) gun	Fully-tracked 24"/60cm 16"/40cm	6 2 2	5 6 6	2 4+ 3+	Co-ax MG, Slow Tank, Unreliable. One-man turret. Hull-mounted.
Chief de la constant					

To Cale	Name Weapon	Mobility <i>Range</i>	Armour Front ROF	Side Anti-tank	Top Firepower	Equipment and Notes
200	Assault Guns					
	StuG D or E 7.5cm StuK36 gun	Fully-tracked 24"/60cm	5 2	3 9	1 3+	AA MG, Protected ammo. Hull mounted.
Y	StuG F 7.5cm StuK40 gun	Fully-tracked 32"/80cm	5 2	3 11	1 3+	AA MG, Protected ammo. Hull mounted.
	StuG F/8 or G 7.5cm StuK40 gun	Fully-tracked 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
	StuH42 10.5cm StuH42 gun	Fully-tracked 32"/80cm	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen. Hull mounted, Smoke.
	StuG IV 7.5cm StuK40 gun	Fully-tracked 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
	StuIG33B 15cm sIG33 gun	Fully-tracked 16"/40cm	7 1	4 13	1 <i>I</i> +	Hull MG, Slow tank. Bunker buster, Hull mounted.
	Brummbär 15cm StuH43 gun	Fully-tracked 16"/40cm	9	5 13	1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 +	Hull MG, Overloaded, Slow tank, Schürzen. Bunker buster, Hull mounted.
	Sturmtiger Firing bombardments	Fully-tracked 48"/120cm	12	8 <i>6</i>	2 1+	Hull MG, Slow tank, Overloaded. Rocket assault howitzer, Bunkerfeuer.
	7.5cm (Sf) 39H 7.5cm PaK40 gun	Fully-tracked 32"/80cm	2 2	2 12	0 3+	AA MG, Unreliable. Hull mounted.z
	10.5cm (Sf) 39H 10.5cm leFH16 gun	Fully-tracked 32"/80cm	2 2	2 10	0 2+	AA MG, Unreliable. Hull mounted.
	INFANTRY GUNS (SP)					
	Sd Kfz 250/7 (8cm) 8cm GW34 mortar	Half-tracked 40"/100cm	1 -	0 2	0 6	AA MG. Hull mounted, Portee, Smoke bombardment.
	Sd Kfz 250/8 (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 9	0 3+	AA MG. Hull mounted.
	Sd Kfz 251/2 (8cm) 8cm GW34 mortar	Half-tracked 40"/100cm	1 -	0 2	0	AA MG. Hull mounted, Portee, Smoke bombardment.
	Sd Kfz 251/2C (8cm) 8cm GW34 mortar	Half-tracked 40"/100cm	1	0 2	0	Rear AA MG. Hull mounted, Portee, Smoke bombardment.
	Sd Kfz 251/9 (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0 <i>9</i>	0 3+	AA MG. Hull mounted.
3	Sd Kfz 251/9C (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0	0 3+	Rear AA MG. Hull mounted.
	Bison (15cm sIG) 15cm sIG33 gun	Fully-tracked 16"/40cm	2 1	1 13	0 1+	AA MG, Overloaded, Slow, Unreliable. Bunker buster, Hull mounted.
300	Firing bombardments Grille (15cm sIG) H	56"/140cm Fully-tracked	2	4	2+ 0	AA MG.
	15cm sIG33 gun Firing bombardments	16"/40cm 56"/140cm	1	13 4	1+ 2+	Bunker buster, Hull mounted.
7	Grille (15cm sIG) K 15cm sIG33 gun	Fully-tracked 16"/40cm	0 1	0 13	0 I+	AA MG. Bunker buster, Hull mounted.
	Firing bombardments Sd Kfz 251/16 (Flamm) Two 1.4cm Flammenwerfer	56"/140cm Half-tracked 4"/10cm	1 3 (each)	0	2+ 0 6	Hull MG. Side mounted, Flame-thrower.
	S307(f) (PaK40)	Half-tracked 32"/80cm	1 2	0 12	0 3+	AA MG, Unreliable. Hull mounted.
1	7.5cm PaK40 gun S307(f) Reihenwerfer 8cm Reihenwerfer	Half-tracked 40"/100cm	1	0 2	0 6	AA MG, Unreliable. Rocket launcher, Smoke bombardment.
が上げ	Sd Kfz 250/7 (8cm) 8cm GW34 mortar	Half-tracked 40"/100cm	1 -	0 2	0	AA MG. Hull mounted, Portee, Smoke bombardment.
No Colonia	Sd Kfz 251/9 (7.5cm) 7.5cm KwK37 gun	Half-tracked 24"/60cm	1 2	0	0 3+	Co-ax MG. Hull mounted.
1	VEHICLE MACHINE-GU	INIC				
	VEHICLE IVIACHINE-GU	JNS 16"/40cm	3	2	6	ROF 1 if other weapons fire.
	OF THE PARTY OF TH		- 1		1000	Management of Management of the Control of the Cont

世の方	Name Weapon	Mobility <i>Range</i>	Armour Front ROF	Side Anti-tank l	Top Firepower	Equipment and Notes
	Tank-hunters					
	Panzerjäger I 4.7cm PaK36(t) gun	Half-tracked 24"/60cm	0 2	0 7	0 4+	AA MG. Hull mounted.
	5cm PaK38 (Sf) 5cm PaK38 gun	Half-tracked 24"/60cm	0 3	0 9	0 4+	Hull-mounted MG. Hull mounted.
3	Diana 7.62cm FK36(r) gun	Half-tracked 32"/80cm	0 2	0 10	0 3+	AA MG. Hull mounted.
	PaK40 auf RSO 7.5cm PaK40 gun	Fully-tracked 32"/80cm	0 2	0 12	0 3+	Slow tank. Hull mounted.
3	Hetzer 7.5cm PaK39 gun	Fully-tracked 32"/80cm	7 2	2 11	1 3+	Hull MG, Overloaded Hull mounted.
	Marder I 7.5cm PaK40 gun	Fully-tracked 32"/80cm	0 2	0 12	0 3+	AA MG, Overloaded, Slow tank. Hull mounted.
	Marder II 7.5cm PaK40 gun	Fully-tracked 32"/80cm	1 2	0 12	0 3+	AA MG. Hull mounted.
	Marder III (7.62cm) 7.62cm PaK36(r) gun	Fully-tracked 32"/80cm	1 2	0 11	0 3+	Hull MG. Hull mounted.
	Marder III H 7.5cm PaK40 gun	Fully-tracked 32"/80cm	1 2	0 12	0 3+	Hull MG. Hull mounted.
	Marder III M 7.5cm PaK40 gun	Fully-tracked 32"/80cm	0 2	0 12	0 3+	AA MG. Hull mounted.
	Jagdpanzer IV 7.5cm StuK40 gun	Fully-tracked 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.
	Hornisse 8.8cm PaK43 gun	Fully-tracked 40"/100cm	1 2	1 16	0 3+	AA MG, Protected ammo. Hull mounted.
Š	Jagdpanther 8.8cm PaK43 gun	Fully-tracked 40"/100cm	10 2	5 16	1 3+	Hull MG. Hull mounted.
Į,	Elefant 8.8cm PaK43 gun	Fully-tracked 40"/100cm	15 2	8 16	2 3+	Hull MG, Overloaded, Slow tank, Unreliable. Hull mounted.
	Ferdinand 8.8cm PaK43 gun	Fully-tracked 40"/100cm	15 2	8 16	2 3+	AA MG, Overloaded, Slow tank, Unreliable. Hull mounted.
	8.8cm FlaK18 (Sfl) 8.8cm FlaK18 gun	Fully-tracked 40"/100cm	1 3	0 13	0 3+	AA MG, Awkward layout, Overloaded. Hull mounted.
3	ARMOURED CARS Sd Kfz 221 (MG)	Wheeled	0	0	0	AA MG
	Sd Kfz 221 (2.8cm)	Wheeled	0	0	0	ANIMO
Ġ	2.8cm sPzB41 anti-tank rifle	16"/40cm	2	7	5+	Hull mounted, No HE.
	Sd Kfz 222 (2cm) 2cm KwK38 gun	Wheeled 16"/40cm	1 3	0 5	0 5+	Co-ax MG. Self-defence anti-aircraft.
Ħ	Sd Kfz 223 (early radio)	Wheeled	0	0	0	AA MG.
	Sd Kfz 223 (radio)	Wheeled	1	0	0	AA MG.
	Sd Kfz 231 (8-rad) 2cm KwK38 gun	Jeep 16"/40cm	2 3	0 5	0 5+	Co-ax MG.
H	Sd Kfz 234/2 Puma 5cm KwK39 gun	Jeep 24"/60cm	3 2	0 9	0 4+	Co-ax MG
53	Sd Kfz 250 (Recon)	Half-tracked	1	0	0	Hull MG, AA MG.
	Sd Kfz 250/9 (2cm) 2cm KwK38 gun	Half-tracked 16"/40cm	1 3	0 5	0 5+	Co-ax MG. Self-defence anti-aircraft.
	Panzer II L Luchs 2cm KwK38 gun	Fully-tracked 16"/40cm	3 3	1 5	1 5+	Co-ax MG, Light tank.
i	Panhard P-178(f) 2.5cm KwK(f) gun	Wheeled 16"/40cm	1 2	1 6	0 5+	Co-ax MG. No HE.
	Sd Kfz 233 (7.5cm) 7.5cm KwK37 gun	Jeep 24"/60cm	2 2	9	0 3+	Hull MG. Hull mounted.
	BA-10M 4.5cm KwK(r) gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, Hull MG, Limited vision.
5	Humber IV M5 37mm gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG. Self-defence anti-aircraft
S. C.	Humber Scout Car	Jeep	1	0	0	AA MG.

ARTILLERY (SP) 10.5cm (SF) Lorraine Schlepper fully-tracked 0	The state of	Name Weapon	Mobility Range	Armour Front ROF	Side Anti-tank	Top Firepower	Equipment and Notes
10.00	S. S.	ARTILLERY (SP)					
15 cm 1413 bountage		10.5cm leFH18 howitzer	24"/60cm	1	10	2+	Hull mounted, Smoke.
10 2+ Hull mounted, Smoke 1 10 2+ Hull mounted, Smoke 1 10 2+ Hull mounted, Smoke 1 10 10 Smoke 1 10 Smoke 11 10 Smoke 11 13 11 Smoke 11 13 11 Smoke 11 13 11 Smoke 11 Smoke 11 13 11 Smoke 11 Smoke	The state	15cm sFH13 howitzer	16"/40cm	1	13	1+	Bunker buster, Hull mounted, Smoke.
15		10.5cm leFH18M howitzer	24"/60cm		10	2+	Hull mounted, Smoke.
See		15cm sFH18 howitzer	24"/60cm		13	1+	Bunker buster, Hull mounted, Smoke.
Son rocket huncher		`		0			
Rocket launcher				0			
Panzer II OP							
Panzer III OP		Lorraine Schlepper OP	Fully-tracked	0	0	0	AA MG, Overloaded, Slow, Unreliable.
ANTI-AIRCRAFT (SP) Sd Kiz 10/5 (2cm)							Co-ax MG, Protected ammo.
Sd Kfz 71 (Quad 2cm)		Panzer III OP	Fully-tracked	5	3	1	Hull MG.
Sak KE 7/1 (Quad 2cm)		Anti-aircraft (SP)					
Sd Kfz 7/2 (3.7cm)				- 4	- 5	- 5+	Anti-aircraft.
3.7cm FlaK43 gun					- 5	- 5+	Anti-aircraft.
2cm FlaK38 gun							Anti-aircraft.
Möbelwagen (3.7cm) Fully-tracked 0 0 0 3.7cm Flak43 gun 24"/60cm 4 6 4+ Anti-aircraft. 2cm Flak38 (V) on a Panzer IVFully-tracked 0 0 0 0 2cm Flak38 (V) gun 16"/40cm 6 5 5+ Anti-aircraft. U304(f) (2cm) Half-tracked 0 0 0 Unreliable. 2cm Flak38 gun 16"/40cm 4 5 5+ Anti-aircraft. ARMOURED FLAME-THROWERS Sd Kfz 251/16C (Flamm) Half-tracked 1 0 0 Hull MG. Tion 1.4cm Flammenwerfer 4"10cm 3 (each) - 6 Side mounted, Flame-thrower. Flammpanzer III Fully-tracked 6 3 1 Co-ax MG, Fuel Tanks, Hull MG. Tiger (P) Fully-tracked 9 8 2 Co-ax MG, Hull MG, Protected ammo, Slow tank, Unreliable, Wide tracks Dicker Max Fully-tracked 4 1 0 AA MG, <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td>Anti-aircraft.</td></t<>							Anti-aircraft.
U304(f) (2cm)	Fact in	Möbelwagen (3.7cm)					
U304(f) (2cm)							Anti-aircraft
Sd Kfz 251/16C (Flamm) Two 1.4cm Flammenwerfer Half-tracked 1 0 0 Side mounted, Flame-thrower. Flammpanzer III Fully-tracked 6 3 1 Co-ax MG, Fuel Tanks, Hull MG. 1.4cm Flammenwerfer 4"/10cm 4 - 5+ Flame-thrower MID-WAR MONSTERS Tiger (P) Fully-tracked 9 8 2 Co-ax MG, Hull MG, Protected ammo, Slow tank, Unreliable, Wide track 8.8cm KwK36 gun 40"/100cm 2 13 3+ Slow traverse. Dicker Max Fully-tracked 4 1 0 AA MG. s 10cm K18 gun 40"/100cm 2 15 2+ Hull mounted. Sturer Emil Fully-tracked 5 2 0 AA MG, Slow tank, Unreliable. 12.8cm K L/61 gun 48"/120cm 2 18 2+ Hull mounted. 8.8cm FlaK18 Sfl Fully-tracked 1 0 AA MG, Awkward layout, Overloaded. 8.8cm FlaK18 Sfl Fully-tracked 1 0 AA MG, Awkward layout, Overloaded. 8.8cm FlaK18 gun 40"/100cm 3 13 3+ Hull mounted. Panzer I F Fully-tracked 8 5 2 Slow tank, Wide tracks.	三年77万月	U304(f) (2cm)	Half-tracked	0	0	0	Unreliable.
Sd Kfz 251/16C (Flamm) Two 1.4cm Flammenwerfer Half-tracked 1 0 0 Side mounted, Flame-thrower. Flammpanzer III Fully-tracked 6 3 1 Co-ax MG, Fuel Tanks, Hull MG. 1.4cm Flammenwerfer 4"/10cm 4 - 5+ Flame-thrower MID-WAR MONSTERS Tiger (P) Fully-tracked 9 8 2 Co-ax MG, Hull MG, Protected ammo, Slow tank, Unreliable, Wide track 8.8cm KwK36 gun 40"/100cm 2 13 3+ Slow traverse. Dicker Max Fully-tracked 4 1 0 AA MG. s 10cm K18 gun 40"/100cm 2 15 2+ Hull mounted. Sturer Emil Fully-tracked 5 2 0 AA MG, Slow tank, Unreliable. 12.8cm K L/61 gun 48"/120cm 2 18 2+ Hull mounted. 8.8cm FlaK18 Sfl Fully-tracked 1 0 AA MG, Awkward layout, Overloaded. 8.8cm FlaK18 Sfl Fully-tracked 1 0 AA MG, Awkward layout, Overloaded. 8.8cm FlaK18 gun 40"/100cm 3 13 3+ Hull mounted. Panzer I F Fully-tracked 8 5 2 Slow tank, Wide tracks.		ARMOURED FLAME-THR	OWERS				
1.4cm Flammenwerfer 4"/10cm 4 - 5+ Flame-thrower MID-WAR MONSTERS Tiger (P) Fully-tracked 9 8 2 Co-ax MG, Hull MG, Protected ammo, Slow tank, Unreliable, Wide track 8.8cm KwK36 gun 40"/100cm 2 13 3+ Slow traverse. Dicker Max Fully-tracked 4 1 0 AA MG. \$ 10cm K18 gun 40"/100cm 2 15 2+ Hull mounted. Sturer Emil Fully-tracked 5 2 0 AA MG, Slow tank, Unreliable. 12.8cm K L/61 gun 48"/120cm 2 18 2+ Hull mounted. 8.8cm FlaK18 Sfl Fully-tracked 1 0 0 AA MG, Awkward layout, Overloaded. 8.8cm FlaK18 gun 40"/100cm 3 13 3+ Hull mounted. Panzer 1 F Fully-tracked 8 5 2 Slow tank, Wide tracks.		Sd Kfz 251/16C (Flamm)	Half-tracked		0		
Tiger (P) 8.8cm KwK36 gun Fully-tracked 9 8 2 Co-ax MG, Hull MG, Protected ammo, Slow tank, Unreliable, Wide track 8.8cm KwK36 gun Fully-tracked 4 1 0 AA MG. 5 10cm K18 gun 40"/100cm 2 15 2+ Hull mounted. Sturer Emil 12.8cm K L/61 gun 48"/120cm 2 18 2+ Hull mounted. 8.8cm FlaK18 Sfl 8.8cm FlaK18 gun 40"/100cm 3 13 3+ Hull mounted. Panzer I F Fully-tracked 8 5 2 Slow tank, Unreliable. Hull mounted.							
8.8cm KwK36 gun 40"/100cm 2 13 3+ Slow traverse. Dicker Max Fully-tracked 4 1 0 AA MG. s 10cm K18 gun 40"/100cm 2 15 2+ Hull mounted. Sturer Emil Fully-tracked 5 2 0 AA MG, Slow tank, Unreliable. 12.8cm K L/61 gun 48"/120cm 2 18 2+ Hull mounted. 8.8cm FlaK18 Sfl Fully-tracked 1 0 0 AA MG, Awkward layout, Overloaded. 8.8cm FlaK18 gun 40"/100cm 3 13 3+ Hull mounted. Panzer I F Fully-tracked 8 5 2 Slow tank, Wide tracks.		MID-WAR MONSTERS					
s 10cm K18 gun 40°/100cm 2 15 2+ Hull mounted. Sturer Emil 12.8cm K L/61 gun Fully-tracked 5 2 0 AA MG, Slow tank, Unreliable. 12.8cm K L/61 gun 48°/120cm 2 18 2+ Hull mounted. 8.8cm FlaK18 Sfl 8.8cm FlaK18 gun Fully-tracked 1 0 0 AA MG, Awkward layout, Overloaded. 8.8cm FlaK18 gun 40°/100cm 3 13 3+ Hull mounted. Panzer I F Fully-tracked 8 5 2 Slow tank, Wide tracks.	F. CO						Co-ax MG, Hull MG, Protected ammo, Slow tank, Unreliable, Wide tracks. Slow traverse.
Sturer Emil 12.8cm K L/61 gun 48"/120cm 2 18 2+ Hull mounted. 8.8cm FlaK18 Sfl 8.8cm FlaK18 gun 40"/100cm 3 13 3+ Hull mounted. Panzer I F Fully-tracked 8 5 2 Slow tank, Unreliable. 40"/100cm 3 13 3+ Hull mounted.							
8.8cm FlaK18 Sfl Fully-tracked 1 0 0 AA MG, Awkward layout, Overloaded. 8.8cm FlaK18 gun 40"/100cm 3 13 3+ Hull mounted. Panzer I F Fully-tracked 8 5 2 Slow tank, Wide tracks.	To the last	Sturer Emil	Fully-tracked	5	2	0	AA MG, Slow tank, Unreliable.
Panzer I F Fully-tracked 8 5 2 Slow tank, Wide tracks.	1	8.8cm FlaK18 Sfl	Fully-tracked	1	0	0	AA MG, Awkward layout, Overloaded.
		Panzer I F	Fully-tracked	8	5	2	

TRANSPORT TEAMS

pd/A9			Armour		
Vehicle	Mobility	Front	Side	Тор	Equipment and Notes
Weapon	Range	ROF	Anti-tank Fi	repower	
Trucks					
BMW motorcycle & sidecar or Kübelwagen je	еер Јеер	-	-	-	Optional Passenger-fired hull MG.
Schwimmwagen	Jeep	-		-	Amphibious, Passenger-fired hull MG.
Kettenkrad half-track or Horch Kfz 15 car	Jeep	-	-	-	
Horch, Krupp, Steyr Kfz 70 truck,	Wheeled	-	75.55	-	
Opel Blitz 3-ton truck	Wheeled	-	-	-	
Opel Maultier	Half-tracked	-		-	
Opel Kfz 68 radio truck or	Wheeled	-	-	-	
Pioneer Supply truck	Wheeled	-		-	
RSO	Fully-tracked	-	-	-	Slow tank.
Horse-drawn wagon	Wagon			7	
Tractors					
Sd Kfz 10 (1t), Sd Kfz 11 (3t),					
or Sd Kfz 7 (8t) half-track	Half-tracked	-	-	-	
Horse-drawn limber	Wagon	-	-	-	
05/05					
Armoured Personnel Carriers					
Sd Kfz 250 or Sd Kfz 250/5 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 (2cm) 2cm FlaK38	Half-tracked 16"/40cm	1 3	0 5	0 5+	Passenger-fired AA MG. Hull mounted.
Sd Kfz 250/10 (3.7cm)	Half-tracked	1	0	0	Passenger-fired AA MG.
3.7cm PaK36	16"/40cm	2	6	4+	Hull mounted.
Sd Kfz 250/11 (2.8cm) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
2.8cm sPzB41	16"/40cm	2	7	5+	Hull mounted, No HE.
Sd Kfz 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
Sd Kfz 251/1 or Sd Kfz 251/1C (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 251/1C half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Sd Kfz 251/1 (2.8cm) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
2.8cm sPzB41	16"/40cm	2	7	5+	Hull mounted, No HE.
Sd Kfz 251/1 (Stuka) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
28cm sW40 Rocket Launcher	40"/100cm	- 30	3	1+	Hull mounted, Stuka zu Fuss.
Sd Kfz 251/7 or Sd Kfz 251/7C (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge.
Sd Kfz 251/10 (3.7cm) half-track <i>3.7cm PaK36</i>	Half-tracked 16"/40cm	1 2	0 6	0 4+	Passenger-fired AA MG. Hull mounted.
Sd Kfz 251/11 (2.8cm) half-track	Half-tracked				
2.8cm sPzB41	16"/40cm	1 2	0 7	0 5+	Passenger-fired AA MG. Hull mounted, No HE.
Sd Kfz 251/17 (2cm) half-track	Half-tracked	1	0	0	Passenger-fired AA MG.
2cm FlaK38	16"/40cm	3	5	5+	Self-defence anti-aircraft.
Sd Kfz 253 (StuG)					
or Sd Kfz 254 half-track	Half-tracked	1	0	1	AA MG.
U304(f) leSPW half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Unreliable.
U304(f) (HMG) half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG, Unreliable.
U304(f) (3.7cm)	Half-tracked	1	0	0	Passenger-fired AA MG, Unreliable.
3.7cm PaK36	16"/40cm	2	6	4+	Hull mounted.
S307(f) (Pioneer) half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG, Assault bridge, Unreliable.
Decovery Verners					
RECOVERY VEHICLES	77.10		-		
Sd Kfz 9 (18t) half-track	Half-tracked	-	-	-	Recovery vehicle.
Bergepanzer III recovery vehicle	Fully-tracked	5	3	0	AA MG, Recovery vehicle.
Bergepanther recovery vehicle	Fully-tracked	10	5	0	AA MG, Wide tracks, Recovery vehicle.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG34 HMG & MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
2.8cm sPzB41 anti-tank rifle	Man-packed	16"/40cm	3	7	5+	No HE.
7.5cm LG40 recoilless gun	Man-packed	16"/40cm	2	9	3+	Recoilless.
8.8cm RW43 (Püppchen) launcher		16"/40cm	1	11	5+	
8cm GW42 (Stummelwerfer) morta		32"/80cm	-	2	6	Smoke bombardment.
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6	Smoke bombardment.
10.5cm NbW35 mortar	Man-packed	40"/100cm	_	3	4+	Smoke bombardment.
12cm sGW43 mortar	Light	56"/140cm		3	3+	
7.5cm leIG18 gun	Light	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments	· ·	48"/120cm	-	3	6	
15cm sIG33 gun	Heavy	16"/40cm	1	13	1+	Bunker buster, Gun shield.
Firing bombardments		56"/140cm	-	4	2+	
2cm FlaK38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Gun shield, Turntable.
2cm FlaK38 (Quad) gun	Immobile	16"/40cm	6	5	5+	Anti-aircraft, Gun shield, Turntable.
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
3.7cm PaK36 gun Firing Stielgranate	Light	24"/60cm 8"/20cm	3	6 12	4+ 5+	Gun shield.
4.2cm PJK41 gun	Light	24"/60cm	3	9	5+	Gun shield.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
Captured 6 pdr gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
7.5cm PaK97/38 gun	Medium	24"/60cm	2	10	3+	Gun shield.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.62cm PaK36(r) gun	Heavy	32"/80cm	2	11	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
8.8cm FlaK36 gun	Immobile	40"/100cm	2	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
Firing bombardments		88"/220cm	-	3	5+	Guironaea, rieary and aronae, rannaea
8.8cm PaK43/41 gun	Immobile	40"/100cm	2	16	3+	Gun shield.
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	Gun shield, Turntable.
7.5cm GebK15 gun (7.5cm leIG18)) Medium	16"/40cm	2	9	3+	Gun shield.
firing bombardments		64"/160cm	-	3	6+	
7.5cm FK231(f) gun (76 K/02) firing bombardments	Heavy	24"/60cm 64"/160cm	2	9 3	3+ 6+	Gun shield.
7.5cm GebG36 gun	Heavy	16"/40cm	2	9	3+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	3	6	Smoke bombardment.
7.62cm FK36(r) gun	Heavy	32"/80cm	2	10	3+	Gun shield.
Firing bombardments		80"/200cm	-	3	6	
Captured 25 pdr gun Firing bombardments	Heavy	24"/60cm 80"/200cm	2	9 4	3+ 5+	Gun shield, Smoke, Turntable. Smoke bombardment.
10cm NbW40 mortar (12cm sGW4	43) Light	56"/140cm		3	4+	Smoke bombardment.
10cm leFH14/19(t) (100/17) howitze		24"/60cm	1	10	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
10.5cm LG40 recoilless gun	Light	16"/40cm	1	10	2+	Gun shield, Recoilless, Smoke.
Firing bombardments	The same	64"/160cm		4	4+	
10.5cm leFH18 howitzer Firing bombardments	Immobile	24"/60cm 72"/180cm	1	10 4	2+ 4+	Gun shield, Smoke. Smoke bombardment.
12.2cm FH316(r) howitzer	Immobile	24"/60cm	1	8	2+	Gun shield.
Firing bombardments		80"/200cm	-	4	3+	
15cm sFH18 howitzer	Immobile	24"/60cm 80"/200cm	1	13	1+ 2+	Bunker buster, Smoke. Smoke bombardment.
Firing bombardments	1:.1.			5		
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment.

FORTIFICATIONS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8.8cm PaK43 gun	Immobile	40"/100cm	2	16	3+	
7.5cm (or 7.62cm) FK gun	Immobile	24"/60cm	2	10	3+	
7.5cm PaK97/38 gun	Immobile	24"/60cm	2	10	3+	
5cm PaK38 gun	Immobile	24"/60cm	3	9	4+	
5cm KwK gun	Immobile	24"/60cm	3	7	4+	All-round firing slit.
2cm FlaK38 gun	Immobile	16"/40cm	4	5	5+	All-round firing slit, Anti-aircraft.
HMG	Immobile	24"/60cm	6	2	6	ROF 2 when Pinned Down.
Tank turret	Immobile	16"/40cm	2	4	4+	All-round firing slit.
or	Immobile	16"/40cm	4	2	6	All-round firing slit.
28cm sWG41 rocket launcher	Immobile	40"/100cm	-	3	1+	Static Rocket Launcher
Flak Nest	Immobile	16"/40cm	6	5	5+	Anti-aircraft, Turntable, ROF 2 when pinned

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Pistol team	4"/10cm	1	1	6	
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
MG team	16"/40cm	3	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Anti-tank Rifle team	16"/40cm	2	4	6	The state of the s
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	ca	nnot sho	oot		Moves as a Heavy Gun team
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.

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+	
Ju 87G Stuka	Cannon	3+	11	4+	
Hs 129B	Cannon	2+	9	4+	Flying Tank
Hs 129B3	Cannon MG	4+ 3+	15 6	3+ 5+	Flying Tank, No HE
Bf 109E or FW 190F	Cannon Bombs	3+ 4+	7 5	5+ 2+	