

German Army (1941/43)

The middle-war years saw the end of the relentless tide of German victory. The Allied armies were learning to contain the German blitzkrieg attacks and were making headway in their own offensives. Germany realised that the war wasn't going to be won easily and finally geared up for total war, producing new designs in higher quantities than ever before.

German Army (1941/43)

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

The increasing power and ability of the Allies began to tell on the German war effort. They were no longer able to dictate the pace and theatre of operations the way they had in the early years of the war.

Germany has a strategy rating of 2.

Enemies

The Germans faced the turning point of the war in 1942 and 1943. Their allies started falling away and becoming enemies and both Soviets and the Western Allies grew more proficient. Forces from the German Army (1941/43) list can be historically matched against the British Army (1940/41) list, the British Army (1942/43) list, the British Airborne (1943/45) list, the British Commando (1943/45) list, the French Army (1939/42) list, the Italian Army (1940/43) list, the US Army (1942/43) list, the US Airborne (1943/45) list, the US Rangers (1943/45) list, the Soviet Army (1939/41) list and the Soviet Army (1942/43) 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 of balance.

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

Remote-Controlled Vehicles

Germany employed several different varieties of remote-controlled vehicles as demolition charge carriers. The Goliath remote-controlled demolition charge was a small tracked device. A pioneer pulled to the target area on a handcart and then guided it to the target under remote control (either through a telephone line or a radio signal) before detonating the charge and destroying the vehicle. A crewman drove the larger Borgward series of Ladungsträger (demolition carrier) vehicles until they were near the target. From that point on a controller in a StuG III assault gun

guided them up to the target where they dropped their charge and withdrew.

Remote-controlled vehicles move normally while being pulled or driven. Alternatively, the controller can, while remaining stationary and not shooting, guide the vehicle on its own. The controller must be able to see the vehicle at all times to control it. Roll 2D6. The vehicle moves the higher score of the two dice. If both dice roll the same number, the demolition charge is immobilised. While under remote control, the vehicle does not need to remain within 2" of the remainder of the unit. The vehicle may be shot at as normal while under remote control, except that it ignores Crew Shaken and Crew Stunned effects. In the shooting phase, the controller may detonate the demolition charge. Roll a D6. On a score of 2-6, the charge explodes. On a score of 1, the charge fails to explode.

Extra Armour

Germany was unique in fitting extra armour in the form of *Schützen* (skirting) to many of their tanks as a standard feature. A tank fitted with extra armour must show it on the model. Extra armour reduces any Damage Roll for Glancing Hits by -1, treating results of less than 1 as 1. Penetrating Hits reduced to Glancing Hits by the Hull Down Rule are not affected.

Luftwaffe – Air Superiority

The Luftwaffe (airforce) had still retained a large measure of superiority over the battlefields in the middle years of the war.

A German Army player may spend 100 points (for up to a 3000 point game) to have total air superiority. If this option is taken, D3 Focke-Wulf FW 190A fighters attack any unit of enemy aircraft immediately before they arrive on table. Focke-Wulf FW 190A 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
- Funker – signaller or radio operator
- Grenadier – infantryman, common soldier
- Gruppe – group, section or squad
- Hauptmann – company officer
- HEAT – High Explosive Anti-Tank ammunition
- Kanonier – gunner
- Leutnant – platoon officer
- Obergefreiter – squad or section leader
- Oberst – senior officer
- Panzergrenadier – armoured infantryman, common soldier
- Panzerjäger – tank hunter
- Reiter – cavalryman, common soldier
- Scharfschütze – sniper or sharpshooter
- Sdkfz – special purpose vehicle
- Unteroffizier – assistant platoon leader
- Zug – column or platoon

German Army Summary

	<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>Sv</i>
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+
Grenadier	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+
Panzergrenadier	3	3	3	3	1	3	1	7	6+
Reiter	3	3	3	3	1	3	1	7	6+
Pioneer	3	3	3	3	1	3	1	8	6+
Goliath	-	-	-	3	1	-	-	-	5+
Panzerjäger	3	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+

<i>Armour:</i>	<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	-
Kubelwagen field car	5	5	5	-
Schwimmwagen amphibious field car	5	5	5	-
Sdkfz 250 half-track	9	8	8	3
Sdkfz 251/1 or 251/10 half-track	9	8	8	3
Sdkfz 251/7 Pioneer half-track	9	8	8	3
Sdkfz 253 observation post half-track	9	9	9	-
Half-track tractor	5	5	5	-
RSO caterpillar carrier	5	5	5	-
Light truck	5	5	5	-
Medium truck	5	5	5	-
Sdkfz 251/2 SP mortar	9	8	8	3
Sdkfz 251/9 SP infantry gun	9	8	8	3
Bison SP infantry gun	9	8	7	3
Sdkfz 251/22 SP anti-aircraft gun	9	8	7	3
Sdkfz 251/16 half-track	9	8	8	3
Panzer II (FL) 'Flamingo' flame-tank	10	9	9	2
Flammpanzer III flame-tank	12	10	10	3
Sdkfz 7 SP anti-aircraft gun	8	6	6	3
Sdkfz 10 SP anti-aircraft gun	6	5	5	3
Sdkfz 221 light scout car	8	8	8	2
Sdkfz 222 light scout car	8	8	8	2
Sdkfz 250/9 half-track light scout car	9	8	8	2
Sdkfz 231 8-wheeled heavy scout car	9	8	8	2
Sdkfz 233 8-wheeled SP gun	9	8	6	3
Panther tank	12	11	11	3
Tiger I heavy tank	13	12	12	4
Hornisse tank hunter	9	8	8	3
StuG III (kurz) assault gun	10	10	10	3
StuG III (lang) assault gun	11	10	10	3
StuH III assault howitzer	11	10	10	3
Sturminfanteriegeschütz 33B assault gun	12	10	10	3
StuG M42 mit 75/34 851(i)	10	10	10	2
Borgward demolition vehicle	9	8	8	-

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Panzer II light tank	10	9	9	2
Panzer 38(t) light tank	11	10	10	2
Panzer III tank	11	10	10	3
Panzer IV tank	11	10	10	3
Panzerjäger IB tank hunter	9	8	6	3
Marder tank hunter	9	8	6	3
Junkers Ju 87 D Stuka dive-bomber	7	7	7	3
Junkers Ju 87 G Stuka tank-buster	7	7	7	3
Focke-Wulf FW 190 F fighter-bomber	8	8	8	3

German Army Weapons Summary

Infantry Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
Walther P38 pistol	12	2	6	Pistol
MP 40 submachine-gun	12	2	6	Assault 3
Kar 98k rifle	24	3	5	Heavy 1
Grenade Launcher	18	2	-	Heavy 1/Blast
Or firing HEAT	18	5	6	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
2.8 cm sPzB anti-tank rifle	24	5	4	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

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
MG 34 or captured tank machine-gun	24	3	5	Heavy 3
2 cm Flak 38 anti-aircraft cannon	24	4	5	Heavy 4
2 cm Flakvierling 38 anti-aircraft cannon	24	4	5	Linked 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 Pak 36 anti-tank gun	24	5	4	Heavy 2
Or firing High Explosive	24	2	-	Heavy 2/Blast
Or firing HEAT	18	8	3	Heavy 1
Captured 4.7 cm tank gun	24	5	4	Heavy 2
Or firing High Explosive	24	3	-	Heavy 2/Blast
5 cm KwK L/42 tank gun, 4.7 cm Pak 36(t) anti-tank gun or captured 4.5 cm tank gun	24	6	4	Heavy 2
Or firing High Explosive	24	3	-	Heavy 2/Blast
5 cm Pak or KwK 38 anti-tank gun	24	7	3	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	7	5	Heavy 2
Or firing barrage	G 60	4	-	Heavy 2/Blast
7.5 cm Pak 97 anti-tank gun	30	6	4	Heavy 2
Or firing High Explosive	30	4	-	Heavy 2/Blast
Captured 7.5 cm or 7.62 cm gun	36	7	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
7.5 cm Pak 40 or KwK 39 gun or 7.62 cm Pak 36(r) anti-tank gun	36	8	3	Heavy 2
Or firing High Explosive	36	4	-	Heavy 2/Blast
7.5 cm KwK 42 anti-tank gun	36	9	2	Heavy 2
Or firing High Explosive	36	3	-	Heavy 2/Blast
8.8 cm Flak 36 anti-aircraft gun or 8.8 cm KwK 36 tank 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
8.8 cm Pak 43 anti-tank gun and 8.8 cm Flak 41 anti-aircraft gun	48	10	2	Heavy 2
Or firing High Explosive	48	4	-	Heavy 2/Blast
Or firing a barrage	G 96	4	-	Heavy 1/Blast
10.5 cm KwK howitzer	36	5	-	Heavy 2/Blast
Or firing HEAT	36	8	4	Heavy 2
Vehicle flame-thrower	Temp	5	4	Assault 1

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP</i>	<i>Type</i>
76.2 cm FK 295/1(r) field gun	30	6	4	Heavy 2
Or firing High Explosive	30	4	-	Heavy 2/Blast
Or firing a barrage	G 60	4	-	Heavy 1/Blast
10 cm FH 14/19(p) howitzer	24	4	3	Heavy 2
Or firing High Explosive	24	5	-	Heavy 2/Blast
Or firing a barrage	G 60	5	-	Heavy 1/Blast
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
15 cm NW 41 rocket launcher	G 12-48	6	-	Ordnance 1/Blast
21 cm NW 42 rocket launcher	G 12-60	8	-	Ordnance 1/Blast
32 cm NW 41 rocket launcher or one-shot Wurfrahmen	G 12-36	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.

Automatic and Assault Rifles

During the early part of the war, Germany trialled several designs of semiautomatic rifles and assault rifles. You may replace Kar 98k rifles with Gew 41 semiautomatic rifles at a cost of +5 points per model or MkB 42 assault rifles at a cost of +7 points per model.

MkB 42 assault rifle: Range 18", Strength 2, AP 6, Assault 3.

Gew 41 rifle: Range 24", Strength 3, AP 5, Rapid Fire 2.

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	-
Kubelwagen field car	5	5	5	-
Schwimmwagen amphibious field car	5	5	5	-
Sdkfz 250 half-track	9	8	8	3
Sdkfz 251/1 half-track	9	8	8	3
Sdkfz 251/7 Pioneer half-track	9	8	8	3
Sdkfz 251/10 half-track	9	8	8	3
Sdkfz 253 observation post half-track	9	8	8	-
Half-track tractor	5	5	5	-
RSO caterpillar carrier	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. Trucks are open-topped, wheeled vehicles. Motorcycle combinations and Kubelwagen field cars are fast, open-topped, wheeled vehicles. Schwimmwagen amphibious field cars are fast, open-topped, amphibious, wheeled vehicles. Sdkfz 250, Sdkfz 251 and Sdkfz 253 and half-track tractors are open-topped light tanks. Sdkfz 253 and half-track tractors are open-topped light tanks. RSO (*Raupen Schlepper Ost*) caterpillar carriers are slow, open-topped, medium tanks.

Passengers: Horse-drawn limbers can tow one towed weapon. Light trucks, Sdkfz 251 half-tracks, half-track tractors, and RSO caterpillar carriers can carry eight models and tow one towed weapon. Medium trucks can carry twenty models and tow one towed weapon. Motorcycle combinations can carry two models. Kubelwagen field cars, Schwimmwagen field cars and Sdkfz 253 observation posts can carry three models. Sdkfz 250 half-tracks can carry five models.

Armament: Sdkfz 250, Sdkfz 251/1, and Sdkfz 251/7 half-tracks are armed with a MG 34 machine-gun that the passengers can fire if mounted. Sdkfz 251/10 half-tracks are armed with a 3.7 cm Pak 36 anti-tank gun that the passengers can fire if mounted. If the passengers of a motorcycle combination, Kubelwagen, Schwimmwagen, or armoured half-track have a MG 34 machine-gun, they may fire it from an anti-aircraft mount while travelling.

HQ

Grenadier Headquarters

- Grenadier Headquarters:**
- 1 Staff Troop
 - 0 to 3 Snipers
 - 0 to 2 Machine-gun Groups
 - 0 to 2 Grenade Launcher Groups
 - 0 to 2 Infantry-gun Groups
 - 0 to 2 Tank-hunter 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+
Grenadier	-	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 Grenadiers.

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 Grenadier may be armed with a MG 34 light machine-gun for +20 points. Up to two Grenadiers may be armed with captured Soviet PPSH submachine-guns (count as MP 40) for +3 points per model.

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 Kubelwagen or Schwimmwagen field cars or motorcycle combinations.

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

Sanitäter: One Grenadier 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 Grenadier 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.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Grenadier	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 Grenadiers.

Weapons: sMG 34 medium machine-guns. Each Grenadier 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 Grenadier Battalion also had a mortar platoon. These lightweight but powerful weapons kept the enemy pinned down while the Grenadiers attacked.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Grenadier	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 Grenadiers.

Weapons: 8.1 cm GW 38 medium mortars. Each Grenadier is armed with a Kar 98k rifle. The Obergefreiter is armed with an MP 40 submachine-gun.

Infantry Gun Group..... 35 points per gun

Each Grenadier 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. The Obergefreiter is armed with an MP 40 submachine-gun.

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

Tank-hunter Group 55 points

The Panzerjagdkommando (tank hunter group) were the infantry's defence against enemy tanks. These specialists hunted tanks with grenades and rocket launchers.

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

Group: A tank-hunter group consists of 1 Obergefreiter and 6 Panzerjäger.

Weapons: Each Panzerjäger is armed with a Kar 98k rifle and HEAT charges. The Obergefreiter is armed with an MP 40 submachine-gun and HEAT charges.

Options: Up to 3 Panzerjäger may be armed with sPzB 41 heavy anti-tank rifles for +10 points per model.

Character: There aren't many veterans of this dangerous sport, but the Obergefreiter may be upgraded to a Veteran Obergefreiter for +10 points.

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. The Obergefreiter is armed with an MP 40 submachine-gun.

Options: Up to two 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, Panzerjäger, Grenadier, Panzergrenadier, Fusilier, or Kanonier casualty (and gain their equipment) before victory points are calculated.

Panzergrenadier Headquarters

Panzergrenadier Headquarters: 1 Staff Troop
 0 to 2 Grenade Launcher Groups
 0 to 2 Infantry Gun Group
 0 to 1 Flame-thrower Group

Staff Troop90 points/105 points

Armoured Panzergrenadiers formed one battalion of each Panzer Division. They were extremely well equipped with heavy weapons and armoured vehicles.

	<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	105	3	3	3	3	1	3	1	9	6+
Led by Hauptmann	90	3	3	3	3	1	3	1	8	6+
Unteroffizier	-	3	3	3	3	1	3	1	7	6+
Grenadier	-	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 Grenadiers.

Weapons: Kar 98k rifles and fragmentation grenades. The Oberst or Hauptmann is armed with a Walther P38 pistol. The Unteroffizier is armed with an MP40 submachine-gun.

Options: Up to one Grenadier may be armed with a MG 34 light machine-gun for +20 points. Up to one Grenadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points. Up to two Grenadiers may be armed with Soviet PPSH submachine-guns (count as MP 40) for +3 points per model.

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 a Sdkfz 251/1 half-track and a Kubelwagen or Schwimmwagen field car or motorcycle combination.

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

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

Special Rules

Panzergrenadiers: A detachment containing a Panzergrenadier Headquarters may add Sdkfz 251/10 half-tracks to Column Troops and Sdkfz 251/1 half-tracks to Grenadier Groups for +26 points per vehicle, removing one Grenadier from each as the driver.

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.

Grenade Launcher Group 55 points per model

The Panzergrenadiers were well supported with mobile heavy weapons. Each infantry battalion had a platoon of self-propelled mortars.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sdkfz 251/2 self-propelled mortar	9	8	8	3

Group: A Grenade Launcher Group consists of 1 or 2 Sdkfz 251/2 self-propelled mortars.

Type: Sdkfz 251/2 self-propelled mortars are open-topped, light tanks.

Armament: Sdkfz 251/2 self-propelled mortars are armed with an 8.1 cm GW 38 mortar and a MG 34 machine-gun, but may only fire one or the other weapon in each turn.

Infantry Gun Group 80 points/220 points per gun

Each Panzergrenadier Battalion (armoured infantry battalion) had a platoon of six self-propelled guns, while each regiment had six heavier 150 mm infantry guns.

<i>Armour:</i>	<i>Points/ Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sdkfz 251/9 self-propelled infantry gun	85	9	8	8	3
Bison self-propelled infantry gun	230	9	8	7	3

Group: An Infantry Gun Group consists of 1 or 2 Sdkfz 251/9 or Bison self-propelled infantry guns.

Type: Sdkfz 251/9 and Bison self-propelled infantry guns are open-topped, light tanks.

Armament: Sdkfz 251/9 self-propelled infantry guns are armed with a 7.5 cm KwK 36 gun and a MG 34 machine-gun, but may only fire one or the other weapon in each turn. Bison self-propelled infantry guns is armed with a 15 cm heavy infantry gun and a MG 34 tank machine-gun.

Flame-thrower Group 45 points per model

Each Panzergrenadier regiment had six flame-thrower equipped half-tracks for infantry support.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sdkfz 251/16 flame-thrower half-track	9	8	8	3

Group: A Flame-thrower Group consists of 1 or 2 Sdkfz 251/16 flame-thrower half-tracks.

Type: Sdkfz 251/16 flame-thrower half-tracks are open-topped, light tanks.

Armament: Sdkfz 251/16 half-tracks are armed with a MG 34 machine-gun and two side-mounted vehicle flame-throwers.

Special Rules

Fuel Tanks: The large quantity of fuel carried by Sdkfz 251/16 half-tracks make them extremely vulnerable when hit. To represent this all glancing hits are treated as penetrating hits instead.

Panzer Headquarters

Armoured HQ:	1 Command Troop 0 to 1 Reconnaissance Group 0 to 1 Flame-tank Column 0 to 1 Anti-aircraft Column 0 to 1 Air Liaison Party at 250 points
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Command Troop

The commander of a *Panzerkompanie* (armoured company) operated a converted tank or *Befehlswagen* with extra communications equipment and map tables.

Troop: A Command Troop consists of a command tank and up to one other tank selected from the Armour Column Fast Attack choice. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Command Tank: A command tank is equipped with extra communications equipment for +35 points.

Special Rules

Panzer Headquarters: A detachment containing a Panzer Headquarters may take Armour Column Fast Attack choices as Troops choices.

Panzer Grenadiers: A detachment containing a Panzer Headquarters may add a light trucks for +10 points per vehicle or half-track tractors for +12 points per vehicle to each Column Troop and Grenadier Group, removing one Grenadier from each as a driver. Each Grenadier Column may be issued two medium trucks instead for +40 points per column.

Signaller: A command tank can call artillery fire as a character and counts as a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Reconnaissance Group..... 24 points per vehicle

Panzer commanders had a small reconnaissance force for local scouting and communications work.

Group: A Reconnaissance Group consists of up to 5 Kubelwagen or Schwimmwagen field cars or motorcycle combinations.

Armament: Each field car or motorcycle combination is armed with a MG 34 light machine-gun.

Flame-tank Column

Germany had been developing flame-throwing tanks for some time before the invasion of Russia. At first these were issued as specialist battalions, but later Panzer Regiment were assigned a platoon in the headquarters company.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Char B flame-tank	75	11	11	11	2
Panzer II (FL) 'Flamingo' flame-tank	45	10	9	9	2
Flammpanzer III flame-tank	85	11	10	10	3

Column: A Flame-tank Column consists of 1 to 5 flame-tanks. Being radio equipped, the flame-tanks may operate independently and do not need to remain together as a unit.

Type: Char B flame-tanks are slow tanks. Panzer II (FL) flame-tanks are light tanks. Flammpanzer III flame-tanks are medium tanks.

Armament: Char B flame-tanks are armed with a captured 4.7 cm tank gun, a vehicle flame-thrower and a captured tank machine-gun. Panzer II (FL) flame-tanks are armed with two flame-throwers and a MG 34 tank machine-gun. Flammpanzer III flame-tanks are armed with a vehicle flame-thrower and two MG 34 tank machine-guns.

Special Rules

Fuel Tanks: The large quantity of fuel carried by Flammpanzer flame-tanks make them extremely vulnerable when hit. To represent this all glancing hits are treated as penetrating hits instead.

Armoured Track Guards: Char B flame-tanks have armoured track guards that protect the vulnerable track mechanism. The vehicle treats Immobilised results as Crew Stunned instead on a D6 roll of 4+.

Anti-aircraft Column

As Allied air superiority increased, the Germans found it important to provide adequate anti-aircraft support for their *Panzertruppen*. Initially these were makeshift conversions of half-tracks, but later they were specialised anti-aircraft tanks.

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sdkfz 10/4 self-propelled anti-aircraft gun	20	6	5	5	3
Sdkfz 7/1 self-propelled anti-aircraft gun	45	8	6	6	3
Sdkfz 7/2 self-propelled anti-aircraft gun	50	8	6	6	4

Column: An Anti-aircraft Column consists of 1 to 4 self-propelled anti-aircraft guns.

Type: Sdkfz 10/4, Sdkfz 7/1, and Sdkfz 7/2 self-propelled anti-aircraft guns are open-topped, light tanks.

Armament: Sdkfz 10/4 self-propelled anti-aircraft guns are armed with 2 cm Flak 38 anti-aircraft guns. Sdkfz 7/1 self-propelled anti-aircraft guns are armed with 3.7 cm Flak 38 anti-aircraft guns. Sdkfz 7/2 self-propelled anti-aircraft guns are armed with 2 cm Flakvierling 38 quadruple anti-aircraft guns.

Air Liaison Party

The Luftwaffe's main function was to provide air support to the advancing Panzers. A Luftwaffe officer frequently accompanied the tanks to provide immediate assistance.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Air Liaison Party	9	8	8	-
Junkers Ju 87 G Stuka dive bomber	7	7	7	-
Junkers Ju 87 G Stuka tank-buster	7	7	7	4
Henschel Hs 129 tank-buster	8	8	8	-
Focke-Wulf Fw 190 F fighter-bomber	8	8	8	-

Type: Air Liaison Parties travel in specialised half-tracks, which are open-topped light tanks. Junkers Ju 87 Stuka dive-bomber, Junkers Ju 87 Stuka tank-busters, Henschel Hs 129 tank-busters and Focke-Wulf Fw 190 F fighter-bomber are aircraft.

Armament: Junkers Ju 87 Stuka dive-bombers are armed with bombs (Ordnance 1/Blast, Range Guess 6, Strength 8, AP -). Junkers Ju 87 Stuka tank-busters are armed with twin 3.7 cm cannon (Linked Heavy 3, Range 24, Strength 8, AP 3). Henschel Hs 129 tank-busters are armed with a 5 cm cannon (Heavy 3, Range 24, Strength 8, AP 3). Focke-Wulf FW 190 fighter-bombers may attack

with either bombs (Ordnance 1/Blast, Range Guess 6, Strength 8, AP -) or machine-guns and cannon (Linked Heavy 4, Range 24, Strength 4, AP 5).

Special Rules

Airborne Reserves: An Air Liaison Party is in constant contact with airborne bombers and tank-busters waiting overhead. The Air Liaison Party may call one Stuka dive-bomber or tank-buster from the cab rank each turn. Bring on a new aircraft at the start of each turn as if it had just arrived from reserves. The aircraft must attack a target visible to the Air Liaison Party. Do not roll to see if the aircraft attacks the wrong target, it is always under the owning player's control.

Sirens: Stuka dive-bombers were fitted with sirens (known as 'The Trumpets of Jericho') that magnified the terror felt by inexperienced troops they attacked. A unit suffering casualties from a Stuka attack has a modifier of -2 instead of the usual -1 to the Leadership test to avoid being pinned by an Ordnance barrage.

Losses: Each bomber or tank-buster damaged by the enemy gains them 50 victory points. Each bomber or tank-buster destroyed by the enemy gains them 100 victory points.

Artillery Commander (ArKo)

Artillery Headquarters: 1 Command Troop at 50 points.

Command Troop

Artillery headquarters combined a number of specialist sections to ensure rapid and accurate artillery support.

Troop: The Command Troop consists of an office-bodied truck.

Options: The Command Troop may include a Survey Section for +15 points and a Counter-battery Section for +25 points.

Special Rules

Signaller: A Command Troop counts as having a signaller and can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Artillery Survey: If the Survey Section will begin the game on the table, the German player may draw a map and measure the position of terrain features before either side deploys.

Counter-battery: A counter-battery section can locate any one weapon with a range greater than 60", or any rocket artillery, that fired a barrage last turn. This allows the ArKo to call and observe barrages aimed at the located artillery.

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+
Grenadier	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 Grenadiers.

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 Grenadier is armed with a 5 cm leGW 36 light mortar.

Options: The light mortar may be replaced with a MG 34 light machine-gun at no cost. Up to two Grenadiers may be armed with captured PPSH submachine-guns (count as MP 40) for +3 points per model.

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. Grenadiers 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+
Grenadier	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 Grenadiers.

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

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

Grenadiers 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+
Grenadier	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 Grenadiers.

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

Options: Up to one Grenadier may be armed with a grenade launcher as well as a rifle for +2 points. Up to two Grenadiers may be armed with anti-tank grenades for +1 point per model. Up to three Grenadiers may be armed with captured PPSH submachine-guns (count as MP 40) for +3 points per model.

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.

Options: Up to one Reiter may be armed with a grenade launcher as well as a rifle for +2 points. Up to two Reiter may be armed with anti-tank grenades for +1 point per model. Up to three Reiter may be armed with captured PPSH submachine-guns (count as MP 40) for +3 points per model.

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.

Armoured Recce Column

Armoured Recce Column: 0 to 1 Armoured Reconnaissance Column Troop at 40 points
1 to 3 Armoured Reconnaissance Groups at 40 points each.

Armoured Reconnaissance Column Troop

The Panzergrenadiers of the *Panzeraufklärungskompanie* (armoured reconnaissance company) in the Panzer divisions opened gaps in enemy lines for the scout cars.

	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+
Panzergrenadier	3	3	3	3	1	3	1	7	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	8	6+

Troop: The Armoured Reconnaissance Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 1 Panzergrenadier.

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.

Options: The Panzergrenadier may be armed with a captured PPSH or Gerät Potsdam (Sten copy) submachine-gun (count as MP 40) for +3 points or a MG 42 light machine-gun for +20 points. The Panzergrenadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle or submachine-gun for +5 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.

Vehicles: An Armoured Reconnaissance Column Troop includes a Schwimmwagen field car at no cost or a Sdkfz 250 half-track for +20 points.

Option: Up to 1 Sdkfz 250 half-track may replace their MG 34 with a 2.8 cm sPzB heavy anti-tank rifle or a 3.7 cm Pak 36 anti-tank gun at no cost.

Special Rules

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

Armoured Reconnaissance 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+
Panzergrenadier	3	3	3	3	1	3	1	7	6+
Veteran Obergefreiter	4	4	3	3	1	4	2	8	6+

Group: An Armoured Reconnaissance Group consists of an Obergefreiter and 5 Panzergrenadiers.

Weapons: Kar 98k rifles and fragmentation grenades. The Obergefreiter is armed with an MP 40 submachine-gun.

Options: 1 or 2 Panzergrenadiers must be armed with MG 34 light machine-guns for +20 points per model. Up to one Panzergrenadier may be armed with a grenade launcher as well as a rifle for +2 points. Up to two Panzergrenadiers may be armed with anti-tank grenades for +1 point per model. Up to one Panzergrenadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points. Up to three Panzergrenadiers may be armed with captured PPSH submachine-guns (count as MP 40) for +3 points per model.

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

Vehicles: A Armoured Reconnaissance Group includes 2 Schwimmwagen field cars at no cost or 2 Sdkfz 250 half-tracks for +40 points.

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	3	3	3	3	1	3	1	7	6+
Pioneer	3	3	3	3	1	3	1	7	6+
Veteran Obergefreiter	4	4	3	3	1	4	2	8	6+
Goliath Demolition Charge	-	-	-	3	1	-	-	-	5+

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: Up to one Pioneer may be armed with a flame-thrower for +6 points. Up to one Pioneer may be armed with a grenade launcher as well as a rifle for +2 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. Up to three Pioneers may be armed with

captured PPSH submachine-guns (count as MP 40) for +3 points per model.

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

Goliath Demolition Charges: A Pioneer Group may include up to 3 Goliath remote-controlled vehicles for +10 points each. A Goliath explodes as a strength rating 8 Blast weapon.

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 +70 points. The half-tracks may be fitted as Stuka zu Fuss for +25 points each. Stuka zu Fuss half-tracks are armed with a MG 34 machine-gun and one-shot 32 cm NW 41 rocket launchers in place of the assault bridge.

Special Rules

Demolitions and Obstacles: A player with a 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.

Heavy Armour Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Panther heavy tank	215	12	11	11	3
Tiger I heavy tank	330	13	12	12	4

Although Panther tanks were officially medium tanks, they were deployed as heavy tanks during their first year of service. Tiger tanks were extremely valuable for their thick hide and powerful gun. They were usually allocated as individual companies.

Column: A Heavy Armour Column consists of 1 to 4 heavy tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: Panther and Tiger tanks are heavy tanks.

Armament: Panther tanks are armed with a 7.5 cm KwK 42 anti-tank gun and two MG 34 tank machine-guns. Tiger I heavy tanks are armed with an 8.8 cm KwK 36 anti-tank gun, two MG 34 tank machine-guns. Tiger heavy tanks cannot fire barrages. They are strictly direct fire weapons.

Heavy Tank hunter Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Hornisse tank hunter	110	9	8	8	3

Independent *schwere Panzerjäger Abteilung* (heavy tank hunter battalions) provided corps with enough heavy firepower to stop any tank attack.

Column: A Heavy Tank hunter Column consists of 1 to 3 tank hunters. Being radio equipped, the tank hunters may operate independently and do not need to remain together as a unit.

Type: Hornisse heavy tank hunters are open-topped medium tanks.

Armament: Hornisse tank hunters are armed with an 8.8 cm Pak 43 anti-tank gun and a MG 34 machine-gun. Hornisse tank hunters may only fire one or the other of its weapons in each turn. Heavy tank hunters cannot fire barrages. They are strictly direct fire weapons.

Tank-hunter Troop

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

The *Panzerjäger Abteilung* (tank hunter battalion) started the war with the ‘army door knocker’, the ineffectual 3.7 cm Pak 36. 1941 saw the arrival of the 5 cm Pak 38, but it wasn’t until 1942 that the heavy anti-tank guns truly capable of dealing with the newer Soviet and American tanks entered service. The light and medium types still served on throughout the period.

Troop: A Tank-hunter 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 with *Steilgranate* HEAT ammunition. May be replaced with 5 cm Pak 38 anti-tank guns for +4 points, 7.5 cm Pak 97 anti-tank guns for +3 points, or 76.2 cm

Pak 36(r) or 7.5 cm Pak 40 anti-tank guns for +11 points. Each Kanonier is armed with a Kar 98k rifle. The Unteroffizier is armed with an MP 40 submachine-gun.

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

Vehicles: Each anti-tank gun has a truck at no extra cost or a half-track tractor or RSO caterpillar carrier for +5 points as a towing vehicle. Anti-tank guns may be mounted on their vehicles rather than towed for +5 points.

Assault Gun Troop

<i>Armour:</i>	Points/Model	Front	Side	Rear	BS
StuG III (kurz) short-barrelled assault gun	70	10	10	10	3
StuG III (lang) long-barrelled assault gun	120	11	10	10	3
StuH III assault howitzer	125	11	10	10	3
Sturminfanteriegeschütz 33B assault gun	115	12	10	10	3
Ferdinand assault gun	190	14	12	12	3
Borgward Ladungsträger demolition vehicle	+25	9	8	8	-

Independent *Sturmgeschütz Abteilung* (assault gun battalions) were the infantry’s ‘tanks’. Each corps had a battalion.

Troop: An Assault Gun Troop consists of 1 to 3 assault guns. Being radio equipped, the guns may operate independently and do not need to remain together as a unit.

Type: StuG III and StuH III assault guns are turretless medium tanks. Sturminfanteriegeschütz 33B assault guns are turretless slow tanks. Ferdinand assault guns are turretless slow heavy tanks. Borgward Ladungsträger are remote-controlled light tanks.

Armament: StuG III (kurz) assault guns are armed with a 7.5 cm KwK 36 tank gun. StuG III (lang) assault guns are armed with a 7.5 cm KwK 40 anti-tank gun. StuH III assault howitzers are armed with a 10.5 cm KwK assault howitzer. Sturminfanteriegeschütz 33B assault guns are armed with a 15 cm

sIG 33 heavy infantry gun. Ferdinand assault guns are armed with an 8.8 cm Pak 43 anti-tank gun. All assault guns also have a Mg 34 machine-gun, but may only fire one or the other of its weapons in each turn. Assault guns cannot fire barrages. They are strictly direct fire weapons.

Demolitions Vehicles: An Assault Gun Troop may be converted to a Radio-controlled Demolition Troop by adding up to four Borgward Ladungsträger (demolition charge carrier) vehicles for +25 points each per assault gun. A Ladungsträger charge explodes as a Strength rating 10 Ordnance Blast weapon.

Options: StuG III (lang) and StuH II assault guns may be fitted with extra armour for +5 points.

0-2 BP 42 Armoured Train

Armour:	Points/Model	Front	Side	Rear	BS
Armoured locomotive	50	10	10	10	-
Artillery wagon	110	10	10	10	3
Flak/Artillery wagon	145	10	10	10	3
Infantry wagon	25	10	10	10	-
Tank car	50	10	10	10	-
Panzer 38(t) light tank	-	11	10	10	2
Pusher car	-	6	6	6	-
Panhard armoured railcar	30	10	9	9	2

Although discounted between the wars, armoured trains proved essential in maintaining communications across the vast spaces of Eastern Europe. A standard armoured train had a pusher car, a tank car, a flak artillery wagon, an infantry wagon, an artillery wagon, a locomotive, and then the same wagons in the reverse sequence.

Train: An Armoured Train consists of an armoured locomotive and up to 10 wagons and one or two Panhard armoured railcars.

Type: Armoured Trains are specialised fast tanks. Panzer 38(t) light tanks are medium tanks. Panhard armoured railcars are specialised fast tanks.

Armament: Artillery wagons are armed with a 76.2 cm FK 295/1(r) field gun in a turret and a MG 34 tank machine-gun. Flak/Artillery wagons are armed with a 10 cm FH 14/19(p) field howitzer in a turret, a 2 cm Flakvierling quadruple anti-aircraft gun (whose crew have a Ballistic Skill of 4 due to its huge volume of fire) and a MG 34 tank machine-gun. Panzer 38(t) light tanks are armed with a 3.7 cm KwK tank gun and two MG 34 tank machine-guns (only one of which can fire while mounted on the tank car). Panhard armoured railcars are armed with a 2 cm KwK cannon and a MG 34 tank machine-gun.

Passengers: Infantry wagons carry two Fusilier Groups, Machine-gun, Grenade Launcher Groups, or Pioneer Groups purchased separately, but as part of the same Elites choice. The passengers may fire their machine-guns from within the wagon.

Special Rules

Armoured Train: An Armoured Train is obviously restricted to moving on railway tracks. A train may not change direction if it moved more than 6" in the previous turn.

The locomotive and each wagon count as separate vehicles (although of course the wagons must be coupled to a locomotive to move). Immobilising hits on wagons have no effect due to their motive power coming from the locomotive.

Railway Track: Obviously an Armoured Train needs a track to run on. At the start of the game, after the terrain has been placed, the attacking player (who may also be the German player) nominates a point on a table edge outside the German deployment area near where the track will leave the table. The German player then lays out the track between their own deployment area and a point within 24" of the point chosen by the attacking player.

Radio: The locomotive includes the train commander and a signaller or radio operator who can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Dismounting: The Panzer 38(t) light tanks are normally carried on the tank cars. One tank may dismount or re-mount their car in any turn in which the train remains stationary.

0-1 Track Protection Train

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Locomotive	40	5	5	5	-
Artillery wagon	85	10	10	10	3
Flak wagon	30	6	6	6	3
Infantry wagon	18	9	9	9	-
Panzerjäger car	50	9	9	9	3
Pusher car	-	6	6	6	-

The small number of official armoured trains led many units to form their own. Forbidden from calling them armoured trains, they were instead called track protection trains.

Train: A Track Protection Train consists of a locomotive and up to 8 wagons and an armoured railcar.

Type: Track Protection Trains are specialised fast tanks. Flak and infantry wagons are open-topped.

Armament: Artillery wagons are armed with a captured 7.62 cm gun in a turret and a MG 34 tank machine-gun. Flak wagons are armed with a 2 cm Flak 38 anti-aircraft gun. Panzer 38(t) light tanks are armed with a 3.7 cm KwK tank gun and two MG 34 tank machine-guns (only one of which can fire while mounted on the tank car). Panzerjäger cars are armed with a captured 4.5 cm tank gun and a MG 34 tank machine-gun.

Options: Locomotives may be armoured to 9 all-round for +10 points. Artillery wagons may be armed with a second 7.62 cm gun for +30 points. Flak wagons may be armed with a quadruple 2 cm Flakvierling anti-aircraft gun with a Ballistic Skill of 4 for +15 points. Infantry wagons may be covered over for +2 points. Panzerjäger cars may be uparmoured to 11 and replace the 4.5 cm gun with a captured 7.62 cm tank gun for +60 points.

Passengers: Infantry wagons carry two Fusilier Groups, Machine-gun, Grenade Launcher Groups, or Pioneer Groups purchased separately, but as part of the same Elites choice. The passengers may fire their machine-guns from within the wagon. Pusher cars may carry any captured light tank purchased separately, but as part of the same Elites choice.

Special Rules

Train: A Track Protection Train may not change direction if it moved more than 6" in the previous turn.

The locomotive and each wagon count as separate vehicles (although of course the wagons must be coupled to a locomotive to move). Immobilising hits on wagons have no effect due to their motive power coming from the locomotive.

Railway Track: Obviously a Track Protection Train needs a track to run on. If the German detachment does not include a BP 42 Armoured Train, use the procedure given as a special rule for BP 42 Armoured Trains to place a track.

Dismounting: One captured light tank may dismount or re-mount their pusher car in any turn in which the train remains stationary.

Captured Armoured Train

Germany used captured trains against their former owners.

A German Army may include an enemy armoured train as an Elites choice. Select the armoured train from the enemy list, but increase

the cost by 20% and provide the passengers from the Reconnaissance, Machine-gun, Grenade Launcher, and Pioneer Groups choices.

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+

Each division contained a *Flak Abteilung* (anti-aircraft battalion) armed with dozens of light anti-aircraft guns.

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 quadruple 2 cm Flakvierling 38 for +10 points, or a 3.7 cm Flak 38 for +7 points. Each Kanonier is armed with a Kar 98k rifle. The Unteroffizier is armed with an MP 40 submachine-gun.

Vehicles: Light anti-aircraft troops include a truck at no cost or a half-track tractor or RSO caterpillar carrier for +5 points to tow each gun. The guns may be mounted on the back of their vehicle instead of towed for +5 points.

Quadruple-mounted Cannon: 2 cm Flakvierling 38 anti-aircraft guns mount four linked cannon. The sheer volume of fire of these weapons increases the Ballistic Skill (BS) of the gunner by +1.

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+

A *Flak Abteilung* (anti-aircraft battalion) containing up to a dozen of the dreaded '88' was allocated to each *Panzer Division*. As the war progressed, even more '88's found themselves in the front line when the *Luftwaffe Flakkorps* (airforce anti-aircraft corps) were called upon to defend the Third Reich from 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. May be replaced with an 8.8 cm Flak 41 anti-aircraft gun for +15 points. Each Kanonier is armed with a Kar 98k rifle. The Unteroffizier is armed with an MP 40 submachine-gun.

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

Grenadier Column

Grenadier Column: 1 Grenadier Column Troop at 50 points
2 to 3 Grenadier Groups at 55 points each.

Grenadier Column Troop

The basic building block of the German army was the *Grenadier 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+
Grenadier	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 Grenadier Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 7 Grenadiers.

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 Grenadier is armed with a 5 cm leGW 36 light mortar.

Options: The 5 cm leGW 36 light mortar may be replaced with a MG 34 light machine-gun at no cost. Up to one Grenadier may be armed with a PzB 39 anti-tank rifle for +6 points. Up to two Grenadiers may be armed with captured PPSH submachine-guns (count as MP 40) for +3 points per model.

Up to one Grenadier 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 Grenadier may be upgraded to a medical orderly for +10 points.

Special Rules

Leadership: Any Grenadier Group within 12" of a Grenadier 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.

Grenadier 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+
Grenadier	3	3	3	3	1	3	1	7	6+
Veteran	4	4	3	3	1	4	2	8	6+
Obergefreiter									

Group: A Grenadier Group consists of an Obergefreiter and 8 Grenadiers.

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

Options: Up to one Grenadier may be armed with MG 34 light machine-gun for +20 points. Up to one Grenadier may be armed with a grenade launcher as well as a rifle for +2 points. Up to two Grenadiers may be armed with anti-tank grenades for +1 point per model. Up to three Grenadiers may be armed with captured PPSH submachine-guns (count as MP 40) for +3 points per model.

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

Fast Attack

Armour Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Panzer II light tank	30	10	9	9	2
Panzer 38(t) light tank	50	11	10	10	2
Panzer III (kurz) short-barrelled tank	95	11	10	10	3
Panzer III (lang) long-barrelled tank	105	11	10	10	3
Panzer III (7.5 cm) tank	95	11	10	10	3
Panzer IV (kurz) short-barrelled tank	95	11	10	10	3
Panzer IV (lang) long-barrelled tank	150	11	10	10	3

In the middle of the war, few *Panzer Division* could muster more than one *Panzer Abteilung* (armoured battalions). They were supposed to have one of medium Panzer IV tanks and one of the lighter Panzer III tanks.

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

Type: Panzer II light tanks are light tanks. Panzer 38(t), 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 II light tanks are armed with a 2 cm KwK cannon and a MG 34 tank machine-gun. Panzer 38(t) light tanks are armed with a 3.7 cm KwK tank gun and two tank machine-guns.

Panzer III (kurz) short-barrelled tanks are armed with a 5 cm KwK L/42 tank gun, two MG 34 tank machine-guns and

smoke launchers. Panzer III (lang) long-barrelled tanks are armed with a 5 cm KwK 38 anti-tank gun, two MG 34 tank machine-guns and smoke launchers. Panzer III (7.5 cm) tanks are armed with a 7.5 cm KwK 36 tank gun, two MG 34 tank machine-guns and smoke launchers. Panzer IV (kurz) short-barrelled tanks are armed with a 7.5 cm KwK 36 tank gun, two MG 34 tank machine-guns and smoke launchers. Panzer IV (lang) long-barrelled tanks are armed with a 7.5 cm KwK 39 anti-tank gun, two MG 34 tank machine-guns and smoke launchers. Tanks cannot fire barrages. They are strictly direct fire weapons.

Options: Panzer III and IV tanks may be fitted with extra armour for +5 points.

Captured Armour Column

Germany made use of captured foreign equipment to supplement the limited numbers of armoured vehicles that they could manufacture.

Column: A Captured Armour Column consists of 1 to 5 captured tanks.

A German Army may include enemy armoured vehicles as a Fast Attack choice. Select the tanks from the enemy list with the following modifications to reflect Germany's excellent tactical methods.

US tanks lack stabilisers, but are otherwise unchanged. All other tanks increase their cost by 20%.

Tank hunter Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Panzerjäger IB tank hunter	30	9	8	6	3
Marder tank hunter	70	9	8	6	3

Every German division had at least one company of *Panzerjäger* self-propelled tank hunters (even if it was only four strong in the case of many infantry divisions).

Column: A Tank hunter Column consists of 1 to 3 tank hunters. Being radio equipped, the tank hunters may operate independently and do not need to remain together as a unit.

Type: Panzerjäger IB tank hunters are open-topped, light tanks. Marder tank hunters are open-topped, medium tanks.

Armament: Panzerjäger IB tank hunters are armed with a 4.7 cm Pak 36(t) anti-tank gun. Marder tank hunters are armed with a 7.5 cm Pak 40 anti-tank gun and a MG 34 tank machine-gun.

French tank chassis: Faced with a severe shortage of armoured vehicles, the German Army manufactured numerous tank hunters by mounting anti-tank guns of captured French tanks. The resultant vehicle strained the capability of the chassis to the limit, reducing cross-country mobility severely.

Panzerjäger IB tank hunters may be slow light tanks at a cost reduction of -5 points. Marder tank hunters may be slow light tanks at a cost reduction of -25 points.

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.

	WS	BS	S	T	W	I	A	Ld	Save
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 Kubelwagen field car or Sdkfz 253 observation post half-track.

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.

Captured Artillery

Germany made a lot of use of captured artillery to stretch its limited resources further.

A Field Artillery Troop may include enemy artillery pieces as field howitzers increasing their cost by 10%.

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.

	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+

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 medium truck for +10 points, or a half-track tractor or RSO caterpillar carrier 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.

	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+

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 medium truck for +30 points, or a half-track tractor or RSO caterpillar carrier for +65 points to tow each gun.

Self-propelled Artillery Troop

Armour:	Points/Model	Front	Side	Rear	BS
Wespe self-propelled light howitzer	100	9	8	7	3
Hummel self-propelled heavy howitzer	300	9	8	8	3
0-1 Panzerbeobachtungswagen observation post tank	100	12	10	10	3
Sdkfz 253 observation post half-track	50	9	8	8	3

By the middle of 1943, a few lucky Panzer Divisions had a few self-propelled guns. With these, they could provide the Panzers with artillery support no matter how bad the terrain.

Troop: A Self-propelled Artillery Troop consists of 1 to 3 self-propelled howitzers and up to one observation post.

Type: Wespe self-propelled howitzers are open-topped, light tanks. Hummel self-propelled howitzers are open-topped medium tanks. Panzerbeobachtungswagen observation post tanks are medium tanks. Sdkfz 253 observation post half-tracks are light tanks.

Armament: Wespe self-propelled howitzers are armed with a 10.5 cm leFH 18 light howitzer and a MG 34 machine-gun. It may only fire one or the other of its weapons in each turn. Hummel self-

propelled howitzers are armed with 15 cm sFH 18 heavy howitzers. Panzerbeobachtungswagen observation post tanks are armed with two MG 34 tank machine-guns.

Special Rules

Observation Posts: Panzerbeobachtungswagen observation post tanks and Sdkfz 253 observation post half-tracks can call artillery fire as a character and count as having a signaller who can communicate with any other model within 12" and with any other signaller model, regardless of distance.

Rocket Launcher Troop

Rocket Launcher Troop: 1 Troop Staff at 50 points
1 to 3 Rocket Launchers

Troop Staff..... 50 points
Germany was one of the pioneers in rocket artillery. By 1944, an operation might be assigned a whole *Nebelwerfer Brigade* (rocket launcher brigade). The sheer volume of fire these weapons can lay down makes them devastating.

	WS	BS	S	T	W	I	A	Ld	Save
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 Kubelwagen field car or Sdkfz 253 half-track observation post.

Special Rules

Leadership: Any rocket launcher 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.

Disposable Rocket Launcher 20 points

Wurfrahmen disposable rocket launchers provide a cheap means of saturating a target with explosives.

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

Launcher: A Disposable Rocket Launcher has a crew of 1 Kanonier.

Weapons: 32 cm Wurfrahmen one-shot rocket launchers. The Kanonier is armed with a Kar 98k rifle.

Special Rules

Disposable launchers: The launchers must be deployed at the start of the game. Each launcher can only be fired once.

Light Rocket Launcher..... 60 points
Two batteries in each battalion were equipped with the lighter 15 cm NW 41 rocket launcher.

	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+

Launcher: A Light Rocket Launcher has a crew of an Obergefreiter and three Kanonier.

Weapons: 15 cm NW 41 rocket launcher. Each Kanonier is armed with a Kar 98k rifle.

Vehicle: Light Rocket Launchers include a medium truck at no cost or a half-track tractor or RSO caterpillar carrier for +20 points to tow the launcher.

Heavy Rocket Launcher 80 points

The third battery had the heavy 21 cm NW 42 or the even heavier 32 cm NW 41 rocket launchers.

	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+

Launcher: A Heavy Rocket Launcher has a crew of an Obergefreiter and four Kanonier.

Weapons: 21 cm NW 42 rocket launcher. May be replaced with a 32 cm NW 41 rocket launcher at no cost. Each Kanonier is armed with a Kar 98k rifle.

Vehicle: Heavy Rocket Launchers include a medium truck at no cost or a half-track tractor or RSO caterpillar carrier for +20 points to tow the launcher.

Self-propelled Rocket Launcher Troop

Armour:	Points/Model	Front	Side	Rear	BS
15 cm Panzerwerfer 42 self-propelled rocket launcher	130	8	8	8	3

Self-propelled rocket launchers provided the rocket troops with better protection and greater mobility while retaining their deadly punch. Each *Werfer Regiment* (rocket launcher regiment) had a battery of eight of these mobile weapons.

Troop: A Self-propelled Rocket-Launcher Troop consists of 1 to 4 self-propelled rocket-launchers.

Type: Panzerwerfer self-propelled rocket launchers are open-topped light tanks.

Armament: Panzerwerfer self-propelled rocket launchers are armed with a 15 cm NW 41 rocket launcher.

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.

	WS	BS	S	T	W	I	A	Ld	Save
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 Kubelwagen field car or Sdkfz 253 half-track observation post.

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

Commanding the Panzers presents few problems, they are generally well armed and tough. The thing to remember is mobility. Move into a good firing position and halt. If threatened, move again. You can better afford a turn spent moving out of trouble, than you can the loss of a tank. You are generally better to fire from the halt and then move next turn, rather than trying to shoot on the move.

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 Division

The elite Grossdeutschland Division 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, vehicle or weapon crew. The entire force must be Grossdeutschland if this option is taken.

Luftwaffe Regiments

After the disasters in the East during the first winter, Hitler's distrust of the army increased. When Göring offered to form divisions loyal to the party from surplus Luftwaffe personnel, his offer was accepted. To reflect their lack of training, Luftwaffe units reduce their Weapon Skill (WS) characteristic by one and do not count as Storm Troopers. To compensate Luftwaffe groups, troops and weapon crews *reduce* their costs by 10 points each. Any units that are not Luftwaffe must be taken as Elites choices.

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