

German Army (1939/40)

In the Blitzkrieg years the German Army seemed invincible. Despite still being equipped with training tanks, the Panzerwaffe, the tank arm, smashed all opposition with seeming ease. The vast spaces of the Soviet Union and North Africa and the unending torrent of material flowing from the United States were still in the future. World domination looked only a few more battles away.

German Army (1939/40)

This army list allows you to field a German army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

Strategy

Dictating where and when the fighting would take place, the German war-machine seemed unstoppable. The new Blitzkrieg tactics combining tanks with a fast and fluid style seemed unbeatable.

Germany has a strategy rating of 3.

Enemies

Crushing their old foe in the east, Poland, in a lightening war lasting six weeks, Germany turned on France, Britain and the Low Countries. After another lightening campaign, Europe was in their grasp. Forces from the German Army (1939/40) list can be historically matched against the British Army (1940/41) list, the Home Guard (1940/44) list, the French Army (1939/42) list and the Polish Army (1939) list.

Special Rules

Storm Troopers

German infantry were trained in the tradition of the *Sturmtruppen* of the First World War. They were taught to keep moving toward the objective, even if the units to their flanks were held up.

German units led by an Oberst, Hauptmann, Leutnant, Feldwebel, Unteroffizier, or Obergefreiter may move D6" in the Assault phase if they are not making an Assault move.

Your Greatest Weapon

The *Schnelltruppen* or fast troops were told time and again that their greatest weapon was their engine. Trained to keep the tempo of the attack at a high pitch, they won battles by keeping the enemy off balance.

Any German vehicle may move D6" in the Assault phase.

Luftwaffe – Air Superiority

The Luftwaffe (air force) had almost total air superiority in every theatre in the first two years of the war.

A German Army player may spend 50 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 Messerschmidt Bf 109 fighters attack any enemy aircraft immediately before they arrive on table. Bf 109 fighters are armed with linked machine-guns and cannon (Linked Heavy 3, Strength 4, BS 3).

German Army Glossary

- Abmarsch – march group, cavalry squad or section
- Ersatzmann – replacement or newly assigned soldier
- Feldwebel – non-commissioned platoon leader
- Flak – Flieger Abwehr Kanone, anti-aircraft gun
- Funker – signaller or radio operator
- Gruppe – group, section or squad
- Hauptmann – company officer
- HEAT – High Explosive Anti-Tank ammunition
- Kanonier – gunner
- KwK – Kampfwagen Kanone, tank gun
- Leutnant – platoon officer
- Luftwaffe – airforce
- Obergefreiter – squad or section leader
- Oberst – senior officer
- Pak – Panzer Abwehr Kanone, anti-tank gun
- Panzer – Panzerkampfwagen, tank
- Panzerbefehlswagen – armoured command vehicle
- Panzerkampfwagen – armoured fighting vehicle, tank
- PzKpfw – Panzerkampfwagen, tank
- Reiter – cavalryman, common soldier
- Scharfschütze – sniper or sharpshooter
- Schütze – infantryman, common soldier
- Sdkfz – special purpose vehicle
- Unteroffizier – assistant platoon leader
- Zug – column or platoon

German Army Summary

	WS	BS	S	T	W	I	A	Ld	Sv
Oberst	3	3	3	3	1	3	1	9	6+
Hauptmann	3	3	3	3	1	3	1	8	6+
Unteroffizier	3	3	3	3	1	3	1	7	6+
Schütze	3	3	3	3	1	3	1	7	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	8	6+
Ersatzmann	2	2	3	3	1	2	1	6	6+
Veteran Obergefreiter	4	4	3	3	1	4	2	8	6+
Scharfschütze	3	5	3	3	1	3	1	7	6+
Reiter	3	3	3	3	1	3	1	7	6+
Pionier	4	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	7	6+
Leutnant	3	3	3	3	1	3	1	8	6+

Armour:	Front	Side	Rear	BS
Horse-drawn limber or wagon	5	5	5	-
Motorcycle & sidecar combination	5	5	5	-
Field car	5	5	5	-
Sdkfz 251/1 half-track	9	8	8	3
Sdkfz 251/7 pioneer half-track	9	8	8	3
Half-track tractor	5	5	5	-
Light truck	5	5	5	-
Medium truck	5	5	5	-
Kleiner Panzerbefehlswagen I command tank	9	8	8	2
Panzerbefehlswagen III command tank	10	10	10	3
Kfz 13 light scout car	8	7	7	2
Sdkfz 221 light scout car	8	8	8	2
Sdkfz 222 light scout car	8	8	8	2
Sdkfz 231 6-wheeled heavy scout car	9	8	8	2
Pioneerpanzer I demolition tank	9	8	8	2
Panzer III medium tank	10	10	10	3
Panzer IV medium tank	10	10	10	3
StuG III assault gun	10	10	10	3
15 cm sIG 33 (Sf) auf Pzkw I SP infantry gun	9	7	6	3
Panzerjäger 4.7 cm Pak 36(t) (Sf) auf Pzkw I SP tank hunter	9	7	6	3
8.8 cm Flak 18 (Sf) auf Zgkw 18t SP gun	8	6	6	3
Panzer I light tank	9	8	8	2
Panzer II light tank	10	9	9	2
Panzer 35(t) light tank	11	10	10	2
Panzer 38(t) light tank	11	10	10	2
Junkers Ju 87 Stuka dive-bomber	7	7	7	3
Messerschmidt Bf 109 fighter	7	7	7	3

German Army Weapons Summary

Infantry Weapons

Name	Range	Str.	AP Type
Walther P38 pistol	12	2	6 Pistol
MP 40 submachine-gun	12	2	6 Assault 3
Kar 98k rifle	24	3	5 Heavy 1
MG 34 light machine-gun	24	3	5 Heavy 5
sMG 34 machine-gun	36	3	5 Heavy 8
PzB 39 anti-tank rifle	24	4	5 Heavy 2
5 cm leGW 36 light mortar	24	3	- Heavy 2/Blast
8.1 cm GW 38 mortar	G 12-36	4	- Heavy 1/Blast
Flame-thrower	Temp	4	5 Assault 1
7.5 cm leIG 18 Infantry gun	24	4	- Heavy 2/Blast
Or firing HEAT	24	7	5 Heavy 2
Or firing a barrage	G 48	4	- Heavy 1/Blast
15 cm sIG 33 infantry gun	24	7	- Ordnance 1/Blast
Or firing HEAT	24	9	3 Ordnance 1
Or firing a barrage	G 60	7	- Ordnance 1/Blast

Heavy Weapons

Name	Range	Str.	AP Type
MG 34 tank machine-gun	24	3	5 Heavy 3
2 cm Flak 38 anti-aircraft cannon	24	4	5 Heavy 4
3.7 cm Flak 38 anti-aircraft cannon	24	6	4 Heavy 3
Or firing High Explosive	24	2	- Heavy 3/Blast
2 cm KwK 30 gun	24	4	5 Heavy 3
3.7 cm KwK tank gun			
or Pak 36 anti-tank gun	24	5	4 Heavy 2
Or firing High Explosive	24	2	- Heavy 2/Blast
4.7 cm Pak 36(t) anti-tank gun	24	5	4 Heavy 2
Or firing High Explosive	24	3	- Heavy 2/Blast
7.5 cm KwK 36 gun	24	5	- Heavy 2/Blast
Or firing HEAT	24	6	5 Heavy 2
8.8 cm Flak 36 anti-aircraft gun	36	9	2 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
Or firing a barrage	G 84	4	- Heavy 1/Blast

Artillery Weapons

Name	Range	Str.	AP Type
10 cm K 18 gun	48	9	2 Heavy 2
Or firing High Explosive	48	5	- Heavy 2/Blast
Or firing a barrage	G 96	5	- Heavy 1/Blast
10.5 cm leFH 18 howitzer	36	5	- Heavy 2/Blast
Or firing HEAT	36	8	4 Heavy 2
Or firing a barrage	G 72	5	- Heavy 1/Blast
15 cm sFH 18 howitzer	36	8	- Ordnance 1/Blast
Or firing HEAT	36	9	3 Ordnance 1
Or firing a barrage	G 84	8	- Ordnance 1/Blast
17 cm K 18 long-range gun	G 120	9	- Ordnance 1/Blast
21 cm siege mortar	G 84	10	- Ordnance 1/Blast

High Explosive is a normal explosive shell.

HEAT (High Explosive Anti-tank) is a shaped-charge, low-velocity anti-tank ammunition. Treat all Penetrating Hits from HEAT ammunition as Glancing Hits.

Transport

Armour:	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Horse-drawn limber or wagon	5	5	5	-
Motorcycle & sidecar combination	5	5	5	-
Field car	5	5	5	-
Sdkfz 251/1 half-track	9	8	8	-
Sdkfz 251/7 Pioneer half-track	9	8	8	-
Half-track tractor	5	5	5	-
Light truck	5	5	5	-
Medium truck	5	5	5	-

Type: Horse-drawn limbers and wagons are slow, open-topped, wheeled vehicles. Motorcycle combinations are fast, open-topped, wheeled vehicles. Field cars and trucks are open-topped, wheeled vehicles. Sdkfz 251 half-tracks and half-track tractors are open-topped light tanks.

Passengers: Horse-drawn limbers can tow one towed weapon. Motorcycle combinations can carry two models. Field cars can carry three models. Light trucks, Sdkfz 251 half-tracks and half-track tractors can carry ten models and tow one towed weapon. Medium trucks can carry twenty models and tow one towed weapon.

HQ

Infantry Headquarters

Schütze Headquarters:

- 1 Staff Troop
- 0 to 2 Machine-gun Groups
- 0 to 2 Grenade Launcher Groups
- 0 to 2 Infantry-gun Groups
- 0 to 2 Anti-tank Groups
- 0 to 1 Replacement Group

Staff Troop65 points/80 points

The Staff Troop co-ordinates the various components of a force. The Hauptmann or Oberst devises the strategy for the coming battle, controlling and co-ordinating the groups under their command.

	<i>Points/ model</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Led by Oberst	80	3	3	3	3	1	3	1	9	6+
Led by Hauptmann	65	3	3	3	3	1	3	1	8	6+
Unteroffizier	-	3	3	3	3	1	3	1	7	6+
Schütze	-	3	3	3	3	1	3	1	7	6+
Veteran Unteroffizier	+10	4	4	3	3	1	4	2	8	6+

Troop: The Staff Troop consists of 1 Oberst or Hauptmann, 1 Unteroffizier and 4 Schützen.

Weapons: Kar 98k rifles and fragmentation grenades. The Oberst or Hauptmann is armed with a Walther pistol or MP40 submachine-gun. The Unteroffizier is armed with an MP40 submachine-gun.

Options: Up to one Schütze may be armed with a MG 34 light machine-gun for +20 points.

Characters: An Oberst or Hauptmann is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unteroffizier may be upgraded to a Veteran Unteroffizier for +10 points.

Transport: The Staff Troop includes two field cars or three motorcycle combinations.

Funker: One Schütze may be upgraded to a signaller for +35 points.

Sanitäter: One Schütze may be upgraded to a medical orderly for +10 points.

Special Rules

Leadership: Any German group or weapon crew within 12" of a Staff Troop may use the Leadership characteristic of the Oberst or Hauptmann for all Leadership tests.

Signaller: A Funker or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Sanitäter: A medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Machine-gun Group 18 points per machine-gun
Each Schütze Battalion (infantry battalion) had a platoon of machine-guns. German practice required these heavy weapons to keep well up with the infantry lending their firepower wherever needed.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Obergefreiter	3	3	3	3	1	3	1	7	6+
Schütze	3	3	3	3	1	3	1	7	6+

Group: A machine-gun group consists of 1 to 3 machine-guns commanded by an Obergefreiter. Each machine-gun has a crew of 3 Schützen.

Weapons: sMG 34 medium machine-guns. Each Schütze is armed with a Kar 98k rifle. The Obergefreiter is armed with an MP 40 submachine-gun.

Grenade Launcher Group 25 points per mortar

In addition to their machine-guns, a *Schütze Battalion* also had a mortar platoon. These lightweight but powerful weapons kept the enemy pinned down while the *Schützen* attacked.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Schütze	3	3	3	3	1	3	1	7	6+

Group: A Grenade Launcher Group consists of 1 or 2 mortars commanded by an Obergefreiter. Each mortar has a crew of 3 *Schützen*.

Weapons: 8.1 cm GW 38 medium mortars. Each *Schütze* is armed with a Kar 98k rifle.

Infantry Gun Group 35 points per gun

Each *Schütze Regiment* (infantry regiment) also had a company of infantry guns for those really tough targets.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Kanonier	2	3	3	3	1	2	1	7	6+

Group: An Infantry Gun Group consists of 1 or 2 infantry guns commanded by an Obergefreiter. Each infantry gun has a crew of 3 *Kanonier*.

Weapons: 7.5 cm leIG 18 light infantry guns. May be replaced with a 15 cm sIG 33 heavy infantry gun for +80 points. Each *Kanonier* is armed with a Kar 98k rifle.

Vehicles: Infantry gun Groups include a horse-drawn limber at no cost or a light truck for +5 points to tow the weapon.

Anti-tank Group 13 points per gun

The *Kondor Legion's* experience in Spain had taught the Germans the importance of good anti-tank defence. The *Panzerabwehr Kompanie* (anti-tank company) was the only fully motorised company in the whole infantry division.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Kanonier	2	3	3	3	1	2	1	7	6+

Group: An Anti-tank Group consists of 1 to 3 anti-tank guns commanded by an Obergefreiter. Each anti-tank gun has a crew of 3 *Kanonier*.

Weapons: 3.7 cm Pak 36 anti-tank guns. Each *Kanonier* is armed with a Kar 98k rifle.

Vehicles: Anti-tank Groups include a light truck to tow each weapon. Anti-tank guns may be mounted on their vehicles rather than towed for +5 points per model.

0 to 1 Replacement Group 45 points

The German army included an *Ersatz Abteilung* or replacement battalion in each division. This unit conducted field training for members joining the division and held a reserve of replacements to keep the division up to strength in battle.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	8	6+
Ersatzmann	2	2	3	3	1	2	1	6	6+
Veteran Obergefreiter	4	4	3	3	1	4	2	8	6+

Group: A Replacement Group consists of an Obergefreiter and 9 *Ersatzmann*.

Weapons: Kar 98k rifles and fragmentation grenades.

Options: One *Ersatzmann* may be armed with MG 34 light machine-guns for +20 points.

Character: Some Replacement Groups are lucky enough to be led by a wounded veteran returning to his unit. The Obergefreiter may be upgraded to a Veteran Obergefreiter for +10 points.

Special Rules

Replacements: The *Ersatz Abteilung* allowed German generals to bring their units back up to strength immediately after a battle. At the end of the game surviving *Ersatzmann* may replace any *Pioneer*, *Schütze*, or *Kanonier* casualty (and gain their equipment) before victory points are calculated.

Elites

Reconnaissance Column

Reconnaissance Column: **0 to 1 Reconnaissance Column Troop at 70 points**
 0 to 3 Reconnaissance Groups at 85 points each
 0 to 1 Machine-gun Group at points.
 0 to 3 Cavalry Groups at 100 points each.

Reconnaissance Column Troop

Each *Infanterie Division* (infantry division) had an *Aufklärungs Abteilung* (reconnaissance battalion) which combined mounted and bicycle elements.

	WS	BS	S	T	W	I	A	Ld	Save
Leutnant or Feldwebel	3	3	3	3	1	3	1	8	6+
Unteroffizier	3	3	3	3	1	3	1	7	6+
Schütze	3	3	3	3	1	3	1	7	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	8	6+

Troop: The Reconnaissance Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 7 Schützen.

Weapons: Kar 98k rifles and fragmentation grenades. The Leutnant or Feldwebel is armed with an MP 40 submachine-gun. The Unteroffizier is armed with an MP 40 submachine-gun. One Schütze is armed with a 5 cm leGW 36 light mortar.

Characters: The Leutnant or Feldwebel is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unteroffizier may be upgraded to a Veteran Unteroffizier for +10 points.

Transport: The Column Troop has two motorcycle combinations to carry the mortar and the crew. The rest ride bicycles.

Cavalry: The Reconnaissance Column Troop may swap their bicycles and motorcycles (losing their mortar) for horses and become cavalry at no cost.

Special Rules

Leadership: Any Reconnaissance Group within 12" of a Reconnaissance Column Troop may use the Leadership characteristic of the Leutnant or Feldwebel for all Leadership tests.

Bicycles: The Reconnaissance Column (except for any Cavalry Groups) is mounted on bicycles. They move as medium wheeled vehicles. Schützen may abandon their bicycles at any time and revert to infantry. Once they have abandoned their bicycles, they may not use them again.

Machine-gun Group..... 30 points per machine-gun
The reconnaissance company had it's own heavy support in the form of a heavy machine gun platoon mounted on motorcycles.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Schütze	3	3	3	3	1	3	1	7	6+

Group: A machine-gun group consists of 1 or 2 machine-guns commanded by an Obergefreiter. Each machine-gun has a crew of 3 Schützen.

Weapons: sMG 34 medium machine-guns. Each Schütze is armed with a Kar 98k rifle.

Transport: Each machine-gun has two motorcycle combinations to carry the gun and the crew. The machine-guns may be fired from the motorcycle when the crew are mounted.

Reconnaissance Group

Schützen mounted on bicycles provide the reconnaissance companies with some degree of mobility.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Schütze	3	3	3	3	1	3	1	7	6+
Veteran Obergefreiter	4	4	3	3	1	4	2	8	6+

Group: A Reconnaissance Group consists of an Obergefreiter and 11 Schützen.

Weapons: Kar 98k rifles and fragmentation grenades. The Obergefreiter is armed with an MP 40 submachine-gun. One Schütze is armed with a MG 34 light machine-gun.

Character: The Obergefreiter may be upgraded to a Veteran Obergefreiter for +10 points.

Cavalry Group

The Cavalry arm provided the infantry regimental and divisional mounted reconnaissance units. Many more cavalrymen were recruited from the Cossacks and other groups coming under the sway of the German armed forces. Each Group was organised into three *Abmärsche* (Marches) of 4 Reiter each.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Reiter	3	3	3	3	1	3	1	7	6+
Veteran Obergefreiter	4	4	3	3	1	4	2	8	6+

Group: A Cavalry Group consists of an Obergefreiter and 12 Reiter.

Weapons: Kar 98k rifles and fragmentation grenades. The Obergefreiter is armed with an MP 40 submachine-gun. One Reiter is armed with an MG 34 light machine-gun.

Character: The Obergefreiter may be upgraded to a Veteran Obergefreiter for +10 points.

Special Rules

Cavalry: Cavalry Groups are cavalry as described in the Warhammer 40,000 rulebook.

Pioneer Column

Pioneer Column: **0 to 1 Pioneer Column Troop at 75 points**
1 to 3 Pioneer Groups at 130 points each.

Pioneer Column Troop

Pioneers were Germany's assault engineers. Not only did they perform all the tasks normally asked of engineers, but they also led the assault against particularly tough opposition.

	WS	BS	S	T	W	I	A	Ld	Save
Leutnant or Feldwebel	4	3	3	3	1	3	1	8	6+
Unteroffizier	4	3	3	3	1	3	1	7	6+
Pioneer	4	3	3	3	1	3	1	7	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	8	6+

Troop: The Pioneer Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 6 Pioneers.

Weapons: Kar 98k rifles and fragmentation grenades. The Leutnant or Feldwebel is armed with an MP 40 submachine-gun. The Unteroffizier is armed with an MP 40 submachine-gun. One Pioneer is armed with a 5 cm leGW 36 light mortar.

Option: One Pioneer may be armed with a PzB 39 anti-tank rifle for +6 points.

Characters: The Leutnant or Feldwebel is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unteroffizier may be upgraded to a Veteran Unteroffizier for +10 points.

Bicycles: A Pioneer Column Troop may be mounted on bicycles for +8 points.

Panzerpioneer: A Pioneer Column Troop may include a light truck for +15 points, or a Sdkfz 251/7 half-track for +25 points.

Special Rules

Leadership: Any Pioneer Group within 12" of a Pioneer Column Troop may use the Leadership characteristic of the Leutnant or Feldwebel for all Leadership tests.

Engineers: Pioneer Columns are combat engineers.

Mine Clearance: Infantry and pioneers may attempt to gap a minefield while moving at D6" per turn. Troops attempting to gap a minefield may not shoot. Pioneers attempting to gap a minefield only trigger mines on a roll of 6. If a model attempting to gap a minefield crosses the minefield successfully, that section of minefield is destroyed. Note that pioneers crossing the minefield normally do not destroy minefield sections.

Bicycles: If the Pioneer Column is mounted on bicycles, they move as medium wheeled vehicles. Pioneers may abandon their bicycles at any time and revert to infantry. Once they have abandoned their bicycles, they may not use them again.

Pioneer Group

German soldiers displayed a powerful mixture of discipline, obedience and initiative. They were trained to move forward without regard to their flanks or rear, relying on surprise and speed to protect them.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	4	3	3	3	1	3	1	7	6+
Pioneer	4	3	3	3	1	3	1	7	6+
Veteran Obergefreiter	4	4	3	3	1	4	2	8	6+

Group: A Pioneer Group consists of an Obergefreiter and 14 Pioneers.

Weapons: Kar 98k rifles and fragmentation grenades. The Obergefreiter is armed with an MP 40 submachine-gun. One Pioneer is armed with a MG 34 light machine-gun.

Options: One Pioneer may be armed with a flame-thrower for +6 points. One Pioneer may be armed with a PzB 39 anti-tank rifle for +6 points. Up to three Pioneers may be armed with anti-tank grenades for +1 point per model or HEAT charges for +2 points per model.

Character: The Obergefreiter may be upgraded to a Veteran Obergefreiter for +10 points.

Bicycles: A Pioneer Group may be mounted on bicycles for +30 points.

Panzerpioneer: A Pioneer Group may include two light trucks for +25 points or two Sdkfz 251/7 half-tracks for +50 points.

Special Rules

Demolitions and Obstacles: A player with an Pioneer Group in their detachment may place D3 minefields, booby traps, razor wire obstacles, or craters in their deployment area for each Pioneer Group before deploying any of their troops.

Assault Bridge: Sdkfz 251/7 half-tracks carry an assault bridge. The pioneers may lay the assault bridge when they dismount. The bridge can carry wheeled vehicles and light tanks.

Pioneer Armour Column

Armour:	Points/Model	Front	Side	Rear	BS
Pioneerpanzer I demolition tank	45	9	8	8	2

The pioneer battalion of each Panzer division was issued five Pioneerpanzer demolition tanks to help them overcome difficult fortifications.

Column: A Pioneer Armour Column consists of 1 to 3 demolition tanks.

Type: Pioneerpanzer I demolition tanks are light tanks.

Armament: Pioneerpanzer I demolition tanks are armed with twin linked MG 34 machine-guns.

Special Rule

Demolition Charge: Each tank carried a demolition charge on a jib at the rear of the tank. The tank may release the charge at the start of its movement. The charge explodes in the shooting phase counting as a Strength 10 Ordnance Blast weapon. The demolition charge can only be used once.

Medium Armour Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Panzer III medium tank	75	10	10	10	3
Panzer IV medium tank	95	10	10	10	3

The medium tanks were intended to completely replace the light training tanks before the war, but only a handful had entered service.

Column: A Medium Armour Column consists of 1 to 3 tanks.

Type: Panzer III and IV tanks are medium tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Armament: Panzer III medium tanks are armed with a 3.7 cm KwK tank gun, twin linked MG 34 tank machine-guns, an MG 34 tank machine-gun and smoke launchers. Panzer IV medium tanks are armed with a 7.5 cm KwK 36 tank gun, two MG 34 tank machine-guns and smoke launchers.

Assault Gun Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
StuG III assault gun	70	10	10	10	3

The new *Sturmgeschütze* (assault guns) were under artillery control, rather than being part of the *Schnelltruppen* (fast troops, the tank and cavalry arms). Three batteries of six were available for the Battle of France, one of which served with the Gross Deutschland Brigade.

Troop: An Assault Gun Troop consists of 1 or 2 assault guns. Being radio equipped, the guns may operate independently and do not need to remain together as a unit.

Type: StuG III assault guns are turretless medium tanks.

Armament: StuG III assault guns are armed with a 7.5 cm KwK 36 tank gun and a MG 34 machine-gun, but may only fire one or the other of its weapons in each turn.

Self-propelled Infantry Gun Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
15 cm sIG 33 (Sf) auf Pzkw I SP infantry gun	150	9	7	6	3

Another new creation for the French campaign was the self-propelled infantry gun. Several batteries were created and issued to Panzer divisions prior to the campaign.

Troop: A Self-propelled Infantry Gun Troop consists of 1 or 2 SP infantry guns. Being radio equipped, the guns may operate independently and do not need to remain together as a unit.

Type: 15 cm sIG 33 (Sf) SP infantry guns are turretless open-topped light tanks.

Armament: 15 cm sIG 33 (Sf) SP infantry guns are armed with a 15 cm sIG 33 heavy infantry gun and a MG 34 machine-gun, but may only fire one or the other of its weapons in each turn.

Tank Hunter Troop

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
8.8 cm Flak 18 (Sf) auf Zgkw 18t SP gun	45	8	6	6	3
Panzerjäger 4.7 cm Pak 36(t) (Sf) auf Pzkw I tank hunter	27	9	7	6	3

Following German experience in Spain, they formed a heavy anti-tank battalion equipped with 8.8 cm anti-aircraft guns mounted on half-tracked chassis. This experiment was not pursued due to the overloading of even the heaviest half-track available. The next experiment in mobile anti-tank guns was a Czech 4.7 cm gun mounted on a Panzer I chassis. This was much more successful serving on until the middle of the war.

Column: A Tank hunter Column consists of 1 to 3 tank hunters.

Type: 8.8 cm Flak 18 (Sf) SP guns are open-topped wheeled vehicles. Panzerjäger IB tank hunters are open-topped, light tanks.

Armament: 8.8 cm Flak 18 (Sf) SP guns are armed with 8.8 cm Flak 18 anti-aircraft guns. Due to the limitations of the chassis, they cannot fire as anti-aircraft guns and are restricted to ground targets. Panzerjäger IB tank hunters are armed with a 4.7 cm Pak 36(t) anti-tank gun.

Anti-tank Troop

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Unteroffizier	13	3	3	3	3	1	2	1	7	6+
Kanonier	-	2	3	3	3	1	2	1	7	6+

One of the first anti-tank guns was the widely copied Rheinmettal 3.7 cm Pak 36. Having been blooded in the Spanish Civil war, this excellent weapon went on to fight on both sides in the early years of the war. Unfortunately the rapid changes of the Thirties meant that it was all but useless against some of the heavier new tanks.

Troop: An Anti-tank Troop consists of 1 to 3 anti-tank guns commanded by an Unteroffizier. Each anti-tank gun has a crew of 3 Kanonier.

Weapons: 3.7 cm Pak 36 anti-tank guns. May be replaced with 4.7 cm Pak 36(t) anti-tank guns for +3 points. Each Kanonier is armed with a Kar 98k rifle.

Options: Up to one Kanonier may be armed with a MG 34 light machine-gun for +20 points.

Vehicles: Anti-tank Groups include a light truck to tow each weapon. Anti-tank guns may be mounted on their vehicles rather than towed for +5 points per model.

Light Anti-aircraft Troop

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Unteroffizier	15	3	3	3	3	1	2	1	7	6+
Kanonier	-	2	3	3	3	1	2	1	7	6+

In order to free up the fighter arm for the decisive blow, the Luftwaffe (airforce) provided light Flak or anti-aircraft units to protect the rest of the army from enemy air attack.

Troop: A Light Anti-Aircraft Troop consists of 1 to 3 light anti-aircraft guns commanded by an Unteroffizier. Each gun has a crew of 3 Kanonier.

Weapons: A 2 cm Flak 38 anti-aircraft gun. May be replaced with a 3.7 cm Flak 38 for +7 points. Each Kanonier is armed with a Kar 98k rifle.

Vehicles: Light anti-aircraft troops include a truck at no cost or a half-track tractor for +5 points to tow each gun.

Special Rules

Turntable: Light anti-aircraft guns have turntable mountings and do not count as moving when changing facing.

Heavy Anti-aircraft Troop

	<i>Points/gun</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Unteroffizier	60	3	3	3	3	1	2	1	7	6+
Kanonier	-	2	3	3	3	1	2	1	7	6+

The 8.8 cm Flak 18 was a well designed anti-aircraft gun. The German army had appreciated its anti-tank capability from the beginning and were quick to ask the Luftwaffe's assistance against heavy tanks.

Troop: A heavy anti-aircraft Troop consists of 1 or 2 heavy anti-aircraft guns commanded by an Unteroffizier. Each gun has a crew of 3 Kanonier.

Weapons: An 8.8 cm Flak 36 anti-aircraft gun. Each Kanonier is armed with a Kar 98k rifle.

Options: 8.8 cm Flak 36 anti-aircraft guns may have a gun shield for +5 points. Up to one Kanonier may be armed with a MG 34 light machine-gun for +20 points.

Vehicles: Anti-aircraft troops include a truck or half-track to tow the gun.

Special Rules

Turntable: 8.8 cm anti-aircraft guns have turntable mountings and do not count as moving when changing facing.

Waffen-SS and Fallschirmjäger

You may use any choice from the Waffen-SS list or Fallschirmjäger list as an Elites choice.

Troops

Schütze Column

Schütze Column: 1 Schütze Column Troop at 50 points
2 to 4 Schütze Groups at 60 points each.

Schütze Column Troop

The basic building block of the German army was the *Schütze Zug* (infantry column or platoon).

	WS	BS	S	T	W	I	A	Ld	Save
Leutnant or Feldwebel	3	3	3	3	1	3	1	8	6+
Unteroffizier	3	3	3	3	1	3	1	7	6+
Schütze	3	3	3	3	1	3	1	7	6+
Scharfschütze	3	4	3	3	1	3	1	7	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	8	6+

Troop: The Schütze Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 7 Schützen.

Weapons: Kar 98k rifles and fragmentation grenades. The Leutnant or Feldwebel is armed with an MP 40 submachine-gun. The Unteroffizier is armed with an MP 40 submachine-gun. One Schütze is armed with a 5 cm leGW 36 light mortar.

Options: Up to one Schütze may be armed with a PzB 39 anti-tank rifle for +6 points.

Up to one Schütze may be trained as a *Scharfschütze* or sniper armed with a sniper's version of the Kar 98k rifle for +5 points.

Up to one Scharfschütze in your detachment may be upgraded to a Master Sniper with a Ballistic Skill of 5 for +20 points. When a Master Sniper fires his sniper rifle you may choose which of your opponent's models to fire at. For example you could choose to fire at a machine-gunner or a sergeant.

Characters: The Leutnant or Feldwebel is a character and follows all the rules for characters given in the Warhammer 40,000 rules. The Unteroffizier may be upgraded to a Veteran Unteroffizier for +10 points.

Sanitäter: One Schütze may be upgraded to a medical orderly for +10 points.

Special Rules

Leadership: Any Schütze Group within 12" of a Schütze Column Troop may use the Leadership characteristic of the Leutnant or Feldwebel for all Leadership tests.

Scharfschütze: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Camouflage: Snipers are masters at camouflage. A Scharfschütze gains a +1 to any cover save roll when they go to ground.

Sanitäter: A medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Schütze Group

German soldiers displayed a powerful mixture of discipline, obedience and initiative. They were trained to move forward without regard to their flanks or rear, relying on surprise and speed to protect them.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Schütze	3	3	3	3	1	3	1	7	6+
Veteran	4	4	3	3	1	4	2	8	6+
Obergefreiter									

Group: A Schütze Group consists of an Obergefreiter and 9 Schützen.

Weapons: Kar 98k rifles and fragmentation grenades. One Schütze is armed with a MG 34 light machine-gun.

Character: The Obergefreiter may be upgraded to a Veteran Obergefreiter for +10 points.

Fast Attack

Light Armour Column

Armour:	Points/Model	Front	Side	Rear	BS
Panzer I light tank	27	9	8	8	2
Panzer II light tank	28	9	9	9	2
Panzer 35(t) light tank	50	10	9	9	2
Panzer 38(t) light tank	50	10	9	9	2

The Panzer division was an awesome concentration of armour. With four battalions organised into two regiments it could field 400 tanks. Unfortunately the overwhelming majority were light training models or impressed Czech designs.

Column: An Armour Column consists of 1 to 5 tanks.

Type: Panzer I and II light tanks are light tanks. Panzer 35(t) and 38(t) tanks are medium tanks.

Armament: Panzer I light tanks are armed with twin linked MG 34 machine-guns. Panzer II light tanks are armed with a 2 cm KwK 30 cannon and a MG 34 tank machine-gun. Panzer 35(t) and 38(t) light tanks are armed with a 3.7 cm KwK tank gun and two tank machine-guns.

Heavy Support

Field Artillery Troop

Field Artillery Troop: **1 Troop Staff at 50 points**
1 to 3 Field Howitzers

Troop Staff..... 50 points
A division's field artillery provided it with the heavy support it needed to destroy all but the heaviest enemy positions or break up enemy attacks.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Leutnant	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	7	6+

Troop: A Troop Staff consists of a Leutnant and a Kanonier equipped as a signaller.

Weapon: The Leutnant is armed with a Walther P38 pistol. The Funker is armed with a Kar 98k rifle.

Character: The Leutnant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Troop Staff rides in a field car.

Special Rules

Leadership: Any field howitzer crew within 12" of a Troop Staff may use the Leadership characteristic of the Leutnant for all Leadership tests.

Signaller: A Funker or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Light Field Howitzer 30 points per gun
The versatile 10.5 cm leFH 18 formed the bulk of Germany's artillery. Most divisions had at least two battalions of them.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Obergefreiter	3	3	3	3	1	3	1	7	6+
Kanonier	2	3	3	3	1	2	1	7	6+

Howitzer: A Light Field Howitzer has a crew of an Obergefreiter and four Kanonier.

Weapons: 10.5 cm leFH 18 light field howitzer. May be replaced with a 7.5 cm FK 40 field gun at no extra cost. Each Kanonier is armed with a Kar 98k rifle.

Vehicle: Light Field Howitzers include a horse-drawn limber at no cost or a half-track tractor for +20 points to tow the gun.

Heavy Field Howitzer 80 points per gun
The heavy 15 cm sFH 18 howitzer provided the back up for the light field howitzers against tougher targets.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Obergefreiter	3	3	3	3	1	3	1	7	6+
Kanonier	2	3	3	3	1	2	1	7	6+

Howitzer: A Heavy Field Howitzer has a crew of an Obergefreiter and six Kanonier.

Weapons: 15 cm sFH 18 heavy field howitzer. May be replaced with a 10 cm K 18 heavy gun for -45 points. Each Kanonier is armed with a Kar 98k rifle.

Vehicle: Heavy Field Howitzers include a horse-drawn limber at no cost or a half-track tractor for +65 points to tow each gun.

0-1 Heavy Artillery Troop

Heavy Artillery Troop: **1 Troop Staff at 50 points**
1 or 2 Guns or Siege Mortars

Troop Staff..... 50 points
Heavier artillery was generally held as a central reserve allocated to corps as needed. These big guns could destroy enemy artillery and fortifications at extremely long range.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Leutnant	3	3	3	3	1	3	1	8	6+
Kanonier	2	3	3	3	1	2	1	7	6+

Troop: A Troop Staff consists of a Leutnant and a Kanonier equipped as a signaller.

Weapon: The Leutnant is armed with a Walther P38 pistol. The Funker is armed with a Kar 98k rifle.

Character: The Leutnant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Vehicle: The Troop Staff rides in a field car.

Special Rules

Leadership: Any heavy artillery within 12" of a Troop Staff may use the Leadership characteristic of the Leutnant for all Leadership tests.

Signaller: A Funker or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Long-range Gun..... 200 points

The 17 cm K 18 long-range gun was a giant. When it fired, not only did the barrel recoil on the cradle, but the cradle recoiled on the carriage as well.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Kanonier	2	3	3	3	1	2	1	7	6+

Gun: A Long-range Gun has a crew of an Obergefreiter and 8 Kanonier.

Weapons: 17 cm K 18 long-range gun. Each Kanonier is armed with a Kar 98k rifle.

Vehicle: Long-range guns include two half-tracks to tow the gun and its carriage.

Siege Mortar..... 175 points

Mounted on the same carriage as the 17 cm K 18, the 21 cm *lange Mörser* (long siege mortar), threw an even heavier shell.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Kanonier	2	3	3	3	1	2	1	7	6+

Siege Howitzer: A Siege Mortar has a crew of an Obergefreiter and 10 Kanonier.

Weapons: 21 cm lange Mörser siege mortar. Each Kanonier is armed with a Kar 98k rifle.

Vehicle: Siege Mortars include two half-tracks to tow the howitzer and its carriage.

Special Rules

Separate Loads: Long-range Guns and Siege Mortars are broken down into two loads for movement. The crew must spend a whole turn disembarked from the half-tracks, neither shooting nor moving, to prepare the gun to fire and another whole turn to prepare it for movement again.

German Army Appendices

Force Structure

Infantry

German infantry is very flexible. The speed with which your troops respond to the situation allows you to move rapidly into the best firing positions, or equally, to launch an assault or counter-attack swiftly. Tie the enemy down with small forces and machine-gun fire while you manoeuvre quickly around the flanks and destroy them.

Tanks

The biggest advantage you have as a Panzer commander is the mobility of your tanks. They may be light and poorly-armed, but they are still reasonably safe against rifle and machine-gun fire. Use you tanks *en masse* to overwhelm the enemy at one point in the line, then exploit deep into the rear destroying artillery and command units. If the enemy musters a strong force against you, go somewhere else. Your mobility will allow you to take advantage of the weakness they will have created elsewhere. Whatever else you do, don't go head-to-head against enemy tanks. They are bound to be heavier and better armed than you. Leave them for the anti-tank guns and push on.

Artillery

Choose Artillery Headquarters to command your artillery. The Troop Staff moves forward to observe for the guns (in addition to other characters). The Artillery Headquarters remains near the batteries providing signals support for them.

Grossdeutschland Regiment

The elite Grossdeutschland Regiment was formed of the pick of the army's recruits. Their skill level and general excellence means that, Grossdeutschland units increase their Leadership characteristic by one at a cost of +5 points per group, troop or weapon crew. The entire force must be Grossdeutschland if this option is taken.

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