



FORTIFICATIONS



Other divisions in Normandy and on the Eastern Front can also field the Static Rocket Launchers as used by the Festungskompanie in *Bloody Omaha*. Grenadier and Fallschirmjäger Kompanies from *Festung Europa* can field 0-4 Static Rocket Launchers instead of a Divisional Support Rocket Launcher Battery (page 49 of *Festung Europa*).

A Festungskompanie can also take 0 to 4 Static Rocket Launchers as a single Support choice when fighting in a Mission where it can not take its normal selection of fortifications (pages 22 and 23 of *Bloody Omaha*) such as **Trench Fight** or **Big Push**.

0 TO 4 STATIC ROCKET LAUNCHERS

ROCKET LAUNCHER

28cm sWG41 rocket launcher in Open Bunker

40 points

These rocket launchers are not the mobile *Nebelwerfer* launchers of most rocket artillery units, but static 28cm *schweres Wurfgerät 41* heavy rocket launchers like those fitted to the *Panzerpionier Sd Kfz 251 'Stuka zu Fuss'* half-tracks.

Unlike their vehicle mounted cousins though, there are only four rockets on each launcher, potentially lessening the impact. These weapons use the Static Rocket Launcher rules below.



SPECIAL RULES



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.

ARSENAL

	Range	ROF	Anti-tank	Firepower	Notes
28cm sWG41 rocket launcher	40"/100cm	-	3	1+	Static Rocket Launcher