

German Army (1944/45)

1944 was perhaps the best and the worst year of the war for the German Army. The new equipment entering service in increasing numbers was better than anything they would face. For the first time almost every Panzer Division had a full battalion of the new Panther tanks. The new Königstiger was entering service. Production of all types of armoured vehicles reached its peak in this year. Unfortunately the huge losses of the previous years left a huge void of trained and experienced soldiers to use them. In both the East and the West the Allies were on the offensive, and there was precious little left to stop them.

German Army (1944/45)

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

1944 saw Germany at an all-time strategic low. Forced onto the defensive and rebuilding its shattered forces in the first half of the year, they were once again thrown on the defensive by the offensives of June and July. Once the Allies had landed in Normandy and the Russians launched Operation Bagration, the German high command was unable to wrest the initiative back apart from the brief surprise of the Battle of the Bulge in the Ardennes.

Germany has a strategy rating of 1.

Enemies

Germany was surrounded by enemies and bereft of close allies by 1944. The Soviets and the Western Allies launched major offensives one after the other giving Germany little chance to recover and rebuild. Forces from the German Army (1944/45) list can be historically matched against the British Army (1944/45) list, the British Airborne (1943/45) list, the British Commando (1943/45) list, the US Army (1944/45) list, the US Airborne (1943/45) list, the US Rangers (1943/45) list, and the Soviet Army (1944/45) 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 or Tiger heavy tank 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.

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
- Fusilier – infantryman, common soldier
- 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
- Ost Grenadier – conscript from an eastern European country
- Panzergrenadier – armoured infantryman, common soldier
- Panzerjäger – tank hunter
- Reiter – cavalryman
- 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+
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+
Ost Grenadier	2	2	3	3	1	2	1	5	6+
Fusilier	3	3	3	3	1	3	1	7	6+
Reiter	3	3	3	3	1	3	1	7	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 gun 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
Flammpanzer III flame-throwing tank	12	10	10	3
Flammpanzer Hetzer flame-thrower	12	10	10	2
Sdkfz 7 SP anti-aircraft gun	8	6	6	3
Flakpanzer 38(t) SP A/A gun	9	6	6	3
Wirbelwind SP anti-aircraft gun	9	9	9	4
Ostwind SP anti-aircraft gun	9	9	9	3
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 234 8-wheeled heavy scout car	10	9	9	2
Spähpanzer II L Luchs recon tank	10	9	9	2
Sdkfz 233 8-wheeled SP gun	9	8	6	3
Sdkfz 234/3 8-wheeled SP gun	10	8	6	2
Sdkfz 234/4 8-wheeled tank hunter	10	8	6	2
Tiger I heavy tank	13	12	12	4

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Tiger II Königstiger heavy tank	14	12	12	4
Borgward demolition vehicle	9	8	8	-
StuG III assault gun	12	10	10	3
StuH III assault howitzer	12	10	10	3
StuG IV assault gun	12	10	10	3
Sturmpanzer Brummbär assault gun	13	11	10	3
Sturmiger assault gun	13	12	12	3
StuG M42 mit 75/34 851(i)	10	10	10	2
StuG M43 mit 105/25 853(i)	10	10	10	2
Jagdpanther hunting-tank	13	11	11	3
Jagdtiger hunting-tank	14	12	12	3
Nashorn tank hunter	9	8	8	3
Elefant tank hunter	14	12	12	3
Panther tank	13	11	11	3
Panzer IV tank	12	10	10	3
Panzer M42 738(i) tank	11	10	10	2
Panzer M40 737(i) tank	11	10	10	2
Marder tank hunter	9	8	6	3
Jagdpanzer IV hunting-tank	12	10	10	3
Jagdpanzer IV/70 hunting-tank	13	10	10	3
Jagdpanzer 38 Hetzer hunting-tank	12	10	10	2
Wespe SP light howitzer	9	8	7	3
Hummel SP heavy howitzer	9	8	8	3
Panzerbeobachtungswagen OP tank	12	10	10	3
15 cm Panzerwerfer 42 launcher	8	8	8	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
StG 44 assault rifle	18	2	6	Assault 3
Kar 98k rifle	24	3	5	Heavy 1
Gew 43 rifle	24	3	5	Rapid Fire 2
Grenade Launcher	18	2	-	Heavy 1/Blast
Or firing HEAT	18	5	6	Heavy 1
MG 42 light machine-gun	24	3	5	Heavy 5
sMG 42 machine-gun	36	3	5	Heavy 8
8.1 cm GW 38 mortar	G 12-36	4	-	Heavy 1/Blast
12 cm GW 42 mortar	G 12-48	6	-	Heavy 1/Blast
Panzerfaust anti-tank launcher firing HEAT	12	10	3	Heavy 1
RPzB 54 Panzerschreck anti-tank rocket firing HEAT	18	7	5	Heavy 2
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 Type</i>
MG 34 or Breda tank machine-gun	24	3	5 Heavy 3
1.5 cm Drilling anti-aircraft machine-gun	24	4	5 Linked Heavy 4
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 4.5 or 4.7 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
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	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 cm PAW firing HEAT	24	7	4 Heavy 2
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 or KwK 43 anti-tank or			
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
10.5 cm Flak 39 anti-aircraft gun	48	10	2 Heavy 2
Or firing High Explosive	48	5	- Heavy 2/Blast
Or firing a barrage	G 96	5	- Heavy 1/Blast
12.8 cm Pak 44 anti-tank gun	48	10	2 Ordnance 1
Or firing High Explosive	48	6	- Ordnance 1/Blast
38 cm rocket launcher	48	10	2 Ordnance 1/Blast
Vehicle flame-thrower	Temp	5	4 Assault 1

Artillery Weapons

<i>Name</i>	<i>Range</i>	<i>Str.</i>	<i>AP Type</i>
7.5 cm FK 40 field gun	36	8	2 Heavy 2
Or firing High Explosive	36	4	- Heavy 2/Blast
Or firing a barrage	G 72	4	- 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
30 cm NW 42 rocket launcher	G 12-66	10	- Ordnance 1/Blast
32 cm NW 41 rocket launcher	G 12-36	10	- Ordnance 1/Blast/ One use

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	-
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	-
RSO caterpillar carrier	5	5	5	-
Half-track gun 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. 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 gun tractors are open-topped light tanks. Sdkfz 253 and half-track gun 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 gun tractors and RSO caterpillar carriers can carry ten 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 42 machine-gun that the passengers can fire if mounted. Sdkfz 251/10 half-tracks are armed with a 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 42 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	+	4	4	3	3	1	4	2	8	6+
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: Any or all Grenadiers may be armed with Gew 43 rifles or StG 44 assault rifles for +3 points per model. Up to one Grenadier may be armed with a MG 42 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 captured Soviet PPSH or Gerät Potsdam (a copy of

the British Sten) 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 42 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. Most companies also fielded a pair of these powerful weapons.

	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 12 cm GW 42 heavy mortar at no cost or 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 RkPzB 54 Panzerschreck or 'Ofenrohr' (stove-pipe) anti-tank rockets for +8 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 42 light machine-guns for +20 points. Up to one Ersatzmann may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 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 Anti-aircraft Groups
 0 to 2 Infantry Gun Group
 0 to 1 Heavy Grenade Launcher 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: Any or all Grenadiers may be armed with Gew 43 rifles or StG 44 assault rifles for +3 points per model. Up to one Grenadier may be armed with a MG 42 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 or Gerät Potsdam 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/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 42 machine-gun, but may only fire one or the other weapon in each turn.

Anti-Aircraft Group 40 points per model
The growing dominance of Allied air power made anti-aircraft defence vital to mobile operations.

<i>Armour:</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Sdkfz 251/22 self-propelled anti-aircraft gun	9	8	8	3

Group: An Anti-aircraft Group consists of 1 or 2 Sdkfz 251/22 self-propelled anti-aircraft guns.

Type: Sdkfz 251/22 self-propelled anti-aircraft guns are open-topped, light tanks.

Armament: Sdkfz 251/22 self-propelled anti-aircraft guns are armed with 1.5 cm Drilling triple anti-aircraft machineguns.

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 42 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.

Heavy Grenade Launcher Group 40 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 Heavy Grenade Launcher Group consists of 1 or 2 mortars commanded by an Obergefreiter. Each mortar has a crew of 3 Grenadiers.

Weapons: 12 cm GW 42 heavy mortars. Each Kanonier is armed with a Kar 98k rifle. The Obergefreiter is armed with an MP 40 submachine-gun.

Vehicles: Heavy Grenade Launcher Groups include a truck to carry each mortar.

Flame-thrower Group 45 points per model

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

Armour:	Front	Side	Rear	BS
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 42 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**

Command Troop

A *Panzerkompanie* (armoured company) command tank or *Befehlswagen* had extra communications equipment.

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.

Panzergrenadiers: A detachment containing a Panzer Headquarters may add a light trucks to each Column Troop and Grenadier Group for +10 points per vehicle, 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 42 light machine-gun.

Flame-tank Column

Panzer Divisions on the Russian Front found they needed flame-throwing tanks to give them an effective weapon in city fighting.

Armour:	Points/Model	Front	Side	Rear	BS
Flammpanzer III flame-tank	85	12	10	10	3
Flammpanzer Hetzer flame-tank	60	12	10	10	2

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: Flammpanzer III and Flammpanzer Hetzer flame-tanks are medium tanks.

Armament: Flammpanzer III flame-tanks are armed with a vehicle flame-thrower and two MG 34 tank machine-guns. Flammpanzer Hetzer flame-tanks are armed with a vehicle flame-thrower and a MG 42 machine-gun, but may only fire one or the other each turn.

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.

Anti-aircraft Column

As Allied air superiority increased, the Germans provided more anti-aircraft support for the *Panzertruppen*.

Armour:	Points/Model	Front	Side	Rear	BS
Sdkfz 7/1 SP anti-aircraft gun	45	8	6	6	3
Sdkfz 7/2 SP anti-aircraft gun	50	8	6	6	4
Flakpanzer 38(t) SP A/A gun	40	9	6	6	3
Wirbelwind SP anti-aircraft gun	95	9	9	9	4
Ostwind SP anti-aircraft gun	80	9	9	9	3

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

Type: Sdkfz 7/1, Sdkfz 7/2, and Flakpanzer 38(t) self-propelled anti-aircraft guns are open-topped, light tanks. Wirbelwind and Ostwind self-propelled anti-aircraft guns are open-topped, medium tanks.

Armament: Sdkfz 7/2 and Wirbelwind self-propelled anti-aircraft guns are armed with 2 cm Flakvierling 38 quadruple anti-aircraft guns. Sdkfz 7/1 and Ostwind self-propelled anti-aircraft guns are armed with 3.7 cm Flak 38 anti-aircraft guns. Both Wirbelwind and Ostwind self-propelled anti-aircraft guns also have a MG 34 tank machine-gun. Flakpanzer 38(t) self-propelled anti-aircraft guns are armed with 2 cm Flak 38 anti-aircraft guns.

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

Fusilier Column

Fusilier Column: 0 to 1 Fusilier Column Troop at 40 points
1 to 3 Fusilier Groups at 70 points each.

Fusilier Column Troop

By 1944, an *Infanterie Division* (infantry division) had lost its *Aufklärungs Abteilung* (reconnaissance battalion) along with three of its nine infantry battalions. In their place, it received a *Fusilier Batallion* (fusilier battalion), essentially another infantry battalion with bicycles and extra wagons for transport.

	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+
Fusilier	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 Fusilier Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 4 Fusilier.

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: Up to one Fusilier may be armed with a MG 42 light machine-gun for +20 points per model. Up to one Fusilier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points. Up to two Fusilier may be armed with captured PPSH or Gerät Potsdam (Sten copy) submachine-guns (count as MP 40) for +3 points per model.

Up to one Fusilier 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 Fusilier Group within 12" of a Fusilier Column Troop may use the Leadership characteristic of the Leutnant or Feldwebel for all Leadership tests.

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

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.

Fusilier Group

Fusiliers were mounted on bicycles to provide infantry divisions with some degree of mobility.

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

Group: A Fusilier Group consists of an Obergefreiter and 8 Fusiliers.

Weapons: Kar 98k rifles and fragmentation grenades. The Obergefreiter is armed with an MP 40 submachine-gun. One Fusilier is armed with a MG 42 light machine-gun.

Options: Any Fusiliers may be armed with a Gew 43 rifle for +3 points per model. Up to one Fusilier may be armed with a grenade launcher as well as a rifle for +2 points. Up to three Fusiliers may be armed with captured PPSH or Gerät Potsdam (Sten copy) submachine-guns (count as MP 40) for +3 points per model. The entire group may be armed with StG 44 assault rifles (replacing all rifles and machine-guns) for +30 points.

Up to two Fusiliers may be armed with anti-tank grenades for +1 point per model. Up to one Fusilier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points.

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

Cavalry Column

Cavalry Column:	0 to 1 Cavalry Column Troop at 50 points 1 to 3 Cavalry Groups at 100 points each.
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Cavalry Column Troop

Germany started the war with a single *Kavallerie Brigade* (cavalry brigade). The wide-open spaces of the Eastern Front and a lack of motor transport gave Germany a new appreciation of the value of horses. By the end of the war, Germany fielded several *Kavalleriekorps* (cavalry corps).

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

Troop: The Cavalry Column Troop consists of 1 Leutnant or Feldwebel, 1 Unteroffizier and 4 Reiter.

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: Up to one Reiter may be armed with a MG 42 light machine-gun for +20 points per model. Up to one Reiter may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points. Up to two Reiter may be armed with captured PPSH or Gerät Potsdam (Sten copy) 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.

Special Rules

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

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

Cavalry Group

Many German cavalrymen were recruited from the Cossacks and other groups coming under the sway of the German armed forces, however the core remained the re-formed cavalry regiments drawn together from the divisional reconnaissance units. 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 a MG 42 light machine-gun.

Options: Up to three Reiter may be armed with captured PPSH or Gerät Potsdam (Sten copy) submachine-guns (count as MP 40) for +3 points per model. The entire Group may be armed with StG 44 assault rifles (replacing all rifles and machine-guns) for +40 points. 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 one Reiter may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points.

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

Scout Car Column

Armour:	Points/Model	Front	Side	Rear	BS
Sdkfz 222 light scout car	30	8	8	8	2
Sdkfz 250/9 light half-track scout car	26	9	8	8	2
Sdkfz 231 8-wheeled heavy scout car	40	9	8	8	2
Sdkfz 234/1 8-wheeled heavy scout car	45	10	9	9	2
Sdkfz 234/2 Puma heavy 8-wheeled heavy scout car	70	10	9	9	2
Spähpanzer II L Lüchs scout tank	35	10	9	9	2
Sdkfz 233 8-wheeled self-propelled gun	110	9	8	6	3
Sdkfz 234/3 8-wheeled self-propelled gun	115	10	8	6	3
Sdkfz 234/4 8-wheeled tank hunter	140	10	8	6	3

Operating in small detachments, *Spähkompanie* (scout company) avoided battle while watching enemy movements and locating undefended routes.

Column: A Scout Car Column consists of 1 to 3 patrols and up to 1 gun group. Each patrol consists of up to two heavy scout cars or scout tanks and up to three light scout cars. The gun group consists of up to two self-propelled guns. Each patrol or group is a separate unit, but the vehicles of each patrol or group must remain together.

Type: Sdkfz 222 light scout cars are fast, wheeled vehicles. Sdkfz 250/9 half-tracks are light tanks. Sdkfz 231, Sdkfz 234/1 and Sdkfz 234/2 Puma 8-wheeled heavy scout cars are fast, light tanks. Spähpanzer II L Lüchs scout tanks are medium tanks. Sdkfz 233 and Sdkfz 234/3 8-wheeled self-propelled guns and Sdkfz 234/4 8-wheeled tank hunters are fast, open-topped, light tanks.

Armament: All except the Sdkfz 233, Sdkfz 234/2 Puma, Sdkfz 234/3 and Sdkfz 234/4 are armed with a 2 cm KwK 30 gun and a MG 34 tank machine-gun. Sdkfz 234/2 Puma heavy scout cars are armed with a 5 cm KwK 38 anti-tank gun, a MG 34 tank machine-gun, and smoke launchers. The Sdkfz 233 and 234/3 self-propelled guns are armed with a 7.5 cm KwK 36 gun and a MG 42 machine-gun, but may only fire one or the other each turn. Sdkfz 234/3 8-wheeled tank hunters are armed with a 7.5 cm Pak 40 anti-tank gun

and a MG 42 machine-gun, but may only fire one or the other each turn.

Special Rules

Scouts: The role of the *Spähtruppen* was to scout ahead of the main body, seeking out enemy positions and relaying the information back. Their mission as the General's eyes was far more important than any incidental damage they might cause.

To represent this, any Scout Car Patrols in the army may be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take and Hold mission, then your Scout Car Patrol would set up at the start of the battle instead of being placed in reserve with the rest of the Elite units. If you're playing a scenario where you can only deploy a limited number of units then any Scout Car Patrols you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Scout Car Patrols may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

Reconnaissance Column

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

Reconnaissance Column Troop

The Panzergrenadiers of the *Aufklärungskompanie* (reconnaissance company) 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 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: A Reconnaissance Column Troop includes a Schwimmwagen field car at no cost or a Sdkfz 250 half-track for +20 points.

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.

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: A 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: Any Panzergrenadiers may be armed with a Gew 43 rifle for +3 points per model. 1 or 2 Panzergrenadiers must be armed with MG 42 light machine-guns for +20 points per model or the entire group must be armed with StG 44 assault rifles for +45 points. 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 or Gerät Potsdam (Sten copy) 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 Reconnaissance Group includes 2 Schwimmwagen field cars at no cost or 2 Sdkfz 250 half-tracks for +40 points.

Pioneer Column

Pioneer Column: **0 to 1 Pioneer Column Troop at 60 points**
1 to 3 Pioneer Groups at 100 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	3	3	3	3	1	3	1	8	6+
Unteroffizier	3	3	3	3	1	3	1	7	6+
Pioneer	3	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.

Options: Up to one Pioneer may be armed with a MG 42 light machine-gun for +20 points per model. Up to one Pioneer may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points. Up to two Pioneers may be armed with captured PPSH or Gerät Potsdam (Sten copy) 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.

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 +35 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	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.

Options: Any Pioneers may be armed with a Gew 43 rifle for +3 points per model. 1 or 2 Pioneers must be armed with MG 42 light machine-guns for +20 points per model or the entire group must be armed with StG 44 assault rifles for +45 points. 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 one Pioneer may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points. Up to three Pioneers may be armed with captured PPSH or Gerät Potsdam (Sten copy) 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 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.

Heavy Armour Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Tiger I heavy tank	330	13	12	12	4
Tiger II Königstiger heavy tank	440	14	12	12	4
0-1 Maus super-heavy tank	480	15	14	14	3
Borgward Ladungsträger demolition vehicle	+25	9	8	8	-

Elite *schwere Panzer Abteilung* (heavy tank battalions) equipped with Tiger tanks so feared that Allied tankers saw Tigers in every shadow. I had to include the Maus (I just couldn't control myself) even though no more than two ever saw the light of day.

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: Tiger tanks are heavy tanks. Maus super-heavy tanks are slow heavy tanks. Borgward Ladungsträger are remote-controlled light tanks.

Armament: Tiger I heavy tanks are armed with an 8.8 cm KwK 36 anti-tank gun and two MG 34 tank machine-guns. Tiger II heavy tanks are armed with an 8.8 cm KwK43 anti-tank gun and two MG 34 tank machine-guns. Maus super-heavy tanks are armed with a 12.8 cm KwK44 anti-tank gun, a 7.5 cm KwK 39 anti-tank gun and a MG 34 tank machine-gun. Maus super-heavy tanks cannot fire

both guns in the same turn. All three tanks have smoke launchers. Tiger and Maus heavy tanks cannot fire barrages. They are strictly direct fire weapons.

Demolitions Vehicles: A Heavy Armour Column may be converted to a Radio-controlled demolition Column by adding up to four Borgward Ladungsträger (demolition charge carrier) vehicles for +25 points each per heavy tank. A Ladungsträger charge explodes as a Strength rating 10 Ordnance Blast weapon.

Special Rules

Armoured Track Guards: Maus super-heavy 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+.

Heavy Hunting-tank Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Nashorn tank hunter	110	9	8	8	3
Elefant hunting-tank	190	14	12	12	3
Jagdpanther hunting-tank	240	13	11	11	3
Jagdtiger hunting-tank	330	14	12	12	3

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

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

Type: Nashorn (pronounced nahs-horn) heavy tank hunters are open-topped medium tanks. Elefant hunting-tanks are slow, heavy tanks. Jagdpanther and Jagdtiger heavy hunting-tanks are heavy tanks.

Armament: Nashorn tank hunters are armed with an 8.8 cm Pak 43 anti-tank gun and a MG 42 machine-gun. Nashorn hunting-tanks may only fire one or the other of its weapons in each turn. Elefant and Jagdpanther hunting-tanks are armed with an 8.8 cm Pak 43 anti-tank gun and a MG 34 tank machine-gun. Jagdtiger hunting-tanks are armed with a 12.8 cm Pak 44 anti-tank gun and a MG 34 tank machine-gun. Jagdpanther and Jagdtiger hunting-tanks have smoke launchers. Heavy hunting-tanks cannot fire barrages. They are strictly direct fire weapons.

Tank-hunter 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	11	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) was usually equipped with at least some of the excellent Pak 40 anti-tank gun, although the lighter guns were still common. Some lucky units and independent *schwere Panzerjäger Abteilung* (heavy anti-tank battalions) were equipped with the excellent '88'.

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 8 cm PAW anti-tank guns at no cost, 5 cm Pak 38 anti-tank guns for +6 points, 7.5 cm Pak 40 anti-tank guns for +13 points, 8.8 cm Pak 43/41 anti-tank guns for +30 points, 8.8 cm Pak 43 anti-tank guns for +40 points, or 12.8 cm Pak 44 anti-tank guns for +60 points. Each Kanonier is armed with a Kar 98k rifle. The Unteroffizier is armed with an MP 40 submachine-gun.

Direct Fire Weapons: Heavy anti-tank guns cannot fire barrages. They are strictly direct fire weapons.

Options: Up to one Kanonier may be armed with a MG 42 light machine-gun for +20 points.

Vehicles: Each 8 cm PAW, 5 cm Pak 38 or 7.5 cm Pak 40 has a medium truck at no extra cost or a half-track tractor or RSO caterpillar carrier for +5 points as a towing vehicle. The guns may be mounted on the back of their vehicle instead of towed for +5 points.

Each 8.8 cm or 12.8 cm heavy anti-tank gun includes a half-track to tow the gun.

Special Rules

Turntable: 8.8 cm anti-tank guns (except the Pak 43/41) have turntable mountings and do not count as moving when changing facing.

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	120	12	10	10	3
StuH III assault howitzer	125	12	10	10	3
StuG IV assault gun	120	12	10	10	3
Sturmpanzer IV Brumbär assault gun	175	13	11	10	3
Sturmtiger assault gun	335	13	12	12	3
StuG M42 mit 75/34 851(i) assault gun	75	11	10	10	2
StuG M43 mit 105/25 853(i) assault howitzer	80	11	10	10	2

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, StuH III, StuG IV, Sturmpanzer IV, StuG M42 and StuG M43 assault guns are turretless medium tanks fitted with extra armour. Sturmtiger assault guns are turretless, heavy tanks.

Armament: StuG III or StuG IV assault guns are armed with a 7.5 cm KwK 40 anti-tank gun and a MG 42 machine-gun. StuH III assault howitzers are armed with a 10.5 cm KwK assault howitzer and a MG 42 machine-gun. StuG M42 assault guns are armed with a captured 7.5 cm tank gun and a Breda tank machine-gun. StuG M43 assault howitzers are armed with a 10.5 cm assault howitzer and a

Breda tank machine-gun. A StuG and StuH assault guns may only fire one or the other of its weapons in each turn. Brumbär assault guns are armed with a 15 cm sIG 33 heavy infantry gun and an MG 34 tank machine-gun, but cannot fire barrages. Sturmtiger assault guns are armed with a 38 cm rocket launcher and a MG 34 tank machine-gun.

Demolitions Vehicles: An Assault Gun Troop may be converted to a radio-controlled demolition column by adding up to four Borgward Ladungsträger (demolition charge carrier) vehicles from the Tiger heavy tank choice for +25 points each per assault gun.

Special Rules

Rockets: The 38 cm rounds fired by the Sturmtiger are huge. The vehicle must spend a turn stationary without shooting to reload its rocket launcher.

0-2 BP 44 Armoured Train

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Armoured locomotive	50	10	10	10	-
Artillery wagon	145	10	10	10	3
Flak/Artillery wagon	165	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
Panzerjäger car	105	11	11	11	3
Pusher car	-	6	6	6	-
Panhard armoured railcar	35	10	9	9	2

A standard armoured train had a pusher car or Panzerjäger 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 10.5 cm leFH 18 M field howitzer in a turret and a MG 34 tank machine-gun.

Flak/Artillery wagons are armed with a 10.5 cm leFH 18 M 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). Panzerjäger cars are armed with a 7.5 cm KwK 40 tank gun and a MG 34 tank machine-gun. 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 the 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 Light Scout Train

Armour:	Points/Model	Front	Side	Rear	BS
Light rail scout car	35	9	9	9	3
Light rail command car	40	9	9	9	3

In order to gain more flexibility for patrolling rail lines, the Germans developed the light scout train. This consisted of ten railcars that could couple as a single train when required.

Patrol: A Light Scout Train consists of up to two light rail command cars and eight light rail scout cars.

Type: Light rail scout cars are specialised fast tanks.

Armament: Light rail scout cars and light rail command cars are armed with four MG 34 tank machine-guns.

Passengers: Two light scout rail cars may carry a Fusilier or Pioneer Group between them. The passenger group is purchased separately, but as part of the same Elites choice.

The cars each count as separate vehicles. As long as one car in a train coupled together is not immobilised, it can move the entire train. Cars may couple or uncouple at the beginning of movement.

Railway Track: Obviously a Light Scout Train needs a track to run on. If the German detachment does not include a BP 44 Armoured Train, use the procedure given as a special rule for BP 44 Armoured Trains to place a track.

Radio: Light rail command cars 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.

Special Rules

Scout Train: Light rail scout cars and light rail command cars may travel independently. A car coupled to another may not change direction if it moved more than 6" in the previous turn.

0-1 Heavy Scout Train

Armour:	Points/Model	Front	Side	Rear	BS
Flak car	40	6	6	6	4
Artillery car	130	10	10	10	3
Infantry car	30	10	10	10	3
Command car	35	10	10	10	3

The heavy scout trains were intended to replace the BP 44 armoured trains giving them more flexibility. A train normally consisted of two half-trains each of a pusher car, a flak car, a tank car, an artillery car, two infantry cars and a command car.

Patrol: A Heavy Scout Train consists of up to two command cars and up to twelve other cars. Pusher and tank cars from the BP 44 Armoured train choice may be included.

Type: Heavy rail scout trains are specialised fast tanks. Flak cars are open-topped.

Armament: Flak cars are armed with a quadruple 2 cm Flakvierling anti-aircraft gun. Artillery cars are armed with a 7.5 cm KwK 36 tank gun and a MG 34 tank machine-gun. Infantry cars and command cars are armed with a MG 34 tank machine-gun.

Passengers: Each infantry car may carry a Grenade Launcher, Grenadier or Pioneer Group purchased separately, but as part of the same Elites choice. The passengers may fire their machine-guns from within the car.

Special Rules

Scout Train: Artillery, infantry and command cars may all travel independently. All other cars must be coupled to one of these to move. A car coupled to another may not change direction if it moved more than 6" in the previous turn.

The cars each count as separate vehicles. As long as one car in a train coupled together is not immobilised, it can move the entire train. Cars may couple or uncouple at the beginning of movement.

Railway Track: Obviously a Heavy Scout Train needs a track to run on. If the German detachment does not include a BP 44 Armoured Train, use the procedure given as a special rule for BP 44 Armoured Trains to place a track.

Radio: Command cars 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.

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 Fusilier, Machine-gun, Grenade Launcher, and Pioneer Groups choices.

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	75	10	10	10	3
Flak wagon	30	6	6	6	3
Infantry wagon	18	9	9	9	-
Panzerjäger car	45	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 44 Armoured Train, use the procedure given as a special rule for BP 44 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.

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 or 10.5 cm Flak 39 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 42 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 and 10.5 cm anti-aircraft guns have turntable mountings and do not count as moving when changing facing.

0-1 Luftwaffe Staffel

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Junkers Ju 87 G Stuka tank-buster	135	7	7	7	3
Focke-Wulf FW 190 F fighter-bomber	135	8	8	8	3

By 1944, the *Luftwaffe* (German air force) had its hands more than full handling the Allied bombing campaign. Only rarely could they spare fighter-bombers to support the army, and the older Stukas were facing increasingly strong opposition.

Aircraft: You may include between 1 and 4 aircraft as a single Elites choice. They may either form a single unit or arrive and move independently.

Type: Junkers Ju 87 Stuka tank-busters and Focke-Wulf FW 190 F fighter-bombers are aircraft.

Armament: Junkers Ju 87 Stuka tank-busters are armed with twin 3.7 cm cannon (Linked Heavy 3, Range 24, Strength 8, AP 4). 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).

While the Allies are supposed to have complete air superiority over the bridgehead, apart from that big RAF bombing raid preceding the taking of Caen, enemy [Luftwaffe] planes have been more in evidence – Lieutenant George G Blackburn, 4 RCA

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 30 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 4 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.

Options: Up to one Grenadier may be armed with a MG 42 light machine-gun for +20 points per model. 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 captured PPSH or Gerät Potsdam (Sten copy) 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 42 light machine gun.

Options: Up to one more Grenadier may be armed with a MG 42 light machine-gun for +20 points. Any Grenadiers may be armed with a Gew 43 rifle for +3 points per model. Up to three Grenadiers may be armed with captured PPSH or Gerät Potsdam (Sten copy) submachine-guns (count as MP 40) for +3 points per model. Up to one Grenadier may be armed with a grenade launcher as well as a rifle for +2 points. The entire group may be armed with StG 44 assault rifles (in place of all rifles and machine-guns) for +30 points.

Up to two Grenadiers may be armed with anti-tank grenades for +1 point per model. Up to one Grenadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points.

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

Ost Grenadier Column

Ost Grenadier Column: 1 Ost Grenadier Column Troop at 20 points
2 to 3 Ost Grenadier Groups at 30 points each.

Ost Grenadier Column Troop

Polish and Soviet POW's were served in the German army as a way of getting out of the POW camps.

	WS	BS	S	T	W	I	A	Ld	Save
Feldwebel	3	3	3	3	1	3	1	8	6+
Unteroffizier	3	3	3	3	1	3	1	7	6+
Ost Grenadier	2	2	3	3	1	2	1	5	6+
Veteran Unteroffizier	4	4	3	3	1	4	2	8	6+

Troop: The Ost Grenadier Column Troop consists of 1 Feldwebel, 1 Unteroffizier and 4 Ost Grenadiers.

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

Options: Up to one Ost Grenadier may be armed with a Panzerfaust anti-tank launcher as well as a rifle for +5 points.

Character: The 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.

Special Rules

Leadership: Any Ost Grenadier Group within 12" of an Ost Grenadier Column Troop may use the Leadership characteristic of the Feldwebel for all Leadership tests.

Ostruppen: Ost Grenadiers are not Storm Troops.

Ost Grenadier Group

Often less than enthusiastic about fighting for Germany, the Ost Grenadiers were better than nothing in Germany's desperation.

	WS	BS	S	T	W	I	A	Ld	Save
Obergefreiter	3	3	3	3	1	3	1	7	6+
Ost Grenadier	2	2	3	3	1	2	1	5	6+

Group: An Ost 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 42 light machine-gun.

Fast Attack

Armour Column

<i>Armour:</i>	<i>Points/Model</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
Panther tank	225	13	11	11	3
Panzer IV tank	160	12	10	10	3
Panzer M15/42 738(i) tank	65	11	10	10	2
Panzer P40 737(i) tank	75	11	10	10	2

By 1944 almost every *Panzer Division* had two *Panzer Abteilung* (armoured battalions), one of Panther tanks and one of Panzer IV tanks. In keeping with the maxim 'Klopfen nicht klechern' (sock 'em don't tap 'em), German tactics called for the entire *Panzer Abteilung* to be used together rather than dished out in 'penny packets'.

Column: An Armour Column consists of 1 to 5 tanks. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: Panther tanks are heavy tanks. Panzer IV tanks are medium tanks fitted with extra armour. Panzer M15/42 and P40 tanks are medium tanks.

Armament: Panther tanks are armed with a 7.5 cm KwK 42 anti-tank gun and two MG 34 tank machine-guns. Panzer IV tanks are armed with a 7.5 cm KwK 39 anti-tank gun and two MG 34 tank machine-guns. Both tanks have smoke launchers. Panzer M15/42 tanks are armed with a captured 4.7 cm L/40 tank gun, a Breda tank machine-gun and twin-linked Breda tank machine-guns. Panzer P40 tanks are armed with a captured 7.5 cm tank gun and a Breda tank machine-gun.

Options: Panzer IV tanks may be fitted with the wider Ostkette tracks for +40 points. This makes them heavy tanks.

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%.

Hunting-tank Column

Armour:	Points/Model	Front	Side	Rear	BS
Marder tank hunter	70	9	8	6	3
Sdkfz 234/3 8-wheeled tank hunter	160	10	8	6	3
Jagdpanzer IV hunting-tank	125	12	10	10	3
Jagdpanzer IV/70 hunting-tank	130	13	10	10	3
Jagdpanzer 38(t) Hetzer hunting-tank	85	12	10	10	2

Every German division had at least one company of *Panzerjäger* self-propelled tank destroyers (even if it was only four strong in the case of many infantry divisions). Initially these were simple conversions such as the Marder, but later they were specialised *Jagdpanzer* 'hunting tanks'.

Column: A Hunting-tank Column consists of 1 to 3 hunting-tanks. Being radio equipped, the hunting-tanks may operate independently and do not need to remain together as a unit.

Type: Marder tank hunters are open-topped, medium tanks. Sdkfz 234/3 8-wheeled tank hunters are fast, open-topped, wheeled vehicles. Jagdpanzer IV hunting-tanks are medium tanks fitted with extra armour. Hetzer hunting-tanks are medium tanks.

Armament: Marder tank hunters are armed with a 7.5 cm Pak 40 anti-tank gun and a MG 34 tank machine-gun. Sdkfz 234/3 8-

wheeled tank hunters are armed with a 7.5 cm Pak 40 anti-tank gun. Jagdpanzer IV and Hetzer hunting-tanks are armed with a 7.5 cm KwK 39 anti-tank gun and a MG 42 machine-gun. Jagdpanzer IV/70 hunting-tanks are armed with a 7.5 cm KwK 42 anti-tank gun and a MG 42 machine-gun. Jagdpanzer hunting-tanks may only fire either one or the other of their weapons in each turn.

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. 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	80	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

Many Panzer Divisions had one of their artillery battalions equipped with 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 42 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.

French tank chassis: Faced with a severe shortage of armoured vehicles, the German Army converted captured French tanks into self-propelled artillery. The resultant vehicle strained the capability of the chassis to the limit, reducing cross-country mobility severely.

Wespe self-propelled howitzers may be slow light tanks at a cost reduction of -20 points. Hummel self-propelled heavy howitzers may be slow light tanks armed with a 15 cm sIG 33 heavy infantry gun at a cost reduction of -100 points.

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.

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 30 cm NW 42 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 30 cm NW 42 rocket launcher for +10 points. 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
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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. The key is to 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 fast, well-armed and tough. The thing to remember is mobility. Move rapidly 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 precious tank. You are generally better to fire from the halt and then move next turn, rather than trying to shoot on the move.

Artillery

There are two ways to use artillery. One is cheap, the other flexible. In the cheap option, the Troop Staff remains with the guns of its battery to provide a signals link so that other characters with signallers can observe for them. For the flexible option, the Troop Staff moves forward to observe for the guns (in addition to other characters). In this case, choose Artillery Headquarters to command your artillery. 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.

Volksgrenadier Regiments

The severe losses suffered in 1942 and 1943 forced Germany to field units of second-rate infantry, initially in fortification divisions, but later in Volksgrenadier Divisions. To reflect the higher proportion of older or unwell soldiers, Volksgrenadier units reduce their Weapon Skill (WS) characteristic by one and do not count as Storm Troopers. To compensate Volksgrenadier groups, troops and weapon crews *reduce* their costs by 10 points each. Any units that are not Volksgrenadier must be taken as Elites choices.

Volksturm Battalion

With the invasion of Germany proper, the Volksturm or home guard entered the battle. Made up of older men and young boys, the Volksturm were not particularly effective soldiers. Use Ost Grenadier Columns for Volksturm units.

Waffen Division der SS

Not all SS divisions were elite, or even German. Towards the end of the war the SS formed large numbers of foreign divisions made up of pro-German people from all over Europe. Use the German Army 1944/45 list rather than the Waffen SS 1944/45 list for these divisions. Waffen Division der SS units do not count as Storm Troopers, but reduce their cost by 5 points per group, vehicle or weapons crew.

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